The LaTeX3 Sources

The LaTeX3 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 LaTeX commands, which allow the LaTeX programmer to systematically name functions and variables, and specify the argument types of functions.

The TeX and ε-TeX 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 LaTeX3 programming language.

At present, the expl3 modules are designed to be loaded on top of LaTeX 2_ε. In time, a LaTeX3 format will be produced based on this code. This allows the code to be used in LaTeX 2_ε packages *now* while a stand-alone LaTeX3 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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Contents

I Introduction to expl3 and this document 1

1 Naming functions and variables 1
1.1 Terminological inexactitude . . . 3

2 Documentation conventions 4

3 Formal language conventions which apply generally 5

4 TEX concepts not supported by LATEX3 6

II The l3bootstrap package: Bootstrap code 7

1 Using the LATEX3 modules 7

III The l3names package: Namespace for primitives 8

1 Setting up the LATEX3 programming language 8

IV The l3basics package: Basic definitions 9

1 No operation functions 9

2 Grouping material 9

3 Control sequences and functions 10
3.1 Defining functions . . . 10
3.2 Defining new functions using parameter text . . . 11
3.3 Defining new functions using the signature . . . 12
3.4 Copying control sequences . . . 15
3.5 Deleting control sequences . . . 15
3.6 Showing control sequences . . . 15
3.7 Converting to and from control sequences . . . 16

4 Analysing control sequences 17

5 Using or removing tokens and arguments 18
5.1 Selecting tokens from delimited arguments . . . 20

6 Predicates and conditionals 21
6.1 Tests on control sequences . . . 22
6.2 Primitive conditionals . . . 22

7 Starting a paragraph 24

V The l3expan package: Argument expansion 25

1 Defining new variants 25

2 Methods for defining variants 26

3 Introducing the variants 27

4 Manipulating the first argument 29

5 Manipulating two arguments 31

6 Manipulating three arguments 32

7 Unbraced expansion 33

8 Preventing expansion 33

9 Controlled expansion 35

10 Internal functions 37

VI The l3tl package: Token lists 38

1 Creating and initialising token list variables 38

2 Adding data to token list variables 39

3 Modifying token list variables 40

4 Reassigning token list category codes 40

5 Token list conditionals 41

6 Mapping to token lists 43

7 Using token lists 46

8 Working with the content of token lists 46

9 The first token from a token list 48

10 Using a single item 51

11 Viewing token lists 53

12 Constant token lists 53

13 Scratch token lists 54

VII The l3str package: Strings 55

1 Building strings 55

2 Adding data to string variables 56

3 Modifying string variables 57

4 String conditionals 58

5 Mapping to strings 59

6 Working with the content of strings 61

7 String manipulation 64

8 Viewing strings 65

9 Constant token lists 66

10 Scratch strings 66

VIII The l3str-convert package: string encoding conversions 67

1 Encoding and escaping schemes 67

2 Conversion functions 67

3 Creating 8-bit mappings 69

4 Possibilities, and things to do 69

IX The l3quark package: Quarks 70

1 Quarks 70

2 Defining quarks 70

3 Quark tests 71

4 Recursion 71

5 An example of recursion with quarks 72

6 Scan marks 73

X The l3seq package: Sequences and stacks 75

1 Creating and initialising sequences 75

2 Appending data to sequences 76

3 Recovering items from sequences 76

4 Recovering values from sequences with branching 78
5 Modifying sequences 79
6 Sequence conditionals 80
7 Mapping to sequences 80
8 Using the content of sequences directly 82
9 Sequences as stacks 83
10 Sequences as sets 84
11 Constant and scratch sequences 85
12 Viewing sequences 86

XI The l3int package: Integers 87
1 Integer expressions 88
2 Creating and initialising integers 89
3 Setting and incrementing integers 90
4 Using integers 91
5 Integer expression conditionals 91
6 Integer expression loops 93
7 Integer step functions 95
8 Formatting integers 96
9 Converting from other formats to integers 97
10 Random integers 98
11 Viewing integers 99
12 Constant integers 99
13 Scratch integers 99
13.1 Direct number expansion 100
14 Primitive conditionals 100

XII The l3flag package: Expandable flags 102
1 Setting up flags 102

2 Expandable flag commands 103

XIII The l3prg package: Control structures 104

1 Defining a set of conditional functions 104

2 The boolean data type 106

3 Boolean expressions 108

4 Logical loops 110

5 Producing multiple copies 111

6 Detecting TeX's mode 111

7 Primitive conditionals 112

8 Nestable recursions and mappings 112

8.1 Simple mappings 112

9 Internal programming functions 113

XIV The l3sys package: System/runtime functions 114

1 The name of the job 114

2 Date and time 114

3 Engine 114

4 Output format 115

5 Platform 115

6 Random numbers 115

7 Access to the shell 116

7.1 Loading configuration data 117

XV The l3clist package: Comma separated lists 118

1 Creating and initialising comma lists 118

2 Adding data to comma lists 120

3 Modifying comma lists 120

4 Comma list conditionals 122

5 Mapping to comma lists 122

6 Using the content of comma lists directly 124

7 Comma lists as stacks 125

8 Using a single item 126

9 Viewing comma lists 126

10 Constant and scratch comma lists 127

XVI The l3token package: Token manipulation 128

1 Creating character tokens 128

2 Manipulating and interrogating character tokens 130

3 Generic tokens 133

4 Converting tokens 133

5 Token conditionals 134

6 Peeking ahead at the next token 137

7 Description of all possible tokens 140

XVII The l3prop package: Property lists 143

1 Creating and initialising property lists 143

2 Adding entries to property lists 144

3 Recovering values from property lists 144

4 Modifying property lists 145

5 Property list conditionals 145

6 Recovering values from property lists with branching 146

7 Mapping to property lists 147

8 Viewing property lists 148

9 Scratch property lists 148

10 Constants 149

XVIII The l3msg package: Messages 150

1 Creating new messages 150

2 Contextual information for messages 151

3 Issuing messages 152

4 Redirecting messages 154

XIX The l3file package: File and I/O operations 156

1 Input–output stream management 156
1.1 Reading from files . . . 157
1.2 Writing to files . . . 160
1.3 Wrapping lines in output . . . 162
1.4 Constant input–output streams, and variables . . . 163
1.5 Primitive conditionals . . . 163

2 File operation functions 163

XX The l3skip package: Dimensions and skips 168

1 Creating and initialising dim variables 168

2 Setting dim variables 169

3 Utilities for dimension calculations 169

4 Dimension expression conditionals 170

5 Dimension expression loops 172

6 Dimension step functions 173

7 Using dim expressions and variables 174

8 Viewing dim variables 175

9 Constant dimensions 176

10 Scratch dimensions 176

11 Creating and initialising skip variables 176

12 Setting skip variables 177

13 Skip expression conditionals 178

14 Using skip expressions and variables 178

15 Viewing skip variables 178

16 Constant skips 179

17 Scratch skips 179

18 Inserting skips into the output 179

19 Creating and initialising muskip variables 180

20 Setting muskip variables 180

21 Using muskip expressions and variables 181

22 Viewing muskip variables 181

23 Constant muskips 182

24 Scratch muskips 182

25 Primitive conditional 182

XXI The l3keys package: Key–value interfaces 183

1 Creating keys 184

2 Sub-dividing keys 188

3 Choice and multiple choice keys 188

4 Setting keys 191

5 Handling of unknown keys 191

6 Selective key setting 192

7 Utility functions for keys 193

8 Low-level interface for parsing key–val lists 194

XXII The l3intarray package: fast global integer arrays 196

1 l3intarray documentation 196
1.1 Implementation notes . . . 197

XXIII The l3fp package: Floating points 198

1 Creating and initialising floating point variables 199

2 Setting floating point variables 200

3 Using floating points 200

4 Floating point conditionals 202

5 Floating point expression loops 203

6 Some useful constants, and scratch variables 205

7 Floating point exceptions 206

8 Viewing floating points 207

9 Floating point expressions 208
- 9.1 Input of floating point numbers . . . 208
- 9.2 Precedence of operators . . . 209
- 9.3 Operations . . . 209

10 Disclaimer and roadmap 216

XXIV The l3fparray package: fast global floating point arrays 219

1 l3fparray documentation 219

XXV The l3sort package: Sorting functions 220

1 Controlling sorting 220

XXVI The l3tl-analysis package: Analysing token lists 221

1 l3tl-analysis documentation 221

XXVII The l3regex package: Regular expressions in TeX 222

1 Syntax of regular expressions 222

2 Syntax of the replacement text 227

3 Pre-compiling regular expressions 229

4 Matching 229

5 Submatch extraction 230

6 Replacement 231

7 Constants and variables 231

8 Bugs, misfeatures, future work, and other possibilities 232

XXVIII The l3box package: Boxes 235

1 Creating and initialising boxes 235

2 Using boxes 235

3 Measuring and setting box dimensions 236

4 Box conditionals 237

5 The last box inserted 237

6 Constant boxes 237

7 Scratch boxes 238

8 Viewing box contents 238

9 Boxes and color 238

10 Horizontal mode boxes 238

11 Vertical mode boxes 240

12 Using boxes efficiently 241

13 Affine transformations 242

14 Primitive box conditionals 245

XXIX The l3coffins package: Coffin code layer 246

1 Creating and initialising coffins 246

2 Setting coffin content and poles 246

3 Coffin affine transformations 248

4 Joining and using coffins 248

5 Measuring coffins 249

6 Coffin diagnostics 249

7 Constants and variables 250

XXX The l3color-base package: Color support 251

1 Color in boxes 251

XXXI The l3luatex package: LuaTEX-specific functions 252

1 Breaking out to Lua 252

2 Lua interfaces 253

XXXII The l3unicode package: Unicode support functions 254

XXXIII The l3legacy package: Interfaces to legacy concepts 255

XXXIV The l3candidates package: Experimental additions to l3kernel 256

1 Important notice 256

2 Additions to l3basics 257

3 Additions to l3box 257
3.1 Viewing part of a box 257

4 Additions to l3expan 258

5 Additions to l3fp 258

6 Additions to l3file 258

7 Additions to l3flag 259

8 Additions to l3intarray 259
8.1 Working with contents of integer arrays 259

9 Additions to l3msg 260

10 Additions to l3prg 261

11 Additions to l3prop 261

12 Additions to l3seq 261

13 Additions to l3sys 263

14 Additions to l3tl 263

15 Additions to l3token 268

XXXV Implementation 269

1 l3bootstrap implementation 269

1.1 Format-specific code . . . 269
1.2 The \pdfstrcmp primitive in XeTeX . . . 270
1.3 Loading support Lua code . . . 270
1.4 Engine requirements . . . 271
1.5 Extending allocators . . . 273
1.6 Character data . . . 273
1.7 The LaTeX3 code environment . . . 275

2 l3names implementation 277

2.1 Deprecated functions . . . 300

3 Internal kernel functions 312

4 Kernel backend functions 316

5 l3basics implementation 317

5.1 Renaming some TeX primitives (again) . . . 317
5.2 Defining some constants . . . 319
5.3 Defining functions . . . 320
5.4 Selecting tokens . . . 320
5.5 Gobbling tokens from input . . . 322
5.6 Debugging and patching later definitions . . . 322
5.7 Conditional processing and definitions . . . 323
5.8 Dissecting a control sequence . . . 329
5.9 Exist or free . . . 331
5.10 Preliminaries for new functions . . . 333
5.11 Defining new functions . . . 334
5.12 Copying definitions . . . 336
5.13 Undefining functions . . . 336
5.14 Generating parameter text from argument count . . . 337
5.15 Defining functions from a given number of arguments . . . 338
5.16 Using the signature to define functions . . . 339
5.17 Checking control sequence equality . . . 341
5.18 Diagnostic functions . . . 341
5.19 Decomposing a macro definition . . . 343
5.20 Doing nothing functions . . . 343
5.21 Breaking out of mapping functions . . . 344
5.22 Starting a paragraph . . . 344

6 l3expan implementation 345

6.1 General expansion . . . 345
6.2 Hand-tuned definitions . . . 348
6.3 Last-unbraced versions . . . 352
6.4 Preventing expansion . . . 354
6.5 Controlled expansion . . . 355
6.6 Emulating e-type expansion . . . 355
6.7 Defining function variants . . . 362
6.8 Definitions with the automated technique . . . 372

7 l3tl implementation 373

7.1 Functions . . . 374
7.2 Constant token lists . . . 375
7.3 Adding to token list variables . . . 376
7.4 Reassigning token list category codes . . . 377
7.5 Modifying token list variables . . . 380
7.6 Token list conditionals . . . 384
7.7 Mapping to token lists . . . 389
7.8 Using token lists . . . 391
7.9 Working with the contents of token lists . . . 391
7.10 Token by token changes . . . 394
7.11 The first token from a token list . . . 396
7.12 Using a single item . . . 400
7.13 Viewing token lists . . . 403
7.14 Scratch token lists . . . 404

8 l3str implementation 405

8.1 Creating and setting string variables . . . 405
8.2 Modifying string variables . . . 406
8.3 String comparisons . . . 407
8.4 Mapping to strings . . . 410
8.5 Accessing specific characters in a string . . . 412
8.6 Counting characters . . . 417
8.7 The first character in a string . . . 418
8.8 String manipulation . . . 419
8.9 Viewing strings . . . 421

9 l3str-convert implementation 421

9.1 Helpers . . . 421
 9.1.1 Variables and constants . . . 421
9.2 String conditionals . . . 422
9.3 Conversions . . . 424
 9.3.1 Producing one byte or character . . . 424
 9.3.2 Mapping functions for conversions . . . 425
 9.3.3 Error-reporting during conversion . . . 426
 9.3.4 Framework for conversions . . . 426
 9.3.5 Byte unescape and escape . . . 431
 9.3.6 Native strings . . . 432
 9.3.7 `clist` . . . 433
 9.3.8 8-bit encodings . . . 433
9.4 Messages . . . 436
9.5 Escaping definitions . . . 437
 9.5.1 Unescape methods . . . 437
 9.5.2 Escape methods . . . 442
9.6 Encoding definitions . . . 444
 9.6.1 UTF-8 support . . . 444
 9.6.2 UTF-16 support . . . 449
 9.6.3 UTF-32 support . . . 454
 9.6.4 ISO 8859 support . . . 457

10 l3quark implementation 473
10.1 Quarks . . . 473
10.2 Scan marks . . . 476

11 l3seq implementation 477
11.1 Allocation and initialisation . . . 478
11.2 Appending data to either end . . . 481
11.3 Modifying sequences . . . 481
11.4 Sequence conditionals . . . 484
11.5 Recovering data from sequences . . . 486
11.6 Mapping to sequences . . . 489
11.7 Using sequences . . . 492
11.8 Sequence stacks . . . 493
11.9 Viewing sequences . . . 494
11.10 Scratch sequences . . . 494

12 l3int implementation 495
12.1 Integer expressions . . . 495
12.2 Creating and initialising integers . . . 498
12.3 Setting and incrementing integers . . . 499
12.4 Using integers . . . 500
12.5 Integer expression conditionals . . . 500
12.6 Integer expression loops . . . 504
12.7 Integer step functions . . . 505
12.8 Formatting integers . . . 507
12.9 Converting from other formats to integers . . . 513
12.10 Viewing integer . . . 515
12.11 Random integers . . . 516
12.12 Constant integers . . . 516
12.13 Scratch integers . . . 517
12.14 Integers for earlier modules . . . 517

13 l3flag implementation 517
13.1 Non-expandable flag commands . . . 517
13.2 Expandable flag commands . . . 518

14 l3prg implementation 519
14.1 Primitive conditionals . . . 519
14.2 Defining a set of conditional functions . . . 519
14.3 The boolean data type . . . 520
14.4 Boolean expressions . . . 522
14.5 Logical loops . . . 527
14.6 Producing multiple copies . . . 528
14.7 Detecting TeX's mode . . . 529
14.8 Internal programming functions . . . 530

15 l3sys implementation 530
15.1 The name of the job . . . 530
15.2 Detecting the engine . . . 531
15.3 Time and date . . . 532
15.4 Detecting the output . . . 533
15.5 Randomness . . . 533
15.6 Platform . . . 533
15.7 Random numbers . . . 533
15.8 Access to the shell . . . 534
15.9 Configurations . . . 536

16 l3clist implementation 538
16.1 Removing spaces around items . . . 539
16.2 Allocation and initialisation . . . 540
16.3 Adding data to comma lists . . . 542
16.4 Comma lists as stacks . . . 543
16.5 Modifying comma lists . . . 545
16.6 Comma list conditionals . . . 548
16.7 Mapping to comma lists . . . 549
16.8 Using comma lists . . . 552
16.9 Using a single item . . . 553
16.10 Viewing comma lists . . . 555
16.11 Scratch comma lists . . . 555

17 l3token implementation 556
17.1 Manipulating and interrogating character tokens . . . 556
17.2 Creating character tokens . . . 558
17.3 Generic tokens . . . 562
17.4 Token conditionals . . . 563
17.5 Peeking ahead at the next token . . . 570

18 l3prop implementation 576
18.1 Allocation and initialisation . . . 577
18.2 Accessing data in property lists . . . 580
18.3 Property list conditionals . . . 584
18.4 Recovering values from property lists with branching . . . 585
18.5 Mapping to property lists . . . 585
18.6 Viewing property lists . . . 587

19 l3msg implementation 587
19.1 Creating messages . . . 588
19.2 Messages: support functions and text . . . 589
19.3 Showing messages: low level mechanism . . . 590
19.4 Displaying messages . . . 592
19.5 Kernel-specific functions . . . 601
19.6 Expandable errors . . . 609

20 l3file implementation 610
20.1 Input operations . . . 610
20.1.1 Variables and constants . . . 610
20.1.2 Stream management . . . 611
20.1.3 Reading input . . . 614
20.2 Output operations . . . 617
20.2.1 Variables and constants . . . 617
20.3 Stream management . . . 618
20.3.1 Deferred writing . . . 620
20.3.2 Immediate writing . . . 620
20.3.3 Special characters for writing . . . 621
20.3.4 Hard-wrapping lines to a character count . . . 621
20.4 File operations . . . 631
20.5 GetIfInfo . . . 646
20.6 Messages . . . 647
20.7 Functions delayed from earlier modules . . . 648

21 l3skip implementation 649
21.1 Length primitives renamed . . . 649
21.2 Creating and initialising `dim` variables . . . 649
21.3 Setting `dim` variables . . . 650
21.4 Utilities for dimension calculations . . . 651
21.5 Dimension expression conditionals . . . 652
21.6 Dimension expression loops . . . 654
21.7 Dimension step functions . . . 655
21.8 Using `dim` expressions and variables . . . 656
21.9 Viewing `dim` variables . . . 658
21.10 Constant dimensions . . . 658
21.11 Scratch dimensions . . . 659
21.12 Creating and initialising `skip` variables . . . 659
21.13 Setting `skip` variables . . . 660
21.14 Skip expression conditionals . . . 660
21.15 Using `skip` expressions and variables . . . 661
21.16 Inserting skips into the output . . . 661
21.17 Viewing `skip` variables . . . 662
21.18 Constant skips . . . 662
21.19 Scratch skips . . . 662
21.20 Creating and initialising `muskip` variables . . . 662
21.21 Setting `muskip` variables . . . 663
21.22 Using `muskip` expressions and variables . . . 664
21.23 Viewing `muskip` variables . . . 664
21.24 Constant muskips . . . 665
21.25 Scratch muskips . . . 665

22 l3keys Implementation 665
22.1 Low-level interface . . . 665
22.2 Constants and variables . . . 669
22.3 The key defining mechanism . . . 671
22.4 Turning properties into actions . . . 673
22.5 Creating key properties . . . 678
22.6 Setting keys . . . 683
22.7 Utilities . . . 691
22.8 Messages . . . 693

23 l3intarray implementation 694
23.1 Allocating arrays . . . 694
23.2 Array items . . . 695
23.3 Working with contents of integer arrays . . . 698
23.4 Random arrays . . . 699

24 l3fp implementation 700

25 l3fp-aux implementation 701
25.1 Access to primitives . . . 701
25.2 Internal representation . . . 701
25.3 Using arguments and semicolons . . . 702
25.4 Constants, and structure of floating points . . . 703
25.5 Overflow, underflow, and exact zero . . . 705
25.6 Expanding after a floating point number . . . 705
25.7 Other floating point types . . . 707
25.8 Packing digits . . . 710
25.9 Decimate (dividing by a power of 10) . . . 712
25.10 Functions for use within primitive conditional branches . . . 714
25.11 Integer floating points . . . 716
25.12 Small integer floating points . . . 716
25.13 Fast string comparison . . . 717
25.14 Name of a function from its l3fp-parse name . . . 717
25.15 Messages . . . 718

26 l3fp-traps Implementation 718
26.1 Flags . . . 718
26.2 Traps . . . 718
26.3 Errors . . . 722
26.4 Messages . . . 722

27 l3fp-round implementation 723
27.1 Rounding tools . . . 723
27.2 The round function . . . 727

28 l3fp-parse implementation 731
28.1 Work plan . . . 731
28.1.1 Storing results . . . 732
28.1.2 Precedence and infix operators . . . 733
28.1.3 Prefix operators, parentheses, and functions . . . 736
28.1.4 Numbers and reading tokens one by one . . . 737
28.2 Main auxiliary functions . . . 739
28.3 Helpers . . . 739
28.4 Parsing one number . . . 740
28.4.1 Numbers: trimming leading zeros . . . 747
28.4.2 Number: small significand . . . 748
28.4.3 Number: large significand . . . 750
28.4.4 Number: beyond 16 digits, rounding . . . 752
28.4.5 Number: finding the exponent . . . 754
28.5 Constants, functions and prefix operators . . . 758
28.5.1 Prefix operators . . . 758
28.5.2 Constants . . . 761
28.5.3 Functions . . . 762
28.6 Main functions . . . 762
28.7 Infix operators . . . 765
28.7.1 Closing parentheses and commas . . . 766
28.7.2 Usual infix operators . . . 768
28.7.3 Juxtaposition . . . 769
28.7.4 Multi-character cases . . . 769
28.7.5 Ternary operator . . . 770
28.7.6 Comparisons . . . 770
28.8 Tools for functions . . . 772
28.9 Messages . . . 774

29 l3fp-assign implementation 775
29.1 Assigning values . . . 775
29.2 Updating values . . . 776
29.3 Showing values . . . 777
29.4 Some useful constants and scratch variables . . . 777

30 l3fp-logic Implementation 778
30.1 Syntax of internal functions . . . 778
30.2 Tests . . . 778
30.3 Comparison . . . 779
30.4 Floating point expression loops . . . 782
30.5 Extrema . . . 785
30.6 Boolean operations . . . 787
30.7 Ternary operator . . . 788

31 l3fp-basics Implementation 789
31.1 Addition and subtraction . . . 789
31.1.1 Sign, exponent, and special numbers . . . 790
31.1.2 Absolute addition . . . 792
31.1.3 Absolute subtraction . . . 794
31.2 Multiplication . . . 798
31.2.1 Signs, and special numbers . . . 798
31.2.2 Absolute multiplication . . . 799
31.3 Division . . . 802
31.3.1 Signs, and special numbers . . . 802
31.3.2 Work plan . . . 803
31.3.3 Implementing the significand division . . . 805
31.4 Square root . . . 810
31.5 About the sign and exponent . . . 817
31.6 Operations on tuples . . . 818

32 l3fp-extended implementation 819
32.1 Description of fixed point numbers . . . 820
32.2 Helpers for numbers with extended precision . . . 820
32.3 Multiplying a fixed point number by a short one . . . 821
32.4 Dividing a fixed point number by a small integer . . . 822
32.5 Adding and subtracting fixed points . . . 823
32.6 Multiplying fixed points . . . 824
32.7 Combining product and sum of fixed points . . . 825
32.8 Extended-precision floating point numbers . . . 827
32.9 Dividing extended-precision numbers . . . 830
32.10 Inverse square root of extended precision numbers . . . 833
32.11 Converting from fixed point to floating point . . . 835

33 l3fp-expo implementation 837
33.1 Logarithm . . . 837
33.1.1 Work plan . . . 837
33.1.2 Some constants . . . 838
33.1.3 Sign, exponent, and special numbers . . . 838
33.1.4 Absolute ln . . . 838
33.2 Exponential . . . 846
33.2.1 Sign, exponent, and special numbers . . . 846
33.3 Power . . . 850
33.4 Factorial . . . 856

34 l3fp-trig Implementation 858
34.1 Direct trigonometric functions . . . 859
34.1.1 Filtering special cases . . . 859
34.1.2 Distinguishing small and large arguments . . . 862
34.1.3 Small arguments . . . 863
34.1.4 Argument reduction in degrees . . . 863
34.1.5 Argument reduction in radians . . . 865
34.1.6 Computing the power series . . . 872
34.2 Inverse trigonometric functions . . . 875
34.2.1 Arctangent and arccotangent . . . 876
34.2.2 Arcsine and arccosine . . . 881
34.2.3 Arccosecant and arcsecant . . . 883

35 l3fp-convert implementation 884
35.1 Dealing with tuples . . . 884
35.2 Trimming trailing zeros . . . 885
35.3 Scientific notation . . . 885
35.4 Decimal representation . . . 886
35.5 Token list representation . . . 888
35.6 Formatting . . . 889
35.7 Convert to dimension or integer . . . 890
35.8 Convert from a dimension . . . 890
35.9 Use and eval . . . 891
35.10 Convert an array of floating points to a comma list . . . 892

36 l3fp-random Implementation 893
36.1 Engine support . . . 893
36.2 Random floating point . . . 897
36.3 Random integer . . . 897

37 l3fparray implementation 902
37.1 Allocating arrays . . . 902
37.2 Array items . . . 903

38 l3sort implementation 906
38.1 Variables . . . 906
38.2 Finding available \toks registers . . . 907
38.3 Protected user commands . . . 909
38.4 Merge sort . . . 911
38.5 Expandable sorting . . . 915
38.6 Messages . . . 920

39 l3tl-analysis implementation **921**

39.1 Internal functions . . . 921
39.2 Internal format . . . 921
39.3 Variables and helper functions . . . 922
39.4 Plan of attack . . . 924
39.5 Disabling active characters . . . 925
39.6 First pass . . . 925
39.7 Second pass . . . 930
39.8 Mapping through the analysis . . . 933
39.9 Showing the results . . . 934
39.10 Messages . . . 936

40 l3regex implementation **936**

40.1 Plan of attack . . . 936
40.2 Helpers . . . 938
40.2.1 Constants and variables . . . 939
40.2.2 Testing characters . . . 941
40.2.3 Character property tests . . . 944
40.2.4 Simple character escape . . . 946
40.3 Compiling . . . 951
40.3.1 Variables used when compiling . . . 952
40.3.2 Generic helpers used when compiling . . . 953
40.3.3 Mode . . . 954
40.3.4 Framework . . . 957
40.3.5 Quantifiers . . . 960
40.3.6 Raw characters . . . 962
40.3.7 Character properties . . . 964
40.3.8 Anchoring and simple assertions . . . 965
40.3.9 Character classes . . . 966
40.3.10 Groups and alternations . . . 969
40.3.11 Catcodes and csnames . . . 972
40.3.12 Raw token lists with `\u` . . . 975
40.3.13 Other . . . 977
40.3.14 Showing regexes . . . 978
40.4 Building . . . 982
40.4.1 Variables used while building . . . 982
40.4.2 Framework . . . 982
40.4.3 Helpers for building an NFA . . . 984
40.4.4 Building classes . . . 985
40.4.5 Building groups . . . 987
40.4.6 Others . . . 991
40.5 Matching . . . 993
40.5.1 Variables used when matching . . . 993
40.5.2 Matching: framework . . . 996
40.5.3 Using states of the NFA . . . 999
40.5.4 Actions when matching . . . 1000
40.6 Replacement . . . 1002
40.6.1 Variables and helpers used in replacement . . . 1002
40.6.2 Query and brace balance . . . 1003
40.6.3 Framework . . . 1005

40.6.4 Submatches . . . 1007
40.6.5 Csnames in replacement . . . 1008
40.6.6 Characters in replacement . . . 1010
40.6.7 An error . . . 1013
40.7 User functions . . . 1013
40.7.1 Variables and helpers for user functions . . . 1015
40.7.2 Matching . . . 1016
40.7.3 Extracting submatches . . . 1017
40.7.4 Replacement . . . 1020
40.7.5 Storing and showing compiled patterns . . . 1022
40.8 Messages . . . 1022
40.9 Code for tracing . . . 1028

41 l3box implementation 1029
41.1 Support code . . . 1029
41.2 Creating and initialising boxes . . . 1029
41.3 Measuring and setting box dimensions . . . 1030
41.4 Using boxes . . . 1031
41.5 Box conditionals . . . 1031
41.6 The last box inserted . . . 1032
41.7 Constant boxes . . . 1032
41.8 Scratch boxes . . . 1032
41.9 Viewing box contents . . . 1032
41.10 Horizontal mode boxes . . . 1034
41.11 Vertical mode boxes . . . 1036
41.12 Affine transformations . . . 1038

42 l3coffins Implementation 1047
42.1 Coffins: data structures and general variables . . . 1047
42.2 Basic coffin functions . . . 1049
42.3 Measuring coffins . . . 1054
42.4 Coffins: handle and pole management . . . 1055
42.5 Coffins: calculation of pole intersections . . . 1058
42.6 Affine transformations . . . 1061
42.7 Aligning and typesetting of coffins . . . 1068
42.8 Coffin diagnostics . . . 1073
42.9 Messages . . . 1079

43 l3color-base Implementation 1079

44 l3luatex implementation 1081
44.1 Breaking out to Lua . . . 1081
44.2 Messages . . . 1082
44.3 Lua functions for internal use . . . 1082
44.4 Generic Lua and font support . . . 1085

45 l3unicode implementation 1086

46 l3legacy Implementation 1089

47 l3candidates Implementation **1090**
47.1 Additions to l3box . . . 1090
47.1.1 Viewing part of a box . . . 1090
47.2 Additions to l3flag . . . 1092
47.3 Additions to l3msg . . . 1092
47.4 Additions to l3prg . . . 1094
47.5 Additions to l3prop . . . 1094
47.6 Additions to l3seq . . . 1095
47.7 Additions to l3sys . . . 1097
47.8 Additions to l3file . . . 1098
47.9 Additions to l3tl . . . 1099
47.9.1 Unicode case changing . . . 1099
47.9.2 Building a token list . . . 1123
47.9.3 Other additions to l3tl . . . 1127
47.10 Additions to l3token . . . 1127

48 l3deprecation implementation **1129**
48.1 Helpers and variables . . . 1129
48.2 Patching definitions to deprecate . . . 1130
48.3 Removed functions . . . 1133
48.4 Deprecated primitives . . . 1135
48.5 Loading the patches . . . 1136
48.6 Deprecated l3box functions . . . 1137
48.7 Deprecated l3int functions . . . 1137
48.8 Deprecated l3luatex functions . . . 1138
48.9 Deprecated l3msg functions . . . 1139
48.10 Deprecated l3prg functions . . . 1140
48.11 Deprecated l3str functions . . . 1141
48.11.1 Deprecated l3tl functions . . . 1141
48.12 Deprecated l3tl-analysis functions . . . 1142
48.13 Deprecated l3token functions . . . 1142
48.14 Deprecated l3file functions . . . 1143

Index **1144**

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 LaTeX3 programming language is found in expl3.pdf.

1 Naming functions and variables

LaTeX3 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:

`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 TeX 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 TeX `\edef` primitive carries out this type of expansion. Functions which feature an `x`-type argument are *not* expandable.

`e` The `e` specifier is in many respects identical to `x`, but with a very different implementation. Functions which feature an `e`-type argument may be expandable. The drawback is that `e` is extremely slow (often more than 200 times slower) in older engines, more precisely in non-LuaTeX engines older than 2019.

f The `f` specifier stands for *full expansion*, and in contrast to `x` stops at the first non-expandable token (reading the argument from left to right) without trying to expand it. If this token is a ⟨*space token*⟩, it is gobbled, and thus won't be part of the resulting argument. For example, when setting a token list variable (a macro used for storage), the sequence

```
\tl_set:Nn \l_mya_tl { A }
\tl_set:Nn \l_myb_tl { B }
\tl_set:Nf \l_mya_tl { \l_mya_tl \l_myb_tl }
```

will leave `\l_mya_tl` with the content `A\l_myb_tl`, as `A` cannot be expanded and so terminates expansion before `\l_myb_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 specified string).

D The `D` specifier means *do not use*. All of the TeX 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!

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[1] name and then a descriptive part. Variables end with a short identifier to show the variable type:

clist Comma separated list.

dim "Rigid" lengths.

fp Floating-point values;

int Integer-valued count register.

[1]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.

muskip "Rubber" lengths for use in mathematics.

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

skip "Rubber" lengths.

str String variables: contain character data.

tl Token list variables: placeholder for a token list.

Applying `V`-type or `v`-type expansion to variables of one of the above types is supported, while it is not supported for the following variable types:

bool Either true or false.

box Box register.

coffin A "box with handles" — a higher-level data type for carrying out `box` alignment operations.

flag Integer that can be incremented expandably.

fparray Fixed-size array of floating point values.

intarray Fixed-size array of integers.

ior/iow An input or output stream, for reading from or writing to, respectively.

prop Property list: analogue of dictionary or associative arrays in other languages.

regex Regular expression.

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 almost the same.[2] 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] TeXnically, functions with no arguments are `\long` while token list variables are not.

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:

`\seq_new:N`
`\seq_new:c`

`\seq_new:N` ⟨*sequence*⟩

When a number of variants are described, the arguments are usually illustrated only for the base function. Here, ⟨*sequence*⟩ 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 or `e`-type argument (in plain TeX terms, inside an `\edef` or `\expanded`), as well as within an `f`-type argument. These fully expandable functions are indicated in the documentation by a star:

`\cs_to_str:N` ⋆

`\cs_to_str:N` ⟨*cs*⟩

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 ⟨*cs*⟩, shorthand for a ⟨*control sequence*⟩.

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:

`\seq_map_function:NN` ☆

`\seq_map_function:NN` ⟨*seq*⟩ ⟨*function*⟩

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:

\sys_if_engine_xetex:*TF* ⋆

`\sys_if_engine_xetex:TF {⟨true code⟩} {⟨false code⟩}`

The underlining and italic of `TF` indicates that three functions are available:

- `\sys_if_engine_xetex:T`
- `\sys_if_engine_xetex:F`
- `\sys_if_engine_xetex:TF`

Usually, the illustration will use the `TF` variant, and so both ⟨*true code*⟩ and ⟨*false code*⟩ will be shown. The two variant forms `T` and `F` take only ⟨*true code*⟩ and ⟨*false code*⟩, 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:

\l_tmpa_tl

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 LaTeX 2ε or plain TeX. In these cases, the text will include an extra "**TeXhackers note**" section:

\token_to_str:N ⋆

`\token_to_str:N ⟨token⟩`

The normal description text.

TeXhackers note: Detail for the experienced TeX or LaTeX 2ε programmer. In this case, it would point out that this function is the 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 LaTeX3 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 if evaluated to give a logically `TRUE` or `FALSE` result. Depending on this result, either the ⟨*true code*⟩ or the ⟨*false code*⟩ 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 TeX concepts not supported by LaTeX3

The TeX concept of an "`\outer`" macro is *not supported* at all by LaTeX3. As such, the functions provided here may break when used on top of LaTeX 2ε if `\outer` tokens are used in the arguments.

Part II
The l3bootstrap package Bootstrap code

1 Using the LaTeX3 modules

The modules documented in `source3` are designed to be used on top of LaTeX 2ε and are loaded all as one with the usual `\usepackage{expl3}` or `\RequirePackage{expl3}` instructions. These modules will also form the basis of the LaTeX3 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 LaTeX 2ε 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 LaTeX 2ε 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 LaTeX 2ε 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 LaTeX 2ε category codes and the LaTeX3 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}
```

Part III
The l3names package Namespace for primitives

1 Setting up the LaTeX3 programming language

This module is at the core of the LaTeX3 programming language. It performs the following tasks:

- defines new names for all TeX primitives;
- switches to the category code régime for programming;
- provides support settings for building the code as a TeX format.

This module is entirely dedicated to primitives, which should not be used directly within LaTeX3 code (outside of "kernel-level" code). As such, the primitives are not documented here: *The TeXbook*, *TeX by Topic* and the manuals for pdfTeX, XeTeX, LuaTeX, pTeX and upTeX should be consulted for details of the primitives. These are named `\tex_`⟨*name*⟩`:D`, typically based on the primitive's ⟨*name*⟩ in pdfTeX and omitting a leading `pdf` when the primitive is not related to pdf output.

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 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 `x` expansion. In contrast, "protected" functions are not expanded within `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 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 `x`-type or `e`-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

\cs_new:Npn
\cs_new:cpn
\cs_new:Npx
\cs_new:cpx

\cs_new:Npn ⟨*function*⟩ ⟨*parameters*⟩ {⟨*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. The definition is global and an error results if the ⟨*function*⟩ is already defined.

\cs_new_nopar:Npn
\cs_new_nopar:cpn
\cs_new_nopar:Npx
\cs_new_nopar:cpx

\cs_new_nopar:Npn ⟨*function*⟩ ⟨*parameters*⟩ {⟨*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 definition is global and an error results if the ⟨*function*⟩ is already defined.

\cs_new_protected:Npn
\cs_new_protected:cpn
\cs_new_protected:Npx
\cs_new_protected:cpx

\cs_new_protected:Npn ⟨*function*⟩ ⟨*parameters*⟩ {⟨*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. The ⟨*function*⟩ will not expand within an x-type argument. The definition is global and an error results if the ⟨*function*⟩ is already defined.

\cs_new_protected_nopar:Npn
\cs_new_protected_nopar:cpn
\cs_new_protected_nopar:Npx
\cs_new_protected_nopar:cpx

\cs_new_protected_nopar:Npn ⟨*function*⟩ ⟨*parameters*⟩ {⟨*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 or e-type argument. The definition is global and an error results if the ⟨*function*⟩ is already defined.

\cs_set:Npn
\cs_set:cpn
\cs_set:Npx
\cs_set:cpx

\cs_set:Npn ⟨*function*⟩ ⟨*parameters*⟩ {⟨*code*⟩}

Sets ⟨*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. The assignment of a meaning to the ⟨*function*⟩ is restricted to the current TeX group level.

\cs_set_nopar:Npn
\cs_set_nopar:cpn
\cs_set_nopar:Npx
\cs_set_nopar:cpx

\cs_set_nopar:Npn ⟨*function*⟩ ⟨*parameters*⟩ {⟨*code*⟩}

Sets ⟨*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 assignment of a meaning to the ⟨*function*⟩ is restricted to the current TeX group level.

\cs_set_protected:Npn
\cs_set_protected:cpn
\cs_set_protected:Npx
\cs_set_protected:cpx

\cs_set_protected:Npn ⟨*function*⟩ ⟨*parameters*⟩ {⟨*code*⟩}

Sets ⟨*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. The assignment of a meaning to the ⟨*function*⟩ is restricted to the current TeX group level. The ⟨*function*⟩ will not expand within an x-type or e-type argument.

\cs_set_protected_nopar:Npn
\cs_set_protected_nopar:cpn
\cs_set_protected_nopar:Npx
\cs_set_protected_nopar:cpx

\cs_set_protected_nopar:Npn ⟨function⟩ ⟨parameters⟩ {⟨code⟩}

Sets ⟨*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 assignment of a meaning to the ⟨*function*⟩ is restricted to the current TeX group level. The ⟨*function*⟩ will not expand within an x-type or e-type argument.

\cs_gset:Npn
\cs_gset:cpn
\cs_gset:Npx
\cs_gset:cpx

\cs_gset:Npn ⟨function⟩ ⟨parameters⟩ {⟨code⟩}

Globally sets ⟨*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. The assignment of a meaning to the ⟨*function*⟩ is *not* restricted to the current TeX group level: the assignment is global.

\cs_gset_nopar:Npn
\cs_gset_nopar:cpn
\cs_gset_nopar:Npx
\cs_gset_nopar:cpx

\cs_gset_nopar:Npn ⟨function⟩ ⟨parameters⟩ {⟨code⟩}

Globally sets ⟨*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 assignment of a meaning to the ⟨*function*⟩ is *not* restricted to the current TeX group level: the assignment is global.

\cs_gset_protected:Npn
\cs_gset_protected:cpn
\cs_gset_protected:Npx
\cs_gset_protected:cpx

\cs_gset_protected:Npn ⟨function⟩ ⟨parameters⟩ {⟨code⟩}

Globally sets ⟨*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. The assignment of a meaning to the ⟨*function*⟩ is *not* restricted to the current TeX group level: the assignment is global. The ⟨*function*⟩ will not expand within an x-type or e-type argument.

\cs_gset_protected_nopar:Npn
\cs_gset_protected_nopar:cpn
\cs_gset_protected_nopar:Npx
\cs_gset_protected_nopar:cpx

\cs_gset_protected_nopar:Npn ⟨function⟩ ⟨parameters⟩ {⟨code⟩}

Globally sets ⟨*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 assignment of a meaning to the ⟨*function*⟩ is *not* restricted to the current TeX group level: the assignment is global. The ⟨*function*⟩ will not expand within an x-type argument.

3.3 Defining new functions using the signature

\cs_new:Nn
\cs_new:(cn|Nx|cx)

\cs_new:Nn ⟨function⟩ {⟨code⟩}

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

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

\cs_new_nopar:Nn ⟨*function*⟩ {⟨*code*⟩}

Creates ⟨*function*⟩ to expand to ⟨*code*⟩ as replacement text. Within the ⟨*code*⟩, the number of ⟨*parameters*⟩ is detected automatically from the function signature. These ⟨*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 definition is global and an error results if the ⟨*function*⟩ is already defined.

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

\cs_new_protected:Nn ⟨*function*⟩ {⟨*code*⟩}

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

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

\cs_new_protected_nopar:Nn ⟨*function*⟩ {⟨*code*⟩}

Creates ⟨*function*⟩ to expand to ⟨*code*⟩ as replacement text. Within the ⟨*code*⟩, the number of ⟨*parameters*⟩ is detected automatically from the function signature. These ⟨*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 or e-type argument. The definition is global and an error results if the ⟨*function*⟩ is already defined.

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

\cs_set:Nn ⟨*function*⟩ {⟨*code*⟩}

Sets ⟨*function*⟩ to expand to ⟨*code*⟩ as replacement text. Within the ⟨*code*⟩, the number of ⟨*parameters*⟩ is detected automatically from the function signature. These ⟨*parameters*⟩ (#1, #2, *etc.*) will be replaced by those absorbed by the function. The assignment of a meaning to the ⟨*function*⟩ is restricted to the current TEX group level.

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

\cs_set_nopar:Nn ⟨*function*⟩ {⟨*code*⟩}

Sets ⟨*function*⟩ to expand to ⟨*code*⟩ as replacement text. Within the ⟨*code*⟩, the number of ⟨*parameters*⟩ is detected automatically from the function signature. These ⟨*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 assignment of a meaning to the ⟨*function*⟩ is restricted to the current TEX group level.

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

\cs_set_protected:Nn ⟨*function*⟩ {⟨*code*⟩}

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

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

`\cs_set_protected_nopar:Nn` ⟨*function*⟩ {⟨*code*⟩}

Sets ⟨*function*⟩ to expand to ⟨*code*⟩ as replacement text. Within the ⟨*code*⟩, the number of ⟨*parameters*⟩ is detected automatically from the function signature. These ⟨*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 or `e`-type argument. The assignment of a meaning to the ⟨*function*⟩ is restricted to the current TeX group level.

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

`\cs_gset:Nn` ⟨*function*⟩ {⟨*code*⟩}

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

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

`\cs_gset_nopar:Nn` ⟨*function*⟩ {⟨*code*⟩}

Sets ⟨*function*⟩ to expand to ⟨*code*⟩ as replacement text. Within the ⟨*code*⟩, the number of ⟨*parameters*⟩ is detected automatically from the function signature. These ⟨*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 assignment of a meaning to the ⟨*function*⟩ is global.

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

`\cs_gset_protected:Nn` ⟨*function*⟩ {⟨*code*⟩}

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

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

`\cs_gset_protected_nopar:Nn` ⟨*function*⟩ {⟨*code*⟩}

Sets ⟨*function*⟩ to expand to ⟨*code*⟩ as replacement text. Within the ⟨*code*⟩, the number of ⟨*parameters*⟩ is detected automatically from the function signature. These ⟨*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 or `e`-type argument. The assignment of a meaning to the ⟨*function*⟩ is global.

`\cs_generate_from_arg_count:NNnn`
`\cs_generate_from_arg_count:(cNnn|Ncnn)`

Updated: 2012-01-14

`\cs_generate_from_arg_count:NNnn` ⟨*function*⟩ ⟨*creator*⟩ {⟨*number*⟩} {⟨*code*⟩}

Uses the ⟨*creator*⟩ function (which should have signature `Npn`, for example `\cs_new:Npn`) to define a ⟨*function*⟩ which takes ⟨*number*⟩ arguments and has ⟨*code*⟩ as replacement text. The ⟨*number*⟩ 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` ⟨*cs*$_1$⟩ ⟨*cs*$_2$⟩
`\cs_new_eq:NN` ⟨*cs*$_1$⟩ ⟨*token*⟩

Globally creates ⟨*control sequence*$_1$⟩ and sets it to have the same meaning as ⟨*control sequence*$_2$⟩ or ⟨*token*⟩. 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` ⟨*cs*$_1$⟩ ⟨*cs*$_2$⟩
`\cs_set_eq:NN` ⟨*cs*$_1$⟩ ⟨*token*⟩

Sets ⟨*control sequence*$_1$⟩ to have the same meaning as ⟨*control sequence*$_2$⟩ (or ⟨*token*⟩). The second control sequence may subsequently be altered without affecting the copy. The assignment of a meaning to the ⟨*control sequence*$_1$⟩ is restricted to the current TEX group level.

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

`\cs_gset_eq:NN` ⟨*cs*$_1$⟩ ⟨*cs*$_2$⟩
`\cs_gset_eq:NN` ⟨*cs*$_1$⟩ ⟨*token*⟩

Globally sets ⟨*control sequence*$_1$⟩ to have the same meaning as ⟨*control sequence*$_2$⟩ (or ⟨*token*⟩). The second control sequence may subsequently be altered without affecting the copy. The assignment of a meaning to the ⟨*control sequence*$_1$⟩ is *not* restricted to the current 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 ⟨*control sequence*⟩ 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 ⟨*control sequence*⟩ control sequence. For a macro, this includes the ⟨*replacement text*⟩.

TEXhackers note: This is TEX's `\meaning` primitive. For tokens that are not control sequences, it is more logical to use `\token_to_meaning:N`. The `c` variant correctly reports undefined arguments.

\cs_show:N
\cs_show:c

Updated: 2017-02-14

\cs_show:N ⟨*control sequence*⟩

Displays the definition of the ⟨*control sequence*⟩ on the terminal.

TeXhackers note: This is similar to the TeX 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 ⟨*control sequence*⟩

Writes the definition of the ⟨*control sequence*⟩ 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 {⟨*control sequence name*⟩}

Expands the ⟨*control sequence name*⟩ until only characters remain, and then converts this into a control sequence. This process requires two expansions. As in other c-type arguments the ⟨*control sequence name*⟩ must, when fully expanded, consist of character tokens, typically a mixture of category code 10 (space), 11 (letter) and 12 (other).

TeXhackers note: Protected macros that appear in a c-type argument are expanded despite being protected; \exp_not:n also has no effect. An internal error occurs if non-characters or active characters remain after full expansion, as the conversion to a control sequence is not possible.

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:N*TF* ⋆
\cs_if_exist_use:c*TF* ⋆

New: 2012-11-10

\cs_if_exist_use:N ⟨*control sequence*⟩
\cs_if_exist_use:NTF ⟨*control sequence*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests whether the ⟨*control sequence*⟩ is currently defined according to the conditional \cs_if_exist:NTF (whether as a function or another control sequence type), and if it is inserts the ⟨*control sequence*⟩ into the input stream followed by the ⟨*true code*⟩. Otherwise the ⟨*false code*⟩ is used.

`\cs:w` ⋆
`\cs_end:` ⋆

`\cs:w` ⟨*control sequence name*⟩ `\cs_end:`

Converts the given ⟨*control sequence name*⟩ into a single control sequence token. This process requires one expansion. The content for ⟨*control sequence name*⟩ may be literal material or from other expandable functions. The ⟨*control sequence name*⟩ 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.

TeXhackers note: These are the TeX 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 or `e`-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 Analysing control sequences

`\cs_split_function:N` ⋆

New: 2018-04-06

`\cs_split_function:N` ⟨*function*⟩

Splits the ⟨*function*⟩ into the ⟨*name*⟩ (*i.e.* the part before the colon) and the ⟨*signature*⟩ (*i.e.* after the colon). This information is then placed in the input stream in three parts: the ⟨*name*⟩, the ⟨*signature*⟩ and a logic token indicating if a colon was found (to differentiate variables from function names). The ⟨*name*⟩ does not include the escape character, and both the ⟨*name*⟩ and ⟨*signature*⟩ are made up of tokens with category code 12 (other).

The next three functions decompose TeX macros into their constituent parts: if the ⟨*token*⟩ passed is not a macro then no decomposition can occur. In the latter case, all three functions leave `\scan_stop:` in the input stream.

`\cs_prefix_spec:N` ⋆

New: 2019-02-27

`\cs_prefix_spec:N` ⟨*token*⟩

If the ⟨*token*⟩ is a macro, this function leaves the applicable TeX prefixes in input stream as a string of tokens of category code 12 (with spaces having category code 10). Thus for example

```
\cs_set:Npn \next:nn #1#2 { x #1~y #2 }
\cs_prefix_spec:N \next:nn
```

leaves `\long` in the input stream. If the ⟨*token*⟩ is not a macro then `\scan_stop:` is left in the input stream.

TeXhackers note: The prefix can be empty, `\long`, `\protected` or `\protected\long` with backslash replaced by the current escape character.

`\cs_argument_spec:N` ⋆

New: 2019-02-27

`\cs_argument_spec:N` ⟨*token*⟩

If the ⟨*token*⟩ is a macro, this function leaves the primitive TeX argument specification in input stream as a string of character tokens of category code 12 (with spaces having category code 10). Thus for example

```
\cs_set:Npn \next:nn #1#2 { x #1 y #2 }
\cs_argument_spec:N \next:nn
```

leaves `#1#2` in the input stream. If the ⟨*token*⟩ is not a macro then `\scan_stop:` is left in the input stream.

TeXhackers note: If the argument specification contains the string `->`, then the function produces incorrect results.

`\cs_replacement_spec:N` ⋆

New: 2019-02-27

`\cs_replacement_spec:N` ⟨*token*⟩

If the ⟨*token*⟩ is a macro, this function leaves the replacement text in input stream as a string of character tokens of category code 12 (with spaces having category code 10). Thus for example

```
\cs_set:Npn \next:nn #1#2 { x #1~y #2 }
\cs_replacement_spec:N \next:nn
```

leaves `x#1␣y#2` in the input stream. If the ⟨*token*⟩ is not a macro then `\scan_stop:` is left in the input stream.

TeXhackers note: If the argument specification contains the string `->`, then the function produces incorrect results.

5 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:nn ⋆
\use:nnn ⋆
\use:nnnn ⋆

```
\use:n    {⟨group1⟩}
\use:nn   {⟨group1⟩} {⟨group2⟩}
\use:nnn  {⟨group1⟩} {⟨group2⟩} {⟨group3⟩}
\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.

TEXhackers note: The `\use:n` function is equivalent to LaTeX 2ε's `\@firstofone`.

\use_i:nn ⋆
\use_ii:nn ⋆

```
\use_i:nn {⟨arg1⟩} {⟨arg2⟩}
```

These functions absorb two arguments from the input stream. The function `\use_i:nn` discards the second argument, and leaves the content of the first argument in the input stream. `\use_ii:nn` 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.

TEXhackers note: These are equivalent to LaTeX 2ε's `\@firstoftwo` and `\@secondoftwo`.

\use_i:nnn ⋆
\use_ii:nnn ⋆
\use_iii:nnn ⋆

```
\use_i:nnn {⟨arg1⟩} {⟨arg2⟩} {⟨arg3⟩}
```

These functions absorb three arguments from the input stream. The function `\use_i:nnn` discards the second and third arguments, and leaves the content of the first argument in the input stream. `\use_ii:nnn` and `\use_iii:nnn` 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.

\use_i:nnnn ⋆
\use_ii:nnnn ⋆
\use_iii:nnnn ⋆
\use_iv:nnnn ⋆

```
\use_i:nnnn {⟨arg1⟩} {⟨arg2⟩} {⟨arg3⟩} {⟨arg4⟩}
```

These functions absorb four arguments from the input stream. The function `\use_-i:nnnn` discards the second, third and fourth arguments, and leaves the content of the first argument in the input stream. `\use_ii:nnnn`, `\use_iii:nnnn` and `\use_iv:nnnn` 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.

`\use_i_ii:nnn` ⋆

`\use_i_ii:nnn {⟨arg1⟩} {⟨arg2⟩} {⟨arg3⟩}`

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.

`\use_ii_i:nn` ⋆

New: 2019-06-02

`\use_ii_i:nn {⟨arg1⟩} {⟨arg2⟩}`

This function absorbs two arguments and leaves the content of the second and first 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.

`\use_none:n` ⋆
`\use_none:nn` ⋆
`\use_none:nnn` ⋆
`\use_none:nnnn` ⋆
`\use_none:nnnnn` ⋆
`\use_none:nnnnnn` ⋆
`\use_none:nnnnnnn` ⋆
`\use_none:nnnnnnnn` ⋆
`\use_none:nnnnnnnnn` ⋆

`\use_none:n {⟨group1⟩}`

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 `n` arguments may be an unbraced single token (*i.e.* an `N` argument).

TEXhackers note: These are equivalent to LaTeX 2ε's `\@gobble`, `\@gobbbletwo`, *etc.*

`\use:e` ⋆

New: 2018-06-18

`\use:e {⟨expandable tokens⟩}`

Fully expands the ⟨*token list*⟩ in an `x`-type manner, *but* the function remains fully expandable, and parameter character (usually `#`) need not be doubled.

TEXhackers note: `\use:e` is a wrapper around the primitive `\expanded` where it is available: it requires two expansions to complete its action. When `\expanded` is not available this function is very slow.

`\use:x`

Updated: 2011-12-31

`\use:x {⟨expandable tokens⟩}`

Fully expands the ⟨*expandable tokens*⟩ and inserts the result into the input stream at the current location. Any hash characters (`#`) in the argument must be doubled.

5.1 Selecting tokens from delimited arguments

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

```
\use_none_delimit_by_q_nil:w            ⋆
\use_none_delimit_by_q_stop:w           ⋆
\use_none_delimit_by_q_recursion_stop:w ⋆
```

```
\use_none_delimit_by_q_nil:w ⟨balanced text⟩ \q_nil
\use_none_delimit_by_q_stop:w ⟨balanced text⟩ \q_stop
\use_none_delimit_by_q_recursion_stop:w ⟨balanced text⟩
\q_recursion_stop
```

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

```
\use_i_delimit_by_q_nil:nw            ⋆
\use_i_delimit_by_q_stop:nw           ⋆
\use_i_delimit_by_q_recursion_stop:nw ⋆
```

```
\use_i_delimit_by_q_nil:nw {⟨inserted tokens⟩} ⟨balanced text⟩
\q_nil
\use_i_delimit_by_q_stop:nw {⟨inserted tokens⟩} ⟨balanced
text⟩ \q_stop
\use_i_delimit_by_q_recursion_stop:nw {⟨inserted tokens⟩}
⟨balanced text⟩ \q_recursion_stop
```

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

6 Predicates and conditionals

LaTeX3 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 TeX and LaTeX 2_ε. 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.

6.1 Tests on control sequences

`\cs_if_eq_p:NN` ⋆
`\cs_if_eq:NNTF` ⋆

`\cs_if_eq_p:NN` ⟨cs_1⟩ ⟨cs_2⟩
`\cs_if_eq:NNTF` ⟨cs_1⟩ ⟨cs_2⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Compares the definition of two ⟨*control sequences*⟩ 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` ⟨*control sequence*⟩
`\cs_if_exist:NTF` ⟨*control sequence*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests whether the ⟨*control sequence*⟩ is currently defined (whether as a function or another control sequence type). Any definition of ⟨*control sequence*⟩ other than `\relax` 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` ⟨*control sequence*⟩
`\cs_if_free:NTF` ⟨*control sequence*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests whether the ⟨*control sequence*⟩ is currently free to be defined. This test is `false` if the ⟨*control sequence*⟩ currently exists (as defined by `\cs_if_exist:N`).

6.2 Primitive conditionals

The ε-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_`.

\if_true: ⋆
\if_false: ⋆
\else: ⋆
\fi: ⋆
\reverse_if:N ⋆

`\if_true: ⟨true code⟩ \else: ⟨false code⟩ \fi:`
`\if_false: ⟨true code⟩ \else: ⟨false code⟩ \fi:`
`\reverse_if:N ⟨primitive conditional⟩`

`\if_true:` always executes ⟨*true code*⟩, while `\if_false:` always executes ⟨*false code*⟩. `\reverse_if:N` reverses any two-way primitive conditional. `\else:` and `\fi:` delimit the branches of the conditional. The function `\or:` is documented in l3int and used in case switches.

TEXhackers note: These are equivalent to their corresponding TEX primitive conditionals; `\reverse_if:N` is ε-TEX's `\unless`.

\if_meaning:w ⋆

`\if_meaning:w ⟨arg`$_1$`⟩ ⟨arg`$_2$`⟩ ⟨true code⟩ \else: ⟨false code⟩ \fi:`

`\if_meaning:w` executes ⟨*true code*⟩ when ⟨*arg*$_1$⟩ and ⟨*arg*$_2$⟩ are the same, otherwise it executes ⟨*false code*⟩. ⟨*arg*$_1$⟩ and ⟨*arg*$_2$⟩ could be functions, variables, tokens; in all cases the *unexpanded* definitions are compared.

TEXhackers note: This is TEX's `\ifx`.

\if:w ⋆
\if_charcode:w ⋆
\if_catcode:w ⋆

`\if:w ⟨token`$_1$`⟩ ⟨token`$_2$`⟩ ⟨true code⟩ \else: ⟨false code⟩ \fi:`
`\if_catcode:w ⟨token`$_1$`⟩ ⟨token`$_2$`⟩ ⟨true code⟩ \else: ⟨false code⟩ \fi:`

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 `\exp_not:N`. `\if_catcode:w` tests if the category codes of the two tokens are the same whereas `\if:w` tests if the character codes are identical. `\if_charcode:w` is an alternative name for `\if:w`.

\if_cs_exist:N ⋆
\if_cs_exist:w ⋆

`\if_cs_exist:N ⟨cs⟩ ⟨true code⟩ \else: ⟨false code⟩ \fi:`
`\if_cs_exist:w ⟨tokens⟩ \cs_end: ⟨true code⟩ \else: ⟨false code⟩ \fi:`

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.

\if_mode_horizontal: ⋆
\if_mode_vertical: ⋆
\if_mode_math: ⋆
\if_mode_inner: ⋆

`\if_mode_horizontal: ⟨true code⟩ \else: ⟨false code⟩ \fi:`

Execute ⟨*true code*⟩ if currently in horizontal mode, otherwise execute ⟨*false code*⟩. Similar for the other functions.

7 Starting a paragraph

\mode_leave_vertical:

New: 2017-07-04

\mode_leave_vertical:

Ensures that TeX 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.

TeXhackers 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 LaTeX 2ε \leavevmode approach, no box is used by the method implemented here.

Part V

The l3expan package
Argument expansion

This module provides generic methods for expanding TeX 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 LaTeX3 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 of the form `\exp_-...`. 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 front of the token list, `e` and `x` expand fully all tokens (differences are explained later).
- 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
\cs_generate_variant:cn

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 LaTeX3 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 any x argument, 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, e, 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, e, 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

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 `e` type expands all tokens fully, starting from the first. More precisely the expansion is identical to that of TeX's `\message` (in particular `#` needs not be doubled). It was added in May 2018. In recent enough engines (starting around 2019) it relies on the primitive `\expanded` hence is fast. In older engines it is very much slower. As a result it should only be used in performance critical code if typical users will have a recent installation of the TeX ecosystem.

The `x` type expands all tokens fully, starting from the first. In contrast to `e`, all macro parameter characters `#` must be doubled, and omitting this leads to low-level errors. In addition this type of expansion is not expandable, namely functions that have `x` in their signature do not themselves expand when appearing inside `x` or `e` expansion.

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 the front of the token list 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` or `\example:e` instead results in

```
\example:n { 3 , 7 }
```

at the cost of being protected (for `x` type) or very much slower in old engines (for `e` type). If you use `f` type 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.

It is usually best to keep the following in mind when using variant forms.

- Variants with `x`-type arguments (that are fully expanded before being passed to the `n`-type base function) are never expandable even when the base function is. Such variants cannot work correctly in arguments that are themselves subject to expansion. Consider using `f` or `e` expansion.
- In contrast, `e` expansion (full expansion, almost like `x` except for the treatment of `#`) does not prevent variants from being expandable (if the base function is). The drawback is that `e` expansion is very much slower in old engines (before 2019). Consider using `f` expansion if that type of expansion is sufficient to perform the required expansion, or `x` expansion if the variant will not itself need to be expandable.
- Finally `f` expansion only expands the front of the token list, stopping at the first non-expandable token. This may fail to fully expand the argument.

When speed is essential (for functions that do very little work and whose variants are used numerous times in a document) the following considerations apply 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`, `e`, 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`, `e`, with possible trailing `N` or `n` or `T` or `F`, which are not expanded. Any `x`-type argument causes slightly slower processing.

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` ⟨*function*⟩ {⟨*tokens*⟩}

This function absorbs two arguments (the ⟨*function*⟩ name and the ⟨*tokens*⟩). The ⟨*tokens*⟩ are expanded until only characters remain, and are then turned into a control sequence. The result is inserted into the input stream *after* reinsertion of the ⟨*function*⟩. Thus the ⟨*function*⟩ may take more than one argument: all others are left unchanged.

The `:cc` variant constructs the ⟨*function*⟩ name in the same manner as described for the ⟨*tokens*⟩.

TEXhackers note: Protected macros that appear in a `c`-type argument are expanded despite being protected; `\exp_not:n` also has no effect. An internal error occurs if non-characters or active characters remain after full expansion, as the conversion to a control sequence is not possible.

`\exp_args:No` ⋆

`\exp_args:No` ⟨*function*⟩ `{`⟨*tokens*⟩`} ...`

This function absorbs two arguments (the ⟨*function*⟩ name and the ⟨*tokens*⟩). The ⟨*tokens*⟩ are expanded once, and 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.

`\exp_args:NV` ⋆

`\exp_args:NV` ⟨*function*⟩ ⟨*variable*⟩

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

`\exp_args:Nv` ⋆

`\exp_args:Nv` ⟨*function*⟩ `{`⟨*tokens*⟩`}`

This function absorbs two arguments (the ⟨*function*⟩ name and the ⟨*tokens*⟩). The ⟨*tokens*⟩ are expanded until only characters remain, and are then turned into a control sequence. This control sequence should be the name of a ⟨*variable*⟩. The content of the ⟨*variable*⟩ are recovered and placed inside braces into the input stream *after* reinsertion of the ⟨*function*⟩. Thus the ⟨*function*⟩ may take more than one argument: all others are left unchanged.

TEXhackers note: Protected macros that appear in a `v`-type argument are expanded despite being protected; `\exp_not:n` also has no effect. An internal error occurs if non-characters or active characters remain after full expansion, as the conversion to a control sequence is not possible.

`\exp_args:Ne` ⋆

New: 2018-05-15

`\exp_args:Ne` ⟨*function*⟩ `{`⟨*tokens*⟩`}`

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.

TEXhackers note: This relies on the `\expanded` primitive when available (in LuaTEX and starting around 2019 in other engines). Otherwise it uses some fall-back code that is very much slower. As a result it should only be used in performance-critical code if typical users have a recent installation of the TEX ecosystem.

`\exp_args:Nf` ⋆

`\exp_args:Nf` ⟨*function*⟩ `{`⟨*tokens*⟩`}`

This function absorbs two arguments (the ⟨*function*⟩ name and the ⟨*tokens*⟩). The ⟨*tokens*⟩ 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 ⟨*function*⟩. Thus the ⟨*function*⟩ may take more than one argument: all others are left unchanged.

`\exp_args:Nx`

`\exp_args:Nx` ⟨*function*⟩ `{`⟨*tokens*⟩`}`

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

`\exp_args:NNc` ⋆
`\exp_args:NNo` ⋆
`\exp_args:NNV` ⋆
`\exp_args:NNv` ⋆
`\exp_args:NNe` ⋆
`\exp_args:NNf` ⋆
`\exp_args:Ncc` ⋆
`\exp_args:Nco` ⋆
`\exp_args:NcV` ⋆
`\exp_args:Ncv` ⋆
`\exp_args:Ncf` ⋆
`\exp_args:NVV` ⋆

Updated: 2018-05-15

`\exp_args:NNc` ⟨*token*$_1$⟩ ⟨*token*$_2$⟩ `{`⟨*tokens*⟩`}`

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.

`\exp_args:Nnc` ⋆
`\exp_args:Nno` ⋆
`\exp_args:NnV` ⋆
`\exp_args:Nnv` ⋆
`\exp_args:Nne` ⋆
`\exp_args:Nnf` ⋆
`\exp_args:Noc` ⋆
`\exp_args:Noo` ⋆
`\exp_args:Nof` ⋆
`\exp_args:NVo` ⋆
`\exp_args:Nfo` ⋆
`\exp_args:Nff` ⋆

Updated: 2018-05-15

`\exp_args:Noo` ⟨*token*⟩ `{`⟨*tokens*$_1$⟩`}` `{`⟨*tokens*$_2$⟩`}`

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.

`\exp_args:NNx`
`\exp_args:Ncx`
`\exp_args:Nnx`
`\exp_args:Nox`
`\exp_args:Nxo`
`\exp_args:Nxx`

`\exp_args:NNx` ⟨*token*$_1$⟩ ⟨*token*$_2$⟩ `{`⟨*tokens*⟩`}`

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.

6 Manipulating three arguments

\exp_args:NNNo ⋆
\exp_args:NNNV ⋆
\exp_args:NNNv ⋆
\exp_args:Nccc ⋆
\exp_args:NcNc ⋆
\exp_args:NcNo ⋆
\exp_args:Ncco ⋆

\exp_args:NNNo ⟨*token*$_1$⟩ ⟨*token*$_2$⟩ ⟨*token*$_3$⟩ {⟨*tokens*⟩}

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.*

\exp_args:NNcf ⋆
\exp_args:NNno ⋆
\exp_args:NNnV ⋆
\exp_args:NNoo ⋆
\exp_args:NNVV ⋆
\exp_args:Ncno ⋆
\exp_args:NcnV ⋆
\exp_args:Ncoo ⋆
\exp_args:NcVV ⋆
\exp_args:Nnnc ⋆
\exp_args:Nnno ⋆
\exp_args:Nnnf ⋆
\exp_args:Nnff ⋆
\exp_args:Nooo ⋆
\exp_args:Noof ⋆
\exp_args:Nffo ⋆

\exp_args:NNoo ⟨*token*$_1$⟩ ⟨*token*$_2$⟩ {⟨*token*$_3$⟩} {⟨*tokens*⟩}

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, *etc.* These functions need slower processing.

\exp_args:NNNx
\exp_args:NNnx
\exp_args:NNox
\exp_args:Nccx
\exp_args:Ncnx
\exp_args:Nnnx
\exp_args:Nnox
\exp_args:Noox

New: 2015-08-12

\exp_args:NNnx ⟨*token*$_1$⟩ ⟨*token*$_2$⟩ {⟨*tokens*$_1$⟩} {⟨*tokens*$_2$⟩}

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, *etc.*

7 Unbraced expansion

\exp_last_unbraced:No ⋆
\exp_last_unbraced:NV ⋆
\exp_last_unbraced:Nv ⋆
\exp_last_unbraced:Ne ⋆
\exp_last_unbraced:Nf ⋆
\exp_last_unbraced:NNo ⋆
\exp_last_unbraced:NNV ⋆
\exp_last_unbraced:NNf ⋆
\exp_last_unbraced:Nco ⋆
\exp_last_unbraced:NcV ⋆
\exp_last_unbraced:Nno ⋆
\exp_last_unbraced:Noo ⋆
\exp_last_unbraced:Nfo ⋆
\exp_last_unbraced:NNNo ⋆
\exp_last_unbraced:NNNV ⋆
\exp_last_unbraced:NNNf ⋆
\exp_last_unbraced:NnNo ⋆
\exp_last_unbraced:NNNNo ⋆
\exp_last_unbraced:NNNNf ⋆

Updated: 2018-05-15

`\exp_last_unbraced:Nno` ⟨*token*⟩ {⟨*tokens*$_1$⟩} {⟨*tokens*$_2$⟩}

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.

TEXhackers 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*⟩ {⟨*tokens*$_1$⟩} {⟨*tokens*$_2$⟩}

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` ⟨*token*$_1$⟩ ⟨*token*$_2$⟩

Carries out a single expansion of ⟨*token*$_2$⟩ (which may consume arguments) prior to the expansion of ⟨*token*$_1$⟩. If ⟨*token*$_2$⟩ has no expansion (for example, if it is a character) then it is left unchanged. It is important to notice that ⟨*token*$_1$⟩ may be *any* single token, including group-opening and -closing tokens (`{` or `}` assuming normal 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.

TEXhackers note: This is the 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 `e` or `f` argument.

TEXhackers note: This is the TEX `\noexpand` primitive. It only prevents expansion. At the beginning of an `f`-type argument, a space ⟨*token*⟩ is removed even if it appears as `\exp_not:N \c_space_token`. In an `x`-expanding definition (`\cs_new:Npx`), a macro parameter introduces an argument even if it appears as `\exp_not:N # 1`. This differs from `\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. Further expansion of this control sequence is then inhibited using `\exp_not:N`.

TEXhackers note: Protected macros that appear in a `c`-type argument are expanded despite being protected; `\exp_not:n` also has no effect. An internal error occurs if non-characters or active characters remain after full expansion, as the conversion to a control sequence is not possible.

`\exp_not:n` ⋆

`\exp_not:n {`⟨*tokens*⟩`}`

Prevents expansion of the ⟨*tokens*⟩ in an `e` or `x`-type argument. In all other cases the ⟨*tokens*⟩ continue to be expanded, for example in the input stream or in other types of arguments such as `c`, `f`, `v`. The argument of `\exp_not:n` *must* be surrounded by braces.

TEXhackers note: This is the ε-TEX `\unexpanded` primitive. In an `x`-expanding definition (`\cs_new:Npx`), `\exp_not:n {#1}` is equivalent to `##1` rather than to `#1`, namely it inserts the two characters `#` and `1`. In an `e`-type argument `\exp_not:n {#}` is equivalent to `#`, namely it inserts the character `#`.

`\exp_not:o` ⋆

`\exp_not:o {`⟨*tokens*⟩`}`

Expands the ⟨*tokens*⟩ once, then prevents any further expansion in `x`-type or `e`-type arguments using `\exp_not:n`.

`\exp_not:V` ⋆

`\exp_not:V` ⟨*variable*⟩

Recovers the content of the ⟨*variable*⟩, then prevents expansion of this material in `x`-type or `e`-type arguments using `\exp_not:n`.

`\exp_not:v` ⋆

`\exp_not:v {`⟨*tokens*⟩`}`

Expands the ⟨*tokens*⟩ until only characters remains, and then converts this into a control sequence which should be a ⟨*variable*⟩ name. The content of the ⟨*variable*⟩ is recovered, and further expansion in `x`-type or `e`-type arguments is prevented using `\exp_not:n`.

TEXhackers note: Protected macros that appear in a `v`-type argument are expanded despite being protected; `\exp_not:n` also has no effect. An internal error occurs if non-characters or active characters remain after full expansion, as the conversion to a control sequence is not possible.

`\exp_not:e` ⋆

`\exp_not:e {`⟨*tokens*⟩`}`

Expands ⟨*tokens*⟩ exhaustively, then protects the result of the expansion (including any tokens which were not expanded) from further expansion in `e` or `x`-type arguments using `\exp_not:n`. This is very rarely useful but is provided for consistency.

`\exp_not:f` ⋆

`\exp_not:f {`⟨*tokens*⟩`}`

Expands ⟨*tokens*⟩ 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 `x`-type or `e`-type arguments using `\exp_not:n`.

`\exp_stop_f:` ⋆

Updated: 2011-06-03

`\foo_bar:f {` ⟨*tokens*⟩ `\exp_stop_f:` ⟨*more tokens*⟩ `}`

This function terminates an `f`-type expansion. Thus if a function `\foo_bar:f` starts an `f`-type expansion and all of ⟨*tokens*⟩ are expandable `\exp_stop_f:` terminates the expansion of tokens even if ⟨*more tokens*⟩ are also expandable. The function itself is an implicit space token. Inside an `x`-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 TEX 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 TEX 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!

`\exp:w` ⋆
`\exp_end:` ⋆

New: 2015-08-23

`\exp:w` ⟨*expandable tokens*⟩ `\exp_end:`

Expands ⟨*expandable-tokens*⟩ until reaching `\exp_end:` at which point expansion stops. 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:` will be misinterpreted later on.[3]

In typical use cases the `\exp_end:` is hidden somewhere in the replacement text of ⟨*expandable-tokens*⟩ rather than being on the same expansion level than `\exp:w`, 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.

TeXhackers note: The current implementation uses `\romannumeral` hence ignores space tokens and explicit signs `+` and `-` in the expansion of the ⟨*expandable tokens*⟩, but this should not be relied upon.

`\exp:w` ⋆
`\exp_end_continue_f:w` ⋆

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.[4]

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.

[3]Due to the implementation you might get the character in position 0 in the current font (typically "`") in the output without any error message!

[4]In this particular case you may get a character into the output as well as an error message.

\exp:w ⋆
\exp_end_continue_f:nw ⋆

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

\::n
\::N
\::p
\::c
\::o
\::e
\::f
\::x
\::v
\::V
\:::

`\cs_new:Npn \exp_args:Ncof { \::c \::o \::f \::: }`

Internal forms for the base expansion types. These names do *not* conform to the general LaTeX3 approach as this makes them more readily visible in the log and so forth. They should not be used outside this module.

\::o_unbraced
\::e_unbraced
\::f_unbraced
\::x_unbraced
\::v_unbraced
\::V_unbraced

`\cs_new:Npn \exp_last_unbraced:Nno { \::n \::o_unbraced \::: }`

Internal forms for the expansion types which leave the terminal argument unbraced. These names do *not* conform to the general LaTeX3 approach as this makes them more readily visible in the log and so forth. They should not be used outside this module.

Part VI
The l3tl package
Token lists

TeX works with tokens, and LaTeX3 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 TeX 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:c

`\tl_new:N` ⟨*tl var*⟩

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:(Nx|cn|cx)

`\tl_const:Nn` ⟨*tl var*⟩ `{`⟨*token list*⟩`}`

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:c
\tl_gclear:N
\tl_gclear:c

`\tl_clear:N` ⟨*tl var*⟩

Clears all entries from the ⟨*tl var*⟩.

\tl_clear_new:N
\tl_clear_new:c
\tl_gclear_new:N
\tl_gclear_new:c

\tl_clear_new:N ⟨*tl var*⟩

Ensures that the ⟨*tl var*⟩ exists globally by applying \tl_new:N if necessary, then applies \tl_(g)clear:N to leave the ⟨*tl var*⟩ empty.

\tl_set_eq:NN
\tl_set_eq:(cN|Nc|cc)
\tl_gset_eq:NN
\tl_gset_eq:(cN|Nc|cc)

\tl_set_eq:NN ⟨*tl var*$_1$⟩ ⟨*tl var*$_2$⟩

Sets the content of ⟨*tl var*$_1$⟩ equal to that of ⟨*tl var*$_2$⟩.

\tl_concat:NNN
\tl_concat:ccc
\tl_gconcat:NNN
\tl_gconcat:ccc

New: 2012-05-18

\tl_concat:NNN ⟨*tl var*$_1$⟩ ⟨*tl var*$_2$⟩ ⟨*tl var*$_3$⟩

Concatenates the content of ⟨*tl var*$_2$⟩ and ⟨*tl var*$_3$⟩ together and saves the result in ⟨*tl var*$_1$⟩. The ⟨*tl var*$_2$⟩ is placed at the left side of the new token list.

\tl_if_exist_p:N ⋆
\tl_if_exist_p:c ⋆
\tl_if_exist:N*TF* ⋆
\tl_if_exist:c*TF* ⋆

New: 2012-03-03

\tl_if_exist_p:N ⟨*tl var*⟩
\tl_if_exist:NTF ⟨*tl var*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests whether the ⟨*tl var*⟩ is currently defined. This does not check that the ⟨*tl var*⟩ really is a token list variable.

2 Adding data to token list variables

\tl_set:Nn
\tl_set:(NV|Nv|No|Nf|Nx|cn|cV|cv|co|cf|cx)
\tl_gset:Nn
\tl_gset:(NV|Nv|No|Nf|Nx|cn|cV|cv|co|cf|cx)

\tl_set:Nn ⟨*tl var*⟩ {⟨*tokens*⟩}

Sets ⟨*tl var*⟩ to contain ⟨*tokens*⟩, removing any previous content from the variable.

\tl_put_left:Nn
\tl_put_left:(NV|No|Nx|cn|cV|co|cx)
\tl_gput_left:Nn
\tl_gput_left:(NV|No|Nx|cn|cV|co|cx)

\tl_put_left:Nn ⟨*tl var*⟩ {⟨*tokens*⟩}

Appends ⟨*tokens*⟩ to the left side of the current content of ⟨*tl var*⟩.

\tl_put_right:Nn
\tl_put_right:(NV|No|Nx|cn|cV|co|cx)
\tl_gput_right:Nn
\tl_gput_right:(NV|No|Nx|cn|cV|co|cx)

\tl_put_right:Nn ⟨*tl var*⟩ {⟨*tokens*⟩}

Appends ⟨*tokens*⟩ to the right side of the current content of ⟨*tl var*⟩.

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 TEX'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 or using `\char_generate:nn`).

\tl_set_rescan:Nnn
\tl_set_rescan:(Nno|Nnx|cnn|cno|cnx)
\tl_gset_rescan:Nnn
\tl_gset_rescan:(Nno|Nnx|cnn|cno|cnx)

Updated: 2015-08-11

\tl_set_rescan:Nnn ⟨*tl var*⟩ {⟨*setup*⟩} {⟨*tokens*⟩}

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.

\tl_rescan:nn

Updated: 2015-08-11

\tl_rescan:nn {⟨*setup*⟩} {⟨*tokens*⟩}

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.

5 Token list conditionals

\tl_if_blank_p:n ⋆
\tl_if_blank_p:(e|V|o) ⋆
\tl_if_blank:n*TF* ⋆
\tl_if_blank:(e|V|o)*TF* ⋆

Updated: 2019-09-04

\tl_if_blank_p:n {⟨*token list*⟩}
\tl_if_blank:nTF {⟨*token list*⟩} {⟨*true code*⟩} {⟨*false 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.

\tl_if_empty_p:N ⋆
\tl_if_empty_p:c ⋆
\tl_if_empty:NTF ⋆
\tl_if_empty:cTF ⋆

`\tl_if_empty_p:N` ⟨*tl var*⟩
`\tl_if_empty:NTF` ⟨*tl var*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token list variable*⟩ is entirely empty (*i.e.* contains no tokens at all).

\tl_if_empty_p:n ⋆
\tl_if_empty_p:(V|o) ⋆
\tl_if_empty:nTF ⋆
\tl_if_empty:(V|o)TF ⋆

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

`\tl_if_empty_p:n` {⟨*token list*⟩}
`\tl_if_empty:nTF` {⟨*token list*⟩} {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token list*⟩ is entirely empty (*i.e.* contains no tokens at all).

\tl_if_eq_p:NN ⋆
\tl_if_eq_p:(Nc|cN|cc) ⋆
\tl_if_eq:NNTF ⋆
\tl_if_eq:(Nc|cN|cc)TF ⋆

`\tl_if_eq_p:NN` ⟨*tl var*$_1$⟩ ⟨*tl var*$_2$⟩
`\tl_if_eq:NNTF` ⟨*tl var*$_1$⟩ ⟨*tl var*$_2$⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Compares the content of two ⟨*token list variables*⟩ and is logically `true` if the two contain the same list of tokens (*i.e.* identical in both the list of characters they contain and the category codes of those characters). Thus for example

```
\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`.

\tl_if_eq:nnTF

`\tl_if_eq:nnTF` {⟨*token list*$_1$⟩} {⟨*token list*$_2$⟩} {⟨*true code*⟩} {⟨*false code*⟩}

Tests if ⟨*token list*$_1$⟩ and ⟨*token list*$_2$⟩ contain the same list of tokens, both in respect of character codes and category codes.

\tl_if_in:NnTF
\tl_if_in:cnTF

`\tl_if_in:NnTF` ⟨*tl var*⟩ {⟨*token list*⟩} {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token list*⟩ is found in the content of the ⟨*tl var*⟩. The ⟨*token list*⟩ cannot contain the tokens `{`, `}` or `#` (more precisely, explicit character tokens with category code 1 (begin-group) or 2 (end-group), and tokens with category code 6).

\tl_if_in:nnTF
\tl_if_in:(Vn|on|no)TF

`\tl_if_in:nnTF` {⟨*token list*$_1$⟩} {⟨*token list*$_2$⟩} {⟨*true code*⟩} {⟨*false code*⟩}

Tests if ⟨*token list*$_2$⟩ is found inside ⟨*token list*$_1$⟩. The ⟨*token list*$_2$⟩ cannot contain the tokens `{`, `}` or `#` (more precisely, explicit character tokens with category code 1 (begin-group) or 2 (end-group), and tokens with category code 6).

\tl_if_novalue_p:n ⋆
\tl_if_novalue:nTF ⋆

New: 2017-11-14

`\tl_if_novalue_p:n` {⟨*token list*⟩}
`\tl_if_novalue:nTF` {⟨*token list*⟩} {⟨*true code*⟩} {⟨*false code*⟩}

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

\tl_if_single_p:N ⋆
\tl_if_single_p:c ⋆
\tl_if_single:NTF ⋆
\tl_if_single:cTF ⋆

Updated: 2011-08-13

`\tl_if_single_p:N ⟨tl var⟩`
`\tl_if_single:NTF ⟨tl var⟩ {⟨true code⟩} {⟨false code⟩}`

Tests if the content of the ⟨*tl var*⟩ consists of a single item, *i.e.* 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 `\tl_count:N`.

\tl_if_single_p:n ⋆
\tl_if_single:nTF ⋆

Updated: 2011-08-13

`\tl_if_single_p:n {⟨token list⟩}`
`\tl_if_single:nTF {⟨token list⟩} {⟨true code⟩} {⟨false code⟩}`

Tests if the ⟨*token list*⟩ has exactly one item, *i.e.* 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 `\tl_count:n`.

\tl_if_single_token_p:n ⋆
\tl_if_single_token:nTF ⋆

`\tl_if_single_token_p:n {⟨token list⟩}`
`\tl_if_single_token:nTF {⟨token list⟩} {⟨true code⟩} {⟨false code⟩}`

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 (`{...}`) are not single tokens.

\tl_case:Nn ⋆
\tl_case:cn ⋆
\tl_case:NnTF ⋆
\tl_case:cnTF ⋆

New: 2013-07-24

```
\tl_case:NnTF ⟨test token list variable⟩
  {
    ⟨token list variable case1⟩ {⟨code case1⟩}
    ⟨token list variable case2⟩ {⟨code case2⟩}
    ...
    ⟨token list variable casen⟩ {⟨code casen⟩}
  }
  {⟨true code⟩}
  {⟨false code⟩}
```

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

All mappings are done at the current group level, *i.e.* any local assignments made by the ⟨*function*⟩ or ⟨*code*⟩ discussed below remain in effect after the loop.

\tl_map_function:NN ☆
\tl_map_function:cN ☆

Updated: 2012-06-29

`\tl_map_function:NN ⟨tl var⟩ ⟨function⟩`

Applies ⟨*function*⟩ to every ⟨*item*⟩ in the ⟨*tl var*⟩. The ⟨*function*⟩ receives one argument for each iteration. This may be a number of tokens if the ⟨*item*⟩ was stored within braces. Hence the ⟨*function*⟩ should anticipate receiving `n`-type arguments. See also `\tl_map_function:nN`.

`\tl_map_function:nN` ☆

Updated: 2012-06-29

`\tl_map_function:nN {⟨token list⟩} ⟨function⟩`

Applies ⟨*function*⟩ to every ⟨*item*⟩ in the ⟨*token list*⟩, The ⟨*function*⟩ receives one argument for each iteration. This may be a number of tokens if the ⟨*item*⟩ was stored within braces. Hence the ⟨*function*⟩ should anticipate receiving n-type arguments. See also `\tl_map_function:NN`.

`\tl_map_inline:Nn`
`\tl_map_inline:cn`

Updated: 2012-06-29

`\tl_map_inline:Nn ⟨tl var⟩ {⟨inline function⟩}`

Applies the ⟨*inline function*⟩ to every ⟨*item*⟩ stored within the ⟨*tl var*⟩. The ⟨*inline function*⟩ should consist of code which receives the ⟨*item*⟩ as `#1`. See also `\tl_map_function:NN`.

`\tl_map_inline:nn`

Updated: 2012-06-29

`\tl_map_inline:nn {⟨token list⟩} {⟨inline function⟩}`

Applies the ⟨*inline function*⟩ to every ⟨*item*⟩ stored within the ⟨*token list*⟩. The ⟨*inline function*⟩ should consist of code which receives the ⟨*item*⟩ as `#1`. See also `\tl_map_function:nN`.

`\tl_map_tokens:Nn` ☆
`\tl_map_tokens:cn` ☆
`\tl_map_tokens:nn` ☆

New: 2019-09-02

`\tl_map_tokens:Nn ⟨tl var⟩ {⟨code⟩}`
`\tl_map_tokens:nn ⟨tokens⟩ {⟨code⟩}`

Analogue of `\tl_map_function:NN` which maps several tokens instead of a single function. The ⟨*code*⟩ receives each item in the ⟨*tl var*⟩ or ⟨*tokens*⟩ as two trailing brace groups. For instance,

```
\tl_map_tokens:Nn \l_my_tl { \prg_replicate:nn { 2 } }
```

expands to twice each item in the ⟨*sequence*⟩: for each item in `\l_my_tl` the function `\prg_replicate:nn` receives `2` and ⟨*item*⟩ as its two arguments. The function `\tl_map_inline:Nn` is typically faster but is not expandable.

`\tl_map_variable:NNn`
`\tl_map_variable:cNn`

Updated: 2012-06-29

`\tl_map_variable:NNn ⟨tl var⟩ ⟨variable⟩ {⟨code⟩}`

Stores each ⟨*item*⟩ of the ⟨*tl var*⟩ in turn in the (token list) ⟨*variable*⟩ and applies the ⟨*code*⟩. The ⟨*code*⟩ will usually make use of the ⟨*variable*⟩, but this is not enforced. The assignments to the ⟨*variable*⟩ are local. Its value after the loop is the last ⟨*item*⟩ in the ⟨*tl var*⟩, or its original value if the ⟨*tl var*⟩ is blank. See also `\tl_map_inline:Nn`.

`\tl_map_variable:nNn`

Updated: 2012-06-29

`\tl_map_variable:nNn {⟨token list⟩} ⟨variable⟩ {⟨code⟩}`

Stores each ⟨*item*⟩ of the ⟨*token list*⟩ in turn in the (token list) ⟨*variable*⟩ and applies the ⟨*code*⟩. The ⟨*code*⟩ will usually make use of the ⟨*variable*⟩, but this is not enforced. The assignments to the ⟨*variable*⟩ are local. Its value after the loop is the last ⟨*item*⟩ in the ⟨*tl var*⟩, or its original value if the ⟨*tl var*⟩ is blank. See also `\tl_map_inline:nn`.

`\tl_map_break:` ☆

Updated: 2012-06-29

`\tl_map_break:`

Used to terminate a `\tl_map_...` function before all entries in the ⟨*token list variable*⟩ have been processed. 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: }
    % Do something useful
  }
```

See also `\tl_map_break:n`. 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 ⟨*tokens*⟩ are inserted into the input stream. This depends on the design of the mapping function.

`\tl_map_break:n` ☆

Updated: 2012-06-29

`\tl_map_break:n {`⟨*code*⟩`}`

Used to terminate a `\tl_map_...` function before all entries in the ⟨*token list variable*⟩ have been processed, inserting the ⟨*code*⟩ 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 ⟨*code*⟩ 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 {⟨token list⟩}`

Converts the ⟨*token list*⟩ to a ⟨*string*⟩, leaving the resulting character tokens in the input stream. A ⟨*string*⟩ is a series of tokens with category code 12 (other) with the exception of spaces, which retain category code 10 (space). This function requires only a single expansion. Its argument *must* be braced.

TEXhackers note: This is the ε-TEX primitive `\detokenize`. Converting a ⟨*token list*⟩ to a ⟨*string*⟩ yields a concatenation of the string representations of every token in the ⟨*token list*⟩. 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 ⟨tl var⟩`

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

\tl_use:N ⋆
\tl_use:c ⋆

`\tl_use:N ⟨tl var⟩`

Recovers the content of a ⟨*tl 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 ⟨*tl var*⟩ directly without an accessor function.

8 Working with the content of token lists

\tl_count:n ⋆
\tl_count:(V|o) ⋆

New: 2012-05-13

`\tl_count:n {⟨tokens⟩}`

Counts the number of ⟨*items*⟩ in ⟨*tokens*⟩ 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 ⟨*tokens*⟩. See also `\tl_count:N`. This function requires three expansions, giving an ⟨*integer denotation*⟩.

`\tl_count:N` ⋆
`\tl_count:c` ⋆

New: 2012-05-13

`\tl_count:N` ⟨*tl var*⟩

Counts the number of token groups in the ⟨*tl var*⟩ 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 ⟨*tl var*⟩. See also `\tl_count:n`. This function requires three expansions, giving an ⟨*integer denotation*⟩.

`\tl_count_tokens:n` ⋆

New: 2019-02-25

`\tl_count_tokens:n {`⟨*tokens*⟩`}`

Counts the number of TEX tokens in the ⟨*tokens*⟩ 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.

`\tl_reverse:n` ⋆
`\tl_reverse:(V|o)` ⋆

Updated: 2012-01-08

`\tl_reverse:n {`⟨*token list*⟩`}`

Reverses the order of the ⟨*items*⟩ in the ⟨*token list*⟩, so that ⟨$item_1$⟩⟨$item_2$⟩⟨$item_3$⟩ ... ⟨$item_n$⟩ becomes ⟨$item_n$⟩... ⟨$item_3$⟩⟨$item_2$⟩⟨$item_1$⟩. This process preserves unprotected space within the ⟨*token list*⟩. 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.

`\tl_reverse:N`
`\tl_reverse:c`
`\tl_greverse:N`
`\tl_greverse:c`

Updated: 2012-01-08

`\tl_reverse:N` ⟨*tl var*⟩

Reverses the order of the ⟨*items*⟩ stored in ⟨*tl var*⟩, so that ⟨$item_1$⟩⟨$item_2$⟩⟨$item_3$⟩ ... ⟨$item_n$⟩ becomes ⟨$item_n$⟩... ⟨$item_3$⟩⟨$item_2$⟩⟨$item_1$⟩. This process preserves unprotected spaces within the ⟨*token list variable*⟩. 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`.

`\tl_reverse_items:n` ⋆

New: 2012-01-08

`\tl_reverse_items:n {`⟨*token list*⟩`}`

Reverses the order of the ⟨*items*⟩ stored in ⟨*tl var*⟩, so that `{`⟨$item_1$⟩`}{`⟨$item_2$⟩`}{`⟨$item_3$⟩`}` ... `{`⟨$item_n$⟩`}` becomes `{`⟨$item_n$⟩`}` ... `{`⟨$item_3$⟩`}{`⟨$item_2$⟩`}{`⟨$item_1$⟩`}`. This process removes any unprotected space within the ⟨*token list*⟩. 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.

`\tl_trim_spaces:n` ⋆
`\tl_trim_spaces:o` ⋆

New: 2011-07-09
Updated: 2012-06-25

`\tl_trim_spaces:n {`⟨*token list*⟩`}`

Removes any leading and trailing explicit space characters (explicit tokens with character code 32 and category code 10) from the ⟨*token list*⟩ 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.

\tl_trim_spaces_apply:nN ⋆
\tl_trim_spaces_apply:oN ⋆

New: 2018-04-12

\tl_trim_spaces_apply:nN {⟨token list⟩} ⟨function⟩

Removes any leading and trailing explicit space characters (explicit tokens with character code 32 and category code 10) from the ⟨*token list*⟩ and passes the result to the ⟨*function*⟩ as an n-type argument.

\tl_trim_spaces:N
\tl_trim_spaces:c
\tl_gtrim_spaces:N
\tl_gtrim_spaces:c

New: 2011-07-09

\tl_trim_spaces:N ⟨tl var⟩

Removes any leading and trailing explicit space characters (explicit tokens with character code 32 and category code 10) from the content of the ⟨*tl var*⟩. Note that this therefore *resets* the content of the variable.

\tl_sort:Nn
\tl_sort:cn
\tl_gsort:Nn
\tl_gsort:cn

New: 2017-02-06

\tl_sort:Nn ⟨tl var⟩ {⟨comparison code⟩}

Sorts the items in the ⟨*tl var*⟩ according to the ⟨*comparison code*⟩, and assigns the result to ⟨*tl var*⟩. The details of sorting comparison are described in Section 1.

\tl_sort:nN ⋆

New: 2017-02-06

\tl_sort:nN {⟨token list⟩} ⟨conditional⟩

Sorts the items in the ⟨*token list*⟩, using the ⟨*conditional*⟩ to compare items, and leaves the result in the input stream. The ⟨*conditional*⟩ should have signature :nnTF, and return true if the two items being compared should be left in the same order, and false 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 or e-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.

`\tl_head:N` ⋆
`\tl_head:n` ⋆
`\tl_head:(V|v|f)` ⋆

Updated: 2012-09-09

`\tl_head:n {⟨token list⟩}`

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; for example

```
\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.

`\tl_head:w` ⋆

`\tl_head:w ⟨token list⟩ { } \q_stop`

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.

`\tl_tail:N` ⋆
`\tl_tail:n` ⋆
`\tl_tail:(V|v|f)` ⋆

Updated: 2012-09-01

`\tl_tail:n {⟨token list⟩}`

Discards all leading explicit space characters (explicit tokens with character code 32 and category code 10) and the first ⟨*item*⟩ in the ⟨*token list*⟩, and leaves the remaining tokens in the input stream. Thus for example

```
\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.

`\tl_if_head_eq_catcode_p:nN` ⋆
`\tl_if_head_eq_catcode_p:oN` ⋆
`\tl_if_head_eq_catcode:nNTF` ⋆
`\tl_if_head_eq_catcode:oNTF` ⋆

Updated: 2012-07-09

```
\tl_if_head_eq_catcode_p:nN {⟨token list⟩} ⟨test token⟩
\tl_if_head_eq_catcode:nNTF {⟨token list⟩} ⟨test token⟩
  {⟨true code⟩} {⟨false code⟩}
```

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`.

`\tl_if_head_eq_charcode_p:nN` ⋆
`\tl_if_head_eq_charcode_p:fN` ⋆
`\tl_if_head_eq_charcode:nNTF` ⋆
`\tl_if_head_eq_charcode:fNTF` ⋆

Updated: 2012-07-09

```
\tl_if_head_eq_charcode_p:nN {⟨token list⟩} ⟨test token⟩
\tl_if_head_eq_charcode:nNTF {⟨token list⟩} ⟨test token⟩
  {⟨true code⟩} {⟨false code⟩}
```

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`.

`\tl_if_head_eq_meaning_p:nN` ⋆
`\tl_if_head_eq_meaning:nNTF` ⋆

Updated: 2012-07-09

```
\tl_if_head_eq_meaning_p:nN {⟨token list⟩} ⟨test token⟩
\tl_if_head_eq_meaning:nNTF {⟨token list⟩} ⟨test token⟩
  {⟨true code⟩} {⟨false code⟩}
```

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`.

`\tl_if_head_is_group_p:n` ⋆
`\tl_if_head_is_group:nTF` ⋆

New: 2012-07-08

```
\tl_if_head_is_group_p:n {⟨token list⟩}
\tl_if_head_is_group:nTF {⟨token list⟩} {⟨true code⟩} {⟨false code⟩}
```

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.

`\tl_if_head_is_N_type_p:n` ⋆
`\tl_if_head_is_N_type:nTF` ⋆

New: 2012-07-08

```
\tl_if_head_is_N_type_p:n {⟨token list⟩}
\tl_if_head_is_N_type:nTF {⟨token list⟩} {⟨true code⟩} {⟨false code⟩}
```

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.

`\tl_if_head_is_space_p:n` ⋆
`\tl_if_head_is_space:nTF` ⋆

Updated: 2012-07-08

```
\tl_if_head_is_space_p:n {⟨token list⟩}
\tl_if_head_is_space:nTF {⟨token list⟩} {⟨true code⟩} {⟨false code⟩}
```

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

\tl_item:nn ⋆
\tl_item:Nn ⋆
\tl_item:cn ⋆

New: 2014-07-17

\tl_item:nn {⟨*token list*⟩} {⟨*integer expression*⟩}

Indexing items in the ⟨*token list*⟩ from 1 on the left, this function evaluates the ⟨*integer expression*⟩ and leaves the appropriate item from the ⟨*token list*⟩ in the input stream. If the ⟨*integer expression*⟩ 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.

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.

\tl_rand_item:N ⋆
\tl_rand_item:c ⋆
\tl_rand_item:n ⋆

New: 2016-12-06

\tl_rand_item:N ⟨*tl var*⟩
\tl_rand_item:n {⟨*token list*⟩}

Selects a pseudo-random item of the ⟨*token list*⟩. If the ⟨*token list*⟩ is blank, the result is empty. This is not available in older versions of XeTeX.

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.

\tl_range:Nnn ⋆
\tl_range:nnn ⋆

New: 2017-02-17
Updated: 2017-07-15

\tl_range:Nnn ⟨*tl var*⟩ {⟨*start index*⟩} {⟨*end index*⟩}
\tl_range:nnn {⟨*token list*⟩} {⟨*start index*⟩} {⟨*end index*⟩}

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). Here ⟨*start index*⟩ and ⟨*end index*⟩ should be integer denotations. For describing in detail the functions' behavior, let m and n be the start and end index respectively. If either is 0, the result is empty. A positive index means 'start counting from the left end', and a negative index means 'from the right end'. Let l be the count of the token list.

The *actual start point* is determined as $M = m$ if $m > 0$ and as $M = l + m + 1$ if $m < 0$. Similarly the *actual end point* is $N = n$ if $n > 0$ and $N = l + n + 1$ if $n < 0$. If $M > N$, the result is empty. Otherwise it consists of all items from position M to position N inclusive; for the purpose of this rule, we can imagine that the token list extends at infinity on either side, with void items at positions s for $s \leq 0$ or $s > l$.

Spaces in between items in the actual range are preserved. Spaces at either end of the token list will be removed anyway (think to the token list being passed to \tl_trim_spaces:n to begin with.

Thus, with $l = 7$ as in the examples below, all of the following are equivalent and result in the whole token list

```
\tl_range:nnn { abcd~{e{}}fg } { 1 } { 7 }
\tl_range:nnn { abcd~{e{}}fg } { 1 } { 12 }
\tl_range:nnn { abcd~{e{}}fg } { -7 } { 7 }
\tl_range:nnn { abcd~{e{}}fg } { -12 } { 7 }
```

Here are some more interesting examples. The calls

```
\iow_term:x { \tl_range:nnn { abcd{e{}}fg } { 2 } { 5 } }
\iow_term:x { \tl_range:nnn { abcd{e{}}fg } { 2 } { -3 } }
\iow_term:x { \tl_range:nnn { abcd{e{}}fg } { -6 } { 5 } }
\iow_term:x { \tl_range:nnn { abcd{e{}}fg } { -6 } { -3 } }
```

are all equivalent and will print bcd{e{}} on the terminal; similarly

```
\iow_term:x { \tl_range:nnn { abcd~{e{}}fg } { 2 } { 5 } }
\iow_term:x { \tl_range:nnn { abcd~{e{}}fg } { 2 } { -3 } }
\iow_term:x { \tl_range:nnn { abcd~{e{}}fg } { -6 } { 5 } }
\iow_term:x { \tl_range:nnn { abcd~{e{}}fg } { -6 } { -3 } }
```

are all equivalent and will print bcd {e{}} on the terminal (note the space in the middle). To the contrary,

```
\tl_range:nnn { abcd~{e{}}f } { 2 } { 4 }
```

will discard the space after 'd'.

If we want to get the items from, say, the third to the last in a token list <tl>, the call is \tl_range:nnn { <tl> } { 3 } { -1 }. Similarly, for discarding the last item, we can do \tl_range:nnn { <tl> } { 1 } { -2 }.

For better 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.

11 Viewing token lists

\tl_show:N
\tl_show:c

Updated: 2015-08-01

\tl_show:N ⟨*tl var*⟩

Displays the content of the ⟨*tl var*⟩ on the terminal.

TEXhackers note: This is similar to the TEX primitive \show, wrapped to a fixed number of characters per line.

\tl_show:n

Updated: 2015-08-07

\tl_show:n {⟨*token list*⟩}

Displays the ⟨*token list*⟩ on the terminal.

TEXhackers note: This is similar to the ε-TEX primitive \showtokens, wrapped to a fixed number of characters per line.

\tl_log:N
\tl_log:c

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

\tl_log:N ⟨*tl var*⟩

Writes the content of the ⟨*tl var*⟩ in the log file. See also \tl_show:N which displays the result in the terminal.

\tl_log:n

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

\tl_log:n {⟨*token list*⟩}

Writes the ⟨*token list*⟩ in the log file. See also \tl_show:n which displays the result in the terminal.

12 Constant token lists

\c_empty_tl

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 LaTeX3-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 LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

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:(NV|Nx|cn|cV|cx)`

New: 2015-09-18
Updated: 2018-07-28

`\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.

`\str_clear:N`
`\str_clear:c`
`\str_gclear:N`
`\str_gclear:c`

New: 2015-09-18

`\str_clear:N` ⟨*str var*⟩

Clears the content of the ⟨*str var*⟩.

`\str_clear_new:N`
`\str_clear_new:c`

New: 2015-09-18

`\str_clear_new:N` ⟨*str var*⟩

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

`\str_set_eq:NN`
`\str_set_eq:(cN|Nc|cc)`
`\str_gset_eq:NN`
`\str_gset_eq:(cN|Nc|cc)`

New: 2015-09-18

`\str_set_eq:NN` ⟨*str var*$_1$⟩ ⟨*str var*$_2$⟩

Sets the content of ⟨*str var*$_1$⟩ equal to that of ⟨*str var*$_2$⟩.

`\str_concat:NNN`
`\str_concat:ccc`
`\str_gconcat:NNN`
`\str_gconcat:ccc`

New: 2017-10-08

`\str_concat:NNN` ⟨*str var*$_1$⟩ ⟨*str var*$_2$⟩ ⟨*str var*$_3$⟩

Concatenates the content of ⟨*str var*$_2$⟩ and ⟨*str var*$_3$⟩ together and saves the result in ⟨*str var*$_1$⟩. The ⟨*str var*$_2$⟩ is placed at the left side of the new string variable. The ⟨*str var*$_2$⟩ and ⟨*str var*$_3$⟩ must indeed be strings, as this function does not convert their contents to a string.

2 Adding data to string variables

`\str_set:Nn`
`\str_set:(NV|Nx|cn|cV|cx)`
`\str_gset:Nn`
`\str_gset:(NV|Nx|cn|cV|cx)`

New: 2015-09-18
Updated: 2018-07-28

`\str_set:Nn` ⟨*str var*⟩ {⟨*token list*⟩}

Converts the ⟨*token list*⟩ to a ⟨*string*⟩, and stores the result in ⟨*str var*⟩.

`\str_put_left:Nn`
`\str_put_left:(NV|Nx|cn|cV|cx)`
`\str_gput_left:Nn`
`\str_gput_left:(NV|Nx|cn|cV|cx)`

New: 2015-09-18
Updated: 2018-07-28

`\str_put_left:Nn` ⟨*str var*⟩ {⟨*token list*⟩}

Converts the ⟨*token list*⟩ to a ⟨*string*⟩, and prepends the result to ⟨*str var*⟩. The current contents of the ⟨*str var*⟩ are not automatically converted to a string.

\str_put_right:Nn
\str_put_right:(NV|Nx|cn|cV|cx)
\str_gput_right:Nn
\str_gput_right:(NV|Nx|cn|cV|cx)

New: 2015-09-18
Updated: 2018-07-28

`\str_put_right:Nn` ⟨*str var*⟩ {⟨*token list*⟩}

Converts the ⟨*token list*⟩ to a ⟨*string*⟩, and appends the result to ⟨*str var*⟩. The current contents of the ⟨*str var*⟩ are not automatically converted to a string.

3 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_once:Nnn` ⟨*str var*⟩ {⟨*old*⟩} {⟨*new*⟩}

Converts the ⟨*old*⟩ and ⟨*new*⟩ token lists to strings, then replaces the first (leftmost) occurrence of ⟨*old string*⟩ in the ⟨*str var*⟩ with ⟨*new string*⟩.

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

New: 2017-10-08

`\str_replace_all:Nnn` ⟨*str var*⟩ {⟨*old*⟩} {⟨*new*⟩}

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

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

New: 2017-10-08

`\str_remove_once:Nn` ⟨*str var*⟩ {⟨*token list*⟩}

Converts the ⟨*token list*⟩ to a ⟨*string*⟩ then removes the first (leftmost) occurrence of ⟨*string*⟩ from the ⟨*str var*⟩.

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

New: 2017-10-08

`\str_remove_all:Nn` ⟨*str var*⟩ {⟨*token list*⟩}

Converts the ⟨*token list*⟩ to a ⟨*string*⟩ then removes all occurrences of ⟨*string*⟩ from the ⟨*str var*⟩. As this function operates from left to right, the pattern ⟨*string*⟩ 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`.

4 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 ⟨*str var*⟩
\str_if_exist:NTF ⟨*str var*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests whether the ⟨*str var*⟩ is currently defined. This does not check that the ⟨*str var*⟩ 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 ⟨*str var*⟩
\str_if_empty:NTF ⟨*str var*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*string variable*⟩ is entirely empty (*i.e.* contains no characters at all).

\str_if_eq_p:NN ⋆
\str_if_eq_p:(Nc|cN|cc) ⋆
\str_if_eq:NNTF ⋆
\str_if_eq:(Nc|cN|cc)TF ⋆

New: 2015-09-18

\str_if_eq_p:NN ⟨*str var*$_1$⟩ ⟨*str var*$_2$⟩
\str_if_eq:NNTF ⟨*str var*$_1$⟩ ⟨*str var*$_2$⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Compares the content of two ⟨*str variables*⟩ and is logically `true` if the two contain the same characters in the same order.

\str_if_eq_p:nn ⋆
\str_if_eq_p:(Vn|on|no|nV|VV|vn|nv|ee) ⋆
\str_if_eq:nnTF ⋆
\str_if_eq:(Vn|on|no|nV|VV|vn|nv|ee)TF ⋆

Updated: 2018-06-18

\str_if_eq_p:nn {⟨*tl*$_1$⟩} {⟨*tl*$_2$⟩}
\str_if_eq:nnTF {⟨*tl*$_1$⟩} {⟨*tl*$_2$⟩} {⟨*true code*⟩} {⟨*false 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`.

\str_if_in:NnTF
\str_if_in:cnTF

New: 2017-10-08

\str_if_in:NnTF ⟨*str var*⟩ {⟨*token list*⟩} {⟨*true code*⟩} {⟨*false code*⟩}

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

\str_if_in:nnTF

New: 2017-10-08

\str_if_in:nnTF ⟨*tl*$_1$⟩ {⟨*tl*$_2$⟩} {⟨*true code*⟩} {⟨*false code*⟩}

Converts both ⟨*token lists*⟩ to ⟨*strings*⟩ and tests whether ⟨*string*$_2$⟩ is found inside ⟨*string*$_1$⟩.

\str_case:nn ⋆
\str_case:(Vn|on|nV|nv) ⋆
\str_case:nnTF ⋆
\str_case:(Vn|on|nV|nv)TF ⋆

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

```
\str_case:nnTF {⟨test string⟩}
  {
    {⟨string case_1⟩} {⟨code case_1⟩}
    {⟨string case_2⟩} {⟨code case_2⟩}
    ...
    {⟨string case_n⟩} {⟨code case_n⟩}
  }
  {⟨true code⟩}
  {⟨false code⟩}
```

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.

\str_case_e:nn ⋆
\str_case_e:nnTF ⋆

New: 2018-06-19

```
\str_case_e:nnTF {⟨test string⟩}
  {
    {⟨string case_1⟩} {⟨code case_1⟩}
    {⟨string case_2⟩} {⟨code case_2⟩}
    ...
    {⟨string case_n⟩} {⟨code case_n⟩}
  }
  {⟨true code⟩}
  {⟨false code⟩}
```

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_e: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.

5 Mapping to strings

All mappings are done at the current group level, *i.e.* any local assignments made by the ⟨*function*⟩ or ⟨*code*⟩ discussed below remain in effect after the loop.

\str_map_function:NN ☆
\str_map_function:cN ☆

New: 2017-11-14

`\str_map_function:NN ⟨str var⟩ ⟨function⟩`

Applies ⟨*function*⟩ to every ⟨*character*⟩ in the ⟨*str var*⟩ including spaces. See also `\str_map_function:nN`.

\str_map_function:nN ☆

New: 2017-11-14

`\str_map_function:nN {⟨token list⟩} ⟨function⟩`

Converts the ⟨*token list*⟩ to a ⟨*string*⟩ then applies ⟨*function*⟩ to every ⟨*character*⟩ in the ⟨*string*⟩ including spaces. See also `\str_map_function:NN`.

\str_map_inline:Nn
\str_map_inline:cn

New: 2017-11-14

\str_map_inline:Nn ⟨*str var*⟩ {⟨*inline function*⟩}

Applies the ⟨*inline function*⟩ to every ⟨*character*⟩ in the ⟨*str var*⟩ including spaces. The ⟨*inline function*⟩ should consist of code which receives the ⟨*character*⟩ as #1. See also \str_map_function:NN.

\str_map_inline:nn

New: 2017-11-14

\str_map_inline:nn {⟨*token list*⟩} {⟨*inline function*⟩}

Converts the ⟨*token list*⟩ to a ⟨*string*⟩ then applies the ⟨*inline function*⟩ to every ⟨*character*⟩ in the ⟨*string*⟩ including spaces. The ⟨*inline function*⟩ should consist of code which receives the ⟨*character*⟩ as #1. See also \str_map_function:NN.

\str_map_variable:NNn
\str_map_variable:cNn

New: 2017-11-14

\str_map_variable:NNn ⟨*str var*⟩ ⟨*variable*⟩ {⟨*code*⟩}

Stores each ⟨*character*⟩ of the ⟨*string*⟩ (including spaces) in turn in the (string or token list) ⟨*variable*⟩ and applies the ⟨*code*⟩. The ⟨*code*⟩ will usually make use of the ⟨*variable*⟩, but this is not enforced. The assignments to the ⟨*variable*⟩ are local. Its value after the loop is the last ⟨*character*⟩ in the ⟨*string*⟩, or its original value if the ⟨*string*⟩ is empty. See also \str_map_inline:Nn.

\str_map_variable:nNn

New: 2017-11-14

\str_map_variable:nNn {⟨*token list*⟩} ⟨*variable*⟩ {⟨*code*⟩}

Converts the ⟨*token list*⟩ to a ⟨*string*⟩ then stores each ⟨*character*⟩ in the ⟨*string*⟩ (including spaces) in turn in the (string or token list) ⟨*variable*⟩ and applies the ⟨*code*⟩. The ⟨*code*⟩ will usually make use of the ⟨*variable*⟩, but this is not enforced. The assignments to the ⟨*variable*⟩ are local. Its value after the loop is the last ⟨*character*⟩ in the ⟨*string*⟩, or its original value if the ⟨*string*⟩ is empty. See also \str_map_inline:Nn.

\str_map_break: ☆

New: 2017-10-08

\str_map_break:

Used to terminate a \str_map_... function before all characters in the ⟨*string*⟩ have been processed. 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: }
    % Do something useful
  }
```

See also \str_map_break:n. 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 continuing with the code that follows the loop. This depends on the design of the mapping function.

\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.

6 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.

\str_head:N ⋆
\str_head:c ⋆
\str_head:n ⋆
\str_head_ignore_spaces:n ⋆

New: 2015-09-18

`\str_head:n {⟨token list⟩}`

Converts the ⟨*token list*⟩ into a ⟨*string*⟩. The first character in the ⟨*string*⟩ 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 ⟨*string*⟩ is empty (or only contains spaces in the case of the `_ignore_spaces` function), then nothing is left on the input stream.

\str_tail:N ⋆
\str_tail:c ⋆
\str_tail:n ⋆
\str_tail_ignore_spaces:n ⋆

New: 2015-09-18

`\str_tail:n {⟨token list⟩}`

Converts the ⟨*token list*⟩ to a ⟨*string*⟩, 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 ⟨*token list*⟩ is empty (or blank in the case of the `_ignore_spaces` variant), then nothing is left on the input stream.

\str_item:Nn ⋆
\str_item:nn ⋆
\str_item_ignore_spaces:nn ⋆

New: 2015-09-18

`\str_item:nn {⟨token list⟩} {⟨integer expression⟩}`

Converts the ⟨*token list*⟩ to a ⟨*string*⟩, and leaves in the input stream the character in position ⟨*integer expression*⟩ of the ⟨*string*⟩, 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 ⟨*integer expression*⟩ is negative, characters are counted from the end of the ⟨*string*⟩. Hence, -1 is the right-most character, *etc.*

```
\str_range:Nnn ★
\str_range:cnn ★
\str_range:nnn ★
\str_range_ignore_spaces:nnn ★
```

New: 2015-09-18

```
\str_range:nnn {⟨token list⟩} {⟨start index⟩} {⟨end index⟩}
```

Converts the ⟨*token list*⟩ to a ⟨*string*⟩, and leaves in the input stream the characters from the ⟨*start index*⟩ to the ⟨*end index*⟩ inclusive. Spaces are preserved and counted as items (contrast this with `\tl_range:nnn` where spaces are not counted as items and are possibly discarded from the output).

Here ⟨*start index*⟩ and ⟨*end index*⟩ should be integer denotations. For describing in detail the functions' behavior, let m and n be the start and end index respectively. If either is 0, the result is empty. A positive index means 'start counting from the left end', a negative index means 'start counting from the right end'. Let l be the count of the token list.

The *actual start point* is determined as $M = m$ if $m > 0$ and as $M = l + m + 1$ if $m < 0$. Similarly the *actual end point* is $N = n$ if $n > 0$ and $N = l + n + 1$ if $n < 0$. If $M > N$, the result is empty. Otherwise it consists of all items from position M to position N inclusive; for the purpose of this rule, we can imagine that the token list extends at infinity on either side, with void items at positions s for $s \le 0$ or $s > l$. 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 ⟨*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 { \str_range:nnn { abcdef } { 5 } { 2 } }
\iow_term:x { \str_range:nnn { abcdef } { -1 } { -4 } }
```

both yield empty strings.

The behavior of `\str_range_ignore_spaces:nnn` is similar, but spaces are removed before starting the job. The input

```
\iow_term:x { \str_range:nnn { abcdefg } { 2 } { 5 } }
\iow_term:x { \str_range:nnn { abcdefg } { 2 } { -3 } }
\iow_term:x { \str_range:nnn { abcdefg } { -6 } { 5 } }
\iow_term:x { \str_range:nnn { abcdefg } { -6 } { -3 } }

\iow_term:x { \str_range:nnn { abc~efg } { 2 } { 5 } }
\iow_term:x { \str_range:nnn { abc~efg } { 2 } { -3 } }
\iow_term:x { \str_range:nnn { abc~efg } { -6 } { 5 } }
\iow_term:x { \str_range:nnn { abc~efg } { -6 } { -3 } }

\iow_term:x { \str_range_ignore_spaces:nnn { abcdefg } { 2 } { 5 } }
\iow_term:x { \str_range_ignore_spaces:nnn { abcdefg } { 2 } { -3 } }
\iow_term:x { \str_range_ignore_spaces:nnn { abcdefg } { -6 } { 5 } }
\iow_term:x { \str_range_ignore_spaces:nnn { abcdefg } { -6 } { -3 } }
```

```
\iow_term:x { \str_range_ignore_spaces:nnn { abcd~efg } { 2 } { 5 } }
\iow_term:x { \str_range_ignore_spaces:nnn { abcd~efg } { 2 } { -3 } }
\iow_term:x { \str_range_ignore_spaces:nnn { abcd~efg } { -6 } { 5 } }
\iow_term:x { \str_range_ignore_spaces:nnn { abcd~efg } { -6 } { -3 } }
```

will print four instances of `bcde`, four instances of `bc e` and eight instances of `bcde`.

7 String manipulation

`\str_lower_case:n` ⋆
`\str_lower_case:f` ⋆
`\str_upper_case:n` ⋆
`\str_upper_case:f` ⋆

New: 2015-03-01

`\str_lower_case:n {`⟨*tokens*⟩`}`
`\str_upper_case:n {`⟨*tokens*⟩`}`

Converts the input ⟨*tokens*⟩ 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.

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.

\str_fold_case:n ⋆
\str_fold_case:V ⋆

New: 2014-06-19
Updated: 2016-03-07

\str_fold_case:n {⟨*tokens*⟩}

Converts the input ⟨*tokens*⟩ to their string representation, as described for \tl_to_str:n, and then folds the case of the resulting ⟨*string*⟩ 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.* SSfolds 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.

8 Viewing strings

\str_show:N
\str_show:c
\str_show:n

New: 2015-09-18

\str_show:N ⟨*str var*⟩

Displays the content of the ⟨*str var*⟩ on the terminal.

\str_log:N
\str_log:c
\str_log:n

New: 2019-02-15

\str_log:N ⟨*str var*⟩

Writes the content of the ⟨*str var*⟩ in the log file.

9 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.

10 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 LaTeX3-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 LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

Part VIII
The l3str-convert package: string encoding conversions

1 Encoding and escaping schemes

Traditionally, string encodings only specify how strings of characters should be stored as bytes. However, the resulting lists of bytes are often to be used in contexts where only a restricted subset of bytes are permitted (*e.g.*, PDF string objects, URLs). Hence, storing a string of characters is done in two steps.

- The code points ("character codes") are expressed as bytes following a given "encoding". This can be UTF-16, ISO 8859-1, *etc.* See Table 1 for a list of supported encodings.[5]
- Bytes are translated to TeX tokens through a given "escaping". Those are defined for the most part by the `pdf` file format. See Table 2 for a list of escaping methods supported.[6]

2 Conversion functions

`\str_set_convert:Nnnn`
`\str_gset_convert:Nnnn`

`\str_set_convert:Nnnn` ⟨*str var*⟩ `{`⟨*string*⟩`}` `{`⟨*name 1*⟩`}` `{`⟨*name 2*⟩`}`

This function converts the ⟨*string*⟩ from the encoding given by ⟨*name 1*⟩ to the encoding given by ⟨*name 2*⟩, and stores the result in the ⟨*str var*⟩. Each ⟨*name*⟩ can have the form ⟨*encoding*⟩ or ⟨*encoding*⟩/⟨*escaping*⟩, where the possible values of ⟨*encoding*⟩ and ⟨*escaping*⟩ are given in Tables 1 and 2, respectively. The default escaping is to input and output bytes directly. The special case of an empty ⟨*name*⟩ indicates the use of "native" strings, 8-bit for pdfTeX, and Unicode strings for the other two engines.

For example,

```
\str_set_convert:Nnnn \l_foo_str { Hello! } { } { utf16/hex }
```

results in the variable `\l_foo_str` holding the string `FEFF00480065006C006C006F0021`. This is obtained by converting each character in the (native) string `Hello!` to the UTF-16 encoding, and expressing each byte as a pair of hexadecimal digits. Note the presence of a (big-endian) byte order mark "FEFF, which can be avoided by specifying the encoding `utf16be/hex`.

An error is raised if the ⟨*string*⟩ is not valid according to the ⟨*escaping 1*⟩ and ⟨*encoding 1*⟩, or if it cannot be reencoded in the ⟨*encoding 2*⟩ and ⟨*escaping 2*⟩ (for instance, if a character does not exist in the ⟨*encoding 2*⟩). Erroneous input is replaced by the Unicode replacement character "FFFD, and characters which cannot be reencoded are replaced by either the replacement character "FFFD if it exists in the ⟨*encoding 2*⟩, or an encoding-specific replacement character, or the question mark character.

[5]Encodings and escapings will be added as they are requested.

Table 1: Supported encodings. Non-alphanumeric characters are ignored, and capital letters are lower-cased before searching for the encoding in this list.

⟨*Encoding*⟩	description
`utf8`	UTF-8
`utf16`	UTF-16, with byte-order mark
`utf16be`	UTF-16, big-endian
`utf16le`	UTF-16, little-endian
`utf32`	UTF-32, with byte-order mark
`utf32be`	UTF-32, big-endian
`utf32le`	UTF-32, little-endian
`iso88591`, `latin1`	ISO 8859-1
`iso88592`, `latin2`	ISO 8859-2
`iso88593`, `latin3`	ISO 8859-3
`iso88594`, `latin4`	ISO 8859-4
`iso88595`	ISO 8859-5
`iso88596`	ISO 8859-6
`iso88597`	ISO 8859-7
`iso88598`	ISO 8859-8
`iso88599`, `latin5`	ISO 8859-9
`iso885910`, `latin6`	ISO 8859-10
`iso885911`	ISO 8859-11
`iso885913`, `latin7`	ISO 8859-13
`iso885914`, `latin8`	ISO 8859-14
`iso885915`, `latin9`	ISO 8859-15
`iso885916`, `latin10`	ISO 8859-16
`clist`	comma-list of integers
⟨*empty*⟩	native (Unicode) string

Table 2: Supported escapings. Non-alphanumeric characters are ignored, and capital letters are lower-cased before searching for the escaping in this list.

⟨*Escaping*⟩	description
`bytes`, or empty	arbitrary bytes
`hex`, `hexadecimal`	byte = two hexadecimal digits
`name`	see `\pdfescapename`
`string`	see `\pdfescapestring`
`url`	encoding used in URLs

`\str_set_convert:NnnnTF`
`\str_gset_convert:NnnnTF`

`\str_set_convert:NnnnTF ⟨str var⟩ {⟨string⟩} {⟨name 1⟩} {⟨name 2⟩} {⟨true code⟩} {⟨false code⟩}`

As `\str_set_convert:Nnnn`, converts the ⟨*string*⟩ from the encoding given by ⟨*name 1*⟩ to the encoding given by ⟨*name 2*⟩, and assigns the result to ⟨*str var*⟩. Contrarily to `\str_set_convert:Nnnn`, the conditional variant does not raise errors in case the ⟨*string*⟩ is not valid according to the ⟨*name 1*⟩ encoding, or cannot be expressed in the ⟨*name 2*⟩ encoding. Instead, the ⟨*false code*⟩ is performed.

3 Creating 8-bit mappings

`\str_declare_eight_bit_encoding:nnn`

`\str_declare_eight_bit_encoding:nnn {⟨name⟩} {⟨mapping⟩} {⟨missing⟩}`

Declares the encoding ⟨*name*⟩ to map bytes to Unicode characters according to the ⟨*mapping*⟩, and map those bytes which are not mentioned in the ⟨*mapping*⟩ either to the replacement character (if they appear in ⟨*missing*⟩), or to themselves.

4 Possibilities, and things to do

Encoding/escaping-related tasks.

- In XeTeX/LuaTeX, would it be better to use the `^^^^....` approach to build a string from a given list of character codes? Namely, within a group, assign `0-9a-f` and all characters we want to category "other", then assign `^` the category superscript, and use `\scantokens`.
- Change `\str_set_convert:Nnnn` to expand its last two arguments.
- Describe the internal format in the code comments. Refuse code points in ["D800, "DFFF] in the internal representation?
- Add documentation about each encoding and escaping method, and add examples.
- The `hex` unescaping should raise an error for odd-token count strings.
- Decide what bytes should be escaped in the `url` escaping. Perhaps the characters `!'()*-./0123456789_` are safe, and all other characters should be escaped?
- Automate generation of 8-bit mapping files.
- Change the framework for 8-bit encodings: for decoding from 8-bit to Unicode, use 256 integer registers; for encoding, use a tree-box.
- More encodings (see Heiko's stringenc). CESU?
- More escapings: ASCII85, shell escapes, lua escapes, *etc.*?

Part IX
The l3quark package
Quarks

Two special types of constants in LaTeX3 are "quarks" and "scan marks". By convention all constants of type quark start out with `\q_`, and scan marks start with `\s_`.

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

`\quark_new:N`

`\quark_new:N` ⟨*quark*⟩

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.

`\q_stop`

Used as a marker for delimited arguments, such as

```
\cs_set:Npn \tmp:w #1#2 \q_stop {#1}
```

`\q_mark` Used as a marker for delimited arguments when `\q_stop` is already in use.

`\q_nil` 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 `\q_stop`, which is only ever used as a delimiter).

`\q_no_value` 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 `\prop_get:NnN` 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.

`\quark_if_nil_p:N` ⋆
`\quark_if_nil:NTF` ⋆

`\quark_if_nil_p:N` ⟨*token*⟩
`\quark_if_nil:NTF` ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token*⟩ is equal to `\q_nil`.

`\quark_if_nil_p:n` ⋆
`\quark_if_nil_p:(o|V)` ⋆
`\quark_if_nil:nTF` ⋆
`\quark_if_nil:(o|V)TF` ⋆

`\quark_if_nil_p:n` {⟨*token list*⟩}
`\quark_if_nil:nTF` {⟨*token list*⟩} {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token list*⟩ contains only `\q_nil` (distinct from ⟨*token list*⟩ being empty or containing `\q_nil` plus one or more other tokens).

`\quark_if_no_value_p:N` ⋆
`\quark_if_no_value_p:c` ⋆
`\quark_if_no_value:NTF` ⋆
`\quark_if_no_value:cTF` ⋆

`\quark_if_no_value_p:N` ⟨*token*⟩
`\quark_if_no_value:NTF` ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token*⟩ is equal to `\q_no_value`.

`\quark_if_no_value_p:n` ⋆
`\quark_if_no_value:nTF` ⋆

`\quark_if_no_value_p:n` {⟨*token list*⟩}
`\quark_if_no_value:nTF` {⟨*token list*⟩} {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token list*⟩ contains only `\q_no_value` (distinct from ⟨*token list*⟩ being empty or containing `\q_no_value` 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.

`\q_recursion_tail` 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.

`\q_recursion_stop` This quark is added *after* the data structure. Its purpose is to make it possible to terminate the recursion at any point easily.

`\quark_if_recursion_tail_stop:N` `\quark_if_recursion_tail_stop:N ⟨token⟩`

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.

`\quark_if_recursion_tail_stop:n`
`\quark_if_recursion_tail_stop:o`
Updated: 2011-09-06

`\quark_if_recursion_tail_stop:n {⟨token list⟩}`

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.

`\quark_if_recursion_tail_stop_do:Nn` `\quark_if_recursion_tail_stop_do:Nn ⟨token⟩ {⟨insertion⟩}`

Tests if ⟨*token*⟩ contains only the marker `\q_recursion_tail`, and if so uses `\use_i_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.

`\quark_if_recursion_tail_stop_do:nn`
`\quark_if_recursion_tail_stop_do:on`
Updated: 2011-09-06

`\quark_if_recursion_tail_stop_do:nn {⟨token list⟩} {⟨insertion⟩}`

Tests if the ⟨*token list*⟩ contains only `\q_recursion_tail`, and if so uses `\use_i_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.

`\quark_if_recursion_tail_break:NN`
`\quark_if_recursion_tail_break:nN`
New: 2018-04-10

`\quark_if_recursion_tail_break:nN {⟨token list⟩} \⟨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:`.

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 LaTeX3 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 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 TeX 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).

`\scan_new:N`

New: 2018-04-01

`\scan_new:N` ⟨*scan mark*⟩

Creates a new ⟨*scan mark*⟩ which is set equal to `\scan_stop:`. The ⟨*scan mark*⟩ is defined globally, and an error message is raised if the name was already taken by another scan mark.

\s_stop

New: 2018-04-01

Used at the end of a set of instructions, as a marker that can be jumped to using \use_none_delimit_by_s_stop:w.

\use_none_delimit_by_s_stop:w

New: 2018-04-01

\use_none_delimit_by_s_stop:w ⟨*tokens*⟩ \s_stop

Removes the ⟨*tokens*⟩ and \s_stop from the input stream. This leads to a low-level TeX error if \s_stop is absent.

Part X

The l3seq package Sequences and stacks

LaTeX3 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 LaTeX3. This is achieved using a number of dedicated stack functions.

1 Creating and initialising sequences

\seq_new:N
\seq_new:c

`\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.

\seq_clear:N
\seq_clear:c
\seq_gclear:N
\seq_gclear:c

`\seq_clear:N` ⟨*sequence*⟩

Clears all items from the ⟨*sequence*⟩.

\seq_clear_new:N
\seq_clear_new:c
\seq_gclear_new:N
\seq_gclear_new:c

`\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.

\seq_set_eq:NN
\seq_set_eq:(cN|Nc|cc)
\seq_gset_eq:NN
\seq_gset_eq:(cN|Nc|cc)

`\seq_set_eq:NN` ⟨*sequence*$_1$⟩ ⟨*sequence*$_2$⟩

Sets the content of ⟨*sequence*$_1$⟩ equal to that of ⟨*sequence*$_2$⟩.

\seq_set_from_clist:NN
\seq_set_from_clist:(cN|Nc|cc)
\seq_set_from_clist:Nn
\seq_set_from_clist:cn
\seq_gset_from_clist:NN
\seq_gset_from_clist:(cN|Nc|cc)
\seq_gset_from_clist:Nn
\seq_gset_from_clist:cn

New: 2014-07-17

`\seq_set_from_clist:NN` ⟨*sequence*⟩ ⟨*comma-list*⟩

Converts the data in the ⟨*comma list*⟩ into a ⟨*sequence*⟩: the original ⟨*comma list*⟩ is unchanged.

`\seq_const_from_clist:Nn`
`\seq_const_from_clist:cn`

New: 2017-11-28

`\seq_const_from_clist:Nn` ⟨*seq var*⟩ {⟨*comma-list*⟩}

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*⟩.

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

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

`\seq_concat:NNN` ⟨$sequence_1$⟩ ⟨$sequence_2$⟩ ⟨$sequence_3$⟩

Concatenates the content of ⟨$sequence_2$⟩ and ⟨$sequence_3$⟩ together and saves the result in ⟨$sequence_1$⟩. The items in ⟨$sequence_2$⟩ 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:NTF` ⟨*sequence*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests whether the ⟨*sequence*⟩ is currently defined. This does not check that the ⟨*sequence*⟩ 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 ⟨*item*⟩ to the left of the ⟨*sequence*⟩.

`\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 ⟨*item*⟩ to the right of the ⟨*sequence*⟩.

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 ⟨*token list variable*⟩ 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 ⟨*sequence*⟩ in the ⟨*token list variable*⟩ without removing it from the ⟨*sequence*⟩. The ⟨*token list variable*⟩ is assigned locally. If ⟨*sequence*⟩ is empty the ⟨*token list variable*⟩ is set to the special marker `\q_no_value`.

\seq_get_right:NN
\seq_get_right:cN

Updated: 2012-05-19

`\seq_get_right:NN` ⟨*sequence*⟩ ⟨*token list variable*⟩

Stores the right-most item from a ⟨*sequence*⟩ in the ⟨*token list variable*⟩ without removing it from the ⟨*sequence*⟩. The ⟨*token list variable*⟩ is assigned locally. If ⟨*sequence*⟩ is empty the ⟨*token list variable*⟩ is set to the special marker `\q_no_value`.

\seq_pop_left:NN
\seq_pop_left:cN

Updated: 2012-05-14

`\seq_pop_left:NN` ⟨*sequence*⟩ ⟨*token list variable*⟩

Pops the left-most item from a ⟨*sequence*⟩ into the ⟨*token list variable*⟩, *i.e.* removes the item from the sequence and stores it in the ⟨*token list variable*⟩. Both of the variables are assigned locally. If ⟨*sequence*⟩ is empty the ⟨*token list variable*⟩ is set to the special marker `\q_no_value`.

\seq_gpop_left:NN
\seq_gpop_left:cN

Updated: 2012-05-14

`\seq_gpop_left:NN` ⟨*sequence*⟩ ⟨*token list variable*⟩

Pops the left-most item from a ⟨*sequence*⟩ into the ⟨*token list variable*⟩, *i.e.* removes the item from the sequence and stores it in the ⟨*token list variable*⟩. The ⟨*sequence*⟩ is modified globally, while the assignment of the ⟨*token list variable*⟩ is local. If ⟨*sequence*⟩ is empty the ⟨*token list variable*⟩ is set to the special marker `\q_no_value`.

\seq_pop_right:NN
\seq_pop_right:cN

Updated: 2012-05-19

`\seq_pop_right:NN` ⟨*sequence*⟩ ⟨*token list variable*⟩

Pops the right-most item from a ⟨*sequence*⟩ into the ⟨*token list variable*⟩, *i.e.* removes the item from the sequence and stores it in the ⟨*token list variable*⟩. Both of the variables are assigned locally. If ⟨*sequence*⟩ is empty the ⟨*token list variable*⟩ is set to the special marker `\q_no_value`.

\seq_gpop_right:NN
\seq_gpop_right:cN

Updated: 2012-05-19

`\seq_gpop_right:NN` ⟨*sequence*⟩ ⟨*token list variable*⟩

Pops the right-most item from a ⟨*sequence*⟩ into the ⟨*token list variable*⟩, *i.e.* removes the item from the sequence and stores it in the ⟨*token list variable*⟩. The ⟨*sequence*⟩ is modified globally, while the assignment of the ⟨*token list variable*⟩ is local. If ⟨*sequence*⟩ is empty the ⟨*token list variable*⟩ is set to the special marker `\q_no_value`.

\seq_item:Nn ⋆
\seq_item:cn ⋆

New: 2014-07-17

`\seq_item:Nn` ⟨*sequence*⟩ {⟨*integer expression*⟩}

Indexing items in the ⟨*sequence*⟩ from 1 at the top (left), this function evaluates the ⟨*integer expression*⟩ and leaves the appropriate item from the sequence in the input stream. If the ⟨*integer expression*⟩ is negative, indexing occurs from the bottom (right) of the sequence. If the ⟨*integer expression*⟩ is larger than the number of items in the ⟨*sequence*⟩ (as calculated by `\seq_count:N`) then the function expands to nothing.

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.

\seq_rand_item:N ⋆
\seq_rand_item:c ⋆

New: 2016-12-06

\seq_rand_item:N ⟨*seq var*⟩

Selects a pseudo-random item of the ⟨*sequence*⟩. If the ⟨*sequence*⟩ is empty the result is empty. This is not available in older versions of XeTeX.

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.

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.

\seq_get_left:NN*TF*
\seq_get_left:cN*TF*

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

\seq_get_left: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, stores the left-most item from the ⟨*sequence*⟩ in the ⟨*token list variable*⟩ without removing it from the ⟨*sequence*⟩, then leaves the ⟨*true code*⟩ in the input stream. The ⟨*token list variable*⟩ is assigned locally.

\seq_get_right:NN*TF*
\seq_get_right:cN*TF*

New: 2012-05-19

\seq_get_right: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, stores the right-most item from the ⟨*sequence*⟩ in the ⟨*token list variable*⟩ without removing it from the ⟨*sequence*⟩, then leaves the ⟨*true code*⟩ in the input stream. The ⟨*token list variable*⟩ is assigned locally.

\seq_pop_left:NN*TF*
\seq_pop_left:cN*TF*

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

\seq_pop_left: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 left-most item from the ⟨*sequence*⟩ in the ⟨*token list variable*⟩, *i.e.* removes the item from the ⟨*sequence*⟩, then leaves the ⟨*true code*⟩ in the input stream. Both the ⟨*sequence*⟩ and the ⟨*token list variable*⟩ are assigned locally.

\seq_gpop_left:NN*TF*
\seq_gpop_left:cN*TF*

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

\seq_gpop_left: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 left-most item from the ⟨*sequence*⟩ in the ⟨*token list variable*⟩, *i.e.* removes the item from the ⟨*sequence*⟩, then leaves the ⟨*true code*⟩ in the input stream. The ⟨*sequence*⟩ is modified globally, while the ⟨*token list variable*⟩ is assigned locally.

\seq_pop_right:NNTF
\seq_pop_right:cNTF

New: 2012-05-19

\seq_pop_right: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 right-most item from the ⟨*sequence*⟩ in the ⟨*token list variable*⟩, *i.e.* removes the item from the ⟨*sequence*⟩, then leaves the ⟨*true code*⟩ in the input stream. Both the ⟨*sequence*⟩ and the ⟨*token list variable*⟩ are assigned locally.

\seq_gpop_right:NNTF
\seq_gpop_right:cNTF

New: 2012-05-19

\seq_gpop_right: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 right-most item from the ⟨*sequence*⟩ in the ⟨*token list variable*⟩, *i.e.* removes the item from the ⟨*sequence*⟩, then leaves the ⟨*true code*⟩ in the input stream. The ⟨*sequence*⟩ is modified globally, while the ⟨*token list variable*⟩ is assigned locally.

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 ⟨sequence⟩

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

TEXhackers note: This function iterates through every item in the ⟨*sequence*⟩ and does a comparison with the ⟨*items*⟩ 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 ⟨sequence⟩ {⟨item⟩}

Removes every occurrence of ⟨*item*⟩ from the ⟨*sequence*⟩. The ⟨*item*⟩ 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

New: 2014-07-18

\seq_reverse:N ⟨sequence⟩

Reverses the order of the items stored in the ⟨*sequence*⟩.

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

New: 2017-02-06

\seq_sort:Nn ⟨sequence⟩ {⟨comparison code⟩}

Sorts the items in the ⟨*sequence*⟩ according to the ⟨*comparison code*⟩, and assigns the result to ⟨*sequence*⟩. The details of sorting comparison are described in Section 1.

\seq_shuffle:N
\seq_shuffle:c
\seq_gshuffle:N
\seq_gshuffle:c

New: 2018-04-29

\seq_shuffle:N ⟨*seq var*⟩

Sets the ⟨*seq var*⟩ to the result of placing the items of the ⟨*seq var*⟩ in a random order. Each item is (roughly) as likely to end up in any given position.

TEXhackers note: For sequences with more than 13 items or so, only a small proportion of all possible permutations can be reached, because the random seed `\sys_rand_seed:` only has 28-bits. The use of `\toks` internally means that sequences with more than 32767 or 65535 items (depending on the engine) cannot be shuffled.

6 Sequence conditionals

\seq_if_empty_p:N ⋆
\seq_if_empty_p:c ⋆
\seq_if_empty:N*TF* ⋆
\seq_if_empty:c*TF* ⋆

\seq_if_empty_p:N ⟨*sequence*⟩
\seq_if_empty:NTF ⟨*sequence*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*sequence*⟩ is empty (containing no items).

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

\seq_if_in:NnTF ⟨*sequence*⟩ {⟨*item*⟩} {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*item*⟩ is present in the ⟨*sequence*⟩.

7 Mapping to sequences

All mappings are done at the current group level, *i.e.* any local assignments made by the ⟨*function*⟩ or ⟨*code*⟩ discussed below remain in effect after the loop.

\seq_map_function:NN ☆
\seq_map_function:cN ☆

Updated: 2012-06-29

\seq_map_function:NN ⟨*sequence*⟩ ⟨*function*⟩

Applies ⟨*function*⟩ to every ⟨*item*⟩ stored in the ⟨*sequence*⟩. The ⟨*function*⟩ will receive one argument for each iteration. The ⟨*items*⟩ are returned from left to right. To pass further arguments to the ⟨*function*⟩, see `\seq_map_tokens:Nn`. 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 ⟨*sequence*⟩ {⟨*inline function*⟩}

Applies ⟨*inline function*⟩ to every ⟨*item*⟩ stored within the ⟨*sequence*⟩. The ⟨*inline function*⟩ should consist of code which will receive the ⟨*item*⟩ as `#1`. The ⟨*items*⟩ are returned from left to right.

\seq_map_tokens:Nn ☆
\seq_map_tokens:cn ☆

New: 2019-08-30

\seq_map_tokens:Nn ⟨*sequence*⟩ {⟨*code*⟩}

Analogue of \seq_map_function:NN which maps several tokens instead of a single function. The ⟨*code*⟩ receives each item in the ⟨*sequence*⟩ as two trailing brace groups. For instance,

```
\seq_map_tokens:Nn \l_my_seq { \prg_replicate:nn { 2 } }
```

expands to twice each item in the ⟨*sequence*⟩: for each item in \l_my_seq the function \prg_replicate:nn receives 2 and ⟨*item*⟩ as its two arguments. The function \seq_map_inline:Nn is typically faster but is not expandable.

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

Updated: 2012-06-29

\seq_map_variable:NNn ⟨*sequence*⟩ ⟨*variable*⟩ {⟨*code*⟩}

Stores each ⟨*item*⟩ of the ⟨*sequence*⟩ in turn in the (token list) ⟨*variable*⟩ and applies the ⟨*code*⟩. The ⟨*code*⟩ will usually make use of the ⟨*variable*⟩, but this is not enforced. The assignments to the ⟨*variable*⟩ are local. Its value after the loop is the last ⟨*item*⟩ in the ⟨*sequence*⟩, or its original value if the ⟨*sequence*⟩ is empty. The ⟨*items*⟩ 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 ⟨*sequence*⟩ 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.

\seq_use:Nn ⋆
\seq_use:cn ⋆
New: 2013-05-26

\seq_use:Nn ⟨*seq var*⟩ {⟨*separator*⟩}

Places the contents of the ⟨*seq var*⟩ in the input stream, with the ⟨*separator*⟩ between the items. If the sequence has a single item, it is placed in the input stream with no ⟨*separator*⟩, 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: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.

\seq_get:NN
\seq_get:cN
Updated: 2012-05-14

\seq_get:NN ⟨*sequence*⟩ ⟨*token list variable*⟩

Reads the top item from a ⟨*sequence*⟩ into the ⟨*token list variable*⟩ without removing it from the ⟨*sequence*⟩. The ⟨*token list variable*⟩ is assigned locally. If ⟨*sequence*⟩ is empty the ⟨*token list variable*⟩ is set to the special marker `\q_no_value`.

\seq_pop:NN
\seq_pop:cN
Updated: 2012-05-14

\seq_pop:NN ⟨*sequence*⟩ ⟨*token list variable*⟩

Pops the top item from a ⟨*sequence*⟩ into the ⟨*token list variable*⟩. Both of the variables are assigned locally. If ⟨*sequence*⟩ is empty the ⟨*token list variable*⟩ is set to the special marker `\q_no_value`.

\seq_gpop:NN
\seq_gpop:cN
Updated: 2012-05-14

\seq_gpop:NN ⟨*sequence*⟩ ⟨*token list variable*⟩

Pops the top item from a ⟨*sequence*⟩ into the ⟨*token list variable*⟩. The ⟨*sequence*⟩ is modified globally, while the ⟨*token list variable*⟩ is assigned locally. If ⟨*sequence*⟩ is empty the ⟨*token list variable*⟩ is set to the special marker `\q_no_value`.

\seq_get:NN*TF*
\seq_get:cN*TF*
New: 2012-05-14
Updated: 2012-05-19

\seq_get: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, stores the top item from a ⟨*sequence*⟩ in the ⟨*token list variable*⟩ without removing it from the ⟨*sequence*⟩. The ⟨*token list variable*⟩ 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 var*$_1$⟩ and ⟨*seq var*$_2$⟩ can be stored into ⟨*seq var*$_3$⟩ by collecting items of ⟨*seq var*$_1$⟩ which are in ⟨*seq var*$_2$⟩.

```
\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 ⟨*seq var*$_3$⟩ is different from the other two sequence variables. To cover all cases, items should first be collected in a sequence `\l__`⟨*pkg*⟩`_internal_seq`, then ⟨*seq var*$_3$⟩ should be set equal to this internal sequence. The same remark applies to other set functions.

The union of two sets ⟨*seq var*$_1$⟩ and ⟨*seq var*$_2$⟩ can be stored into ⟨*seq var*$_3$⟩ through

```
\seq_concat:NNN ⟨seq var3⟩ ⟨seq var1⟩ ⟨seq var2⟩
\seq_remove_duplicates:N ⟨seq var3⟩
```

or by adding items to (a copy of) ⟨*seq var*$_1$⟩ 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 ⟨*seq var*$_2$⟩ is short compared to ⟨*seq var*$_1$⟩.

The difference of two sets ⟨*seq var*$_1$⟩ and ⟨*seq var*$_2$⟩ can be stored into ⟨*seq var*$_3$⟩ by removing items of the ⟨*seq var*$_2$⟩ from (a copy of) the ⟨*seq var*$_1$⟩ 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 ⟨*seq var*$_1$⟩ and ⟨*seq var*$_2$⟩ can be stored into ⟨*seq var*$_3$⟩ by computing the difference between ⟨*seq var*$_1$⟩ and ⟨*seq var*$_2$⟩ and storing the result as `\l__`⟨*pkg*⟩`_internal_seq`, then the difference between ⟨*seq var*$_2$⟩ and ⟨*seq var*$_1$⟩, and finally concatenating the two differences to get the symmetric differences.

```
\seq_set_eq:NN \l__⟨pkg⟩_internal_seq ⟨seq var1⟩
\seq_map_inline:Nn ⟨seq var2⟩
{ \seq_remove_all:Nn \l__⟨pkg⟩_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__⟨pkg⟩_internal_seq
```

11 Constant and scratch sequences

`\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 LaTeX3-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 LaTeX3-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 ⟨*sequence*⟩

Displays the entries in the ⟨*sequence*⟩ in the terminal.

\seq_log:N
\seq_log:c

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

\seq_log:N ⟨*sequence*⟩

Writes the entries in the ⟨*sequence*⟩ in the log file.

Part XI

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

`\int_eval:n` ⋆

`\int_eval:n {⟨integer expression⟩}`

Evaluates the ⟨*integer expression*⟩ and leaves the result in the input stream as an integer denotation: for positive results an explicit sequence of decimal digits not starting with `0`, for negative results `-` followed by such a sequence, and `0` for zero. The ⟨*integer expression*⟩ should consist, after expansion, of `+`, `-`, `*`, `/`, `(`, `)` and of course integer operands. The result is calculated by applying standard mathematical rules with the following peculiarities:

- `/` denotes division rounded to the closest integer with ties rounded away from zero;
- there is an error and the overall expression evaluates to zero whenever the absolute value of any intermediate result exceeds $2^{31} - 1$, except in the case of scaling operations a`*`b`/`c, for which a`*`b may be arbitrarily large;
- parentheses may not appear after unary `+` or `-`, namely placing `+(` or `-(` at the start of an expression or after `+`, `-`, `*`, `/` or `(` leads to an error.

Each integer operand can be either an integer variable (with no need for `\int_use:N`) or an integer denotation. 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 ) }
```

evaluate to -6 because `\l_my_tl` expands to the integer denotation `5`. As the ⟨*integer expression*⟩ is fully expanded from left to right during evaluation, fully expandable and restricted-expandable functions can both be used, and `\exp_not:n` and its variants have no effect while `\exp_not:N` may incorrectly interrupt the expression.

TeXhackers 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 TeX-style integer assignment.

As all TeX integers, integer operands can also be dimension or skip variables, converted to integers in `sp`, or octal numbers given as `'` followed by digits other than `8` and `9`, or hexadecimal numbers given as `"` followed by digits or upper case letters from `A` to `F`, or the character code of some character or one-character control sequence, given as `` ` ``⟨*char*⟩.

`\int_eval:w` ⋆

New: 2018-03-30

`\int_eval:w` ⟨*integer expression*⟩

Evaluates the ⟨*integer expression*⟩ as described for `\int_eval:n`. The end of the expression is the first token encountered that cannot form part of such an expression. If that token is `\scan_stop:` it is removed, otherwise not. Spaces do *not* terminate the expression. However, spaces terminate explict integers, and this may terminate the expression: for instance, `\int_eval:w 1␣+␣1␣9` expands to `29` since the digit `9` is not part of the expression.

`\int_sign:n` ⋆

New: 2018-11-03

`\int_sign:n {`⟨*intexpr*⟩`}`

Evaluates the ⟨*integer expression*⟩ then leaves 1 or 0 or -1 in the input stream according to the sign of the result.

`\int_abs:n` ⋆

Updated: 2012-09-26

`\int_abs:n {`⟨*integer expression*⟩`}`

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.

`\int_div_round:nn` ⋆

Updated: 2012-09-26

`\int_div_round:nn {`⟨*intexpr*$_1$⟩`} {`⟨*intexpr*$_2$⟩`}`

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.

`\int_div_truncate:nn` ⋆

Updated: 2012-02-09

`\int_div_truncate:nn {`⟨*intexpr*$_1$⟩`} {`⟨*intexpr*$_2$⟩`}`

Evaluates the two ⟨*integer expressions*⟩ as described earlier, then divides the first value by the second, and rounds the result towards zero. Note that division using `/` rounds to the closest integer instead. The result is left in the input stream as an ⟨*integer denotation*⟩ after two expansions.

`\int_max:nn` ⋆
`\int_min:nn` ⋆

Updated: 2012-09-26

`\int_max:nn {`⟨*intexpr*$_1$⟩`} {`⟨*intexpr*$_2$⟩`}`
`\int_min:nn {`⟨*intexpr*$_1$⟩`} {`⟨*intexpr*$_2$⟩`}`

Evaluates the ⟨*integer expressions*⟩ as described for `\int_eval:n` and leaves either the larger or smaller value in the input stream as an ⟨*integer denotation*⟩ after two expansions.

`\int_mod:nn` ⋆

Updated: 2012-09-26

`\int_mod:nn {`⟨*intexpr*$_1$⟩`} {`⟨*intexpr*$_2$⟩`}`

Evaluates the two ⟨*integer expressions*⟩ as described earlier, then calculates the integer remainder of dividing the first expression by the second. This is obtained by subtracting `\int_div_truncate:nn {`⟨*intexpr*$_1$⟩`} {`⟨*intexpr*$_2$⟩`}` times ⟨*intexpr*$_2$⟩ from ⟨*intexpr*$_1$⟩. Thus, the result has the same sign as ⟨*intexpr*$_1$⟩ and its absolute value is strictly less than that of ⟨*intexpr*$_2$⟩. The result is left in the input stream as an ⟨*integer denotation*⟩ after two expansions.

2 Creating and initialising integers

`\int_new:N`
`\int_new:c`

`\int_new:N` ⟨*integer*⟩

Creates a new ⟨*integer*⟩ or raises an error if the name is already taken. The declaration is global. The ⟨*integer*⟩ is initially equal to 0.

`\int_const:Nn`
`\int_const:cn`

Updated: 2011-10-22

`\int_const:Nn` ⟨*integer*⟩ {⟨*integer expression*⟩}

Creates a new constant ⟨*integer*⟩ or raises an error if the name is already taken. The value of the ⟨*integer*⟩ is set globally to the ⟨*integer expression*⟩.

`\int_zero:N`
`\int_zero:c`
`\int_gzero:N`
`\int_gzero:c`

`\int_zero:N` ⟨*integer*⟩

Sets ⟨*integer*⟩ to 0.

`\int_zero_new:N`
`\int_zero_new:c`
`\int_gzero_new:N`
`\int_gzero_new:c`

New: 2011-12-13

`\int_zero_new:N` ⟨*integer*⟩

Ensures that the ⟨*integer*⟩ exists globally by applying `\int_new:N` if necessary, then applies `\int_(g)zero:N` to leave the ⟨*integer*⟩ set to zero.

`\int_set_eq:NN`
`\int_set_eq:(cN|Nc|cc)`
`\int_gset_eq:NN`
`\int_gset_eq:(cN|Nc|cc)`

`\int_set_eq:NN` ⟨*integer*$_1$⟩ ⟨*integer*$_2$⟩

Sets the content of ⟨*integer*$_1$⟩ equal to that of ⟨*integer*$_2$⟩.

`\int_if_exist_p:N` ⋆
`\int_if_exist_p:c` ⋆
`\int_if_exist:NTF` ⋆
`\int_if_exist:cTF` ⋆

New: 2012-03-03

`\int_if_exist_p:N` ⟨*int*⟩
`\int_if_exist:NTF` ⟨*int*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests whether the ⟨*int*⟩ is currently defined. This does not check that the ⟨*int*⟩ really is an integer variable.

3 Setting and incrementing integers

`\int_add:Nn`
`\int_add:cn`
`\int_gadd:Nn`
`\int_gadd:cn`

Updated: 2011-10-22

`\int_add:Nn` ⟨*integer*⟩ {⟨*integer expression*⟩}

Adds the result of the ⟨*integer expression*⟩ to the current content of the ⟨*integer*⟩.

`\int_decr:N`
`\int_decr:c`
`\int_gdecr:N`
`\int_gdecr:c`

`\int_decr:N` ⟨*integer*⟩

Decreases the value stored in ⟨*integer*⟩ by 1.

`\int_incr:N`
`\int_incr:c`
`\int_gincr:N`
`\int_gincr:c`

`\int_incr:N` ⟨*integer*⟩

Increases the value stored in ⟨*integer*⟩ by 1.

\int_set:Nn
\int_set:cn
\int_gset:Nn
\int_gset:cn

Updated: 2011-10-22

\int_set:Nn ⟨*integer*⟩ {⟨*integer expression*⟩}

Sets ⟨*integer*⟩ to the value of ⟨*integer expression*⟩, which must evaluate to an integer (as described for \int_eval:n).

\int_sub:Nn
\int_sub:cn
\int_gsub:Nn
\int_gsub:cn

Updated: 2011-10-22

\int_sub:Nn ⟨*integer*⟩ {⟨*integer expression*⟩}

Subtracts the result of the ⟨*integer expression*⟩ from the current content of the ⟨*integer*⟩.

4 Using integers

\int_use:N ⋆
\int_use:c ⋆

Updated: 2011-10-22

\int_use:N ⟨*integer*⟩

Recovers the content of an ⟨*integer*⟩ 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 ⟨*integer*⟩ is required (such as in the first and third arguments of \int_compare:nNnTF).

TEXhackers note: \int_use:N is the TEX primitive \the: this is one of several LATEX3 names for this primitive.

5 Integer expression conditionals

\int_compare_p:nNn ⋆
\int_compare:nNnTF ⋆

\int_compare_p:nNn {⟨*intexpr*$_1$⟩} ⟨*relation*⟩ {⟨*intexpr*$_2$⟩}
\int_compare:nNnTF
{⟨*intexpr*$_1$⟩} ⟨*relation*⟩ {⟨*intexpr*$_2$⟩}
{⟨*true code*⟩} {⟨*false code*⟩}

This function first evaluates each of the ⟨*integer expressions*⟩ as described for \int_eval:n. The two results are then compared using the ⟨*relation*⟩:

Equal	=
Greater than	>
Less than	<

This function is less flexible than \int_compare:nTF but around 5 times faster.

\int_compare_p:n ⋆
\int_compare:nTF ⋆

Updated: 2013-01-13

```
\int_compare_p:n
  {
    ⟨intexpr_1⟩ ⟨relation_1⟩
    ...
    ⟨intexpr_N⟩ ⟨relation_N⟩
    ⟨intexpr_N+1⟩
  }
\int_compare:nTF
  {
    ⟨intexpr_1⟩ ⟨relation_1⟩
    ...
    ⟨intexpr_N⟩ ⟨relation_N⟩
    ⟨intexpr_N+1⟩
  }
  {⟨true code⟩} {⟨false code⟩}
```

This function evaluates the ⟨*integer expressions*⟩ as described for `\int_eval:n` and compares consecutive result using the corresponding ⟨*relation*⟩, namely it compares ⟨*intexpr*$_1$⟩ and ⟨*intexpr*$_2$⟩ using the ⟨*relation*$_1$⟩, then ⟨*intexpr*$_2$⟩ and ⟨*intexpr*$_3$⟩ using the ⟨*relation*$_2$⟩, until finally comparing ⟨*intexpr*$_N$⟩ and ⟨*intexpr*$_{N+1}$⟩ using the ⟨*relation*$_N$⟩. The test yields `true` if all comparisons are `true`. Each ⟨*integer expression*⟩ is evaluated only once, and the evaluation is lazy, in the sense that if one comparison is `false`, then no other ⟨*integer 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	`!=`

This function is more flexible than `\int_compare:nNnTF` but around 5 times slower.

`\int_case:nn` ⋆
`\int_case:nnTF` ⋆

New: 2013-07-24

```
\int_case:nnTF {⟨test integer expression⟩}
  {
    {⟨intexpr case₁⟩} {⟨code case₁⟩}
    {⟨intexpr case₂⟩} {⟨code case₂⟩}
    ...
    {⟨intexpr caseₙ⟩} {⟨code caseₙ⟩}
  }
  {⟨true code⟩}
  {⟨false code⟩}
```

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.

`\int_if_even_p:n` ⋆
`\int_if_even:nTF` ⋆
`\int_if_odd_p:n` ⋆
`\int_if_odd:nTF` ⋆

```
\int_if_odd_p:n {⟨integer expression⟩}
\int_if_odd:nTF {⟨integer expression⟩}
  {⟨true code⟩} {⟨false 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

`\int_do_until:nNnn` ☆

```
\int_do_until:nNnn {⟨intexpr₁⟩} ⟨relation⟩ {⟨intexpr₂⟩} {⟨code⟩}
```

Places the ⟨*code*⟩ in the input stream for TeX 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`.

`\int_do_while:nNnn` ☆

```
\int_do_while:nNnn {⟨intexpr₁⟩} ⟨relation⟩ {⟨intexpr₂⟩} {⟨code⟩}
```

Places the ⟨*code*⟩ in the input stream for TeX 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`.

`\int_until_do:nNnn` ☆

`\int_until_do:nNnn {⟨intexpr₁⟩} ⟨relation⟩ {⟨intexpr₂⟩} {⟨code⟩}`

Evaluates the relationship between the two ⟨*integer expressions*⟩ as described for `\int_compare:nNnTF`, and then places the ⟨*code*⟩ in the input stream if the ⟨*relation*⟩ is `false`. After the ⟨*code*⟩ has been processed by TeX the test is repeated, and a loop occurs until the test is `true`.

`\int_while_do:nNnn` ☆

`\int_while_do:nNnn {⟨intexpr₁⟩} ⟨relation⟩ {⟨intexpr₂⟩} {⟨code⟩}`

Evaluates the relationship between the two ⟨*integer expressions*⟩ as described for `\int_compare:nNnTF`, and then places the ⟨*code*⟩ in the input stream if the ⟨*relation*⟩ is `true`. After the ⟨*code*⟩ has been processed by TeX the test is repeated, and a loop occurs until the test is `false`.

`\int_do_until:nn` ☆

Updated: 2013-01-13

`\int_do_until:nn {⟨integer relation⟩} {⟨code⟩}`

Places the ⟨*code*⟩ in the input stream for TeX to process, and then evaluates the ⟨*integer relation*⟩ as described for `\int_compare:nTF`. If the test is `false` then the ⟨*code*⟩ is inserted into the input stream again and a loop occurs until the ⟨*relation*⟩ is `true`.

`\int_do_while:nn` ☆

Updated: 2013-01-13

`\int_do_while:nn {⟨integer relation⟩} {⟨code⟩}`

Places the ⟨*code*⟩ in the input stream for TeX to process, and then evaluates the ⟨*integer relation*⟩ as described for `\int_compare:nTF`. If the test is `true` then the ⟨*code*⟩ is inserted into the input stream again and a loop occurs until the ⟨*relation*⟩ is `false`.

`\int_until_do:nn` ☆

Updated: 2013-01-13

`\int_until_do:nn {⟨integer relation⟩} {⟨code⟩}`

Evaluates the ⟨*integer relation*⟩ as described for `\int_compare:nTF`, and then places the ⟨*code*⟩ in the input stream if the ⟨*relation*⟩ is `false`. After the ⟨*code*⟩ has been processed by TeX the test is repeated, and a loop occurs until the test is `true`.

`\int_while_do:nn` ☆

Updated: 2013-01-13

`\int_while_do:nn {⟨integer relation⟩} {⟨code⟩}`

Evaluates the ⟨*integer relation*⟩ as described for `\int_compare:nTF`, and then places the ⟨*code*⟩ in the input stream if the ⟨*relation*⟩ is `true`. After the ⟨*code*⟩ has been processed by TeX the test is repeated, and a loop occurs until the test is `false`.

7 Integer step functions

\int_step_function:nN ☆
\int_step_function:nnN ☆
\int_step_function:nnnN ☆

New: 2012-06-04
Updated: 2018-04-22

\int_step_function:nN {⟨*final value*⟩} ⟨*function*⟩
\int_step_function:nnN {⟨*initial value*⟩} {⟨*final value*⟩} ⟨*function*⟩
\int_step_function:nnnN {⟨*initial value*⟩} {⟨*step*⟩} {⟨*final value*⟩} ⟨*function*⟩

This function first evaluates the ⟨*initial value*⟩, ⟨*step*⟩ and ⟨*final value*⟩, all of which should be integer expressions. The ⟨*function*⟩ is then placed in front of each ⟨*value*⟩ from the ⟨*initial value*⟩ to the ⟨*final value*⟩ in turn (using ⟨*step*⟩ between each ⟨*value*⟩). The ⟨*step*⟩ must be non-zero. If the ⟨*step*⟩ is positive, the loop stops when the ⟨*value*⟩ becomes larger than the ⟨*final value*⟩. If the ⟨*step*⟩ is negative, the loop stops when the ⟨*value*⟩ becomes smaller than the ⟨*final value*⟩. The ⟨*function*⟩ 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]

The functions \int_step_function:nN and \int_step_function:nnN both use a fixed ⟨*step*⟩ of 1, and in the case of \int_step_function:nN the ⟨*initial value*⟩ is also fixed as 1. These functions are provided as simple short-cuts for code clarity.

\int_step_inline:nn
\int_step_inline:nnn
\int_step_inline:nnnn

New: 2012-06-04
Updated: 2018-04-22

\int_step_inline:nn {⟨*final value*⟩} {⟨*code*⟩}
\int_step_inline:nnn {⟨*initial value*⟩} {⟨*final value*⟩} {⟨*code*⟩}
\int_step_inline:nnnn {⟨*initial value*⟩} {⟨*step*⟩} {⟨*final value*⟩} {⟨*code*⟩}

This function first evaluates the ⟨*initial value*⟩, ⟨*step*⟩ and ⟨*final value*⟩, all of which should be integer expressions. Then for each ⟨*value*⟩ from the ⟨*initial value*⟩ to the ⟨*final value*⟩ in turn (using ⟨*step*⟩ between each ⟨*value*⟩), the ⟨*code*⟩ is inserted into the input stream with #1 replaced by the current ⟨*value*⟩. Thus the ⟨*code*⟩ should define a function of one argument (#1).

The functions \int_step_inline:nn and \int_step_inline:nnn both use a fixed ⟨*step*⟩ of 1, and in the case of \int_step_inline:nn the ⟨*initial value*⟩ is also fixed as 1. These functions are provided as simple short-cuts for code clarity.

\int_step_variable:nNn
\int_step_variable:nnNn
\int_step_variable:nnnNn

New: 2012-06-04
Updated: 2018-04-22

\int_step_variable:nNn {⟨*final value*⟩} ⟨*tl var*⟩ {⟨*code*⟩}
\int_step_variable:nnNn {⟨*initial value*⟩} {⟨*final value*⟩} ⟨*tl var*⟩ {⟨*code*⟩}
\int_step_variable:nnnNn {⟨*initial value*⟩} {⟨*step*⟩} {⟨*final value*⟩} ⟨*tl var*⟩ {⟨*code*⟩}

This function first evaluates the ⟨*initial value*⟩, ⟨*step*⟩ and ⟨*final value*⟩, all of which should be integer expressions. Then for each ⟨*value*⟩ from the ⟨*initial value*⟩ to the ⟨*final value*⟩ in turn (using ⟨*step*⟩ between each ⟨*value*⟩), the ⟨*code*⟩ is inserted into the input stream, with the ⟨*tl var*⟩ defined as the current ⟨*value*⟩. Thus the ⟨*code*⟩ should make use of the ⟨*tl var*⟩.

The functions \int_step_variable:nNn and \int_step_variable:nnNn both use a fixed ⟨*step*⟩ of 1, and in the case of \int_step_variable:nNn the ⟨*initial value*⟩ is also fixed as 1. These functions are provided as simple short-cuts for code clarity.

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 {⟨integer expression⟩}`

Places the value of the ⟨*integer expression*⟩ in the input stream as digits, with category code 12 (other).

`\int_to_alph:n` ⋆
`\int_to_Alph:n` ⋆

Updated: 2011-09-17

`\int_to_alph:n {⟨integer expression⟩}`

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.

\int_to_hex:n ⋆
\int_to_Hex:n ⋆

New: 2014-02-11

`\int_to_hex:n {⟨integer expression⟩}`

Calculates the value of the ⟨*integer expression*⟩ 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 `\int_to_hex:n` and upper case ones for `\int_to_Hex:n`. The resulting tokens are digits with category code 12 (other) and letters with category code 11 (letter).

\int_to_oct:n ⋆

New: 2014-02-11

`\int_to_oct:n {⟨integer expression⟩}`

Calculates the value of the ⟨*integer expression*⟩ 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).

\int_to_base:nn ⋆
\int_to_Base:nn ⋆

Updated: 2014-02-11

`\int_to_base:nn {⟨integer expression⟩} {⟨base⟩}`

Calculates the value of the ⟨*integer expression*⟩ and converts it into the appropriate representation in the ⟨*base*⟩; 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 `\int_to_base:n` and upper case ones for `\int_to_Base:n`. The maximum ⟨*base*⟩ value is 36. The resulting tokens are digits with category code 12 (other) and letters with category code 11 (letter).

> **TEXhackers note:** This is a generic version of `\int_to_bin:n`, *etc.*

\int_to_roman:n ☆
\int_to_Roman:n ☆

Updated: 2011-10-22

`\int_to_roman:n {⟨integer expression⟩}`

Places the value of the ⟨*integer expression*⟩ in the input stream as Roman numerals, either lower case (`\int_to_roman:n`) or upper case (`\int_to_Roman:n`). If the value is negative or zero, the output is empty. The Roman numerals are letters with category code 11 (letter). The letters used are `mdclxvi`, repeated as needed: the notation with bars (such as $\bar{\text{v}}$ for 5000) is *not* used. For instance `\int_to_roman:n { 8249 }` expands to `mmmmmmmmccxlix`.

9 Converting from other formats to integers

\int_from_alph:n ⋆

Updated: 2014-08-25

`\int_from_alph:n {⟨letters⟩}`

Converts the ⟨*letters*⟩ into the integer (base 10) representation and leaves this in the input stream. The ⟨*letters*⟩ 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 `\int_to_alph:n` and `\int_to_Alph:n`.

\int_from_bin:n ⋆

New: 2014-02-11
Updated: 2014-08-25

`\int_from_bin:n {⟨binary number⟩}`

Converts the ⟨*binary number*⟩ into the integer (base 10) representation and leaves this in the input stream. The ⟨*binary number*⟩ 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 `\int_to_bin:n`.

\int_from_hex:n ⋆

New: 2014-02-11
Updated: 2014-08-25

`\int_from_hex:n {⟨hexadecimal number⟩}`

Converts the ⟨*hexadecimal number*⟩ into the integer (base 10) representation and leaves this in the input stream. Digits greater than 9 may be represented in the ⟨*hexadecimal number*⟩ by upper or lower case letters. The ⟨*hexadecimal number*⟩ 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 `\int_to_hex:n` and `\int_to_Hex:n`.

\int_from_oct:n ⋆

New: 2014-02-11
Updated: 2014-08-25

`\int_from_oct:n {⟨octal number⟩}`

Converts the ⟨*octal number*⟩ into the integer (base 10) representation and leaves this in the input stream. The ⟨*octal number*⟩ 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 `\int_to_oct:n`.

\int_from_roman:n ⋆

Updated: 2014-08-25

`\int_from_roman:n {⟨roman numeral⟩}`

Converts the ⟨*roman numeral*⟩ into the integer (base 10) representation and leaves this in the input stream. The ⟨*roman numeral*⟩ is first converted to a string, with no expansion. The ⟨*roman numeral*⟩ may be in upper or lower case; if the numeral contains characters besides `mdclxvi` or `MDCLXVI` then the resulting value is -1. This is the inverse function of `\int_to_roman:n` and `\int_to_Roman:n`.

\int_from_base:nn ⋆

Updated: 2014-08-25

`\int_from_base:nn {⟨number⟩} {⟨base⟩}`

Converts the ⟨*number*⟩ expressed in ⟨*base*⟩ into the appropriate value in base 10. The ⟨*number*⟩ is first converted to a string, with no expansion. The ⟨*number*⟩ should consist of digits and letters (either lower or upper case), plus optionally a leading sign. The maximum ⟨*base*⟩ value is 36. This is the inverse function of `\int_to_base:nn` and `\int_to_Base:nn`.

10 Random integers

\int_rand:nn ⋆

New: 2016-12-06
Updated: 2018-04-27

`\int_rand:nn {⟨intexpr₁⟩} {⟨intexpr₂⟩}`

Evaluates the two ⟨*integer expressions*⟩ and produces a pseudo-random number between the two (with bounds included). This is not available in older versions of XeTeX.

\int_rand:n ⋆

New: 2018-05-05

`\int_rand:n {⟨intexpr⟩}`

Evaluates the ⟨*integer expression*⟩ then produces a pseudo-random number between 1 and the ⟨*intexpr*⟩ (included). This is not available in older versions of XeTeX.

11 Viewing integers

\int_show:N
\int_show:c

\int_show:N ⟨*integer*⟩

Displays the value of the ⟨*integer*⟩ on the terminal.

\int_show:n

New: 2011-11-22
Updated: 2015-08-07

\int_show:n {⟨*integer expression*⟩}

Displays the result of evaluating the ⟨*integer expression*⟩ on the terminal.

\int_log:N
\int_log:c

New: 2014-08-22
Updated: 2015-08-03

\int_log:N ⟨*integer*⟩

Writes the value of the ⟨*integer*⟩ in the log file.

\int_log:n

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

\int_log:n {⟨*integer expression*⟩}

Writes the result of evaluating the ⟨*integer expression*⟩ in the log file.

12 Constant integers

\c_zero_int
\c_one_int

New: 2018-05-07

Integer values used with primitive tests and assignments: their 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.

13 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 LaTeX3-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 LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

13.1 Direct number expansion

\int_value:w ⋆

New: 2018-03-27

```
\int_value:w ⟨integer⟩
\int_value:w ⟨integer denotation⟩ ⟨optional space⟩
```

Expands the following tokens until an ⟨*integer*⟩ 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 ⟨*integer*⟩ can consist of any number of signs (with intervening spaces) followed by

- an integer variable (in fact, any TEX register except `\toks`) or
- explicit digits (or by `'`⟨*octal digits*⟩ or `"`⟨*hexadecimal digits*⟩ or `` ` ``⟨*character*⟩).

In this last case expansion stops once a non-digit is found; if that is a space it is removed as in `f`-expansion, and so `\exp_stop_f:` may be employed as an end marker. Note that protected functions *are* expanded by this process.

This function requires exactly one expansion to produce a value, and so is suitable for use in cases where a number is required "directly". In general, `\int_eval:n` is the preferred approach to generating numbers.

TEXhackers note: This is the TEX primitive `\number`.

14 Primitive conditionals

\if_int_compare:w ⋆

```
\if_int_compare:w ⟨integer1⟩ ⟨relation⟩ ⟨integer2⟩
  ⟨true code⟩
\else:
  ⟨false code⟩
\fi:
```

Compare two integers using ⟨*relation*⟩, 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`.

\if_case:w ⋆
\or: ⋆

```
\if_case:w ⟨integer⟩ ⟨case0⟩
  \or: ⟨case1⟩
  \or: ...
  \else: ⟨default⟩
\fi:
```

Selects a case to execute based on the value of the ⟨*integer*⟩. The first case (⟨$case_0$⟩) is executed if ⟨*integer*⟩ is 0, the second (⟨$case_1$⟩) if the ⟨*integer*⟩ is 1, *etc.* The ⟨*integer*⟩ 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`.

`\if_int_odd:w` ⋆

```
\if_int_odd:w ⟨tokens⟩ ⟨optional space⟩
  ⟨true code⟩
\else:
  ⟨true code⟩
\fi:
```

Expands ⟨*tokens*⟩ until a non-numeric token or a space is found, and tests whether the resulting ⟨*integer*⟩ is odd. If so, ⟨*true code*⟩ is executed. The `\else:` branch is optional.

TEXhackers note: This is the TEX primitive `\ifodd`.

Part XII

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

`\flag_new:n`

`\flag_new:n {⟨flag name⟩}`

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.

`\flag_clear:n`

`\flag_clear:n {⟨flag name⟩}`

The ⟨*flag*⟩'s height is set to zero. The assignment is local.

`\flag_clear_new:n`

`\flag_clear_new:n {⟨flag name⟩}`

Ensures that the ⟨*flag*⟩ exists globally by applying `\flag_new:n` if necessary, then applies `\flag_clear:n`, setting the height to zero locally.

`\flag_show:n`

`\flag_show:n {⟨flag name⟩}`

Displays the ⟨*flag*⟩'s height in the terminal.

`\flag_log:n`

`\flag_log:n {⟨flag name⟩}`

Writes the ⟨*flag*⟩'s height to the log file.

2 Expandable flag commands

`\flag_if_exist_p:n` ★
`\flag_if_exist:nTF` ★

`\flag_if_exist:n {⟨flag name⟩}`

This function returns `true` if the ⟨*flag name*⟩ references a flag that has been defined previously, and `false` otherwise.

`\flag_if_raised_p:n` ★
`\flag_if_raised:nTF` ★

`\flag_if_raised:n {⟨flag name⟩}`

This function returns `true` if the ⟨*flag*⟩ has non-zero height, and `false` if the ⟨*flag*⟩ has zero height.

`\flag_height:n` ★

`\flag_height:n {⟨flag name⟩}`

Expands to the height of the ⟨*flag*⟩ as an integer denotation.

`\flag_raise:n` ★

`\flag_raise:n {⟨flag name⟩}`

The ⟨*flag*⟩'s height is increased by 1 locally.

Part XIII

The l3prg package Control structures

Conditional processing in LaTeX3 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*⟩.

LaTeX3 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.

TeXhackers 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_set_protected_conditional:Npnn`
`\prg_new_protected_conditional:Nnn`
`\prg_set_protected_conditional:Nnn`

Updated: 2012-02-06

`\prg_new_protected_conditional:Npnn \`⟨*name*⟩`:`⟨*arg spec*⟩ ⟨*parameters*⟩
`{`⟨*conditions*⟩`} {`⟨*code*⟩`}`
`\prg_new_protected_conditional:Nnn \`⟨*name*⟩`:`⟨*arg spec*⟩
`{`⟨*conditions*⟩`} {`⟨*code*⟩`}`

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.

`\prg_new_eq_conditional:NNn`
`\prg_set_eq_conditional:NNn`

`\prg_new_eq_conditional:NNn` \⟨*name*$_1$⟩`:`⟨*arg spec*$_1$⟩ \⟨*name*$_2$⟩`:`⟨*arg spec*$_2$⟩ `{`⟨*conditions*⟩`}`

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`.

`\prg_return_true:` ⋆
`\prg_return_false:` ⋆

`\prg_return_true:`
`\prg_return_false:`

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.

`\prg_generate_conditional_variant:Nnn`

New: 2017-12-12

`\prg_generate_conditional_variant:Nnn \⟨name⟩:⟨arg spec⟩`
`{⟨variant argument specifiers⟩} {⟨condition specifiers⟩}`

Defines argument-specifier variants of conditionals. This is equivalent to running `\cs_generate_variant:Nn` ⟨*conditional*⟩ `{`⟨*variant argument specifiers*⟩`}` on each ⟨*conditional*⟩ described by the ⟨*condition specifiers*⟩. These base-form ⟨*conditionals*⟩ are obtained from the ⟨*name*⟩ and ⟨*arg spec*⟩ as described for `\prg_new_conditional:Npnn`, and they should be defined.

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).

TeXhackers note: The `bool` data type is not implemented using the `\iffalse`/`\iftrue` primitives, in contrast to `\newif`, *etc.*, in plain TeX, LaTeX 2ε and so on. Programmers should not base use of `bool` switches on any particular expectation of the implementation.

`\bool_new:N`
`\bool_new:c`

`\bool_new:N ⟨boolean⟩`

Creates a new ⟨*boolean*⟩ or raises an error if the name is already taken. The declaration is global. The ⟨*boolean*⟩ is initially `false`.

`\bool_const:Nn`
`\bool_const:cn`

New: 2017-11-28

`\bool_const:Nn` ⟨*boolean*⟩ {⟨*boolexpr*⟩}

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*⟩.

`\bool_set_false:N`
`\bool_set_false:c`
`\bool_gset_false:N`
`\bool_gset_false:c`

`\bool_set_false:N` ⟨*boolean*⟩

Sets ⟨*boolean*⟩ logically `false`.

`\bool_set_true:N`
`\bool_set_true:c`
`\bool_gset_true:N`
`\bool_gset_true:c`

`\bool_set_true:N` ⟨*boolean*⟩

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` ⟨*boolean*$_1$⟩ ⟨*boolean*$_2$⟩

Sets ⟨*boolean*$_1$⟩ to the current value of ⟨*boolean*$_2$⟩.

`\bool_set:Nn`
`\bool_set:cn`
`\bool_gset:Nn`
`\bool_gset:cn`

Updated: 2017-07-15

`\bool_set:Nn` ⟨*boolean*⟩ {⟨*boolexpr*⟩}

Evaluates the ⟨*boolean expression*⟩ as described for `\bool_if:nTF`, and sets the ⟨*boolean*⟩ variable to the logical truth of this evaluation.

`\bool_if_p:N` ⋆
`\bool_if_p:c` ⋆
`\bool_if:NTF` ⋆
`\bool_if:cTF` ⋆

Updated: 2017-07-15

`\bool_if_p:N` ⟨*boolean*⟩
`\bool_if:NTF` ⟨*boolean*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests the current truth of ⟨*boolean*⟩, and continues expansion based on this result.

`\bool_show:N`
`\bool_show:c`

New: 2012-02-09
Updated: 2015-08-01

`\bool_show:N` ⟨*boolean*⟩

Displays the logical truth of the ⟨*boolean*⟩ on the terminal.

`\bool_show:n`

New: 2012-02-09
Updated: 2017-07-15

`\bool_show:n` {⟨*boolean expression*⟩}

Displays the logical truth of the ⟨*boolean expression*⟩ on the terminal.

`\bool_log:N`
`\bool_log:c`

New: 2014-08-22
Updated: 2015-08-03

`\bool_log:N` ⟨*boolean*⟩

Writes the logical truth of the ⟨*boolean*⟩ in the log file.

`\bool_log:n`

New: 2014-08-22
Updated: 2017-07-15

`\bool_log:n {⟨boolean expression⟩}`

Writes the logical truth of the ⟨*boolean expression*⟩ in the log file.

`\bool_if_exist_p:N` ⋆
`\bool_if_exist_p:c` ⋆
`\bool_if_exist:NTF` ⋆
`\bool_if_exist:cTF` ⋆

New: 2012-03-03

`\bool_if_exist_p:N ⟨boolean⟩`
`\bool_if_exist:NTF ⟨boolean⟩ {⟨true code⟩} {⟨false code⟩}`

Tests whether the ⟨*boolean*⟩ is currently defined. This does not check that the ⟨*boolean*⟩ really is a boolean variable.

`\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 LaTeX3-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 LaTeX3-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 ⟨*true*⟩ or ⟨*false*⟩ values, it seems only fitting that we also provide a parser for ⟨*boolean expressions*⟩.

A boolean expression is an expression which given input in the form of predicate functions and boolean variables, return boolean ⟨*true*⟩ or ⟨*false*⟩. 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.

TeXhackers note: The eager evaluation of boolean expressions is unfortunately necessary in TeX. 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.

\bool_if_p:n ⋆
\bool_if:nTF ⋆

Updated: 2017-07-15

\bool_if_p:n {⟨*boolean expression*⟩}
\bool_if:nTF {⟨*boolean expression*⟩} {⟨*true code*⟩} {⟨*false code*⟩}

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.

\bool_lazy_all_p:n ⋆
\bool_lazy_all:nTF ⋆

New: 2015-11-15
Updated: 2017-07-15

\bool_lazy_all_p:n { {⟨*boolexpr*$_1$⟩} {⟨*boolexpr*$_2$⟩} ⋯ {⟨*boolexpr*$_N$⟩} }
\bool_lazy_all:nTF { {⟨*boolexpr*$_1$⟩} {⟨*boolexpr*$_2$⟩} ⋯ {⟨*boolexpr*$_N$⟩} } {⟨*true code*⟩} {⟨*false code*⟩}

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*⟩.

\bool_lazy_and_p:nn ⋆
\bool_lazy_and:nnTF ⋆

New: 2015-11-15
Updated: 2017-07-15

\bool_lazy_and_p:nn {⟨*boolexpr*$_1$⟩} {⟨*boolexpr*$_2$⟩}
\bool_lazy_and:nnTF {⟨*boolexpr*$_1$⟩} {⟨*boolexpr*$_2$⟩} {⟨*true code*⟩} {⟨*false code*⟩}

Implements the "And" operation between two boolean expressions, hence is true if both are true. Contrarily to the infix operator &&, the ⟨*boolexpr*$_2$⟩ 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*⟩.

\bool_lazy_any_p:n ⋆
\bool_lazy_any:nTF ⋆

New: 2015-11-15
Updated: 2017-07-15

`\bool_lazy_any_p:n { {⟨boolexpr1⟩} {⟨boolexpr2⟩} ··· {⟨boolexprN⟩} }`
`\bool_lazy_any:nTF { {⟨boolexpr1⟩} {⟨boolexpr2⟩} ··· {⟨boolexprN⟩} } {⟨true code⟩} {⟨false code⟩}`

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*⟩.

\bool_lazy_or_p:nn ⋆
\bool_lazy_or:nnTF ⋆

New: 2015-11-15
Updated: 2017-07-15

`\bool_lazy_or_p:nn {⟨boolexpr1⟩} {⟨boolexpr2⟩}`
`\bool_lazy_or:nnTF {⟨boolexpr1⟩} {⟨boolexpr2⟩} {⟨true code⟩} {⟨false code⟩}`

Implements the "Or" operation between two boolean expressions, hence is `true` if either one is `true`. Contrarily to the infix operator `||`, the ⟨*boolexpr*$_2$⟩ 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*⟩.

\bool_not_p:n ⋆

Updated: 2017-07-15

`\bool_not_p:n {⟨boolean expression⟩}`

Function version of `!(⟨boolean expression⟩)` within a boolean expression.

\bool_xor_p:nn ⋆
\bool_xor:nnTF ⋆

New: 2018-05-09

`\bool_xor_p:nn {⟨boolexpr1⟩} {⟨boolexpr2⟩}`
`\bool_xor:nnTF {⟨boolexpr1⟩} {⟨boolexpr2⟩} {⟨true code⟩} {⟨false code⟩}`

Implements an "exclusive or" operation between two boolean expressions. There is no infix operation for this logical operation.

4 Logical loops

Loops using either boolean expressions or stored boolean values.

\bool_do_until:Nn ☆
\bool_do_until:cn ☆

Updated: 2017-07-15

`\bool_do_until:Nn ⟨boolean⟩ {⟨code⟩}`

Places the ⟨*code*⟩ in the input stream for TeX to process, and then checks the logical value of the ⟨*boolean*⟩. If it is `false` then the ⟨*code*⟩ is inserted into the input stream again and the process loops until the ⟨*boolean*⟩ is `true`.

\bool_do_while:Nn ☆
\bool_do_while:cn ☆

Updated: 2017-07-15

`\bool_do_while:Nn ⟨boolean⟩ {⟨code⟩}`

Places the ⟨*code*⟩ in the input stream for TeX to process, and then checks the logical value of the ⟨*boolean*⟩. If it is `true` then the ⟨*code*⟩ is inserted into the input stream again and the process loops until the ⟨*boolean*⟩ is `false`.

\bool_until_do:Nn ☆
\bool_until_do:cn ☆

Updated: 2017-07-15

`\bool_until_do:Nn ⟨boolean⟩ {⟨code⟩}`

This function firsts checks the logical value of the ⟨*boolean*⟩. If it is `false` the ⟨*code*⟩ is placed in the input stream and expanded. After the completion of the ⟨*code*⟩ the truth of the ⟨*boolean*⟩ is re-evaluated. The process then loops until the ⟨*boolean*⟩ is `true`.

\bool_while_do:Nn ☆
\bool_while_do:cn ☆

Updated: 2017-07-15

`\bool_while_do:Nn ⟨boolean⟩ {⟨code⟩}`

This function firsts checks the logical value of the ⟨*boolean*⟩. If it is `true` the ⟨*code*⟩ is placed in the input stream and expanded. After the completion of the ⟨*code*⟩ the truth of the ⟨*boolean*⟩ is re-evaluated. The process then loops until the ⟨*boolean*⟩ is `false`.

\bool_do_until:nn ☆

Updated: 2017-07-15

\bool_do_until:nn {⟨*boolean expression*⟩} {⟨*code*⟩}

Places the ⟨*code*⟩ in the input stream for TeX to process, and then checks the logical value of the ⟨*boolean expression*⟩ as described for \bool_if:nTF. If it is false then the ⟨*code*⟩ is inserted into the input stream again and the process loops until the ⟨*boolean expression*⟩ evaluates to true.

\bool_do_while:nn ☆

Updated: 2017-07-15

\bool_do_while:nn {⟨*boolean expression*⟩} {⟨*code*⟩}

Places the ⟨*code*⟩ in the input stream for TeX to process, and then checks the logical value of the ⟨*boolean expression*⟩ as described for \bool_if:nTF. If it is true then the ⟨*code*⟩ is inserted into the input stream again and the process loops until the ⟨*boolean expression*⟩ evaluates to false.

\bool_until_do:nn ☆

Updated: 2017-07-15

\bool_until_do:nn {⟨*boolean expression*⟩} {⟨*code*⟩}

This function firsts checks the logical value of the ⟨*boolean expression*⟩ (as described for \bool_if:nTF). If it is false the ⟨*code*⟩ is placed in the input stream and expanded. After the completion of the ⟨*code*⟩ the truth of the ⟨*boolean expression*⟩ is re-evaluated. The process then loops until the ⟨*boolean expression*⟩ is true.

\bool_while_do:nn ☆

Updated: 2017-07-15

\bool_while_do:nn {⟨*boolean expression*⟩} {⟨*code*⟩}

This function firsts checks the logical value of the ⟨*boolean expression*⟩ (as described for \bool_if:nTF). If it is true the ⟨*code*⟩ is placed in the input stream and expanded. After the completion of the ⟨*code*⟩ the truth of the ⟨*boolean expression*⟩ is re-evaluated. The process then loops until the ⟨*boolean expression*⟩ is false.

5 Producing multiple copies

\prg_replicate:nn ⋆

Updated: 2011-07-04

\prg_replicate:nn {⟨*integer expression*⟩} {⟨*tokens*⟩}

Evaluates the ⟨*integer expression*⟩ (which should be zero or positive) and creates the resulting number of copies of the ⟨*tokens*⟩. The function is both expandable and safe for nesting. It yields its result after two expansion steps.

6 Detecting TeX's mode

\mode_if_horizontal_p: ⋆
\mode_if_horizontal:*TF* ⋆

\mode_if_horizontal_p:
\mode_if_horizontal:TF {⟨*true code*⟩} {⟨*false code*⟩}

Detects if TeX is currently in horizontal mode.

\mode_if_inner_p: ⋆
\mode_if_inner:*TF* ⋆

\mode_if_inner_p:
\mode_if_inner:TF {⟨*true code*⟩} {⟨*false code*⟩}

Detects if TeX is currently in inner mode.

\mode_if_math_p: ⋆
\mode_if_math:*TF* ⋆

Updated: 2011-09-05

\mode_if_math:TF {⟨*true code*⟩} {⟨*false code*⟩}

Detects if TeX is currently in maths mode.

\mode_if_vertical_p: ⋆
\mode_if_vertical:TF ⋆

`\mode_if_vertical_p:`
`\mode_if_vertical:TF {⟨true code⟩} {⟨false code⟩}`

Detects if TeX is currently in vertical mode.

7 Primitive conditionals

\if_predicate:w ⋆

`\if_predicate:w ⟨predicate⟩ ⟨true code⟩ \else: ⟨false code⟩ \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 ⟨*predicate*⟩ but to make the coding clearer this should be done through `\if_bool:N`.)

\if_bool:N ⋆

`\if_bool:N ⟨boolean⟩ ⟨true code⟩ \else: ⟨false code⟩ \fi:`

This function takes a boolean variable and branches according to the result.

8 Nestable recursions and mappings

There are a number of places where recursion or mapping constructs are used in expl3. At a low-level, these typically require insertion of tokens at the end of the content to allow "clean up". To support such mappings in a nestable form, the following functions are provided.

\prg_break_point:Nn ⋆

New: 2018-03-26

`\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 (see `\prg_map_break:Nn` for how to set these up). 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`.

\prg_map_break:Nn ⋆

New: 2018-03-26

```
\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 must be defined; it is simply used as a recognizable marker for the ⟨*type*⟩.

For types with mappings defined in the kernel, `\⟨type⟩_map_break:` and `\⟨type⟩_map_break:n` are defined as `\prg_map_break:Nn \⟨type⟩_map_break: {}` and the same with `{}` omitted.

8.1 Simple mappings

In addition to the more complex mappings above, non-nestable mappings are used in a number of locations and support is provided for these.

`\prg_break_point:` ⋆

New: 2018-03-27

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.

`\prg_break:` ⋆
`\prg_break:n` ⋆

New: 2018-03-27

`\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.

9 Internal programming functions

`\group_align_safe_begin:` ⋆
`\group_align_safe_end:` ⋆

Updated: 2011-08-11

```
\group_align_safe_begin:
...
\group_align_safe_end:
```

These functions are used to enclose material in a TeX 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 TeX 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.

Part XIV
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 TeX starts.

TeXhackers note: This copies the contents of the primitive `\jobname`. It is a constant that is set by TeX 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.

TeXhackers 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 ε-pTeX and ε-upTeX as expl3 requires the ε-TeX extensions. Each conditional is true for *exactly one* supported engine. In particular, `\sys_if_engine_ptex_p:` is true for ε-pTeX but false for ε-upTeX.

`\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

\sys_if_output_dvi_p: ⋆
\sys_if_output_dvi:TF ⋆
\sys_if_output_pdf_p: ⋆
\sys_if_output_pdf:TF ⋆

New: 2015-09-19

`\sys_if_output_dvi:TF {⟨true code⟩} {⟨false code⟩}`

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.

\c_sys_output_str

New: 2015-09-19

The current output mode given as a lower case string: one of `dvi` or `pdf`.

5 Platform

\sys_if_platform_unix_p: ⋆
\sys_if_platform_unix:TF ⋆
\sys_if_platform_windows_p: ⋆
\sys_if_platform_windows:TF ⋆

New: 2018-07-27

`\sys_if_platform_unix:TF {⟨true code⟩} {⟨false code⟩}`

Conditionals which allow platform-specific code to be used. The names follow the Lua `os.type()` function, *i.e.* all Unix-like systems are `unix` (including Linux and MacOS).

\c_sys_platform_str

New: 2018-07-27

The current platform given as a lower case string: one of `unix`, `windows` or `unknown`.

6 Random numbers

\sys_rand_seed: ⋆

New: 2017-05-27

`\sys_rand_seed:`

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.

\sys_gset_rand_seed:n

New: 2017-05-27

`\sys_gset_rand_seed:n {⟨intexpr⟩}`

Globally sets the seed for the engine's pseudo-random number generator to the ⟨*integer expression*⟩. 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. In engines without random number support this produces an error.

TeXhackers note: While a 32-bit (signed) integer can be given as a seed, only the absolute value is used and any number beyond 2^{28} is divided by an appropriate power of 2. We recommend using an integer in $[0, 2^{28} - 1]$.

7 Access to the shell

`\sys_get_shell:nnN`
`\sys_get_shell:nnNTF`

New: 2019-09-20

`\sys_get_shell:nnN {⟨shell command⟩} {⟨setup⟩} ⟨tl var⟩`
`\sys_get_shell:nnNTF {⟨shell command⟩} {⟨setup⟩} ⟨tl var⟩ {⟨true code⟩} {⟨false code⟩}`

Defines ⟨*tl*⟩ to the text returned by the ⟨*shell command*⟩. The ⟨*shell command*⟩ is converted to a string using `\tl_to_str:n`. Category codes may need to be set appropriately via the ⟨*setup*⟩ argument, which is run just before running the ⟨*shell command*⟩ (in a group). If shell escape is disabled, the ⟨*tl var*⟩ will be set to `\q_no_value` in the non-branching version. Note that quote characters (`"`) *cannot* be used inside the ⟨*shell command*⟩. The `\sys_get_shell:nnNTF` conditional returns `true` if the shell is available and no quote is detected, and `false` otherwise.

`\c_sys_shell_escape_int`

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

`\sys_if_shell_p:` ⋆
`\sys_if_shell:TF` ⋆

New: 2017-05-27

`\sys_if_shell_p:`
`\sys_if_shell:TF {⟨true code⟩} {⟨false code⟩}`

Performs a check for whether shell escape is enabled. This returns true if either of restricted or unrestricted shell escape is enabled.

`\sys_if_shell_unrestricted_p:` ⋆
`\sys_if_shell_unrestricted:TF` ⋆

New: 2017-05-27

`\sys_if_shell_unrestricted_p:`
`\sys_if_shell_unrestricted:TF {⟨true code⟩} {⟨false code⟩}`

Performs a check for whether *unrestricted* shell escape is enabled.

`\sys_if_shell_restricted_p:` ⋆
`\sys_if_shell_restricted:TF` ⋆

New: 2017-05-27

`\sys_if_shell_restricted_p:`
`\sys_if_shell_restricted:TF {⟨true code⟩} {⟨false code⟩}`

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:`.

`\sys_shell_now:n`
`\sys_shell_now:x`

New: 2017-05-27

`\sys_shell_now:n {⟨tokens⟩}`

Execute ⟨*tokens*⟩ through shell escape immediately.

`\sys_shell_shipout:n`
`\sys_shell_shipout:x`

New: 2017-05-27

`\sys_shell_shipout:n {⟨tokens⟩}`

Execute ⟨*tokens*⟩ through shell escape at shipout.

7.1 Loading configuration data

`\sys_load_backend:n`

New: 2019-09-12

`\sys_load_backend:n {⟨backend⟩}`

Loads the additional configuration file needed for backend support. If the ⟨*backend*⟩ is empty, the standard backend for the engine in use will be loaded. This command may only be used once.

`\c_sys_backend_str`

Set to the name of the backend in use by `\sys_load_backend:n` when issued.

`\sys_load_debug:`
`\sys_load_deprecation:`

New: 2019-09-12

`\sys_load_debug:`
`\sys_load_deprecation:`

Load the additional configuration files for debugging support and rolling back deprecations, respectively.

Part XV
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. This data type allows basic list manipulations such as adding/removing items, applying a function to every item, removing duplicate items, extracting a given item, using the comma list with specified separators, and so on. Sequences (defined in l3seq) are safer, faster, and provide more features, so they should often be preferred to comma lists. Comma lists are mostly useful when interfacing with LaTeX 2ε or other code that expects or provides comma list data.

Several items can be added at once. To ease input of comma lists from data provided by a user outside an `\ExplSyntaxOn` ... `\ExplSyntaxOff` block, spaces are removed from both sides of each comma-delimited argument upon input. Blank arguments are ignored, to allow for trailing commas or repeated commas (which may otherwise arise when concatenating comma lists "by hand"). In addition, a set of braces is removed if the result of space-trimming is braced: this allows the storage of any item in a comma list. For instance,

```
\clist_new:N \l_my_clist
\clist_put_left:Nn \l_my_clist { ~a~ , ~{b}~ , c~\d }
\clist_put_right:Nn \l_my_clist { ~{e~} , , {{f}} , }
```

results in `\l_my_clist` containing `a,b,c~\d,{e~},{{f}}` namely the five items `a`, `b`, `c~\d`, `e~` and `{f}`. Comma lists normally do not contain empty items so the following gives an empty comma list:

```
\clist_clear_new:N \l_my_clist
\clist_put_right:Nn \l_my_clist { , ~ , , }
\clist_if_empty:NTF \l_my_clist { true } { false }
```

and it leaves `true` in the input stream. To include an "unsafe" item (empty, or one that contains a comma, or starts or ends with a space, or is a single brace group), surround it with braces.

Almost all operations on comma lists are noticeably slower than those on sequences so converting the data to sequences using `\seq_set_from_clist:Nn` (see l3seq) may be advisable if speed is important. The exception is that `\clist_if_in:NnTF` and `\clist_remove_duplicates:N` may be faster than their sequence analogues for large lists. However, these functions work slowly for "unsafe" items that must be braced, and may produce errors when their argument contains `{`, `}` or `#` (assuming the usual TeX category codes apply). In addition, comma lists cannot store quarks `\q_mark` or `\q_stop`. The sequence data type should thus certainly be preferred to comma lists to store such items.

1 Creating and initialising comma lists

`\clist_new:N`
`\clist_new:c`

`\clist_new:N` ⟨*comma list*⟩

Creates a new ⟨*comma list*⟩ or raises an error if the name is already taken. The declaration is global. The ⟨*comma list*⟩ initially contains no items.

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

New: 2014-07-05

`\clist_const:Nn` ⟨*clist var*⟩ {⟨*comma list*⟩}

Creates a new constant ⟨*clist var*⟩ or raises an error if the name is already taken. The value of the ⟨*clist var*⟩ is set globally to the ⟨*comma list*⟩.

`\clist_clear:N`
`\clist_clear:c`
`\clist_gclear:N`
`\clist_gclear:c`

`\clist_clear:N` ⟨*comma list*⟩

Clears all items from the ⟨*comma list*⟩.

`\clist_clear_new:N`
`\clist_clear_new:c`
`\clist_gclear_new:N`
`\clist_gclear_new:c`

`\clist_clear_new:N` ⟨*comma list*⟩

Ensures that the ⟨*comma list*⟩ exists globally by applying `\clist_new:N` if necessary, then applies `\clist_(g)clear:N` to leave the list empty.

`\clist_set_eq:NN`
`\clist_set_eq:(cN|Nc|cc)`
`\clist_gset_eq:NN`
`\clist_gset_eq:(cN|Nc|cc)`

`\clist_set_eq:NN` ⟨*comma list*$_1$⟩ ⟨*comma list*$_2$⟩

Sets the content of ⟨*comma list*$_1$⟩ equal to that of ⟨*comma list*$_2$⟩.

`\clist_set_from_seq:NN`
`\clist_set_from_seq:(cN|Nc|cc)`
`\clist_gset_from_seq:NN`
`\clist_gset_from_seq:(cN|Nc|cc)`

New: 2014-07-17

`\clist_set_from_seq:NN` ⟨*comma list*⟩ ⟨*sequence*⟩

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.

`\clist_concat:NNN`
`\clist_concat:ccc`
`\clist_gconcat:NNN`
`\clist_gconcat:ccc`

`\clist_concat:NNN` ⟨*comma list*$_1$⟩ ⟨*comma list*$_2$⟩ ⟨*comma list*$_3$⟩

Concatenates the content of ⟨*comma list*$_2$⟩ and ⟨*comma list*$_3$⟩ together and saves the result in ⟨*comma list*$_1$⟩. The items in ⟨*comma list*$_2$⟩ are placed at the left side of the new comma list.

`\clist_if_exist_p:N` ⋆
`\clist_if_exist_p:c` ⋆
`\clist_if_exist:N`*TF* ⋆
`\clist_if_exist:c`*TF* ⋆

New: 2012-03-03

`\clist_if_exist_p:N` ⟨*comma list*⟩
`\clist_if_exist:NTF` ⟨*comma list*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests whether the ⟨*comma list*⟩ is currently defined. This does not check that the ⟨*comma list*⟩ really is a comma list.

2 Adding data to comma lists

`\clist_set:Nn`
`\clist_set:(NV|No|Nx|cn|cV|co|cx)`
`\clist_gset:Nn`
`\clist_gset:(NV|No|Nx|cn|cV|co|cx)`

New: 2011-09-06

`\clist_set:Nn` ⟨*comma list*⟩ `{`⟨*item*$_1$⟩`,...,`⟨*item*$_n$⟩`}`

Sets ⟨*comma list*⟩ to contain the ⟨*items*⟩, removing any previous content from the variable. Blank items are omitted, spaces are removed from both sides of each item, then a set of braces is removed if the resulting space-trimmed item is braced. To store some ⟨*tokens*⟩ as a single ⟨*item*⟩ even if the ⟨*tokens*⟩ contain commas or spaces, add a set of braces: `\clist_set:Nn` ⟨*comma list*⟩ `{ {`⟨*tokens*⟩`} }`.

`\clist_put_left:Nn`
`\clist_put_left:(NV|No|Nx|cn|cV|co|cx)`
`\clist_gput_left:Nn`
`\clist_gput_left:(NV|No|Nx|cn|cV|co|cx)`

Updated: 2011-09-05

`\clist_put_left:Nn` ⟨*comma list*⟩ `{`⟨*item*$_1$⟩`,...,`⟨*item*$_n$⟩`}`

Appends the ⟨*items*⟩ to the left of the ⟨*comma list*⟩. Blank items are omitted, spaces are removed from both sides of each item, then a set of braces is removed if the resulting space-trimmed item is braced. To append some ⟨*tokens*⟩ as a single ⟨*item*⟩ even if the ⟨*tokens*⟩ contain commas or spaces, add a set of braces: `\clist_put_left:Nn` ⟨*comma list*⟩ `{ {`⟨*tokens*⟩`} }`.

`\clist_put_right:Nn`
`\clist_put_right:(NV|No|Nx|cn|cV|co|cx)`
`\clist_gput_right:Nn`
`\clist_gput_right:(NV|No|Nx|cn|cV|co|cx)`

Updated: 2011-09-05

`\clist_put_right:Nn` ⟨*comma list*⟩ `{`⟨*item*$_1$⟩`,...,`⟨*item*$_n$⟩`}`

Appends the ⟨*items*⟩ to the right of the ⟨*comma list*⟩. Blank items are omitted, spaces are removed from both sides of each item, then a set of braces is removed if the resulting space-trimmed item is braced. To append some ⟨*tokens*⟩ as a single ⟨*item*⟩ even if the ⟨*tokens*⟩ contain commas or spaces, add a set of braces: `\clist_put_right:Nn` ⟨*comma list*⟩ `{ {`⟨*tokens*⟩`} }`.

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.

`\clist_remove_duplicates:N`
`\clist_remove_duplicates:c`
`\clist_gremove_duplicates:N`
`\clist_gremove_duplicates:c`

`\clist_remove_duplicates:N` ⟨*comma list*⟩

Removes duplicate items from the ⟨*comma list*⟩, leaving the left most copy of each item in the ⟨*comma list*⟩. The ⟨*item*⟩ comparison takes place on a token basis, as for `\tl_if_eq:nn(TF)`.

TEXhackers note: This function iterates through every item in the ⟨*comma list*⟩ and does a comparison with the ⟨*items*⟩ already checked. It is therefore relatively slow with large comma lists. Furthermore, it may fail if any of the items in the ⟨*comma list*⟩ contains `{`, `}`, or `#` (assuming the usual TEX category codes apply).

`\clist_remove_all:Nn`
`\clist_remove_all:cn`
`\clist_gremove_all:Nn`
`\clist_gremove_all:cn`

Updated: 2011-09-06

`\clist_remove_all:Nn` ⟨*comma list*⟩ `{`⟨*item*⟩`}`

Removes every occurrence of ⟨*item*⟩ from the ⟨*comma list*⟩. The ⟨*item*⟩ comparison takes place on a token basis, as for `\tl_if_eq:nn(TF)`.

TEXhackers note: The function may fail if the ⟨*item*⟩ contains `{`, `}`, or `#` (assuming the usual TEX category codes apply).

`\clist_reverse:N`
`\clist_reverse:c`
`\clist_greverse:N`
`\clist_greverse:c`

New: 2014-07-18

`\clist_reverse:N` ⟨*comma list*⟩

Reverses the order of items stored in the ⟨*comma list*⟩.

`\clist_reverse:n`

New: 2014-07-18

`\clist_reverse:n` `{`⟨*comma list*⟩`}`

Leaves the items in the ⟨*comma list*⟩ in the input stream in reverse order. Contrarily to other what is done for other `n`-type ⟨*comma list*⟩ arguments, 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 or `e`-type argument expansion.

`\clist_sort:Nn`
`\clist_sort:cn`
`\clist_gsort:Nn`
`\clist_gsort:cn`

New: 2017-02-06

`\clist_sort:Nn` ⟨*clist var*⟩ `{`⟨*comparison code*⟩`}`

Sorts the items in the ⟨*clist var*⟩ according to the ⟨*comparison code*⟩, and assigns the result to ⟨*clist var*⟩. The details of sorting comparison are described in Section 1.

4 Comma list conditionals

\clist_if_empty_p:N ⋆
\clist_if_empty_p:c ⋆
\clist_if_empty:NTF ⋆
\clist_if_empty:cTF ⋆

\clist_if_empty_p:N ⟨comma list⟩
\clist_if_empty:NTF ⟨comma list⟩ {⟨true code⟩} {⟨false code⟩}

Tests if the ⟨*comma list*⟩ is empty (containing no items).

\clist_if_empty_p:n ⋆
\clist_if_empty:nTF ⋆

New: 2014-07-05

\clist_if_empty_p:n {⟨comma list⟩}
\clist_if_empty:nTF {⟨comma list⟩} {⟨true code⟩} {⟨false code⟩}

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.

\clist_if_in:NnTF
\clist_if_in:(NV|No|cn|cV|co)TF
\clist_if_in:nnTF
\clist_if_in:(nV|no)TF

Updated: 2011-09-06

\clist_if_in:NnTF ⟨comma list⟩ {⟨item⟩} {⟨true code⟩} {⟨false code⟩}

Tests if the ⟨*item*⟩ is present in the ⟨*comma list*⟩. In the case of an n-type ⟨*comma list*⟩, the usual rules of space trimming and brace stripping apply. Hence,

```
\clist_if_in:nnTF { a , {b}~ , {b} , c } { b } {true} {false}
```

yields true.

TeXhackers note: The function may fail if the ⟨*item*⟩ contains {, }, or # (assuming the usual TeX category codes apply).

5 Mapping to comma lists

The functions described in this section apply a specified function to each item of a comma list. All mappings are done at the current group level, *i.e.* any local assignments made by the ⟨*function*⟩ or ⟨*code*⟩ discussed below remain in effect after the loop.

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 the 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 ⟨comma list⟩ ⟨function⟩

Applies ⟨*function*⟩ to every ⟨*item*⟩ stored in the ⟨*comma list*⟩. The ⟨*function*⟩ receives one argument for each iteration. The ⟨*items*⟩ 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 ⟨*comma list*⟩ {⟨*inline function*⟩}

Applies ⟨*inline function*⟩ to every ⟨*item*⟩ stored within the ⟨*comma list*⟩. The ⟨*inline function*⟩ should consist of code which receives the ⟨*item*⟩ as #1. The ⟨*items*⟩ 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 ⟨*comma list*⟩ ⟨*variable*⟩ {⟨*code*⟩}

Stores each ⟨*item*⟩ of the ⟨*comma list*⟩ in turn in the (token list) ⟨*variable*⟩ and applies the ⟨*code*⟩. The ⟨*code*⟩ will usually make use of the ⟨*variable*⟩, but this is not enforced. The assignments to the ⟨*variable*⟩ are local. Its value after the loop is the last ⟨*item*⟩ in the ⟨*comma list*⟩, or its original value if there were no ⟨*item*⟩. The ⟨*items*⟩ 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 ⟨*comma list*⟩ 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 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.

\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 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.

\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 counted.

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.

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.

`\clist_use:Nn` ⋆
`\clist_use:cn` ⋆

New: 2013-05-26

`\clist_use:Nn` ⟨*clist var*⟩ {⟨*separator*⟩}

Places the contents of the ⟨*clist var*⟩ in the input stream, with the ⟨*separator*⟩ 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.

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.

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.

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.

`\clist_get:NN`
`\clist_get:cN`
`\clist_get:NNTF`
`\clist_get:cNTF`

New: 2012-05-14
Updated: 2019-02-16

`\clist_get:NN` ⟨*comma list*⟩ ⟨*token list variable*⟩

Stores the left-most item from a ⟨*comma list*⟩ in the ⟨*token list variable*⟩ without removing it from the ⟨*comma list*⟩. The ⟨*token list variable*⟩ is assigned locally. In the non-branching version, if the ⟨*comma list*⟩ is empty the ⟨*token list variable*⟩ is set to the marker value `\q_no_value`.

`\clist_pop:NN`
`\clist_pop:cN`

Updated: 2011-09-06

`\clist_pop:NN` ⟨*comma list*⟩ ⟨*token list variable*⟩

Pops the left-most item from a ⟨*comma list*⟩ into the ⟨*token list variable*⟩, *i.e.* removes the item from the comma list and stores it in the ⟨*token list variable*⟩. Both of the variables are assigned locally.

`\clist_gpop:NN`
`\clist_gpop:cN`

`\clist_gpop:NN` ⟨*comma list*⟩ ⟨*token list variable*⟩

Pops the left-most item from a ⟨*comma list*⟩ into the ⟨*token list variable*⟩, *i.e.* removes the item from the comma list and stores it in the ⟨*token list variable*⟩. The ⟨*comma list*⟩ is modified globally, while the assignment of the ⟨*token list variable*⟩ is local.

`\clist_pop:NNTF`
`\clist_pop:cNTF`

New: 2012-05-14

`\clist_pop:NNTF` ⟨*comma list*⟩ ⟨*token list variable*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

If the ⟨*comma list*⟩ 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 ⟨*comma list*⟩ is non-empty, pops the top item from the ⟨*comma list*⟩ in the ⟨*token list variable*⟩, *i.e.* removes the item from the ⟨*comma list*⟩. Both the ⟨*comma list*⟩ and the ⟨*token list variable*⟩ are assigned locally.

\clist_gpop:NNTF
\clist_gpop:cNTF

New: 2012-05-14

\clist_gpop:NNTF ⟨comma list⟩ ⟨token list variable⟩ {⟨true code⟩} {⟨false code⟩}

If the ⟨*comma list*⟩ 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 ⟨*comma list*⟩ is non-empty, pops the top item from the ⟨*comma list*⟩ in the ⟨*token list variable*⟩, *i.e.* removes the item from the ⟨*comma list*⟩. The ⟨*comma list*⟩ is modified globally, while the ⟨*token list variable*⟩ is assigned locally.

\clist_push:Nn
\clist_push:(NV|No|Nx|cn|cV|co|cx)
\clist_gpush:Nn
\clist_gpush:(NV|No|Nx|cn|cV|co|cx)

\clist_push:Nn ⟨comma list⟩ {⟨items⟩}

Adds the {⟨*items*⟩} to the top of the ⟨*comma list*⟩. Spaces are removed from both sides of each item as for any n-type comma list.

8 Using a single item

\clist_item:Nn ⋆
\clist_item:cn ⋆
\clist_item:nn ⋆

New: 2014-07-17

\clist_item:Nn ⟨comma list⟩ {⟨integer expression⟩}

Indexing items in the ⟨*comma list*⟩ from 1 at the top (left), this function evaluates the ⟨*integer expression*⟩ and leaves the appropriate item from the comma list in the input stream. If the ⟨*integer expression*⟩ is negative, indexing occurs from the bottom (right) of the comma list. When the ⟨*integer expression*⟩ is larger than the number of items in the ⟨*comma list*⟩ (as calculated by \clist_count:N) then the function expands to nothing.

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.

\clist_rand_item:N ⋆
\clist_rand_item:c ⋆
\clist_rand_item:n ⋆

New: 2016-12-06

\clist_rand_item:N ⟨clist var⟩
\clist_rand_item:n {⟨comma list⟩}

Selects a pseudo-random item of the ⟨*comma list*⟩. If the ⟨*comma list*⟩ has no item, the result is empty.

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

\clist_show:N
\clist_show:c

Updated: 2015-08-03

\clist_show:N ⟨comma list⟩

Displays the entries in the ⟨*comma list*⟩ in the terminal.

\clist_show:n

Updated: 2013-08-03

\clist_show:n {⟨*tokens*⟩}

Displays the entries in the comma list in the terminal.

\clist_log:N
\clist_log:c

New: 2014-08-22
Updated: 2015-08-03

\clist_log:N ⟨*comma list*⟩

Writes the entries in the ⟨*comma list*⟩ in the log file. See also \clist_show:N which displays the result in the terminal.

\clist_log:n

New: 2014-08-22

\clist_log:n {⟨*tokens*⟩}

Writes the entries in the comma list in the log file. See also \clist_show:n which displays the result in the terminal.

10 Constant and scratch comma lists

\c_empty_clist

New: 2012-07-02

Constant that is always empty.

\l_tmpa_clist
\l_tmpb_clist

New: 2011-09-06

Scratch comma lists for local assignment. These are never used by the kernel code, and so are safe for use with any LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\g_tmpa_clist
\g_tmpb_clist

New: 2011-09-06

Scratch comma lists for global assignment. These are never used by the kernel code, and so are safe for use with any LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

Part XVI
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 TeX, 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 TeX, 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, TeX 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 7.

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.

`\char_generate:nn` ⋆

New: 2015-09-09
Updated: 2019-01-16

`\char_generate:nn {⟨charcode⟩} {⟨catcode⟩}`

Generates a character token of the given ⟨*charcode*⟩ and ⟨*catcode*⟩ (both of which may be integer expressions). The ⟨*catcode*⟩ may be one of

- 1 (begin group)
- 2 (end group)
- 3 (math toggle)
- 4 (alignment)
- 6 (parameter)
- 7 (math superscript)
- 8 (math subscript)
- 11 (letter)
- 12 (other)
- 13 (active)

and other values raise an error. The ⟨*charcode*⟩ may be any one valid for the engine in use. Active characters cannot be generated in older versions of XeTeX.

> **TeXhackers note:** Exactly two expansions are needed to produce the character.

`\c_catcode_other_space_tl`

New: 2011-09-05

Token list containing one character with category code 12, ("other"), and character code 32 (space).

2 Manipulating and interrogating character tokens

```
\char_set_catcode_escape:N
\char_set_catcode_group_begin:N
\char_set_catcode_group_end:N
\char_set_catcode_math_toggle:N
\char_set_catcode_alignment:N
\char_set_catcode_end_line:N
\char_set_catcode_parameter:N
\char_set_catcode_math_superscript:N
\char_set_catcode_math_subscript:N
\char_set_catcode_ignore:N
\char_set_catcode_space:N
\char_set_catcode_letter:N
\char_set_catcode_other:N
\char_set_catcode_active:N
\char_set_catcode_comment:N
\char_set_catcode_invalid:N
```

Updated: 2015-11-11

\char_set_catcode_letter:N ⟨*character*⟩

Sets the category code of the ⟨*character*⟩ to that indicated in the function name. Depending on the current category code of the ⟨*token*⟩ the escape token may also be needed:

```
\char_set_catcode_other:N \%
```

The assignment is local.

```
\char_set_catcode_escape:n
\char_set_catcode_group_begin:n
\char_set_catcode_group_end:n
\char_set_catcode_math_toggle:n
\char_set_catcode_alignment:n
\char_set_catcode_end_line:n
\char_set_catcode_parameter:n
\char_set_catcode_math_superscript:n
\char_set_catcode_math_subscript:n
\char_set_catcode_ignore:n
\char_set_catcode_space:n
\char_set_catcode_letter:n
\char_set_catcode_other:n
\char_set_catcode_active:n
\char_set_catcode_comment:n
\char_set_catcode_invalid:n
```

Updated: 2015-11-11

\char_set_catcode_letter:n {⟨*integer expression*⟩}

Sets the category code of the ⟨*character*⟩ which has character code as given by the ⟨*integer expression*⟩. This version can be used to set up characters which cannot otherwise be given (*cf.* the N-type variants). The assignment is local.

\char_set_catcode:nn

Updated: 2015-11-11

\char_set_catcode:nn {⟨*intexpr*$_1$⟩} {⟨*intexpr*$_2$⟩}

These functions set the category code of the ⟨*character*⟩ which has character code as given by the ⟨*integer expression*⟩. The first ⟨*integer expression*⟩ is the character code and the second is the category code to apply. The setting applies within the current TeX group. In general, the symbolic functions \char_set_catcode_⟨*type*⟩ should be preferred, but there are cases where these lower-level functions may be useful.

\char_value_catcode:n ⋆

\char_value_catcode:n {⟨*integer expression*⟩}

Expands to the current category code of the ⟨*character*⟩ with character code given by the ⟨*integer expression*⟩.

\char_show_value_catcode:n

\char_show_value_catcode:n {⟨*integer expression*⟩}

Displays the current category code of the ⟨*character*⟩ with character code given by the ⟨*integer expression*⟩ on the terminal.

\char_set_lccode:nn

Updated: 2015-08-06

\char_set_lccode:nn {⟨*intexpr*$_1$⟩} {⟨*intexpr*$_2$⟩}

Sets up the behaviour of the ⟨*character*⟩ when found inside \tl_lower_case:n, such that ⟨*character*$_1$⟩ will be converted into ⟨*character*$_2$⟩. The two ⟨*characters*⟩ may be specified using an ⟨*integer expression*⟩ for the character code concerned. This may include the TeX '⟨*character*⟩ method for converting a single character into its character code:

```
\char_set_lccode:nn { '\A } { '\a } % Standard behaviour
\char_set_lccode:nn { '\A } { '\A + 32 }
\char_set_lccode:nn { 50 } { 60 }
```

The setting applies within the current TeX group.

\char_value_lccode:n ⋆

\char_value_lccode:n {⟨*integer expression*⟩}

Expands to the current lower case code of the ⟨*character*⟩ with character code given by the ⟨*integer expression*⟩.

\char_show_value_lccode:n

\char_show_value_lccode:n {⟨*integer expression*⟩}

Displays the current lower case code of the ⟨*character*⟩ with character code given by the ⟨*integer expression*⟩ on the terminal.

\char_set_uccode:nn

Updated: 2015-08-06

\char_set_uccode:nn {⟨*intexpr*$_1$⟩} {⟨*intexpr*$_2$⟩}

Sets up the behaviour of the ⟨*character*⟩ when found inside \tl_upper_case:n, such that ⟨*character*$_1$⟩ will be converted into ⟨*character*$_2$⟩. The two ⟨*characters*⟩ may be specified using an ⟨*integer expression*⟩ for the character code concerned. This may include the TeX '⟨*character*⟩ method for converting a single character into its character code:

```
\char_set_uccode:nn { '\a } { '\A } % Standard behaviour
\char_set_uccode:nn { '\A } { '\A - 32 }
\char_set_uccode:nn { 60 } { 50 }
```

The setting applies within the current TeX group.

\char_value_uccode:n ⋆

\char_value_uccode:n {⟨*integer expression*⟩}

Expands to the current upper case code of the ⟨*character*⟩ with character code given by the ⟨*integer expression*⟩.

\char_show_value_uccode:n

\char_show_value_uccode:n {⟨*integer expression*⟩}

Displays the current upper case code of the ⟨*character*⟩ with character code given by the ⟨*integer expression*⟩ on the terminal.

\char_set_mathcode:nn

Updated: 2015-08-06

\char_set_mathcode:nn {⟨*intexpr*$_1$⟩} {⟨*intexpr*$_2$⟩}

This function sets up the math code of ⟨*character*⟩. The ⟨*character*⟩ is specified as an ⟨*integer expression*⟩ which will be used as the character code of the relevant character. The setting applies within the current TeX group.

\char_value_mathcode:n ⋆

\char_value_mathcode:n {⟨*integer expression*⟩}

Expands to the current math code of the ⟨*character*⟩ with character code given by the ⟨*integer expression*⟩.

\char_show_value_mathcode:n

\char_show_value_mathcode:n {⟨*integer expression*⟩}

Displays the current math code of the ⟨*character*⟩ with character code given by the ⟨*integer expression*⟩ on the terminal.

\char_set_sfcode:nn

Updated: 2015-08-06

\char_set_sfcode:nn {⟨*intexpr*$_1$⟩} {⟨*intexpr*$_2$⟩}

This function sets up the space factor for the ⟨*character*⟩. The ⟨*character*⟩ is specified as an ⟨*integer expression*⟩ which will be used as the character code of the relevant character. The setting applies within the current TeX group.

\char_value_sfcode:n ⋆

\char_value_sfcode:n {⟨*integer expression*⟩}

Expands to the current space factor for the ⟨*character*⟩ with character code given by the ⟨*integer expression*⟩.

\char_show_value_sfcode:n

\char_show_value_sfcode:n {⟨*integer expression*⟩}

Displays the current space factor for the ⟨*character*⟩ with character code given by the ⟨*integer expression*⟩ on the terminal.

\l_char_active_seq

New: 2012-01-23
Updated: 2015-11-11

Used to track which tokens may require special handling at the document level as they are (or have been at some point) of category ⟨*active*⟩ (catcode 13). Each entry in the sequence consists of a single escaped token, for example `\~`. Active tokens should be added to the sequence when they are defined for general document use.

\l_char_special_seq

New: 2012-01-23
Updated: 2015-11-11

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 ⟨*letter*⟩ (catcode 11) or ⟨*other*⟩ (catcode 12). Each entry in the sequence consists of a single escaped token, for example `\\` for the backslash or `\{` for an opening brace.Escaped tokens should be added to the sequence when they are defined for general document use.

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`.

TeXhackers note: This is the TeX primitive `\meaning`. The ⟨*token*⟩ can thus be an explicit space tokens or an explicit begin-group or end-group character token (`{` or `}` when normal TeX category codes apply) even though these are not valid `N`-type arguments.

\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.

TeXhackers note: `\token_to_str:N` is the TeX primitive `\string` renamed. The ⟨*token*⟩ can thus be an explicit space tokens or an explicit begin-group or end-group character token (`{` or `}` when normal TeX category codes apply) even though these are not valid `N`-type arguments.

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.

`\token_if_group_end_p:N` ⋆
`\token_if_group_end:NTF` ⋆

`\token_if_group_end_p:N` ⟨*token*⟩
`\token_if_group_end:NTF` ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if ⟨*token*⟩ has the category code of an end group token (`}` when normal 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.

`\token_if_math_toggle_p:N` ⋆
`\token_if_math_toggle:NTF` ⋆

`\token_if_math_toggle_p:N` ⟨*token*⟩
`\token_if_math_toggle:NTF` ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if ⟨*token*⟩ has the category code of a math shift token (`$` when normal TEX category codes are in force).

`\token_if_alignment_p:N` ⋆
`\token_if_alignment:NTF` ⋆

`\token_if_alignment_p:N` ⟨*token*⟩
`\token_if_alignment:NTF` ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if ⟨*token*⟩ has the category code of an alignment token (`&` when normal TEX category codes are in force).

`\token_if_parameter_p:N` ⋆
`\token_if_parameter:NTF` ⋆

`\token_if_parameter_p:N` ⟨*token*⟩
`\token_if_alignment:NTF` ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if ⟨*token*⟩ has the category code of a macro parameter token (`#` when normal TEX category codes are in force).

`\token_if_math_superscript_p:N` ⋆
`\token_if_math_superscript:NTF` ⋆

`\token_if_math_superscript_p:N` ⟨*token*⟩
`\token_if_math_superscript:NTF` ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if ⟨*token*⟩ has the category code of a superscript token (`^` when normal TEX category codes are in force).

`\token_if_math_subscript_p:N` ⋆
`\token_if_math_subscript:NTF` ⋆

`\token_if_math_subscript_p:N` ⟨*token*⟩
`\token_if_math_subscript:NTF` ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if ⟨*token*⟩ has the category code of a subscript token (`_` when normal TEX category codes are in force).

`\token_if_space_p:N` ⋆
`\token_if_space:NTF` ⋆

`\token_if_space_p:N` ⟨*token*⟩
`\token_if_space:NTF` ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if ⟨*token*⟩ 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.

\token_if_letter_p:N ★
\token_if_letter:NTF ★

\token_if_letter_p:N ⟨*token*⟩
\token_if_letter:NTF ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if ⟨*token*⟩ has the category code of a letter token.

\token_if_other_p:N ★
\token_if_other:NTF ★

\token_if_other_p:N ⟨*token*⟩
\token_if_other:NTF ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if ⟨*token*⟩ has the category code of an "other" token.

\token_if_active_p:N ★
\token_if_active:NTF ★

\token_if_active_p:N ⟨*token*⟩
\token_if_active:NTF ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if ⟨*token*⟩ has the category code of an active character.

\token_if_eq_catcode_p:NN ★
\token_if_eq_catcode:NNTF ★

\token_if_eq_catcode_p:NN ⟨*token*$_1$⟩ ⟨*token*$_2$⟩
\token_if_eq_catcode:NNTF ⟨*token*$_1$⟩ ⟨*token*$_2$⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the two ⟨*tokens*⟩ have the same category code.

\token_if_eq_charcode_p:NN ★
\token_if_eq_charcode:NNTF ★

\token_if_eq_charcode_p:NN ⟨*token*$_1$⟩ ⟨*token*$_2$⟩
\token_if_eq_charcode:NNTF ⟨*token*$_1$⟩ ⟨*token*$_2$⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the two ⟨*tokens*⟩ have the same character code.

\token_if_eq_meaning_p:NN ★
\token_if_eq_meaning:NNTF ★

\token_if_eq_meaning_p:NN ⟨*token*$_1$⟩ ⟨*token*$_2$⟩
\token_if_eq_meaning:NNTF ⟨*token*$_1$⟩ ⟨*token*$_2$⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the two ⟨*tokens*⟩ have the same meaning when expanded.

\token_if_macro_p:N ★
\token_if_macro:NTF ★

Updated: 2011-05-23

\token_if_macro_p:N ⟨*token*⟩
\token_if_macro:NTF ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token*⟩ is a TeX macro.

\token_if_cs_p:N ★
\token_if_cs:NTF ★

\token_if_cs_p:N ⟨*token*⟩
\token_if_cs:NTF ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token*⟩ is a control sequence.

\token_if_expandable_p:N ★
\token_if_expandable:NTF ★

\token_if_expandable_p:N ⟨*token*⟩
\token_if_expandable:NTF ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token*⟩ is expandable. This test returns ⟨*false*⟩ for an undefined token.

\token_if_long_macro_p:N ★
\token_if_long_macro:NTF ★

Updated: 2012-01-20

\token_if_long_macro_p:N ⟨*token*⟩
\token_if_long_macro:NTF ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token*⟩ is a long macro.

\token_if_protected_macro_p:N ★
\token_if_protected_macro:NTF ★

Updated: 2012-01-20

\token_if_protected_macro_p:N ⟨*token*⟩
\token_if_protected_macro:NTF ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token*⟩ is a protected macro: for a macro which is both protected and long this returns `false`.

`\token_if_protected_long_macro_p:N` ⋆
`\token_if_protected_long_macro:NTF` ⋆

Updated: 2012-01-20

`\token_if_protected_long_macro_p:N` ⟨*token*⟩
`\token_if_protected_long_macro:NTF` ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token*⟩ is a protected long macro.

`\token_if_chardef_p:N` ⋆
`\token_if_chardef:NTF` ⋆

Updated: 2012-01-20

`\token_if_chardef_p:N` ⟨*token*⟩
`\token_if_chardef:NTF` ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token*⟩ is defined to be a chardef.

TEXhackers note: Booleans, boxes and small integer constants are implemented as `\chardef`s.

`\token_if_mathchardef_p:N` ⋆
`\token_if_mathchardef:NTF` ⋆

Updated: 2012-01-20

`\token_if_mathchardef_p:N` ⟨*token*⟩
`\token_if_mathchardef:NTF` ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token*⟩ is defined to be a mathchardef.

`\token_if_dim_register_p:N` ⋆
`\token_if_dim_register:NTF` ⋆

Updated: 2012-01-20

`\token_if_dim_register_p:N` ⟨*token*⟩
`\token_if_dim_register:NTF` ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token*⟩ is defined to be a dimension register.

`\token_if_int_register_p:N` ⋆
`\token_if_int_register:NTF` ⋆

Updated: 2012-01-20

`\token_if_int_register_p:N` ⟨*token*⟩
`\token_if_int_register:NTF` ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token*⟩ is defined to be a integer register.

TEXhackers note: Constant integers may be implemented as integer registers, `\chardef`s, or `\mathchardef`s depending on their value.

`\token_if_muskip_register_p:N` ⋆
`\token_if_muskip_register:NTF` ⋆

New: 2012-02-15

`\token_if_muskip_register_p:N` ⟨*token*⟩
`\token_if_muskip_register:NTF` ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token*⟩ is defined to be a muskip register.

`\token_if_skip_register_p:N` ⋆
`\token_if_skip_register:NTF` ⋆

Updated: 2012-01-20

`\token_if_skip_register_p:N` ⟨*token*⟩
`\token_if_skip_register:NTF` ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*token*⟩ is defined to be a skip register.

\token_if_toks_register_p:N ⋆
\token_if_toks_register:NTF ⋆

Updated: 2012-01-20

\token_if_toks_register_p:N ⟨token⟩
\token_if_toks_register:NTF ⟨token⟩ {⟨true code⟩} {⟨false code⟩}

Tests if the ⟨*token*⟩ is defined to be a toks register (not used by LaTeX3).

\token_if_primitive_p:N ⋆
\token_if_primitive:NTF ⋆

Updated: 2011-05-23

\token_if_primitive_p:N ⟨token⟩
\token_if_primitive:NTF ⟨token⟩ {⟨true code⟩} {⟨false code⟩}

Tests if the ⟨*token*⟩ 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 TeX 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 TeX 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

Updated: 2012-12-20

\peek_catcode:NTF ⟨test token⟩ {⟨true code⟩} {⟨false code⟩}

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` Updated: 2012-12-20

`\peek_catcode_ignore_spaces:NTF ⟨test token⟩ {⟨true code⟩} {⟨false code⟩}`

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` Updated: 2012-12-20

`\peek_catcode_remove:NTF ⟨test token⟩ {⟨true code⟩} {⟨false code⟩}`

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).

`\peek_catcode_remove_ignore_spaces:NTF` Updated: 2012-12-20

`\peek_catcode_remove_ignore_spaces:NTF ⟨test token⟩ {⟨true code⟩} {⟨false code⟩}`

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).

`\peek_charcode:NTF` Updated: 2012-12-20

`\peek_charcode:NTF ⟨test token⟩ {⟨true code⟩} {⟨false code⟩}`

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).

`\peek_charcode_ignore_spaces:NTF` Updated: 2012-12-20

`\peek_charcode_ignore_spaces:NTF ⟨test token⟩ {⟨true code⟩} {⟨false code⟩}`

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).

`\peek_charcode_remove:NTF` Updated: 2012-12-20

`\peek_charcode_remove:NTF ⟨test token⟩ {⟨true code⟩} {⟨false code⟩}`

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).

\peek_charcode_remove_ignore_spaces:N*TF*

Updated: 2012-12-20

`\peek_charcode_remove_ignore_spaces:NTF` ⟨*test token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

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).

\peek_meaning:N*TF*

Updated: 2011-07-02

`\peek_meaning:NTF` ⟨*test token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

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).

\peek_meaning_ignore_spaces:N*TF*

Updated: 2012-12-05

`\peek_meaning_ignore_spaces:NTF` ⟨*test token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the next non-space ⟨*token*⟩ in the input stream has the same meaning as the ⟨*test token*⟩ (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 ⟨*token*⟩ is left in the input stream after the ⟨*true code*⟩ or ⟨*false code*⟩ (as appropriate to the result of the test).

\peek_meaning_remove:N*TF*

Updated: 2011-07-02

`\peek_meaning_remove:NTF` ⟨*test token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

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 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).

\peek_meaning_remove_ignore_spaces:N*TF*

Updated: 2012-12-05

`\peek_meaning_remove_ignore_spaces:NTF` ⟨*test token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the next non-space ⟨*token*⟩ in the input stream has the same meaning as the ⟨*test token*⟩ (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 ⟨*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).

`\peek_N_type:TF` `\peek_N_type:TF {⟨true code⟩} {⟨false code⟩}`

Updated: 2012-12-20

Tests if the next ⟨*token*⟩ in the input stream can be safely grabbed as an `N`-type argument. The test is ⟨*false*⟩ if the next ⟨*token*⟩ 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 LaTeX3) and ⟨*true*⟩ in all other cases. Note that a ⟨*true*⟩ result ensures that the next ⟨*token*⟩ is a valid `N`-type argument. However, if the next ⟨*token*⟩ is for instance `\c_space_token`, the test takes the ⟨*false*⟩ branch, even though the next ⟨*token*⟩ is in fact a valid `N`-type argument. The ⟨*token*⟩ is left in the input stream after the ⟨*true code*⟩ or ⟨*false code*⟩ (as appropriate to the result of the test).

7 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).[7]

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.
- 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:` can be encountered when peeking ahead at the next token; this expands to another internal token, `end of alignment template`.
- Tricky programming might access a frozen `\endwrite`.

[7] 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.

- 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 LaTeX3 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 LaTeX3 for most functions and some variables (`tl`, `fp`, `seq`, ...),
- a primitive such as `\def` or `\topmark`, used in LaTeX3 for some functions,
- a register such as `\count123`, used in LaTeX3 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 LaTeX3 calls `nopar`), and `\outer` or not (unused in LaTeX3). Their `\meaning` takes the form

⟨*properties*⟩ `macro:`⟨*parameters*⟩`->`⟨*replacement*⟩

where ⟨*properties*⟩ is among `\protected\long\outer`, ⟨*parameters*⟩ describes parameters that the macro expects, such as `#1#2#3`, and ⟨*replacement*⟩ 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 TeX 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`.

Part XVII

The l3prop package Property lists

LaTeX3 implements a "property list" data type, which contain an unordered list of entries each of which consists of a ⟨*key*⟩ and an associated ⟨*value*⟩. The ⟨*key*⟩ and ⟨*value*⟩ may both be any ⟨*balanced text*⟩. 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 ⟨*key*⟩: if an entry is added to a property list which already contains the ⟨*key*⟩ then the new entry overwrites the existing one. The ⟨*keys*⟩ 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

`\prop_new:N`
`\prop_new:c`

`\prop_new:N` ⟨*property list*⟩

Creates a new ⟨*property list*⟩ or raises an error if the name is already taken. The declaration is global. The ⟨*property list*⟩ initially contains no entries.

`\prop_clear:N`
`\prop_clear:c`
`\prop_gclear:N`
`\prop_gclear:c`

`\prop_clear:N` ⟨*property list*⟩

Clears all entries from the ⟨*property list*⟩.

`\prop_clear_new:N`
`\prop_clear_new:c`
`\prop_gclear_new:N`
`\prop_gclear_new:c`

`\prop_clear_new:N` ⟨*property list*⟩

Ensures that the ⟨*property list*⟩ exists globally by applying `\prop_new:N` if necessary, then applies `\prop_(g)clear:N` to leave the list empty.

`\prop_set_eq:NN`
`\prop_set_eq:(cN|Nc|cc)`
`\prop_gset_eq:NN`
`\prop_gset_eq:(cN|Nc|cc)`

`\prop_set_eq:NN` ⟨*property list*$_1$⟩ ⟨*property list*$_2$⟩

Sets the content of ⟨*property list*$_1$⟩ equal to that of ⟨*property list*$_2$⟩.

`\prop_set_from_keyval:Nn`
`\prop_set_from_keyval:cn`
`\prop_gset_from_keyval:Nn`
`\prop_gset_from_keyval:cn`

New: 2017-11-28
Updated: 2019-08-25

```
\prop_set_from_keyval:Nn ⟨prop var⟩
{
⟨key1⟩ = ⟨value1⟩ ,
⟨key2⟩ = ⟨value2⟩ , ...
}
```

Sets ⟨*prop var*⟩ to contain key–value pairs given in the second argument. If duplicate keys appear only one of the values is kept.

\prop_const_from_keyval:Nn
\prop_const_from_keyval:cn

New: 2017-11-28
Updated: 2019-08-25

\prop_const_from_keyval:Nn ⟨prop var⟩
{
⟨key1⟩ = ⟨value1⟩ ,
⟨key2⟩ = ⟨value2⟩ , ...
}

Creates a new constant ⟨*prop var*⟩ or raises an error if the name is already taken. The ⟨*prop var*⟩ is set globally to contain key–value pairs given in the second argument. If duplicate keys appear only one of the values is kept.

2 Adding entries to property lists

\prop_put:Nnn
\prop_put:(NnV|Nno|Nnx|NVn|NVV|Non|Noo|cnn|cnV|cno|cnx|cVn|cVV|con|coo)
\prop_gput:Nnn
\prop_gput:(NnV|Nno|Nnx|NVn|NVV|Non|Noo|cnn|cnV|cno|cnx|cVn|cVV|con|coo)

Updated: 2012-07-09

\prop_put:Nnn ⟨property list⟩ {⟨key⟩} {⟨value⟩}

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*⟩.

\prop_put_if_new:Nnn
\prop_put_if_new:cnn
\prop_gput_if_new:Nnn
\prop_gput_if_new:cnn

\prop_put_if_new:Nnn ⟨property list⟩ {⟨key⟩} {⟨value⟩}

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

\prop_get:NnN
\prop_get:(NVN|NoN|cnN|cVN|coN)

Updated: 2011-08-28

\prop_get:NnN ⟨property list⟩ {⟨key⟩} ⟨tl var⟩

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.

\prop_pop:NnN
\prop_pop:(NoN|cnN|coN)

Updated: 2011-08-18

\prop_pop:NnN ⟨property list⟩ {⟨key⟩} ⟨tl var⟩

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.

\prop_gpop:NnN
\prop_gpop:(NoN|cnN|coN)

Updated: 2011-08-18

\prop_gpop:NnN ⟨*property list*⟩ {⟨*key*⟩} ⟨*tl var*⟩

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.

\prop_item:Nn ⋆
\prop_item:cn ⋆

New: 2014-07-17

\prop_item:Nn ⟨*property list*⟩ {⟨*key*⟩}

Expands to the ⟨*value*⟩ corresponding to the ⟨*key*⟩ in the ⟨*property list*⟩. If the ⟨*key*⟩ 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 ⟨*value*⟩ does not expand further when appearing in an x-type argument expansion.

\prop_count:N ⋆
\prop_count:c ⋆

\prop_count:N ⟨*property list*⟩

Leaves the number of key–value pairs in the ⟨*property list*⟩ in the input stream as an ⟨*integer denotation*⟩.

4 Modifying property lists

\prop_remove:Nn
\prop_remove:(NV|cn|cV)
\prop_gremove:Nn
\prop_gremove:(NV|cn|cV)

New: 2012-05-12

\prop_remove:Nn ⟨*property list*⟩ {⟨*key*⟩}

Removes the entry listed under ⟨*key*⟩ from the ⟨*property list*⟩. If the ⟨*key*⟩ is not found in the ⟨*property list*⟩ no change occurs, *i.e* there is no need to test for the existence of a key before deleting it.

5 Property list conditionals

\prop_if_exist_p:N ⋆
\prop_if_exist_p:c ⋆
\prop_if_exist:N*TF* ⋆
\prop_if_exist:c*TF* ⋆

New: 2012-03-03

\prop_if_exist_p:N ⟨*property list*⟩
\prop_if_exist:NTF ⟨*property list*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests whether the ⟨*property list*⟩ is currently defined. This does not check that the ⟨*property list*⟩ really is a property list variable.

\prop_if_empty_p:N ⋆
\prop_if_empty_p:c ⋆
\prop_if_empty:N*TF* ⋆
\prop_if_empty:c*TF* ⋆

\prop_if_empty_p:N ⟨*property list*⟩
\prop_if_empty:NTF ⟨*property list*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*property list*⟩ is empty (containing no entries).

\prop_if_in_p:Nn ⋆
\prop_if_in_p:(NV|No|cn|cV|co) ⋆
\prop_if_in:NnTF ⋆
\prop_if_in:(NV|No|cn|cV|co)TF ⋆

Updated: 2011-09-15

\prop_if_in:NnTF ⟨*property list*⟩ {⟨*key*⟩} {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*key*⟩ is present in the ⟨*property list*⟩, making the comparison using the method described by `\str_if_eq:nnTF`.

TeXhackers note: This function iterates through every key–value pair in the ⟨*property list*⟩ 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.

\prop_get:NnNTF
\prop_get:(NVN|NoN|cnN|cVN|coN)TF

Updated: 2012-05-19

\prop_get:NnNTF ⟨*property list*⟩ {⟨*key*⟩} ⟨*token list variable*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

If the ⟨*key*⟩ is not present in the ⟨*property list*⟩, 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 ⟨*key*⟩ is present in the ⟨*property list*⟩, stores the corresponding ⟨*value*⟩ in the ⟨*token list variable*⟩ without removing it from the ⟨*property list*⟩, then leaves the ⟨*true code*⟩ in the input stream. The ⟨*token list variable*⟩ is assigned locally.

\prop_pop:NnNTF
\prop_pop:cnNTF

New: 2011-08-18
Updated: 2012-05-19

\prop_pop:NnNTF ⟨*property list*⟩ {⟨*key*⟩} ⟨*token list variable*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

If the ⟨*key*⟩ is not present in the ⟨*property list*⟩, 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 ⟨*key*⟩ is present in the ⟨*property list*⟩, pops the corresponding ⟨*value*⟩ in the ⟨*token list variable*⟩, *i.e.* removes the item from the ⟨*property list*⟩. Both the ⟨*property list*⟩ and the ⟨*token list variable*⟩ are assigned locally.

\prop_gpop:NnNTF
\prop_gpop:cnNTF

New: 2011-08-18
Updated: 2012-05-19

\prop_gpop:NnNTF ⟨*property list*⟩ {⟨*key*⟩} ⟨*token list variable*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

If the ⟨*key*⟩ is not present in the ⟨*property list*⟩, 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 ⟨*key*⟩ is present in the ⟨*property list*⟩, pops the corresponding ⟨*value*⟩ in the ⟨*token list variable*⟩, *i.e.* removes the item from the ⟨*property list*⟩. The ⟨*property list*⟩ is modified globally, while the ⟨*token list variable*⟩ is assigned locally.

7 Mapping to property lists

All mappings are done at the current group level, *i.e.* any local assignments made by the ⟨*function*⟩ or ⟨*code*⟩ discussed below remain in effect after the loop.

\prop_map_function:NN ☆
\prop_map_function:cN ☆

Updated: 2013-01-08

\prop_map_function:NN ⟨*property list*⟩ ⟨*function*⟩

Applies ⟨*function*⟩ to every ⟨*entry*⟩ stored in the ⟨*property list*⟩. The ⟨*function*⟩ receives two arguments for each iteration: the ⟨*key*⟩ and associated ⟨*value*⟩. The order in which ⟨*entries*⟩ are returned is not defined and should not be relied upon. To pass further arguments to the ⟨*function*⟩, see \prop_map_tokens:Nn.

\prop_map_inline:Nn
\prop_map_inline:cn

Updated: 2013-01-08

\prop_map_inline:Nn ⟨*property list*⟩ {⟨*inline function*⟩}

Applies ⟨*inline function*⟩ to every ⟨*entry*⟩ stored within the ⟨*property list*⟩. The ⟨*inline function*⟩ should consist of code which receives the ⟨*key*⟩ as #1 and the ⟨*value*⟩ as #2. The order in which ⟨*entries*⟩ are returned is not defined and should not be relied upon.

\prop_map_tokens:Nn ☆
\prop_map_tokens:cn ☆

\prop_map_tokens:Nn ⟨*property list*⟩ {⟨*code*⟩}

Analogue of \prop_map_function:NN which maps several tokens instead of a single function. The ⟨*code*⟩ receives each key–value pair in the ⟨*property list*⟩ 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 ⟨*key*⟩ and the ⟨*value*⟩ as its three arguments. For that specific task, \prop_item:Nn is faster.

\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 ⟨*property list*⟩

Writes the entries in the ⟨*property list*⟩ 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 LaTeX3-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 LaTeX3-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.

Part XVIII
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 LaTeX 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.

\msg_if_exist_p:nn ⋆
\msg_if_exist:nnTF ⋆

New: 2012-03-03

\msg_if_exist_p:nn {⟨module⟩} {⟨message⟩}
\msg_if_exist:nnTF {⟨module⟩} {⟨message⟩} {⟨true code⟩} {⟨false code⟩}

Tests whether the ⟨*message*⟩ for the ⟨*module*⟩ is currently defined.

2 Contextual information for messages

\msg_line_context: ☆

\msg_line_context:

Prints the current line number when a message is given, and thus suitable for giving context to messages. The number itself is proceeded by the text `on line`.

\msg_line_number: ⋆

\msg_line_number:

Prints the current line number when a message is given.

\msg_fatal_text:n ⋆

\msg_fatal_text:n {⟨module⟩}

Produces the standard text

    Fatal Package ⟨module⟩ Error

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_critical_text:n ⋆

\msg_critical_text:n {⟨module⟩}

Produces the standard text

    Critical Package ⟨module⟩ Error

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_error_text:n ⋆

\msg_error_text:n {⟨module⟩}

Produces the standard text

    Package ⟨module⟩ Error

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_warning_text:n ⋆

\msg_warning_text:n {⟨module⟩}

Produces the standard text

    Package ⟨module⟩ Warning

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. The ⟨*type*⟩ of ⟨*module*⟩ may be adjusted: `Package` is the standard outcome: see `\msg_module_type:n`.

\msg_info_text:n ⋆

\msg_info_text:n {⟨*module*⟩}

Produces the standard text:

Package ⟨*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. The ⟨*type*⟩ of ⟨*module*⟩ may be adjusted: Package is the standard outcome: see \msg_module_type:n.

\msg_module_name:n ⋆

New: 2018-10-10

\msg_module_name:n {⟨*module*⟩}

Expands to the public name of the ⟨*module*⟩ as defined by \g_msg_module_name_prop (or otherwise leaves the ⟨*module*⟩ unchanged).

\msg_module_type:n ⋆

New: 2018-10-10

\msg_module_type:n {⟨*module*⟩}

Expands to the description which applies to the ⟨*module*⟩, for example a Package or Class. The information here is defined in \g_msg_module_type_prop, and will default to Package if an entry is not present.

\msg_see_documentation_text:n ⋆

Updated: 2018-09-30

\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. The name of the ⟨*module*⟩ may be altered by use of \g_msg_module_documentation_prop

\g_msg_module_name_prop

New: 2018-10-10

Provides a mapping between the module name used for messages, and that for documentation. For example, LaTeX3 core messages are stored in the reserved LaTeX tree, but are printed as LaTeX3.

\g_msg_module_type_prop

New: 2018-10-10

Provides a mapping between the module name used for messages, and that type of module. For example, for LaTeX3 core messages, an empty entry is set here meaning that they are not described using the standard Package text.

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:nnxxxx
\msg_fatal:nnnnn
\msg_fatal:nnxxx
\msg_fatal:nnnn
\msg_fatal:nnxx
\msg_fatal:nnn
\msg_fatal:nnx
\msg_fatal:nn

Updated: 2012-08-11

\msg_fatal:nnnnnn {⟨*module*⟩} {⟨*message*⟩} {⟨*arg one*⟩} {⟨*arg two*⟩} {⟨*arg three*⟩} {⟨*arg four*⟩}

Issues ⟨*module*⟩ error ⟨*message*⟩, passing ⟨*arg one*⟩ to ⟨*arg four*⟩ to the text-creating functions. After issuing a fatal error the TeX run halts. No PDF file will be produced in this case (DVI mode runs may produce a truncated DVI file).

\msg_critical:nnnnnn
\msg_critical:nnxxxx
\msg_critical:nnnnn
\msg_critical:nnxxx
\msg_critical:nnnn
\msg_critical:nnxx
\msg_critical:nnn
\msg_critical:nnx
\msg_critical:nn

Updated: 2012-08-11

\msg_critical:nnnnnn {⟨*module*⟩} {⟨*message*⟩} {⟨*arg one*⟩} {⟨*arg two*⟩} {⟨*arg three*⟩} {⟨*arg four*⟩}

Issues ⟨*module*⟩ error ⟨*message*⟩, passing ⟨*arg one*⟩ to ⟨*arg four*⟩ to the text-creating functions. After issuing a critical error, TeX stops reading the current input file. This may halt the TeX run (if the current file is the main file) or may abort reading a sub-file.

TeXhackers note: The TeX \endinput primitive is used to exit the file. In particular, the rest of the current line remains in the input stream.

\msg_error:nnnnnn
\msg_error:nnxxxx
\msg_error:nnnnn
\msg_error:nnxxx
\msg_error:nnnn
\msg_error:nnxx
\msg_error:nnn
\msg_error:nnx
\msg_error:nn

Updated: 2012-08-11

\msg_error:nnnnnn {⟨*module*⟩} {⟨*message*⟩} {⟨*arg one*⟩} {⟨*arg two*⟩} {⟨*arg three*⟩} {⟨*arg four*⟩}

Issues ⟨*module*⟩ error ⟨*message*⟩, passing ⟨*arg one*⟩ to ⟨*arg four*⟩ to the text-creating functions. The error interrupts processing and issues the text at the terminal. After user input, the run continues.

\msg_warning:nnnnnn
\msg_warning:nnxxxx
\msg_warning:nnnnn
\msg_warning:nnxxx
\msg_warning:nnnn
\msg_warning:nnxx
\msg_warning:nnn
\msg_warning:nnx
\msg_warning:nn

Updated: 2012-08-11

\msg_warning:nnxxxx {⟨*module*⟩} {⟨*message*⟩} {⟨*arg one*⟩} {⟨*arg two*⟩} {⟨*arg three*⟩} {⟨*arg four*⟩}

Issues ⟨*module*⟩ warning ⟨*message*⟩, passing ⟨*arg one*⟩ to ⟨*arg four*⟩ to the text-creating functions. The warning text is added to the log file and the terminal, but the TeX run is not interrupted.

\msg_info:nnnnnn
\msg_info:nnxxxx
\msg_info:nnnnn
\msg_info:nnxxx
\msg_info:nnnn
\msg_info:nnxx
\msg_info:nnn
\msg_info:nnx
\msg_info:nn

Updated: 2012-08-11

\msg_info:nnnnnn {⟨*module*⟩} {⟨*message*⟩} {⟨*arg one*⟩} {⟨*arg two*⟩} {⟨*arg three*⟩} {⟨*arg four*⟩}

Issues ⟨*module*⟩ information ⟨*message*⟩, passing ⟨*arg one*⟩ to ⟨*arg four*⟩ to the text-creating functions. The information text is added to the log file.

\msg_log:nnnnnn
\msg_log:nnxxxx
\msg_log:nnnnn
\msg_log:nnxxx
\msg_log:nnnn
\msg_log:nnxx
\msg_log:nnn
\msg_log:nnx
\msg_log:nn

Updated: 2012-08-11

\msg_log:nnnnnn {⟨*module*⟩} {⟨*message*⟩} {⟨*arg one*⟩} {⟨*arg two*⟩} {⟨*arg three*⟩} {⟨*arg four*⟩}

Issues ⟨*module*⟩ information ⟨*message*⟩, passing ⟨*arg one*⟩ to ⟨*arg four*⟩ to the text-creating functions. The information text is added to the log file: the output is briefer than \msg_info:nnnnnn.

\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

Updated: 2012-08-11

\msg_none:nnnnnn {⟨*module*⟩} {⟨*message*⟩} {⟨*arg one*⟩} {⟨*arg two*⟩} {⟨*arg three*⟩} {⟨*arg four*⟩}

Does nothing: used as a message class to prevent any output at all (see the discussion of message redirection).

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 $A \to B$, $B \to C$ and $C \to A$ in this order, then the $A \to B$ redirection is cancelled.

`\msg_redirect_class:nn`

Updated: 2012-04-27

`\msg_redirect_class:nn {⟨class one⟩} {⟨class two⟩}`

Changes the behaviour of messages of ⟨*class one*⟩ so that they are processed using the code for those of ⟨*class two*⟩.

`\msg_redirect_module:nnn`

Updated: 2012-04-27

`\msg_redirect_module:nnn {⟨module⟩} {⟨class one⟩} {⟨class two⟩}`

Redirects message of ⟨*class one*⟩ for ⟨*module*⟩ to act as though they were from ⟨*class two*⟩. Messages of ⟨*class one*⟩ from sources other than ⟨*module*⟩ are not affected by this redirection. This function can be used to make some messages "silent" by default. For example, all of the `warning` messages of ⟨*module*⟩ could be turned off with:

```
\msg_redirect_module:nnn { module } { warning } { none }
```

`\msg_redirect_name:nnn`

Updated: 2012-04-27

`\msg_redirect_name:nnn {⟨module⟩} {⟨message⟩} {⟨class⟩}`

Redirects a specific ⟨*message*⟩ from a specific ⟨*module*⟩ to act as a member of ⟨*class*⟩ of messages. No further redirection is performed. This function can be used to make a selected message "silent" without changing global parameters:

```
\msg_redirect_name:nnn { module } { annoying-message } { none }
```

Part XIX

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 ⟨*file name*⟩ 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 Input–output stream management

As TeX engines have a limited number of input and output streams, direct use of the streams by the programmer is not supported in LaTeX3. 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.

`\ior_new:N`
`\ior_new:c`
`\iow_new:N`
`\iow_new:c`

New: 2011-09-26
Updated: 2011-12-27

`\ior_new:N` ⟨*stream*⟩
`\iow_new:N` ⟨*stream*⟩

Globally reserves the name of the ⟨*stream*⟩, either for reading or for writing as appropriate. The ⟨*stream*⟩ is not opened until the appropriate `\..._open:Nn` function is used. Attempting to use a ⟨*stream*⟩ which has not been opened is an error, and the ⟨*stream*⟩ will behave as the corresponding `\c_term_...`.

`\ior_open:Nn`
`\ior_open:cn`

Updated: 2012-02-10

`\ior_open:Nn` ⟨*stream*⟩ {⟨*file name*⟩}

Opens ⟨*file name*⟩ for reading using ⟨*stream*⟩ as the control sequence for file access. If the ⟨*stream*⟩ was already open it is closed before the new operation begins. The ⟨*stream*⟩ is available for access immediately and will remain allocated to ⟨*file name*⟩ until a `\ior_close:N` instruction is given or the TeX run ends. If the file is not found, an error is raised.

\ior_open:NnTF
\ior_open:cnTF

New: 2013-01-12

`\ior_open:NnTF` ⟨*stream*⟩ {⟨*file name*⟩} {⟨*true code*⟩} {⟨*false code*⟩}

Opens ⟨*file name*⟩ for reading using ⟨*stream*⟩ as the control sequence for file access. If the ⟨*stream*⟩ was already open it is closed before the new operation begins. The ⟨*stream*⟩ is available for access immediately and will remain allocated to ⟨*file name*⟩ until a `\ior_close:N` instruction is given or the TeX run ends. The ⟨*true code*⟩ is then inserted into the input stream. If the file is not found, no error is raised and the ⟨*false code*⟩ is inserted into the input stream.

\iow_open:Nn
\iow_open:cn

Updated: 2012-02-09

`\iow_open:Nn` ⟨*stream*⟩ {⟨*file name*⟩}

Opens ⟨*file name*⟩ for writing using ⟨*stream*⟩ as the control sequence for file access. If the ⟨*stream*⟩ was already open it is closed before the new operation begins. The ⟨*stream*⟩ is available for access immediately and will remain allocated to ⟨*file name*⟩ until a `\iow_close:N` instruction is given or the TeX run ends. Opening a file for writing clears any existing content in the file (*i.e.* writing is *not* additive).

\ior_close:N
\ior_close:c
\iow_close:N
\iow_close:c

Updated: 2012-07-31

`\ior_close:N` ⟨*stream*⟩
`\iow_close:N` ⟨*stream*⟩

Closes the ⟨*stream*⟩. Streams should always be closed when they are finished with as this ensures that they remain available to other programmers.

\ior_show_list:
\ior_log_list:
\iow_show_list:
\iow_log_list:

New: 2017-06-27

`\ior_show_list:`
`\ior_log_list:`
`\iow_show_list:`
`\iow_log_list:`

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.

1.1 Reading from files

Reading from files and reading from the terminal are separate processes in expl3. The functions `\ior_get:NN` and `\ior_str_get:NN`, and their branching equivalents, are designed to work with *files*.

\ior_get:NN
\ior_get:NNTF

New: 2012-06-24
Updated: 2019-03-23

\ior_get:NN ⟨*stream*⟩ ⟨*token list variable*⟩
\ior_get:NNTF ⟨*stream*⟩ ⟨*token list variable*⟩ ⟨*true code*⟩ ⟨*false code*⟩

Function that reads one or more lines (until an equal number of left and right braces are found) from the file input ⟨*stream*⟩ and stores the result locally in the ⟨*token list*⟩ variable. The material read from the ⟨*stream*⟩ is tokenized by 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. In the non-branching version, where the ⟨*stream*⟩ is not open the ⟨*tl var*⟩ is set to `\q_no_value`.

TeXhackers note: This protected macro is a wrapper around the TeX primitive `\read`. Regardless of settings, 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.

\ior_str_get:NN
\ior_str_get:NNTF

New: 2016-12-04
Updated: 2019-03-23

\ior_str_get:NN ⟨*stream*⟩ ⟨*token list variable*⟩
\ior_str_get:NNTF ⟨*stream*⟩ ⟨*token list variable*⟩ ⟨*true code*⟩ ⟨*false code*⟩

Function that reads one line from the file input ⟨*stream*⟩ and stores the result locally in the ⟨*token list*⟩ variable. 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. In the non-branching version, where the⟨*stream*⟩ is not open the ⟨*tl var*⟩ is set to `\q_no_value`.

TeXhackers note: This protected macro is a wrapper around the ε-TeX primitive `\readline`. Regardless of settings, 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`.

All mappings are done at the current group level, *i.e.* any local assignments made by the ⟨*function*⟩ or ⟨*code*⟩ discussed below remain in effect after the loop.

`\ior_map_inline:Nn`

New: 2012-02-11

`\ior_map_inline:Nn` ⟨*stream*⟩ {⟨*inline function*⟩}

Applies the ⟨*inline function*⟩ to each set of ⟨*lines*⟩ obtained by calling `\ior_get:NN` until reaching the end of the file. TEX ignores any trailing new-line marker from the file it reads. The ⟨*inline function*⟩ should consist of code which receives the ⟨*line*⟩ as `#1`.

`\ior_str_map_inline:Nn`

New: 2012-02-11

`\ior_str_map_inline:Nn` ⟨*stream*⟩ {⟨*inline function*⟩}

Applies the ⟨*inline function*⟩ to every ⟨*line*⟩ in the ⟨*stream*⟩. 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). The ⟨*inline function*⟩ should consist of code which receives the ⟨*line*⟩ as `#1`. Note that TEX removes trailing space and tab characters (character codes 32 and 9) from every line upon input. TEX also ignores any trailing new-line marker from the file it reads.

`\ior_map_variable:NNn`

New: 2019-01-13

`\ior_map_variable:NNn` ⟨*stream*⟩ ⟨*tl var*⟩ {⟨*code*⟩}

For each set of ⟨*lines*⟩ obtained by calling `\ior_get:NN` until reaching the end of the file, stores the ⟨*lines*⟩ in the ⟨*tl var*⟩ then applies the ⟨*code*⟩. The ⟨*code*⟩ will usually make use of the ⟨*variable*⟩, but this is not enforced. The assignments to the ⟨*variable*⟩ are local. Its value after the loop is the last set of ⟨*lines*⟩, or its original value if the ⟨*stream*⟩ is empty. TEX ignores any trailing new-line marker from the file it reads. This function is typically faster than `\ior_map_inline:Nn`.

`\ior_str_map_variable:NNn`

New: 2019-01-13

`\ior_str_map_variable:NNn` ⟨*stream*⟩ ⟨*variable*⟩ {⟨*code*⟩}

For each ⟨*line*⟩ in the ⟨*stream*⟩, stores the ⟨*line*⟩ in the ⟨*variable*⟩ then applies the ⟨*code*⟩. 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). The ⟨*code*⟩ will usually make use of the ⟨*variable*⟩, but this is not enforced. The assignments to the ⟨*variable*⟩ are local. Its value after the loop is the last ⟨*line*⟩, or its original value if the ⟨*stream*⟩ is empty. Note that TEX removes trailing space and tab characters (character codes 32 and 9) from every line upon input. TEX also ignores any trailing new-line marker from the file it reads. This function is typically faster than `\ior_str_map_inline:Nn`.

`\ior_map_break:`

New: 2012-06-29

`\ior_map_break:`

Used to terminate a `\ior_map_...` function before all lines from the ⟨*stream*⟩ have been processed. 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: }
      {
        % Do something useful
      }
  }
```

Use outside of a `\ior_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.

`\ior_map_break:n`

New: 2012-06-29

`\ior_map_break:n {⟨code⟩}`

Used to terminate a `\ior_map_...` function before all lines in the ⟨*stream*⟩ have been processed, inserting the ⟨*code*⟩ 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 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.

`\ior_if_eof_p:N` ⋆
`\ior_if_eof:NTF` ⋆

Updated: 2012-02-10

`\ior_if_eof_p:N ⟨stream⟩`
`\ior_if_eof:NTF ⟨stream⟩ {⟨true code⟩} {⟨false code⟩}`

Tests if the end of a file ⟨*stream*⟩ has been reached during a reading operation. The test also returns a `true` value if the ⟨*stream*⟩ is not open.

1.2 Writing to files

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

Updated: 2012-06-05

`\iow_now:Nn ⟨stream⟩ {⟨tokens⟩}`

This functions writes ⟨*tokens*⟩ to the specified ⟨*stream*⟩ immediately (*i.e.* the write operation is called on expansion of `\iow_now:Nn`).

`\iow_log:n`
`\iow_log:x`

`\iow_log:n {⟨tokens⟩}`

This function writes the given ⟨*tokens*⟩ to the log (transcript) file immediately: it is a dedicated version of `\iow_now:Nn`.

`\iow_term:n`
`\iow_term:x`

`\iow_term:n {⟨tokens⟩}`

This function writes the given ⟨*tokens*⟩ to the terminal file immediately: it is a dedicated version of `\iow_now:Nn`.

\iow_shipout:Nn
\iow_shipout:(Nx|cn|cx)

\iow_shipout:Nn ⟨*stream*⟩ {⟨*tokens*⟩}

This functions writes ⟨*tokens*⟩ to the specified ⟨*stream*⟩ when the current page is finalised (*i.e.* at shipout). The x-type variants expand the ⟨*tokens*⟩ at the point where the function is used but *not* when the resulting tokens are written to the ⟨*stream*⟩ (*cf.* \iow_shipout_x:Nn).

TEXhackers note: When using expl3 with a format other than LaTeX, new line characters inserted using \iow_newline: or using the line-wrapping code \iow_wrap:nnnN are not recognized in the argument of \iow_shipout:Nn. This may lead to the insertion of additional unwanted line-breaks.

\iow_shipout_x:Nn
\iow_shipout_x:(Nx|cn|cx)

Updated: 2012-09-08

\iow_shipout_x:Nn ⟨*stream*⟩ {⟨*tokens*⟩}

This functions writes ⟨*tokens*⟩ to the specified ⟨*stream*⟩ when the current page is finalised (*i.e.* at shipout). The ⟨*tokens*⟩ 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).

TEXhackers note: This is a wrapper around the TEX primitive \write. When using expl3 with a format other than LaTeX, new line characters inserted using \iow_newline: or using the line-wrapping code \iow_wrap:nnnN are not recognized in the argument of \iow_shipout:Nn. This may lead to the insertion of additional unwanted line-breaks.

\iow_char:N ⋆

\iow_char:N \⟨*char*⟩

Inserts ⟨*char*⟩ into the output stream. Useful when trying to write difficult characters such as %, {, }, *etc.* in messages, for example:

```
\iow_now:Nx \g_my_iow { \iow_char:N \{ text \iow_char:N \} }
```

The function has no effect if writing is taking place without expansion (*e.g.* in the second argument of \iow_now:Nn).

\iow_newline: ⋆

\iow_newline:

Function to add a new line within the ⟨*tokens*⟩ written to a file. The function has no effect if writing is taking place without expansion (*e.g.* in the second argument of \iow_now:Nn).

TEXhackers note: When using expl3 with a format other than LaTeX, the character inserted by \iow_newline: is not recognized by TEX, which may lead to the insertion of additional unwanted line-breaks. This issue only affects \iow_shipout:Nn, \iow_shipout_x:Nn and direct uses of primitive operations.

1.3 Wrapping lines in output

`\iow_wrap:nnnN`
`\iow_wrap:nxnN`

New: 2012-06-28
Updated: 2017-12-04

`\iow_wrap:nnnN {⟨text⟩} {⟨run-on text⟩} {⟨set up⟩} ⟨function⟩`

This function wraps the ⟨*text*⟩ to a fixed number of characters per line. At the start of each line which is wrapped, the ⟨*run-on text*⟩ is inserted. The line character count targeted is the value of `\l_iow_line_count_int` minus the number of characters in the ⟨*run-on text*⟩ 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 ⟨*text*⟩ and ⟨*run-on text*⟩ 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_allow_break:` may be used to allow a line-break without inserting a space (this is experimental),
- `\iow_indent:n` may be used to indent a part of the ⟨*text*⟩ (not the ⟨*run-on text*⟩).

Additional functions may be added to the wrapping by using the ⟨*set up*⟩, which is executed before the wrapping takes place: this may include overriding the substitutions listed.

Any expandable material in the ⟨*text*⟩ 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 ⟨*function*⟩, which is typically a wrapper around a write operation. The output of `\iow_wrap:nnnN` (*i.e.* the argument passed to the ⟨*function*⟩) 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 ⟨*text*⟩ 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 ⟨*text*⟩.

`\iow_indent:n`

New: 2011-09-21

`\iow_indent:n {⟨text⟩}`

In the first argument of `\iow_wrap:nnnN` (for instance in messages), indents ⟨*text*⟩ by four spaces. This function does not cause a line break, and only affects lines which start within the scope of the ⟨*text*⟩. In case the indented ⟨*text*⟩ 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.

1.4 Constant input–output streams, and variables

`\g_tmpa_ior`
`\g_tmpb_ior`

New: 2017-12-11

Scratch input stream for global use. These are never used by the kernel code, and so are safe for use with any LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

`\c_log_iow`
`\c_term_iow`

Constant output streams for writing to the log and to the terminal (plus the log), respectively.

`\g_tmpa_iow`
`\g_tmpb_iow`

New: 2017-12-11

Scratch output stream for global use. These are never used by the kernel code, and so are safe for use with any LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

1.5 Primitive conditionals

`\if_eof:w` ⋆

```
\if_eof:w ⟨stream⟩
  ⟨true code⟩
\else:
  ⟨false code⟩
\fi:
```

Tests if the ⟨*stream*⟩ returns "end of file", which is true for non-existent files. The `\else:` branch is optional.

TeXhackers note: This is the TeX primitive `\ifeof`.

2 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 ⟨*name*⟩ and ⟨*ext*⟩ parts together make up the file name, thus the ⟨*name*⟩ part may be thought of as the "job name" for the current file. Note that TeX does not provide information on the ⟨*ext*⟩ part for the main (top level) file and that this file always has an empty ⟨*dir*⟩ component. Also, the ⟨*name*⟩ 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.

TeXhackers note: When working as a package in LaTeX 2ε, expl3 will automatically append the current `\input@path` to the set of values from `\l_file_search_path_seq`.

`\file_if_exist:nTF`

Updated: 2012-02-10

`\file_if_exist:nTF {⟨file name⟩} {⟨true code⟩} {⟨false code⟩}`

Searches for ⟨*file name*⟩ using the current TeX search path and the additional paths controlled by `\l_file_search_path_seq`.

`\file_get:nnN`
`\file_get:nnNTF`

New: 2019-01-16
Updated: 2019-02-16

`\file_get:nnN {⟨filename⟩} {⟨setup⟩} ⟨tl⟩`
`\file_get:nnNTF {⟨filename⟩} {⟨setup⟩} ⟨tl⟩ {⟨true code⟩} {⟨false code⟩}`

Defines ⟨*tl*⟩ to the contents of ⟨*filename*⟩. Category codes may need to be set appropriately via the ⟨*setup*⟩ argument. The non-branching version sets the ⟨*tl*⟩ to `\q_no_value` if the file is not found. The branching version runs the ⟨*true code*⟩ after the assignment to ⟨*tl*⟩ if the file is found, and ⟨*false code*⟩ otherwise.

`\file_get_full_name:nN`
`\file_get_full_name:VN`
`\file_get_full_name:nNTF`
`\file_get_full_name:VNTF`

Updated: 2019-02-16

`\file_get_full_name:nN {⟨file name⟩} ⟨tl⟩`
`\file_get_full_name:nNTF {⟨file name⟩} ⟨tl⟩ {⟨true code⟩} {⟨false code⟩}`

Searches for ⟨*file name*⟩ in the path as detailed for `\file_if_exist:nTF`, and if found sets the ⟨*tl var*⟩ the fully-qualified name of the file, *i.e.* the path and file name. This includes an extension `.tex` when the given ⟨*file name*⟩ has no extension but the file found has that extension. In the non-branching version, the ⟨*tl var*⟩ will be set to `\q_no_value` in the case that the file does not exist.

`\file_full_name:n` ☆
`\file_full_name:V` ☆

New: 2019-09-03

`\file_full_name:n {⟨file name⟩}`

Searches for ⟨*file name*⟩ in the path as detailed for `\file_if_exist:nTF`, and if found leaves the fully-qualified name of the file, *i.e.* the path and file name, in the input stream. This includes an extension `.tex` when the given ⟨*file name*⟩ has no extension but the file found has that extension. If the file is not found on the path, the expansion is empty.

`\file_parse_full_name:nNNN`
`\file_parse_full_name:VNNN`

New: 2017-06-23
Updated: 2017-06-26

`\file_parse_full_name:nNNN {⟨full name⟩} ⟨dir⟩ ⟨name⟩ ⟨ext⟩`

Parses the ⟨*full name*⟩ and splits it into three parts, each of which is returned by setting the appropriate local string variable:

- The ⟨*dir*⟩: everything up to the last `/` (path separator) in the ⟨*file path*⟩. As with system `PATH` variables and related functions, the ⟨*dir*⟩ does *not* include the trailing `/` unless it points to the root directory. If there is no path (only a file name), ⟨*dir*⟩ is empty.
- The ⟨*name*⟩: everything after the last `/` up to the last `.`, where both of those characters are optional. The ⟨*name*⟩ may contain multiple `.` characters. It is empty if ⟨*full name*⟩ consists only of a directory name.
- The ⟨*ext*⟩: everything after the last `.` (including the dot). The ⟨*ext*⟩ is empty if there is no `.` after the last `/`.

This function does not expand the ⟨*full name*⟩ before turning it to a string. It assume that the ⟨*full name*⟩ either contains no quote (`"`) characters or is surrounded by a pair of quotes.

`\file_mdfive_hash:n` ☆

New: 2019-09-03

`\file_mdfive_hash:n {⟨file name⟩}`

Searches for ⟨*file name*⟩ using the current TeX search path and the additional paths controlled by `\l_file_search_path_seq`. It then expands to leave the MD5 sum generated from the contents of the file in the input stream. The file is read as bytes, which means that in contrast to most TeX 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. When the file is not found, the result of expansion is empty.

`\file_get_mdfive_hash:nN`
`\file_get_mdfive_hash:nNTF`

New: 2017-07-11
Updated: 2019-02-16

`\file_get_mdfive_hash:nN {⟨file name⟩} ⟨tl var⟩`

Sets the ⟨*tl var*⟩ to the result of applying `\file_mdfive_hash:n` to the ⟨*file*⟩. If the file is not found, the ⟨*tl var*⟩ will be set to `\q_no_value`.

`\file_size:n` ☆

New: 2019-09-03

`\file_size:n {⟨file name⟩}`

Searches for ⟨*file name*⟩ using the current TeX search path and the additional paths controlled by `\l_file_search_path_seq`. It then expands to leave the size of the file in bytes in the input stream. When the file is not found, the result of expansion is empty.

`\file_get_size:nN`
`\file_get_size:nNTF`

New: 2017-07-09
Updated: 2019-02-16

`\file_get_size:nN {⟨file name⟩} ⟨tl var⟩`

Sets the ⟨*tl var*⟩ to the result of applying `\file_size:n` to the ⟨*file*⟩. If the file is not found, the ⟨*tl var*⟩ will be set to `\q_no_value`. This is not available in older versions of XeTeX.

`\file_timestamp:n` ☆

New: 2019-09-03

`\file_timestamp:n {⟨file name⟩}`

Searches for ⟨*file name*⟩ using the current TeX search path and the additional paths controlled by `\l_file_search_path_seq`. It then expands to leave the modification timestamp of the file in the input stream. The timestamp is of the form `D:`⟨*year*⟩⟨*month*⟩⟨*day*⟩⟨*hour*⟩⟨*minute*⟩⟨*second*⟩⟨*offset*⟩, where the latter may be `Z` (UTC) or ⟨*plus-minus*⟩⟨*hours*⟩`'`⟨*minutes*⟩`'`. When the file is not found, the result of expansion is empty. This is not available in older versions of XeTeX.

`\file_get_timestamp:nN`
`\file_get_timestamp:nNTF`

New: 2017-07-09
Updated: 2019-02-16

`\file_get_timestamp:nN {⟨file name⟩} ⟨tl var⟩`

Sets the ⟨*tl var*⟩ to the result of applying `\file_timestamp:n` to the ⟨*file*⟩. If the file is not found, the ⟨*tl var*⟩ will be set to `\q_no_value`. This is not available in older versions of XeTeX.

`\file_compare_timestamp_p:nNn` ⋆
`\file_compare_timestamp:nNnTF` ⋆

New: 2019-05-13
Updated: 2019-09-20

`\file_compare_timestamp:nNn {⟨file-1⟩} ⟨comparator⟩ {⟨file-2⟩} {⟨true code⟩} {⟨false code⟩}`

Compares the file stamps on the two ⟨*files*⟩ as indicated by the ⟨*comparator*⟩, and inserts either the ⟨*true code*⟩ or ⟨*false case*⟩ as required. A file which is not found is treated as older than any file which is found. This allows for example the construct

```
\file_compare_timestamp:nNnT { source-file } > { derived-file }
  {
    % Code to regenerate derived file
  }
```

to work when the derived file is entirely absent. The timestamp of two absent files is regarded as different. This is not available in older versions of XeTeX.

`\file_input:n`

Updated: 2017-06-26

`\file_input:n {⟨file name⟩}`

Searches for ⟨*file name*⟩ in the path as detailed for `\file_if_exist:nTF`, and if found reads in the file as additional LaTeX 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_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!

\file_show_list:
\file_log_list:

\file_show_list:
\file_log_list:

These functions list all files loaded by LaTeX 2_ε 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.

Part XX

The l3skip package Dimensions and skips

LaTeX3 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

`\dim_new:N`
`\dim_new:c`

`\dim_new:N` ⟨*dimension*⟩

Creates a new ⟨*dimension*⟩ or raises an error if the name is already taken. The declaration is global. The ⟨*dimension*⟩ is initially equal to 0 pt.

`\dim_const:Nn`
`\dim_const:cn`

New: 2012-03-05

`\dim_const:Nn` ⟨*dimension*⟩ {⟨*dimension expression*⟩}

Creates a new constant ⟨*dimension*⟩ or raises an error if the name is already taken. The value of the ⟨*dimension*⟩ is set globally to the ⟨*dimension expression*⟩.

`\dim_zero:N`
`\dim_zero:c`
`\dim_gzero:N`
`\dim_gzero:c`

`\dim_zero:N` ⟨*dimension*⟩

Sets ⟨*dimension*⟩ to 0 pt.

`\dim_zero_new:N`
`\dim_zero_new:c`
`\dim_gzero_new:N`
`\dim_gzero_new:c`

New: 2012-01-07

`\dim_zero_new:N` ⟨*dimension*⟩

Ensures that the ⟨*dimension*⟩ exists globally by applying `\dim_new:N` if necessary, then applies `\dim_(g)zero:N` to leave the ⟨*dimension*⟩ set to zero.

`\dim_if_exist_p:N` ⋆
`\dim_if_exist_p:c` ⋆
`\dim_if_exist:NTF` ⋆
`\dim_if_exist:cTF` ⋆

New: 2012-03-03

`\dim_if_exist_p:N` ⟨*dimension*⟩
`\dim_if_exist:NTF` ⟨*dimension*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests whether the ⟨*dimension*⟩ is currently defined. This does not check that the ⟨*dimension*⟩ really is a dimension variable.

2 Setting dim variables

\dim_add:Nn
\dim_add:cn
\dim_gadd:Nn
\dim_gadd:cn

Updated: 2011-10-22

\dim_add:Nn ⟨*dimension*⟩ {⟨*dimension expression*⟩}

Adds the result of the ⟨*dimension expression*⟩ to the current content of the ⟨*dimension*⟩.

\dim_set:Nn
\dim_set:cn
\dim_gset:Nn
\dim_gset:cn

Updated: 2011-10-22

\dim_set:Nn ⟨*dimension*⟩ {⟨*dimension expression*⟩}

Sets ⟨*dimension*⟩ to the value of ⟨*dimension expression*⟩, which must evaluate to a length with units.

\dim_set_eq:NN
\dim_set_eq:(cN|Nc|cc)
\dim_gset_eq:NN
\dim_gset_eq:(cN|Nc|cc)

\dim_set_eq:NN ⟨*dimension*$_1$⟩ ⟨*dimension*$_2$⟩

Sets the content of ⟨*dimension*$_1$⟩ equal to that of ⟨*dimension*$_2$⟩.

\dim_sub:Nn
\dim_sub:cn
\dim_gsub:Nn
\dim_gsub:cn

Updated: 2011-10-22

\dim_sub:Nn ⟨*dimension*⟩ {⟨*dimension expression*⟩}

Subtracts the result of the ⟨*dimension expression*⟩ from the current content of the ⟨*dimension*⟩.

3 Utilities for dimension calculations

\dim_abs:n ⋆

Updated: 2012-09-26

\dim_abs:n {⟨*dimexpr*⟩}

Converts the ⟨*dimexpr*⟩ to its absolute value, leaving the result in the input stream as a ⟨*dimension denotation*⟩.

\dim_max:nn ⋆
\dim_min:nn ⋆

New: 2012-09-09
Updated: 2012-09-26

\dim_max:nn {⟨*dimexpr*$_1$⟩} {⟨*dimexpr*$_2$⟩}
\dim_min:nn {⟨*dimexpr*$_1$⟩} {⟨*dimexpr*$_2$⟩}

Evaluates the two ⟨*dimension expressions*⟩ and leaves either the maximum or minimum value in the input stream as appropriate, as a ⟨*dimension denotation*⟩.

`\dim_ratio:nn` ☆

Updated: 2011-10-22

`\dim_ratio:nn` {⟨*dimexpr*$_1$⟩} {⟨*dimexpr*$_2$⟩}

Parses the two ⟨*dimension expressions*⟩ and converts the ratio of the two to a form suitable for use inside a ⟨*dimension expression*⟩. 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 ratio 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` {⟨*dimexpr*$_1$⟩} ⟨*relation*⟩ {⟨*dimexpr*$_2$⟩}
`\dim_compare:nNnTF`
  {⟨*dimexpr*$_1$⟩} ⟨*relation*⟩ {⟨*dimexpr*$_2$⟩}
  {⟨*true code*⟩} {⟨*false code*⟩}

This function first evaluates each of the ⟨*dimension expressions*⟩ as described for `\dim_eval:n`. The two results are then compared using the ⟨*relation*⟩:

Equal	`=`
Greater than	`>`
Less than	`<`

This function is less flexible than `\dim_compare:nTF` but around 5 times faster.

\dim_compare_p:n ⋆
\dim_compare:nTF ⋆

Updated: 2013-01-13

```
\dim_compare_p:n
  {
    ⟨dimexpr_1⟩ ⟨relation_1⟩
    ...
    ⟨dimexpr_N⟩ ⟨relation_N⟩
    ⟨dimexpr_N+1⟩
  }
\dim_compare:nTF
  {
    ⟨dimexpr_1⟩ ⟨relation_1⟩
    ...
    ⟨dimexpr_N⟩ ⟨relation_N⟩
    ⟨dimexpr_N+1⟩
  }
  {⟨true code⟩} {⟨false code⟩}
```

This function evaluates the ⟨*dimension expressions*⟩ as described for `\dim_eval:n` and compares consecutive result using the corresponding ⟨*relation*⟩, namely it compares ⟨*dimexpr*$_1$⟩ and ⟨*dimexpr*$_2$⟩ using the ⟨*relation*$_1$⟩, then ⟨*dimexpr*$_2$⟩ and ⟨*dimexpr*$_3$⟩ using the ⟨*relation*$_2$⟩, until finally comparing ⟨*dimexpr*$_N$⟩ and ⟨*dimexpr*$_{N+1}$⟩ using the ⟨*relation*$_N$⟩. 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	`!=`

This function is more flexible than `\dim_compare:nNnTF` but around 5 times slower.

\dim_case:nn ⋆
\dim_case:nnTF ⋆

New: 2013-07-24

```
\dim_case:nnTF {⟨test dimension expression⟩}
  {
    {⟨dimexpr case1⟩} {⟨code case1⟩}
    {⟨dimexpr case2⟩} {⟨code case2⟩}
    ...
    {⟨dimexpr casen⟩} {⟨code casen⟩}
  }
  {⟨true code⟩}
  {⟨false code⟩}
```

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

\dim_do_until:nNnn ☆

```
\dim_do_until:nNnn {⟨dimexpr1⟩} ⟨relation⟩ {⟨dimexpr2⟩} {⟨code⟩}
```

Places the ⟨*code*⟩ in the input stream for TeX 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`.

\dim_do_while:nNnn ☆

```
\dim_do_while:nNnn {⟨dimexpr1⟩} ⟨relation⟩ {⟨dimexpr2⟩} {⟨code⟩}
```

Places the ⟨*code*⟩ in the input stream for TeX 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`.

\dim_until_do:nNnn ☆

```
\dim_until_do:nNnn {⟨dimexpr1⟩} ⟨relation⟩ {⟨dimexpr2⟩} {⟨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 TeX the test is repeated, and a loop occurs until the test is `true`.

`\dim_while_do:nNnn` ☆

`\dim_while_do:nNnn {⟨dimexpr₁⟩} ⟨relation⟩ {⟨dimexpr₂⟩} {⟨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 `true`. After the ⟨*code*⟩ has been processed by TeX the test is repeated, and a loop occurs until the test is `false`.

`\dim_do_until:nn` ☆

Updated: 2013-01-13

`\dim_do_until:nn {⟨dimension relation⟩} {⟨code⟩}`

Places the ⟨*code*⟩ in the input stream for TeX to process, and then evaluates the ⟨*dimension relation*⟩ as described for `\dim_compare:nTF`. If the test is `false` then the ⟨*code*⟩ is inserted into the input stream again and a loop occurs until the ⟨*relation*⟩ is `true`.

`\dim_do_while:nn` ☆

Updated: 2013-01-13

`\dim_do_while:nn {⟨dimension relation⟩} {⟨code⟩}`

Places the ⟨*code*⟩ in the input stream for TeX to process, and then evaluates the ⟨*dimension relation*⟩ as described for `\dim_compare:nTF`. If the test is `true` then the ⟨*code*⟩ is inserted into the input stream again and a loop occurs until the ⟨*relation*⟩ is `false`.

`\dim_until_do:nn` ☆

Updated: 2013-01-13

`\dim_until_do:nn {⟨dimension relation⟩} {⟨code⟩}`

Evaluates the ⟨*dimension relation*⟩ as described for `\dim_compare:nTF`, and then places the ⟨*code*⟩ in the input stream if the ⟨*relation*⟩ is `false`. After the ⟨*code*⟩ has been processed by TeX the test is repeated, and a loop occurs until the test is `true`.

`\dim_while_do:nn` ☆

Updated: 2013-01-13

`\dim_while_do:nn {⟨dimension relation⟩} {⟨code⟩}`

Evaluates the ⟨*dimension relation*⟩ as described for `\dim_compare:nTF`, and then places the ⟨*code*⟩ in the input stream if the ⟨*relation*⟩ is `true`. After the ⟨*code*⟩ has been processed by TeX the test is repeated, and a loop occurs until the test is `false`.

6 Dimension step functions

`\dim_step_function:nnnN` ☆

New: 2018-02-18

`\dim_step_function:nnnN {⟨initial value⟩} {⟨step⟩} {⟨final value⟩} ⟨function⟩`

This function first evaluates the ⟨*initial value*⟩, ⟨*step*⟩ and ⟨*final value*⟩, all of which should be dimension expressions. The ⟨*function*⟩ is then placed in front of each ⟨*value*⟩ from the ⟨*initial value*⟩ to the ⟨*final value*⟩ in turn (using ⟨*step*⟩ between each ⟨*value*⟩). The ⟨*step*⟩ must be non-zero. If the ⟨*step*⟩ is positive, the loop stops when the ⟨*value*⟩ becomes larger than the ⟨*final value*⟩. If the ⟨*step*⟩ is negative, the loop stops when the ⟨*value*⟩ becomes smaller than the ⟨*final value*⟩. The ⟨*function*⟩ should absorb one argument.

`\dim_step_inline:nnnn`

New: 2018-02-18

`\dim_step_inline:nnnn {⟨initial value⟩} {⟨step⟩} {⟨final value⟩} {⟨code⟩}`

This function first evaluates the ⟨*initial value*⟩, ⟨*step*⟩ and ⟨*final value*⟩, all of which should be dimension expressions. Then for each ⟨*value*⟩ from the ⟨*initial value*⟩ to the ⟨*final value*⟩ in turn (using ⟨*step*⟩ between each ⟨*value*⟩), the ⟨*code*⟩ is inserted into the input stream with `#1` replaced by the current ⟨*value*⟩. Thus the ⟨*code*⟩ should define a function of one argument (`#1`).

\dim_step_variable:nnnNn

New: 2018-02-18

\dim_step_variable:nnnNn
{⟨*initial value*⟩} {⟨*step*⟩} {⟨*final value*⟩} ⟨*tl var*⟩ {⟨*code*⟩}

This function first evaluates the ⟨*initial value*⟩, ⟨*step*⟩ and ⟨*final value*⟩, all of which should be dimension expressions. Then for each ⟨*value*⟩ from the ⟨*initial value*⟩ to the ⟨*final value*⟩ in turn (using ⟨*step*⟩ between each ⟨*value*⟩), the ⟨*code*⟩ is inserted into the input stream, with the ⟨*tl var*⟩ defined as the current ⟨*value*⟩. Thus the ⟨*code*⟩ should make use of the ⟨*tl var*⟩.

7 Using dim expressions and variables

\dim_eval:n ⋆

Updated: 2011-10-22

\dim_eval:n {⟨*dimension expression*⟩}

Evaluates the ⟨*dimension expression*⟩, expanding any dimensions and token list variables within the ⟨*expression*⟩ to their content (without requiring `\dim_use:N`/`\tl_use:N`) and applying the standard mathematical rules. The result of the calculation is left in the input stream as a ⟨*dimension denotation*⟩ after two expansions. This is expressed in points (`pt`), and requires suitable termination if used in a TEX-style assignment as it is *not* an ⟨*internal dimension*⟩.

\dim_sign:n ⋆

New: 2018-11-03

\dim_sign:n {⟨*dimexpr*⟩}

Evaluates the ⟨*dimexpr*⟩ then leaves 1 or 0 or −1 in the input stream according to the sign of the result.

\dim_use:N ⋆
\dim_use:c ⋆

\dim_use:N ⟨*dimension*⟩

Recovers the content of a ⟨*dimension*⟩ 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 `\dim_eval:n`).

TEXhackers note: `\dim_use:N` is the TEX primitive `\the`: this is one of several LATEX3 names for this primitive.

\dim_to_decimal:n ⋆

New: 2014-07-15

\dim_to_decimal:n {⟨*dimexpr*⟩}

Evaluates the ⟨*dimension expression*⟩, 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.

\dim_to_decimal_in_bp:n ⋆

New: 2014-07-15

\dim_to_decimal_in_bp:n {⟨*dimexpr*⟩}

Evaluates the ⟨*dimension expression*⟩, 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.

\dim_to_decimal_in_sp:n ⋆

New: 2015-05-18

\dim_to_decimal_in_sp:n {⟨*dimexpr*⟩}

Evaluates the ⟨*dimension expression*⟩, and leaves the result, expressed in scaled points (sp) in the input stream, with *no units*. The result is necessarily an integer.

\dim_to_decimal_in_unit:nn ⋆

New: 2014-07-15

\dim_to_decimal_in_unit:nn {⟨*dimexpr*$_1$⟩} {⟨*dimexpr*$_2$⟩}

Evaluates the ⟨*dimension expressions*⟩, and leaves the value of ⟨*dimexpr*$_1$⟩, expressed in a unit given by ⟨*dimexpr*$_2$⟩, 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 ε-TEX primitives, which is required internally by \dim_to_decimal_in_unit:nn.

\dim_to_fp:n ⋆

New: 2012-05-08

\dim_to_fp:n {⟨*dimexpr*⟩}

Expands to an internal floating point number equal to the value of the ⟨*dimexpr*⟩ in pt. Since dimension expressions are evaluated much faster than their floating point equivalent, \dim_to_fp:n can be used to speed up parts of a computation where a low precision and a smaller range are acceptable.

8 Viewing dim variables

\dim_show:N
\dim_show:c

\dim_show:N ⟨*dimension*⟩

Displays the value of the ⟨*dimension*⟩ on the terminal.

\dim_show:n

New: 2011-11-22
Updated: 2015-08-07

\dim_show:n {⟨*dimension expression*⟩}

Displays the result of evaluating the ⟨*dimension expression*⟩ on the terminal.

\dim_log:N
\dim_log:c

New: 2014-08-22
Updated: 2015-08-03

\dim_log:N ⟨*dimension*⟩

Writes the value of the ⟨*dimension*⟩ in the log file.

\dim_log:n

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

\dim_log:n {⟨*dimension expression*⟩}

Writes the result of evaluating the ⟨*dimension expression*⟩ in the log file.

9 Constant dimensions

\c_max_dim

The maximum value that can be stored as a dimension. This can also be used as a component of a skip.

\c_zero_dim

A zero length as a dimension. This can also be used as a component of a skip.

10 Scratch dimensions

\l_tmpa_dim
\l_tmpb_dim

Scratch dimension for local assignment. These are never used by the kernel code, and so are safe for use with any LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\g_tmpa_dim
\g_tmpb_dim

Scratch dimension for global assignment. These are never used by the kernel code, and so are safe for use with any LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

11 Creating and initialising skip variables

\skip_new:N
\skip_new:c

\skip_new:N ⟨*skip*⟩

Creates a new ⟨*skip*⟩ or raises an error if the name is already taken. The declaration is global. The ⟨*skip*⟩ is initially equal to 0 pt.

\skip_const:Nn
\skip_const:cn

New: 2012-03-05

\skip_const:Nn ⟨skip⟩ {⟨skip expression⟩}

Creates a new constant ⟨*skip*⟩ or raises an error if the name is already taken. The value of the ⟨*skip*⟩ is set globally to the ⟨*skip expression*⟩.

\skip_zero:N
\skip_zero:c
\skip_gzero:N
\skip_gzero:c

\skip_zero:N ⟨skip⟩

Sets ⟨*skip*⟩ to 0 pt.

\skip_zero_new:N
\skip_zero_new:c
\skip_gzero_new:N
\skip_gzero_new:c

New: 2012-01-07

\skip_zero_new:N ⟨skip⟩

Ensures that the ⟨*skip*⟩ exists globally by applying `\skip_new:N` if necessary, then applies `\skip_(g)zero:N` to leave the ⟨*skip*⟩ set to zero.

\skip_if_exist_p:N ⋆
\skip_if_exist_p:c ⋆
\skip_if_exist:NTF ⋆
\skip_if_exist:cTF ⋆

New: 2012-03-03

\skip_if_exist_p:N ⟨skip⟩
\skip_if_exist:NTF ⟨skip⟩ {⟨true code⟩} {⟨false code⟩}

Tests whether the ⟨*skip*⟩ is currently defined. This does not check that the ⟨*skip*⟩ really is a skip variable.

12 Setting skip variables

\skip_add:Nn
\skip_add:cn
\skip_gadd:Nn
\skip_gadd:cn

Updated: 2011-10-22

\skip_add:Nn ⟨skip⟩ {⟨skip expression⟩}

Adds the result of the ⟨*skip expression*⟩ to the current content of the ⟨*skip*⟩.

\skip_set:Nn
\skip_set:cn
\skip_gset:Nn
\skip_gset:cn

Updated: 2011-10-22

\skip_set:Nn ⟨skip⟩ {⟨skip expression⟩}

Sets ⟨*skip*⟩ to the value of ⟨*skip expression*⟩, which must evaluate to a length with units and may include a rubber component (for example `1 cm plus 0.5 cm`.

\skip_set_eq:NN
\skip_set_eq:(cN|Nc|cc)
\skip_gset_eq:NN
\skip_gset_eq:(cN|Nc|cc)

\skip_set_eq:NN ⟨skip$_1$⟩ ⟨skip$_2$⟩

Sets the content of ⟨*skip*$_1$⟩ equal to that of ⟨*skip*$_2$⟩.

\skip_sub:Nn
\skip_sub:cn
\skip_gsub:Nn
\skip_gsub:cn

Updated: 2011-10-22

\skip_sub:Nn ⟨skip⟩ {⟨skip expression⟩}

Subtracts the result of the ⟨*skip expression*⟩ from the current content of the ⟨*skip*⟩.

13 Skip expression conditionals

\skip_if_eq_p:nn ⋆
\skip_if_eq:nnTF ⋆

\skip_if_eq_p:nn {⟨*skipexpr*$_1$⟩} {⟨*skipexpr*$_2$⟩}
\skip_if_eq:nnTF
  {⟨*skipexpr*$_1$⟩} {⟨*skipexpr*$_2$⟩}
  {⟨*true code*⟩} {⟨*false 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.

\skip_if_finite_p:n ⋆
\skip_if_finite:nTF ⋆

New: 2012-03-05

\skip_if_finite_p:n {⟨*skipexpr*⟩}
\skip_if_finite:nTF {⟨*skipexpr*⟩} {⟨*true code*⟩} {⟨*false code*⟩}

Evaluates the ⟨*skip expression*⟩ as described for `\skip_eval:n`, and then tests if all of its components are finite.

14 Using skip expressions and variables

\skip_eval:n ⋆

Updated: 2011-10-22

\skip_eval:n {⟨*skip expression*⟩}

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 TeX-style assignment as it is *not* an ⟨*internal glue*⟩.

\skip_use:N ⋆
\skip_use:c ⋆

\skip_use:N ⟨*skip*⟩

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*⟩ or ⟨*skip*⟩ is required (such as in the argument of `\skip_eval:n`).

TeXhackers note: `\skip_use:N` is the TeX primitive `\the`: this is one of several LaTeX3 names for this primitive.

15 Viewing skip variables

\skip_show:N
\skip_show:c

Updated: 2015-08-03

\skip_show:N ⟨*skip*⟩

Displays the value of the ⟨*skip*⟩ on the terminal.

\skip_show:n

New: 2011-11-22
Updated: 2015-08-07

\skip_show:n {⟨*skip expression*⟩}

Displays the result of evaluating the ⟨*skip expression*⟩ on the terminal.

\skip_log:N
\skip_log:c

New: 2014-08-22
Updated: 2015-08-03

\skip_log:N ⟨*skip*⟩

Writes the value of the ⟨*skip*⟩ in the log file.

\skip_log:n

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

\skip_log:n {⟨*skip expression*⟩}

Writes the result of evaluating the ⟨*skip expression*⟩ in the log file.

16 Constant skips

\c_max_skip

Updated: 2012-11-02

The maximum value that can be stored as a skip (equal to \c_max_dim in length), with no stretch nor shrink component.

\c_zero_skip

Updated: 2012-11-01

A zero length as a skip, with no stretch nor shrink component.

17 Scratch skips

\l_tmpa_skip
\l_tmpb_skip

Scratch skip for local assignment. These are never used by the kernel code, and so are safe for use with any LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\g_tmpa_skip
\g_tmpb_skip

Scratch skip for global assignment. These are never used by the kernel code, and so are safe for use with any LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

18 Inserting skips into the output

\skip_horizontal:N
\skip_horizontal:c
\skip_horizontal:n

Updated: 2011-10-22

\skip_horizontal:N ⟨*skip*⟩
\skip_horizontal:n {⟨*skipexpr*⟩}

Inserts a horizontal ⟨*skip*⟩ into the current list. The argument can also be a ⟨*dim*⟩.

TeXhackers note: \skip_horizontal:N is the TeX 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 ⟨*skip*⟩ into the current list. The argument can also be a ⟨*dim*⟩.

TeXhackers note: \skip_vertical:N is the TeX primitive \vskip renamed.

19 Creating and initialising muskip variables

\muskip_new:N
\muskip_new:c

\muskip_new:N ⟨*muskip*⟩

Creates a new ⟨*muskip*⟩ or raises an error if the name is already taken. The declaration is global. The ⟨*muskip*⟩ 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 ⟨*muskip*⟩ or raises an error if the name is already taken. The value of the ⟨*muskip*⟩ is set globally to the ⟨*muskip expression*⟩.

\muskip_zero:N
\muskip_zero:c
\muskip_gzero:N
\muskip_gzero:c

\skip_zero:N ⟨*muskip*⟩

Sets ⟨*muskip*⟩ 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 ⟨*muskip*⟩ exists globally by applying \muskip_new:N if necessary, then applies \muskip_(g)zero:N to leave the ⟨*muskip*⟩ 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 ⟨*muskip*⟩ is currently defined. This does not check that the ⟨*muskip*⟩ really is a muskip variable.

20 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 ⟨*muskip expression*⟩ to the current content of the ⟨*muskip*⟩.

`\muskip_set:Nn`
`\muskip_set:cn`
`\muskip_gset:Nn`
`\muskip_gset:cn`

Updated: 2011-10-22

`\muskip_set:Nn` ⟨*muskip*⟩ {⟨*muskip expression*⟩}

Sets ⟨*muskip*⟩ to the value of ⟨*muskip expression*⟩, which must evaluate to a math length with units and may include a rubber component (for example `1 mu plus 0.5 mu`.

`\muskip_set_eq:NN`
`\muskip_set_eq:(cN|Nc|cc)`
`\muskip_gset_eq:NN`
`\muskip_gset_eq:(cN|Nc|cc)`

`\muskip_set_eq:NN` ⟨*muskip*$_1$⟩ ⟨*muskip*$_2$⟩

Sets the content of ⟨*muskip*$_1$⟩ equal to that of ⟨*muskip*$_2$⟩.

`\muskip_sub:Nn`
`\muskip_sub:cn`
`\muskip_gsub:Nn`
`\muskip_gsub:cn`

Updated: 2011-10-22

`\muskip_sub:Nn` ⟨*muskip*⟩ {⟨*muskip expression*⟩}

Subtracts the result of the ⟨*muskip expression*⟩ from the current content of the ⟨*muskip*⟩.

21 Using `muskip` expressions and variables

`\muskip_eval:n` ⋆

Updated: 2011-10-22

`\muskip_eval:n` {⟨*muskip expression*⟩}

Evaluates the ⟨*muskip expression*⟩, expanding any skips and token list variables within the ⟨*expression*⟩ to their content (without requiring `\muskip_use:N`/`\tl_use:N`) and applying the standard mathematical rules. The result of the calculation is left in the input stream as a ⟨*muglue denotation*⟩ after two expansions. This is expressed in `mu`, and requires suitable termination if used in a TeX-style assignment as it is *not* an ⟨*internal muglue*⟩.

`\muskip_use:N` ⋆
`\muskip_use:c` ⋆

`\muskip_use:N` ⟨*muskip*⟩

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 `\muskip_eval:n`).

TeXhackers note: `\muskip_use:N` is the TeX primitive `\the`: this is one of several LaTeX3 names for this primitive.

22 Viewing `muskip` variables

`\muskip_show:N`
`\muskip_show:c`

Updated: 2015-08-03

`\muskip_show:N` ⟨*muskip*⟩

Displays the value of the ⟨*muskip*⟩ on the terminal.

`\muskip_show:n`

New: 2011-11-22
Updated: 2015-08-07

`\muskip_show:n {⟨muskip expression⟩}`

Displays the result of evaluating the ⟨*muskip expression*⟩ on the terminal.

`\muskip_log:N`
`\muskip_log:c`

New: 2014-08-22
Updated: 2015-08-03

`\muskip_log:N ⟨muskip⟩`

Writes the value of the ⟨*muskip*⟩ in the log file.

`\muskip_log:n`

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

`\muskip_log:n {⟨muskip expression⟩}`

Writes the result of evaluating the ⟨*muskip expression*⟩ in the log file.

23 Constant muskips

`\c_max_muskip`

The maximum value that can be stored as a muskip, with no stretch nor shrink component.

`\c_zero_muskip`

A zero length as a muskip, with no stretch nor shrink component.

24 Scratch muskips

`\l_tmpa_muskip`
`\l_tmpb_muskip`

Scratch muskip for local assignment. These are never used by the kernel code, and so are safe for use with any LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

`\g_tmpa_muskip`
`\g_tmpb_muskip`

Scratch muskip for global assignment. These are never used by the kernel code, and so are safe for use with any LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

25 Primitive conditional

`\if_dim:w`

```
\if_dim:w ⟨dimen1⟩ ⟨relation⟩ ⟨dimen2⟩
  ⟨true code⟩
\else:
  ⟨false⟩
\fi:
```

Compare two dimensions. The ⟨*relation*⟩ is one of `<`, `=` or `>` with category code 12.

> **TeXhackers note:** This is the TeX primitive `\ifdim`.

Part XXI

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: 2017-11-14

`\keys_define:nn {⟨module⟩} {⟨keyval list⟩}`

Parses the ⟨*keyval list*⟩ and defines the keys listed there for ⟨*module*⟩. The ⟨*module*⟩ name is treated as a string. 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 TeX scope.

`.bool_set:N`
`.bool_set:c`
`.bool_gset:N`
`.bool_gset:c`

Updated: 2013-07-08

⟨*key*⟩ `.bool_set:N` = ⟨*boolean*⟩

Defines ⟨*key*⟩ to set ⟨*boolean*⟩ to ⟨*value*⟩ (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

⟨*key*⟩ `.bool_set_inverse:N` = ⟨*boolean*⟩

Defines ⟨*key*⟩ to set ⟨*boolean*⟩ to the logical inverse of ⟨*value*⟩ (which must be either `true` or `false`). If the ⟨*boolean*⟩ does not exist, it will be created globally at the point that the key is set up.

`.choice:`

⟨*key*⟩ `.choice:`

Sets ⟨*key*⟩ to act as a choice key. Each valid choice for ⟨*key*⟩ must then be created, as discussed in section 3.

`.choices:nn`
`.choices:(Vn|on|xn)`

New: 2011-08-21
Updated: 2013-07-10

⟨*key*⟩ `.choices:nn` = {⟨*choices*⟩} {⟨*code*⟩}

Sets ⟨*key*⟩ to act as a choice key, and defines a series ⟨*choices*⟩ which are implemented using the ⟨*code*⟩. Inside ⟨*code*⟩, `\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 ⟨*choices*⟩ (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

⟨*key*⟩ `.clist_set:N` = ⟨*comma list variable*⟩

Defines ⟨*key*⟩ to set ⟨*comma list variable*⟩ to ⟨*value*⟩. 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

⟨*key*⟩ `.code:n` = {⟨*code*⟩}

Stores the ⟨*code*⟩ for execution when ⟨*key*⟩ is used. The ⟨*code*⟩ can include one parameter (`#1`), which will be the ⟨*value*⟩ given for the ⟨*key*⟩.

.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:nn { foo } { test .code:n = \tl_show:n {#1} }
\keys_define:nn { } { bar .inherit:n = foo }
```

setting

```
\keys_set:nn { bar } { test = a }
```

will be equivalent to

```
\keys_set:nn { foo } { test = a }
```

.initial:n
.initial:(V|o|x)

Updated: 2013-07-09

⟨*key*⟩ `.initial:n = {`⟨*value*⟩`}`

Initialises the ⟨*key*⟩ with the ⟨*value*⟩, equivalent to

\keys_set:nn {⟨*module*⟩} { ⟨*key*⟩ = ⟨*value*⟩ }

.int_set:N
.int_set:c
.int_gset:N
.int_gset:c

⟨*key*⟩ `.int_set:N =` ⟨*integer*⟩

Defines ⟨*key*⟩ to set ⟨*integer*⟩ to ⟨*value*⟩ (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.

.meta:n

Updated: 2013-07-10

⟨*key*⟩ `.meta:n = {`⟨*keyval list*⟩`}`

Makes ⟨*key*⟩ a meta-key, which will set ⟨*keyval list*⟩ in one go. The ⟨*keyval list*⟩ can refer as `#1` to the value given at the time the ⟨*key*⟩ is used (or, if no value is given, the ⟨*key*⟩'s default value).

.meta:nn

New: 2013-07-10

⟨*key*⟩ `.meta:nn = {`⟨*path*⟩`} {`⟨*keyval list*⟩`}`

Makes ⟨*key*⟩ a meta-key, which will set ⟨*keyval list*⟩ in one go using the ⟨*path*⟩ in place of the current one. The ⟨*keyval list*⟩ can refer as `#1` to the value given at the time the ⟨*key*⟩ is used (or, if no value is given, the ⟨*key*⟩'s default value).

.multichoice:

New: 2011-08-21

⟨*key*⟩ `.multichoice:`

Sets ⟨*key*⟩ to act as a multiple choice key. Each valid choice for ⟨*key*⟩ must then be created, as discussed in section 3.

.multichoices:nn
.multichoices:(Vn|on|xn)

New: 2011-08-21
Updated: 2013-07-10

⟨*key*⟩ `.multichoices:nn {`⟨*choices*⟩`} {`⟨*code*⟩`}`

Sets ⟨*key*⟩ to act as a multiple choice key, and defines a series ⟨*choices*⟩ which are implemented using the ⟨*code*⟩. Inside ⟨*code*⟩, `\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 ⟨*choices*⟩ (indexed from 1). Choices are discussed in detail in section 3.

.muskip_set:N
.muskip_set:c
.muskip_gset:N
.muskip_gset:c

New: 2019-05-05

⟨*key*⟩ `.muskip_set:N =` ⟨*muskip*⟩

Defines ⟨*key*⟩ to set ⟨*muskip*⟩ to ⟨*value*⟩ (which must be a muskip expression). If the variable does not exist, it is created globally at the point that the key is set up.

.prop_put:N
.prop_put:c
.prop_gput:N
.prop_gput:c

New: 2019-01-31

⟨*key*⟩ `.prop_put:N =` ⟨*property list*⟩

Defines ⟨*key*⟩ to put the ⟨*value*⟩ onto the ⟨*property list*⟩ stored under the ⟨*key*⟩. If the variable does not exist, it is created globally at the point that the key is set up.

.skip_set:N
.skip_set:c
.skip_gset:N
.skip_gset:c

⟨*key*⟩ `.skip_set:N =` ⟨*skip*⟩

Defines ⟨*key*⟩ to set ⟨*skip*⟩ to ⟨*value*⟩ (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.

.tl_set:N
.tl_set:c
.tl_gset:N
.tl_gset:c

⟨*key*⟩ `.tl_set:N` = ⟨*token list variable*⟩

Defines ⟨*key*⟩ to set ⟨*token list variable*⟩ to ⟨*value*⟩. If the variable does not exist, it is created globally at the point that the key is set up.

.tl_set_x:N
.tl_set_x:c
.tl_gset_x:N
.tl_gset_x:c

⟨*key*⟩ `.tl_set_x:N` = ⟨*token list variable*⟩

Defines ⟨*key*⟩ to set ⟨*token list variable*⟩ to ⟨*value*⟩, which will be subjected to an `x`-type expansion (*i.e.* using `\tl_set:Nx`). If the variable does not exist, it is created globally at the point that the key is set up.

.undefine:

New: 2015-07-14

⟨*key*⟩ `.undefine:`

Removes the definition of the ⟨*key*⟩ within the current scope.

.value_forbidden:n

New: 2015-07-14

⟨*key*⟩ `.value_forbidden:n = true|false`

Specifies that ⟨*key*⟩ cannot receive a ⟨*value*⟩ when used. If a ⟨*value*⟩ is given then an error will be issued. Setting the property `false` cancels the restriction.

.value_required:n

New: 2015-07-14

⟨*key*⟩ `.value_required:n = true|false`

Specifies that ⟨*key*⟩ must receive a ⟨*value*⟩ when used. If a ⟨*value*⟩ is not given then an error will be issued. Setting the property `false` 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 { mymodule / 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 `mymodule/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: 2017-11-14

`\keys_set:nn {⟨module⟩} {⟨keyval list⟩}`

Parses the ⟨*keyval list*⟩, and sets those keys which are defined for ⟨*module*⟩. 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:nn
\keys_set_known:(nV|nv|no)
\keys_set_known:nnN
\keys_set_known:(nVN|nvN|noN)
\keys_set_known:nnnN
\keys_set_known:(nVnN|nvnN|nonN)

New: 2011-08-23
Updated: 2019-01-29

```
\keys_set_known:nn {⟨module⟩} {⟨keyval list⟩}
\keys_set_known:nnN {⟨module⟩} {⟨keyval list⟩} ⟨tl⟩
\keys_set_known:nnnN {⟨module⟩} {⟨keyval list⟩} {⟨root⟩} ⟨tl⟩
```

These functions set keys which are known for the ⟨*module*⟩, and simply ignore other keys. The `\keys_set_known:nn` 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. In addition, `\keys_set_known:nnN` stores the key–value pairs in the ⟨*tl*⟩ in comma-separated form (*i.e.* an edited version of the ⟨*keyval list*⟩). When a ⟨*root*⟩ is given (`\keys_set_known:nnnN`), the key–value entries are returned relative to this point in the key tree. When it is absent, only the key name and value are provided. The correct list is returned by nested calls.

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.

\keys_set_filter:nnn
\keys_set_filter:(nnV|nnv|nno)
\keys_set_filter:nnnN
\keys_set_filter:(nnVN|nnvN|nnoN)
\keys_set_filter:nnnnN
\keys_set_filter:(nnVnN|nnvnN|nnonN)

New: 2013-07-14
Updated: 2019-01-29

\keys_set_filter:nnn {⟨*module*⟩} {⟨*groups*⟩} {⟨*keyval list*⟩}
\keys_set_filter:nnnN {⟨*module*⟩} {⟨*groups*⟩} {⟨*keyval list*⟩} ⟨*tl*⟩
\keys_set_filter:nnnnN {⟨*module*⟩} {⟨*groups*⟩} {⟨*keyval list*⟩} ⟨*root*⟩ ⟨*tl*⟩

Activates key filtering in an "opt-out" sense: keys assigned to any of the ⟨*groups*⟩ specified are ignored. The ⟨*groups*⟩ 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 ⟨*tl*⟩ in a comma-separated form (*i.e.* an edited version of the ⟨*keyval list*⟩). The \keys_set_filter:nnn version skips this stage.

Use of \keys_set_filter:nnnN can be nested, with the correct residual ⟨*keyval list*⟩ returned at each stage. In the version which takes a ⟨*root*⟩ argument, the key list is returned relative to that point in the key tree. In the cases without a ⟨*root*⟩ argument, only the key names and values are returned.

\keys_set_groups:nnn
\keys_set_groups:(nnV|nnv|nno)

New: 2013-07-14
Updated: 2017-05-27

\keys_set_groups:nnn {⟨*module*⟩} {⟨*groups*⟩} {⟨*keyval list*⟩}

Activates key filtering in an "opt-in" sense: only keys assigned to one or more of the ⟨*groups*⟩ specified are set. The ⟨*groups*⟩ 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

\keys_if_exist_p:nn ⋆
\keys_if_exist:nn*TF* ⋆

Updated: 2017-11-14

\keys_if_exist_p:nn {⟨*module*⟩} {⟨*key*⟩}
\keys_if_exist:nnTF {⟨*module*⟩} {⟨*key*⟩} {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*key*⟩ exists for ⟨*module*⟩, *i.e.* if any code has been defined for ⟨*key*⟩.

\keys_if_choice_exist_p:nnn ⋆
\keys_if_choice_exist:nnn*TF* ⋆

New: 2011-08-21
Updated: 2017-11-14

\keys_if_choice_exist_p:nnn {⟨*module*⟩} {⟨*key*⟩} {⟨*choice*⟩}
\keys_if_choice_exist:nnnTF {⟨*module*⟩} {⟨*key*⟩} {⟨*choice*⟩} {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the ⟨*choice*⟩ is defined for the ⟨*key*⟩ within the ⟨*module*⟩, *i.e.* if any code has been defined for ⟨*key*⟩/⟨*choice*⟩. The test is false if the ⟨*key*⟩ itself is not defined.

\keys_show:nn

Updated: 2015-08-09

\keys_show:nn {⟨*module*⟩} {⟨*key*⟩}

Displays in the terminal the information associated to the ⟨*key*⟩ for a ⟨*module*⟩, including the function which is used to actually implement it.

\keys_log:nn `\keys_log:nn {⟨module⟩} {⟨key⟩}`

New: 2014-08-22
Updated: 2015-08-09

Writes in the log file the information associated to the ⟨*key*⟩ for a ⟨*module*⟩. 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 ⟨*function*$_1$⟩ ⟨*function*$_2$⟩ {⟨*key-value list*⟩}

Parses the ⟨*key–value list*⟩ into a series of ⟨*keys*⟩ and associated ⟨*values*⟩, or keys alone (if no ⟨*value*⟩ was given). ⟨*function*$_1$⟩ should take one argument, while ⟨*function*$_2$⟩ should absorb two arguments. After \keyval_parse:NNn has parsed the ⟨*key–value list*⟩, ⟨*function*$_1$⟩ is used to process keys given with no value and ⟨*function*$_2$⟩ is used to process keys given with a value. The order of the ⟨*keys*⟩ in the ⟨*key–value list*⟩ 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 ⟨*key*⟩ and ⟨*value*⟩, then one *outer* set of braces is removed from the ⟨*key*⟩ and ⟨*value*⟩ as part of the processing.

Part XXII
The l3intarray package: fast global integer arrays

1 l3intarray documentation

For applications requiring heavy use of integers, this module provides arrays which can be accessed in constant time (contrast l3seq, where access time is linear). These arrays have several important features

- The size of the array is fixed and must be given at point of initialisation
- The absolute value of each entry has maximum $2^{30} - 1$ (*i.e.* one power lower than the usual `\c_max_int` ceiling of $2^{31} - 1$)

The use of `intarray` data is therefore recommended for cases where the need for fast access is of paramount importance.

`\intarray_new:Nn`
`\intarray_new:cn`

New: 2018-03-29

`\intarray_new:Nn` ⟨*intarray var*⟩ `{`⟨*size*⟩`}`

Evaluates the integer expression ⟨*size*⟩ and allocates an ⟨*integer array variable*⟩ with that number of (zero) entries. The variable name should start with `\g_` because assignments are always global.

`\intarray_count:N` ⋆
`\intarray_count:c` ⋆

New: 2018-03-29

`\intarray_count:N` ⟨*intarray var*⟩

Expands to the number of entries in the ⟨*integer array variable*⟩. Contrarily to `\seq_count:N` this is performed in constant time.

`\intarray_gset:Nnn`
`\intarray_gset:cnn`

New: 2018-03-29

`\intarray_gset:Nnn` ⟨*intarray var*⟩ `{`⟨*position*⟩`}` `{`⟨*value*⟩`}`

Stores the result of evaluating the integer expression ⟨*value*⟩ into the ⟨*integer array variable*⟩ at the (integer expression) ⟨*position*⟩. If the ⟨*position*⟩ is not between 1 and the `\intarray_count:N`, or the ⟨*value*⟩'s absolute value is bigger than $2^{30} - 1$, an error occurs. Assignments are always global.

`\intarray_const_from_clist:Nn`
`\intarray_const_from_clist:cn`

New: 2018-05-04

`\intarray_const_from_clist:Nn` ⟨*intarray var*⟩ ⟨*intexpr clist*⟩

Creates a new constant ⟨*integer array variable*⟩ or raises an error if the name is already taken. The ⟨*integer array variable*⟩ is set (globally) to contain as its items the results of evaluating each ⟨*integer expression*⟩ in the ⟨*comma list*⟩.

`\intarray_gzero:N`
`\intarray_gzero:c`

New: 2018-05-04

`\intarray_gzero:N` ⟨*intarray var*⟩

Sets all entries of the ⟨*integer array variable*⟩ to zero. Assignments are always global.

`\intarray_item:Nn` ⋆
`\intarray_item:cn` ⋆

New: 2018-03-29

`\intarray_item:Nn` ⟨*intarray var*⟩ {⟨*position*⟩}

Expands to the integer entry stored at the (integer expression) ⟨*position*⟩ in the ⟨*integer array variable*⟩. If the ⟨*position*⟩ is not between 1 and the `\intarray_count:N`, an error occurs.

`\intarray_rand_item:N` ⋆
`\intarray_rand_item:c` ⋆

New: 2018-05-05

`\intarray_rand_item:N` ⟨*intarray var*⟩

Selects a pseudo-random item of the ⟨*integer array*⟩. If the ⟨*integer array*⟩ is empty, produce an error.

`\intarray_show:N`
`\intarray_show:c`
`\intarray_log:N`
`\intarray_log:c`

New: 2018-05-04

`\intarray_show:N` ⟨*intarray var*⟩
`\intarray_log:N` ⟨*intarray var*⟩

Displays the items in the ⟨*integer array variable*⟩ in the terminal or writes them in the log file.

1.1 Implementation notes

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 4×10^6 entries in all `\fontdimen` arrays combined (with default TeXLive settings).

Part XXIII
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 $\operatorname{sign} x$, negation $!\,x$, conjunction $x \,\&\&\, y$, disjunction $x \,||\, y$, ternary operator $x \,?\, y : z$.
- Exponentials: $\exp x$, $\ln x$, x^y, $\operatorname{logb} x$.
- Integer factorial: $\operatorname{fact} x$.
- Trigonometry: $\sin x$, $\cos x$, $\tan x$, $\cot x$, $\sec x$, $\csc x$ expecting their arguments in radians, and $\operatorname{sind} x$, $\operatorname{cosd} x$, $\operatorname{tand} x$, $\operatorname{cotd} x$, $\operatorname{secd} x$, $\operatorname{cscd} x$ expecting their arguments in degrees.
- Inverse trigonometric functions: $\operatorname{asin} x$, $\operatorname{acos} x$, $\operatorname{atan} x$, $\operatorname{acot} x$, $\operatorname{asec} x$, $\operatorname{acsc} x$ giving a result in radians, and $\operatorname{asind} x$, $\operatorname{acosd} x$, $\operatorname{atand} x$, $\operatorname{acotd} x$, $\operatorname{asecd} x$, $\operatorname{acscd} x$ giving a result in degrees.

(not yet) Hyperbolic functions and their inverse functions: $\sinh x$, $\cosh x$, $\tanh x$, $\coth x$, $\operatorname{sech} x$, csch, and $\operatorname{asinh} x$, $\operatorname{acosh} x$, $\operatorname{atanh} x$, $\operatorname{acoth} x$, $\operatorname{asech} x$, $\operatorname{acsch} x$.

- Extrema: $\max(x_1, x_2, \ldots)$, $\min(x_1, x_2, \ldots)$, $\operatorname{abs}(x)$.
- Rouning functions, controlled by two optional values, n (number of places, 0 by default) and t (behavior on a tie, `NaN` by default):
  - $\operatorname{trunc}(x, n)$ rounds towards zero,
  - $\operatorname{floor}(x, n)$ rounds towards $-\infty$,
  - $\operatorname{ceil}(x, n)$ rounds towards $+\infty$,
  - $\operatorname{round}(x, n, t)$ 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: $rand()$, $randint(m, n)$.
- Constants: `pi`, `deg` (one degree in radians).
- Dimensions, automatically expressed in points, *e.g.*, `pc` is 12.

- Automatic conversion (no need for `\⟨type⟩_use:N`) of integer, dimension, and skip variables to floating point numbers, expressing dimensions in points and ignoring the stretch and shrink components of skips.
- Tuples: $(x_1, \ldots, x_n)$ that can be stored in variables, added together, multiplied or divided by a floating point number, and nested.

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. A "floating point" is a floating point number or a tuple thereof. 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} $.
```

The operation `round` can be used to limit the result's precision. Adding $+0$ avoids the possibly undesirable output `-0`, replacing it by `+0`. However, the l3fp 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 { \calcnum } { m }
  { \num { \fp_to_scientific:n {#1} } }
\ExplSyntaxOff
\begin{document}
\calcnum { 2 pi * sin ( 2.3 ^ 5 ) }
\end{document}
```

See the documentation of siunitx for various options of `\num`.

1 Creating and initialising floating point variables

`\fp_new:N`
`\fp_new:c`

Updated: 2012-05-08

`\fp_new:N ⟨fp var⟩`

Creates a new ⟨*fp var*⟩ or raises an error if the name is already taken. The declaration is global. The ⟨*fp var*⟩ is initially $+0$.

`\fp_const:Nn`
`\fp_const:cn`

Updated: 2012-05-08

`\fp_const:Nn ⟨fp var⟩ {⟨floating point expression⟩}`

Creates a new constant ⟨*fp var*⟩ or raises an error if the name is already taken. The ⟨*fp var*⟩ is set globally equal to the result of evaluating the ⟨*floating point expression*⟩.

`\fp_zero:N`
`\fp_zero:c`
`\fp_gzero:N`
`\fp_gzero:c`

Updated: 2012-05-08

`\fp_zero:N ⟨fp var⟩`

Sets the ⟨*fp var*⟩ to $+0$.

\fp_zero_new:N
\fp_zero_new:c
\fp_gzero_new:N
\fp_gzero_new:c

Updated: 2012-05-08

\fp_zero_new:N ⟨*fp var*⟩

Ensures that the ⟨*fp var*⟩ exists globally by applying \fp_new:N if necessary, then applies \fp_(g)zero:N to leave the ⟨*fp var*⟩ set to $+0$.

2 Setting floating point variables

\fp_set:Nn
\fp_set:cn
\fp_gset:Nn
\fp_gset:cn

Updated: 2012-05-08

\fp_set:Nn ⟨*fp var*⟩ {⟨*floating point expression*⟩}

Sets ⟨*fp var*⟩ equal to the result of computing the ⟨*floating point expression*⟩.

\fp_set_eq:NN
\fp_set_eq:(cN|Nc|cc)
\fp_gset_eq:NN
\fp_gset_eq:(cN|Nc|cc)

Updated: 2012-05-08

\fp_set_eq:NN ⟨*fp var*$_1$⟩ ⟨*fp var*$_2$⟩

Sets the floating point variable ⟨*fp var*$_1$⟩ equal to the current value of ⟨*fp var*$_2$⟩.

\fp_add:Nn
\fp_add:cn
\fp_gadd:Nn
\fp_gadd:cn

Updated: 2012-05-08

\fp_add:Nn ⟨*fp var*⟩ {⟨*floating point expression*⟩}

Adds the result of computing the ⟨*floating point expression*⟩ to the ⟨*fp var*⟩. This also applies if ⟨*fp var*⟩ and ⟨*floating point expression*⟩ evaluate to tuples of the same size.

\fp_sub:Nn
\fp_sub:cn
\fp_gsub:Nn
\fp_gsub:cn

Updated: 2012-05-08

\fp_sub:Nn ⟨*fp var*⟩ {⟨*floating point expression*⟩}

Subtracts the result of computing the ⟨*floating point expression*⟩ from the ⟨*fp var*⟩. This also applies if ⟨*fp var*⟩ and ⟨*floating point expression*⟩ evaluate to tuples of the same size.

3 Using floating points

\fp_eval:n ⋆

New: 2012-05-08
Updated: 2012-07-08

\fp_eval:n {⟨*floating point expression*⟩}

Evaluates the ⟨*floating point expression*⟩ 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. For a tuple, each item is converted using \fp_eval:n and they are combined as (⟨*fp*$_1$⟩,␣⟨*fp*$_2$⟩,␣...⟨*fp*$_n$⟩) if $n > 1$ and (⟨*fp*$_1$⟩,) or () for fewer items. This function is identical to \fp_to_decimal:n.

`\fp_sign:n` ⋆

New: 2018-11-03

`\fp_sign:n` {⟨*fpexpr*⟩}

Evaluates the ⟨*fpexpr*⟩ and leaves its sign in the input stream using `\fp_eval:n` `{sign(`⟨*result*⟩`)}`: $+1$ for positive numbers and for $+\infty$, -1 for negative numbers and for $-\infty$, ± 0 for ± 0. If the operand is a tuple or is `NaN`, then "invalid operation" occurs and the result is 0.

`\fp_to_decimal:N` ⋆
`\fp_to_decimal:c` ⋆
`\fp_to_decimal:n` ⋆

New: 2012-05-08
Updated: 2012-07-08

`\fp_to_decimal:N` ⟨*fp var*⟩
`\fp_to_decimal:n` {⟨*floating point expression*⟩}

Evaluates the ⟨*floating point expression*⟩ 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. For a tuple, each item is converted using `\fp_to_decimal:n` and they are combined as `(`⟨fp_1⟩`,␣`⟨fp_2⟩`,␣`...⟨fp_n⟩`)` if $n > 1$ and `(`⟨fp_1⟩`,)` or `()` for fewer items.

`\fp_to_dim:N` ⋆
`\fp_to_dim:c` ⋆
`\fp_to_dim:n` ⋆

Updated: 2016-03-22

`\fp_to_dim:N` ⟨*fp var*⟩
`\fp_to_dim:n` {⟨*floating point expression*⟩}

Evaluates the ⟨*floating point expression*⟩ and expresses the result as a dimension (in `pt`) suitable for use in dimension expressions. The output is identical to `\fp_to_decimal:n`, with an additional trailing `pt` (both letter tokens). In particular, the result may be outside the range $[-2^{14}+2^{-17}, 2^{14}-2^{-17}]$ of valid TeX dimensions, leading to overflow errors if used as a dimension. Tuples, as well as the values $\pm\infty$ and `NaN`, trigger an "invalid operation" exception.

`\fp_to_int:N` ⋆
`\fp_to_int:c` ⋆
`\fp_to_int:n` ⋆

Updated: 2012-07-08

`\fp_to_int:N` ⟨*fp var*⟩
`\fp_to_int:n` {⟨*floating point expression*⟩}

Evaluates the ⟨*floating point expression*⟩, 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. Tuples, as well as the values $\pm\infty$ and `NaN`, trigger an "invalid operation" exception.

`\fp_to_scientific:N` ⋆
`\fp_to_scientific:c` ⋆
`\fp_to_scientific:n` ⋆

New: 2012-05-08
Updated: 2016-03-22

`\fp_to_scientific:N` ⟨*fp var*⟩
`\fp_to_scientific:n` {⟨*floating point expression*⟩}

Evaluates the ⟨*floating point expression*⟩ and expresses the result in scientific notation:

⟨*optional* `-`⟩⟨*digit*⟩`.`⟨*15 digits*⟩`e`⟨*optional sign*⟩⟨*exponent*⟩

The leading ⟨*digit*⟩ is non-zero except in the case of ± 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). For a tuple, each item is converted using `\fp_to_scientific:n` and they are combined as `(`⟨fp_1⟩`,␣`⟨fp_2⟩`,␣`...⟨fp_n⟩`)` if $n > 1$ and `(`⟨fp_1⟩`,)` or `()` for fewer items.

\fp_to_tl:N ⋆
\fp_to_tl:c ⋆
\fp_to_tl:n ⋆

Updated: 2016-03-22

\fp_to_tl:N ⟨*fp var*⟩
\fp_to_tl:n {⟨*floating point expression*⟩}

Evaluates the ⟨*floating point expression*⟩ 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 `\fp_to_scientific:n`). 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 `\fp_to_decimal:n`. Negative numbers start with `-`. The special values ± 0, $\pm\infty$ and `NaN` are rendered as `0`, `-0`, `inf`, `-inf`, and `nan` respectively. Normal category codes apply and thus `inf` or `nan`, if produced, are made up of letters. For a tuple, each item is converted using `\fp_to_tl:n` and they are combined as `(`⟨fp_1⟩`,␣`⟨fp_2⟩`,␣`...⟨fp_n⟩`)` if $n > 1$ and `(`⟨fp_1⟩`,)` or `()` for fewer items.

\fp_use:N ⋆
\fp_use:c ⋆

Updated: 2012-07-08

\fp_use:N ⟨*fp var*⟩

Inserts the value of the ⟨*fp var*⟩ 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. For a tuple, each item is converted using `\fp_to_decimal:n` and they are combined as `(`⟨fp_1⟩`,␣`⟨fp_2⟩`,␣`...⟨fp_n⟩`)` if $n > 1$ and `(`⟨fp_1⟩`,)` or `()` for fewer items. This function is identical to `\fp_to_decimal:N`.

4 Floating point conditionals

\fp_if_exist_p:N ⋆
\fp_if_exist_p:c ⋆
\fp_if_exist:N*TF* ⋆
\fp_if_exist:c*TF* ⋆

Updated: 2012-05-08

\fp_if_exist_p:N ⟨*fp var*⟩
\fp_if_exist:NTF ⟨*fp var*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests whether the ⟨*fp var*⟩ is currently defined. This does not check that the ⟨*fp var*⟩ really is a floating point variable.

\fp_compare_p:nNn ⋆
\fp_compare:nNn*TF* ⋆

Updated: 2012-05-08

\fp_compare_p:nNn {⟨$fpexpr_1$⟩} ⟨*relation*⟩ {⟨$fpexpr_2$⟩}
\fp_compare:nNnTF {⟨$fpexpr_1$⟩} ⟨*relation*⟩ {⟨$fpexpr_2$⟩} {⟨*true code*⟩} {⟨*false code*⟩}

Compares the ⟨$fpexpr_1$⟩ and the ⟨$fpexpr_2$⟩, and returns `true` if the ⟨*relation*⟩ is obeyed. Two floating points x and y may obey four mutually exclusive relations: $x < y$, $x = y$, $x > y$, or $x?y$ ("not ordered"). The last case occurs exactly if one or both operands is `NaN` or is a tuple, unless they are equal tuples. 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
```

Tuples are equal if they have the same number of items and items compare equal (in particular there must be no `NaN`). At present any other comparison with tuples yields `?` (not ordered). This is experimental.

This function is less flexible than `\fp_compare:nTF` but slightly faster. It is provided for consistency with `\int_compare:nNnTF` and `\dim_compare:nNnTF`.

\fp_compare_p:n ⋆
\fp_compare:nTF ⋆

Updated: 2013-12-14

```
\fp_compare_p:n
  {
    ⟨fpexpr_1⟩ ⟨relation_1⟩
    ...
    ⟨fpexpr_N⟩ ⟨relation_N⟩
    ⟨fpexpr_N+1⟩
  }
\fp_compare:nTF
  {
    ⟨fpexpr_1⟩ ⟨relation_1⟩
    ...
    ⟨fpexpr_N⟩ ⟨relation_N⟩
    ⟨fpexpr_N+1⟩
  }
  {⟨true code⟩} {⟨false code⟩}
```

Evaluates the ⟨*floating point expressions*⟩ as described for `\fp_eval:n` and compares consecutive result using the corresponding ⟨*relation*⟩, namely it compares ⟨*intexpr*$_1$⟩ and ⟨*intexpr*$_2$⟩ using the ⟨*relation*$_1$⟩, then ⟨*intexpr*$_2$⟩ and ⟨*intexpr*$_3$⟩ using the ⟨*relation*$_2$⟩, until finally comparing ⟨*intexpr*$_N$⟩ and ⟨*intexpr*$_{N+1}$⟩ using the ⟨*relation*$_N$⟩. The test yields `true` if all comparisons are `true`. Each ⟨*floating point expression*⟩ is evaluated only once. Contrarily to `\int_compare:nTF`, all ⟨*floating point expressions*⟩ are computed, even if one comparison is `false`. Two floating points x and y may obey four mutually exclusive relations: $x < y$, $x = y$, $x > y$, or $x?y$ ("not ordered"). The last case occurs exactly if one or both operands is `NaN` or is a tuple, unless they are equal tuples. Each ⟨*relation*⟩ can be any (non-empty) combination of `<`, `=`, `>`, and `?`, plus an optional leading `!` (which negates the ⟨*relation*⟩), with the restriction that the ⟨*relation*⟩ may not start with `?`, as this symbol has a different meaning (in combination with `:`) within floating point expressions. The comparison x ⟨*relation*⟩ y is then `true` if the ⟨*relation*⟩ does not start with `!` and the actual relation (`<`, `=`, `>`, or `?`) between x and y appears within the ⟨*relation*⟩, or on the contrary if the ⟨*relation*⟩ starts with `!` and the relation between x and y does not appear within the ⟨*relation*⟩. Common choices of ⟨*relation*⟩ include `>=` (greater or equal), `!=` (not equal), `!?` or `<=>` (comparable).

This function is more flexible than `\fp_compare:nNnTF` and only slightly slower.

5 Floating point expression loops

\fp_do_until:nNnn ☆

New: 2012-08-16

`\fp_do_until:nNnn {⟨fpexpr_1⟩} ⟨relation⟩ {⟨fpexpr_2⟩} {⟨code⟩}`

Places the ⟨*code*⟩ in the input stream for TeX to process, and then evaluates the relationship between the two ⟨*floating point expressions*⟩ as described for `\fp_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`.

\fp_do_while:nNnn ☆

New: 2012-08-16

`\fp_do_while:nNnn {⟨fpexpr_1⟩} ⟨relation⟩ {⟨fpexpr_2⟩} {⟨code⟩}`

Places the ⟨*code*⟩ in the input stream for TeX to process, and then evaluates the relationship between the two ⟨*floating point expressions*⟩ as described for `\fp_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`.

\fp_until_do:nNnn ☆

New: 2012-08-16

\fp_until_do:nNnn {⟨*fpexpr*$_1$⟩} ⟨*relation*⟩ {⟨*fpexpr*$_2$⟩} {⟨*code*⟩}

Evaluates the relationship between the two ⟨*floating point expressions*⟩ as described for `\fp_compare:nNnTF`, and then places the ⟨*code*⟩ in the input stream if the ⟨*relation*⟩ is `false`. After the ⟨*code*⟩ has been processed by TEX the test is repeated, and a loop occurs until the test is `true`.

\fp_while_do:nNnn ☆

New: 2012-08-16

\fp_while_do:nNnn {⟨*fpexpr*$_1$⟩} ⟨*relation*⟩ {⟨*fpexpr*$_2$⟩} {⟨*code*⟩}

Evaluates the relationship between the two ⟨*floating point expressions*⟩ as described for `\fp_compare:nNnTF`, and then places the ⟨*code*⟩ in the input stream if the ⟨*relation*⟩ is `true`. After the ⟨*code*⟩ has been processed by TEX the test is repeated, and a loop occurs until the test is `false`.

\fp_do_until:nn ☆

New: 2012-08-16
Updated: 2013-12-14

\fp_do_until:nn { ⟨*fpexpr*$_1$⟩ ⟨*relation*⟩ ⟨*fpexpr*$_2$⟩ } {⟨*code*⟩}

Places the ⟨*code*⟩ in the input stream for TEX to process, and then evaluates the relationship between the two ⟨*floating point expressions*⟩ as described for `\fp_compare:nTF`. If the test is `false` then the ⟨*code*⟩ is inserted into the input stream again and a loop occurs until the ⟨*relation*⟩ is `true`.

\fp_do_while:nn ☆

New: 2012-08-16
Updated: 2013-12-14

\fp_do_while:nn { ⟨*fpexpr*$_1$⟩ ⟨*relation*⟩ ⟨*fpexpr*$_2$⟩ } {⟨*code*⟩}

Places the ⟨*code*⟩ in the input stream for TEX to process, and then evaluates the relationship between the two ⟨*floating point expressions*⟩ as described for `\fp_compare:nTF`. If the test is `true` then the ⟨*code*⟩ is inserted into the input stream again and a loop occurs until the ⟨*relation*⟩ is `false`.

\fp_until_do:nn ☆

New: 2012-08-16
Updated: 2013-12-14

\fp_until_do:nn { ⟨*fpexpr*$_1$⟩ ⟨*relation*⟩ ⟨*fpexpr*$_2$⟩ } {⟨*code*⟩}

Evaluates the relationship between the two ⟨*floating point expressions*⟩ as described for `\fp_compare:nTF`, and then places the ⟨*code*⟩ in the input stream if the ⟨*relation*⟩ is `false`. After the ⟨*code*⟩ has been processed by TEX the test is repeated, and a loop occurs until the test is `true`.

\fp_while_do:nn ☆

New: 2012-08-16
Updated: 2013-12-14

\fp_while_do:nn { ⟨*fpexpr*$_1$⟩ ⟨*relation*⟩ ⟨*fpexpr*$_2$⟩ } {⟨*code*⟩}

Evaluates the relationship between the two ⟨*floating point expressions*⟩ as described for `\fp_compare:nTF`, and then places the ⟨*code*⟩ in the input stream if the ⟨*relation*⟩ is `true`. After the ⟨*code*⟩ has been processed by TEX the test is repeated, and a loop occurs until the test is `false`.

\fp_step_function:nnnN ☆
\fp_step_function:nnnc ☆

New: 2016-11-21
Updated: 2016-12-06

\fp_step_function:nnnN {⟨*initial value*⟩} {⟨*step*⟩} {⟨*final value*⟩} ⟨*function*⟩

This function first evaluates the ⟨*initial value*⟩, ⟨*step*⟩ and ⟨*final value*⟩, each of which should be a floating point expression evaluating to a floating point number, not a tuple. The ⟨*function*⟩ is then placed in front of each ⟨*value*⟩ from the ⟨*initial value*⟩ to the ⟨*final value*⟩ in turn (using ⟨*step*⟩ between each ⟨*value*⟩). The ⟨*step*⟩ must be non-zero. If the ⟨*step*⟩ is positive, the loop stops when the ⟨*value*⟩ becomes larger than the ⟨*final value*⟩. If the ⟨*step*⟩ is negative, the loop stops when the ⟨*value*⟩ becomes smaller than the ⟨*final value*⟩. The ⟨*function*⟩ 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]

TEXhackers 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.

\fp_step_inline:nnnn

New: 2016-11-21
Updated: 2016-12-06

\fp_step_inline:nnnn {⟨*initial value*⟩} {⟨*step*⟩} {⟨*final value*⟩} {⟨*code*⟩}

This function first evaluates the ⟨*initial value*⟩, ⟨*step*⟩ and ⟨*final value*⟩, all of which should be floating point expressions evaluating to a floating point number, not a tuple. Then for each ⟨*value*⟩ from the ⟨*initial value*⟩ to the ⟨*final value*⟩ in turn (using ⟨*step*⟩ between each ⟨*value*⟩), the ⟨*code*⟩ is inserted into the input stream with #1 replaced by the current ⟨*value*⟩. Thus the ⟨*code*⟩ should define a function of one argument (#1).

\fp_step_variable:nnnNn

New: 2017-04-12

\fp_step_variable:nnnNn
  {⟨*initial value*⟩} {⟨*step*⟩} {⟨*final value*⟩} ⟨*tl var*⟩ {⟨*code*⟩}

This function first evaluates the ⟨*initial value*⟩, ⟨*step*⟩ and ⟨*final value*⟩, all of which should be floating point expressions evaluating to a floating point number, not a tuple. Then for each ⟨*value*⟩ from the ⟨*initial value*⟩ to the ⟨*final value*⟩ in turn (using ⟨*step*⟩ between each ⟨*value*⟩), the ⟨*code*⟩ is inserted into the input stream, with the ⟨*tl var*⟩ defined as the current ⟨*value*⟩. Thus the ⟨*code*⟩ should make use of the ⟨*tl var*⟩.

6 Some useful constants, and scratch variables

\c_zero_fp
\c_minus_zero_fp

New: 2012-05-08

Zero, with either sign.

\c_one_fp

New: 2012-05-08

One as an fp: useful for comparisons in some places.

`\c_inf_fp`
`\c_minus_inf_fp`

New: 2012-05-08

Infinity, with either sign. These can be input directly in a floating point expression as `inf` and `-inf`.

`\c_e_fp`

Updated: 2012-05-08

The value of the base of the natural logarithm, $e = \exp(1)$.

`\c_pi_fp`

Updated: 2013-11-17

The value of π. This can be input directly in a floating point expression as `pi`.

`\c_one_degree_fp`

New: 2012-05-08
Updated: 2013-11-17

The value of 1° 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 `deg`.

`\l_tmpa_fp`
`\l_tmpb_fp`

Scratch floating points for local assignment. These are never used by the kernel code, and so are safe for use with any LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

`\g_tmpa_fp`
`\g_tmpb_fp`

Scratch floating points for global assignment. These are never used by the kernel code, and so are safe for use with any LaTeX3-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 ± 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 LaTeX3.

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.

`\fp_trap:nn`

New: 2012-07-19
Updated: 2017-02-13

`\fp_trap:nn {⟨exception⟩} {⟨trap type⟩}`

All occurrences of the ⟨*exception*⟩ (`overflow`, `underflow`, `invalid_operation` or `division_by_zero`) within the current group are treated as ⟨*trap type*⟩, which can be

- `none`: the ⟨*exception*⟩ will be entirely ignored, and leave no trace;
- `flag`: the ⟨*exception*⟩ will turn the corresponding flag on when it occurs;
- `error`: additionally, the ⟨*exception*⟩ will halt the TeX run and display some information about the current operation in the terminal.

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

`\fp_show:N`
`\fp_show:c`
`\fp_show:n`

New: 2012-05-08
Updated: 2015-08-07

`\fp_show:N ⟨fp var⟩`
`\fp_show:n {⟨floating point expression⟩}`

Evaluates the ⟨*floating point expression*⟩ and displays the result in the terminal.

`\fp_log:N`
`\fp_log:c`
`\fp_log:n`

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

`\fp_log:N ⟨fp var⟩`
`\fp_log:n {⟨floating point expression⟩}`

Evaluates the ⟨*floating point expression*⟩ and writes the result in the log file.

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 $-10000 \leq n \leq 10000$;
- ± 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 ± 0).

The result is thus ± 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`.
- Note that commands such as `\infty`, `\pi`, or `\sin` *do not* work in floating point expressions. They may silently be interpreted as completely unexpected numbers, because integer constants (allowed in expressions) are commonly stored as mathematical characters.

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 `+`, `-`, `!`.
- Implicit multiplication by juxtaposition (`2pi`) when neither factor is in parentheses.
- Binary `*` and `/`, implicit multiplication by juxtaposition with parentheses (for instance `3(4+5)`).
- Binary `+` and `-`.
- Comparisons `>=`, `!=`, `<?`, *etc*.
- Logical `and`, denoted by `&&`.
- Logical `or`, denoted by `||`.
- Ternary operator `?:` (right associative).
- Comma (to build tuples).

The precedence of operations can be overridden using parentheses. In particular, the precedence of juxtaposition implies that

$$\begin{aligned}
\texttt{1/2pi} &= 1/(2\pi), \\
\texttt{1/2pi}(\texttt{pi}+\texttt{pi}) &= (2\pi)^{-1}(\pi+\pi) \simeq 1, \\
\texttt{sin2pi} &= \sin(2)\pi \neq 0, \\
\texttt{2\^{}2max}(3,5) &= 2^2\max(3,5) = 20, \\
\texttt{1in/1cm} &= (1in)/(1cm) = 2.54.
\end{aligned}$$

Functions are called on the value of their argument, contrarily to 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 ± 0, and `true` otherwise, including when it is `NaN` or a tuple such as $(0,0)$. Tuples are only supported to some extent by operations that work with truth values (`?:`, `||`, `&&`, `!`), by comparisons (`!<=>?`), and by `+`, `-`, `*`, `/`. Unless otherwise specified, providing a tuple as an argument of any other operation yields the "invalid operation" exception and a `NaN` result.

?:

```
\fp_eval:n { ⟨operand1⟩ ? ⟨operand2⟩ : ⟨operand3⟩ }
```

The ternary operator `?:` results in ⟨*operand*$_2$⟩ if ⟨*operand*$_1$⟩ is true (not ± 0), and ⟨*operand*$_3$⟩ if ⟨*operand*$_1$⟩ is false (± 0). All three ⟨*operands*⟩ are evaluated in all cases; they may be tuples. 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 ⟨*operand*$_1$⟩ is true (not ± 0), use that value, otherwise the value of ⟨*operand*$_2$⟩. Both ⟨*operands*⟩ are evaluated in all cases; they may be tuples. In ⟨*operand*$_1$⟩ `||` ⟨*operand*$_2$⟩ `||` … `||` ⟨*operands*$_n$⟩, the first true (nonzero) ⟨*operand*⟩ is used and if all are zero the last one (± 0) is used.

&&

```
\fp_eval:n { ⟨operand1⟩ && ⟨operand2⟩ }
```

If ⟨*operand*$_1$⟩ is false (equal to ± 0), use that value, otherwise the value of ⟨*operand*$_2$⟩. Both ⟨*operands*⟩ are evaluated in all cases; they may be tuples. In ⟨*operand*$_1$⟩ `&&` ⟨*operand*$_2$⟩ `&&` … `&&` ⟨*operands*$_n$⟩, the first false (± 0) ⟨*operand*⟩ is used and if none is zero the last one is used.

<
=
>
?

Updated: 2013-12-14

```
\fp_eval:n
  {
    ⟨operand1⟩ ⟨relation1⟩
    ...
    ⟨operandN⟩ ⟨relationN⟩
    ⟨operandN+1⟩
  }
```

Each ⟨*relation*⟩ consists of a non-empty string of `<`, `=`, `>`, and `?`, optionally preceded by `!`, and may not start with `?`. This evaluates to $+1$ if all comparisons ⟨*operand*$_i$⟩ ⟨*relation*$_i$⟩ ⟨*operand*$_{i+1}$⟩ are true, and $+0$ otherwise. All ⟨*operands*⟩ are evaluated (once) in all cases. See `\fp_compare:nTF` for details.

+
-

```
\fp_eval:n { ⟨operand1⟩ + ⟨operand2⟩ }
\fp_eval:n { ⟨operand1⟩ - ⟨operand2⟩ }
```

Computes the sum or the difference of its two ⟨*operands*⟩. The "invalid operation" exception occurs for $\infty - \infty$. "Underflow" and "overflow" occur when appropriate. These operations supports the itemwise addition or subtraction of two tuples, but if they have a different number of items the "invalid operation" exception occurs and the result is `NaN`.

`*` `\fp_eval:n { ⟨operand1⟩ * ⟨operand2⟩ }`
`/` `\fp_eval:n { ⟨operand1⟩ / ⟨operand2⟩ }`

Computes the product or the ratio of its two ⟨*operands*⟩. The "invalid operation" exception occurs for ∞/∞, $0/0$, or $0 * \infty$. "Division by zero" occurs when dividing a finite non-zero number by ± 0. "Underflow" and "overflow" occur when appropriate. When ⟨*operand*$_1$⟩ is a tuple and ⟨*operand*$_2$⟩ is a floating point number, each item of ⟨*operand*$_1$⟩ is multiplied or divided by ⟨*operand*$_2$⟩. Multiplication also supports the case where ⟨*operand*$_1$⟩ is a floating point number and ⟨*operand*$_2$⟩ a tuple. Other combinations yield an "invalid operation" exception and a `NaN` result.

`+` `\fp_eval:n { + ⟨operand⟩ }`
`-` `\fp_eval:n { - ⟨operand⟩ }`
`!` `\fp_eval:n { ! ⟨operand⟩ }`

The unary `+` does nothing, the unary `-` changes the sign of the ⟨*operand*⟩ (for a tuple, of all its components), and `!` ⟨*operand*⟩ evaluates to 1 if ⟨*operand*⟩ is false (is ± 0) and 0 otherwise (this is the `not` boolean function). Those operations never raise exceptions.

`**` `\fp_eval:n { ⟨operand1⟩ ** ⟨operand2⟩ }`
`^` `\fp_eval:n { ⟨operand1⟩ ^ ⟨operand2⟩ }`

Raises ⟨*operand*$_1$⟩ to the power ⟨*operand*$_2$⟩. This operation is right associative, hence `2 ** 2 ** 3` equals $2^{2^3} = 256$. If ⟨*operand*$_1$⟩ is negative or -0 then: the result's sign is $+$ if the ⟨*operand*$_2$⟩ is infinite and $(-1)^p$ if the ⟨*operand*$_2$⟩ is $p/5^q$ with p, q integers; the result is $+0$ if `abs(`⟨*operand*$_1$⟩`)^`⟨*operand*$_2$⟩ evaluates to zero; in other cases the "invalid operation" exception occurs because the sign cannot be determined. "Division by zero" occurs when raising ± 0 to a finite strictly negative power. "Underflow" and "overflow" occur when appropriate. If either operand is a tuple, "invalid operation" occurs.

`abs` `\fp_eval:n { abs( ⟨fpexpr⟩ ) }`

Computes the absolute value of the ⟨*fpexpr*⟩. If the operand is a tuple, "invalid operation" occurs. This operation does not raise exceptions in other cases. See also `\fp_abs:n`.

`exp` `\fp_eval:n { exp( ⟨fpexpr⟩ ) }`

Computes the exponential of the ⟨*fpexpr*⟩. "Underflow" and "overflow" occur when appropriate. If the operand is a tuple, "invalid operation" occurs.

`fact` `\fp_eval:n { fact( ⟨fpexpr⟩ ) }`

Computes the factorial of the ⟨*fpexpr*⟩. If the ⟨*fpexpr*⟩ is an integer between -0 and 3248 included, the result is finite and correctly rounded. Larger positive integers give $+\infty$ with "overflow", while `fact(`$+\infty$`)` $= +\infty$ and `fact(nan)` $=$ `nan` with no exception. All other inputs give `NaN` with the "invalid operation" exception.

`ln` `\fp_eval:n { ln( ⟨fpexpr⟩ ) }`

Computes the natural logarithm of the ⟨*fpexpr*⟩. 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. If the operand is a tuple, "invalid operation" occurs.

logb ⋆

New: 2018-11-03

```
\fp_eval:n { logb( ⟨fpexpr⟩ ) }
```

Determines the exponent of the ⟨*fpexpr*⟩, namely the floor of the base-10 logarithm of its absolute value. "Division by zero" occurs when evaluating $\mathrm{logb}(\pm 0) = -\infty$. Other special values are $\mathrm{logb}(\pm\infty) = +\infty$ and logb(`NaN`) = `NaN`. If the operand is a tuple or is `NaN`, then "invalid operation" occurs and the result is `NaN`.

max
min

```
\fp_eval:n { max( ⟨fpexpr1⟩ , ⟨fpexpr2⟩ , ... ) }
\fp_eval:n { min( ⟨fpexpr1⟩ , ⟨fpexpr2⟩ , ... ) }
```

Evaluates each ⟨*fpexpr*⟩ and computes the largest (smallest) of those. If any of the ⟨*fpexpr*⟩ is a `NaN` or tuple, the result is `NaN`. If any operand is a tuple, "invalid operation" occurs; these operations do not raise exceptions in other cases.

round
trunc
ceil
floor

New: 2013-12-14
Updated: 2015-08-08

```
\fp_eval:n { round ( ⟨fpexpr⟩ ) }
\fp_eval:n { round ( ⟨fpexpr1⟩ , ⟨fpexpr2⟩ ) }
\fp_eval:n { round ( ⟨fpexpr1⟩ , ⟨fpexpr2⟩ , ⟨fpexpr3⟩ ) }
```

Only `round` accepts a third argument. Evaluates ⟨*fpexpr*$_1$⟩ $= x$ and ⟨*fpexpr*$_2$⟩ $= n$ and ⟨*fpexpr*$_3$⟩ $= t$ 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 ± 0, $\pm\infty$, or `NaN`; if $n =$ `NaN`, this yields `NaN`; if n is neither $\pm\infty$ nor an integer, then an "invalid operation" exception is raised. When ⟨*fpexpr*$_2$⟩ is omitted, $n = 0$, *i.e.*, ⟨*fpexpr*$_1$⟩ is rounded to an integer. The rounding direction depends on the function.

- `round` yields the multiple of 10^{-n} closest to x, with ties (x half-way between two such multiples) rounded as follows. If t is `nan` (or not given) the even multiple is chosen ("ties to even"), if $t = \pm 0$ the multiple closest to 0 is chosen ("ties to zero"), if t is positive/negative the multiple closest to $\infty/-\infty$ is chosen ("ties towards positive/negative infinity").
- `floor` yields the largest multiple of 10^{-n} smaller or equal to x ("round towards negative infinity");
- `ceil` yields the smallest multiple of 10^{-n} greater or equal to x ("round towards positive infinity");
- `trunc` yields a multiple of 10^{-n} with the same sign as x and with the largest absolute value less that that of x ("round towards zero").

"Overflow" occurs if x is finite and the result is infinite (this can only happen if ⟨*fpexpr*$_2$⟩ < -9984). If any operand is a tuple, "invalid operation" occurs.

sign

```
\fp_eval:n { sign( ⟨fpexpr⟩ ) }
```

Evaluates the ⟨*fpexpr*⟩ and determines its sign: $+1$ for positive numbers and for $+\infty$, -1 for negative numbers and for $-\infty$, ± 0 for ± 0, and `NaN` for `NaN`. If the operand is a tuple, "invalid operation" occurs. This operation does not raise exceptions in other cases.

sin
cos
tan
cot
csc
sec

```
\fp_eval:n { sin( ⟨fpexpr⟩ ) }
\fp_eval:n { cos( ⟨fpexpr⟩ ) }
\fp_eval:n { tan( ⟨fpexpr⟩ ) }
\fp_eval:n { cot( ⟨fpexpr⟩ ) }
\fp_eval:n { csc( ⟨fpexpr⟩ ) }
\fp_eval:n { sec( ⟨fpexpr⟩ ) }
```

Updated: 2013-11-17

Computes the sine, cosine, tangent, cotangent, cosecant, or secant of the ⟨*fpexpr*⟩ given in radians. For arguments given in degrees, see `sind`, `cosd`, *etc.* Note that since π 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. If the operand is a tuple, "invalid operation" occurs.

sind
cosd
tand
cotd
cscd
secd

```
\fp_eval:n { sind( ⟨fpexpr⟩ ) }
\fp_eval:n { cosd( ⟨fpexpr⟩ ) }
\fp_eval:n { tand( ⟨fpexpr⟩ ) }
\fp_eval:n { cotd( ⟨fpexpr⟩ ) }
\fp_eval:n { cscd( ⟨fpexpr⟩ ) }
\fp_eval:n { secd( ⟨fpexpr⟩ ) }
```

New: 2013-11-02

Computes the sine, cosine, tangent, cotangent, cosecant, or secant of the ⟨*fpexpr*⟩ given in degrees. For arguments given in radians, see `sin`, `cos`, *etc.* Note that since π 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. If the operand is a tuple, "invalid operation" occurs.

asin
acos
acsc
asec

```
\fp_eval:n { asin( ⟨fpexpr⟩ ) }
\fp_eval:n { acos( ⟨fpexpr⟩ ) }
\fp_eval:n { acsc( ⟨fpexpr⟩ ) }
\fp_eval:n { asec( ⟨fpexpr⟩ ) }
```

New: 2013-11-02

Computes the arcsine, arccosine, arccosecant, or arcsecant of the ⟨*fpexpr*⟩ 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. If the operand is a tuple, "invalid operation" occurs.

asind
acosd
acscd
asecd

```
\fp_eval:n { asind( ⟨fpexpr⟩ ) }
\fp_eval:n { acosd( ⟨fpexpr⟩ ) }
\fp_eval:n { acscd( ⟨fpexpr⟩ ) }
\fp_eval:n { asecd( ⟨fpexpr⟩ ) }
```

New: 2013-11-02

Computes the arcsine, arccosine, arccosecant, or arcsecant of the ⟨*fpexpr*⟩ 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. If the operand is a tuple, "invalid operation" occurs.

atan
acot

New: 2013-11-02

```
\fp_eval:n { atan( ⟨fpexpr⟩ ) }
\fp_eval:n { atan( ⟨fpexpr1⟩ , ⟨fpexpr2⟩ ) }
\fp_eval:n { acot( ⟨fpexpr⟩ ) }
\fp_eval:n { acot( ⟨fpexpr1⟩ , ⟨fpexpr2⟩ ) }
```

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 ⟨*fpexpr*⟩: 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 π 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 π. 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 ± 0, or when both yield $\pm\infty$, the resulting angle is one of $\{\pm\pi/4, \pm 3\pi/4\}$ depending on signs. The "underflow" exception can occur. If any operand is a tuple, "invalid operation" occurs.

atand
acotd

New: 2013-11-02

```
\fp_eval:n { atand( ⟨fpexpr⟩ ) }
\fp_eval:n { atand( ⟨fpexpr1⟩ , ⟨fpexpr2⟩ ) }
\fp_eval:n { acotd( ⟨fpexpr⟩ ) }
\fp_eval:n { acotd( ⟨fpexpr1⟩ , ⟨fpexpr2⟩ ) }
```

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 ⟨*fpexpr*⟩: 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 ± 0, or when both yield $\pm\infty$, the resulting angle is one of $\{\pm 45, \pm 135\}$ depending on signs. The "underflow" exception can occur. If any operand is a tuple, "invalid operation" occurs.

sqrt

New: 2013-12-14

```
\fp_eval:n { sqrt( ⟨fpexpr⟩ ) }
```

Computes the square root of the ⟨*fpexpr*⟩. The "invalid operation" is raised when the ⟨*fpexpr*⟩ is negative or is a tuple; no other exception can occur. Special values yield $\sqrt{-0} = -0$, $\sqrt{+0} = +0$, $\sqrt{+\infty} = +\infty$ and $\sqrt{\texttt{NaN}} = \texttt{NaN}$.

`rand` New: 2016-12-05

`\fp_eval:n { rand() }`

Produces a pseudo-random floating-point number (multiple of 10^{-16}) between 0 included and 1 excluded. This is not available in older versions of XeTeX. The random seed can be queried using `\sys_rand_seed:` and set using `\sys_gset_rand_seed:n`.

TeXhackers note: This is based on pseudo-random numbers provided by the engine's primitive `\pdfuniformdeviate` in pdfTeX, pTeX, upTeX and `\uniformdeviate` in LuaTeX and XeTeX. The underlying code is based on Metapost, which follows an additive scheme recommended in Section 3.6 of "The Art of Computer Programming, Volume 2".

While we are more careful than `\uniformdeviate` 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.

`randint` New: 2016-12-05

`\fp_eval:n { randint( ⟨fpexpr⟩ ) }`
`\fp_eval:n { randint( ⟨fpexpr1⟩ , ⟨fpexpr2⟩ ) }`

Produces a pseudo-random integer between 1 and ⟨*fpexpr*⟩ or between ⟨$fpexpr_1$⟩ and ⟨$fpexpr_2$⟩ inclusive. The bounds must be integers in the range $(-10^{16}, 10^{16})$ and the first must be smaller or equal to the second. See `rand` for important comments on how these pseudo-random numbers are generated.

`inf` `nan`

The special values $+\infty$, $-\infty$, and `NaN` are represented as `inf`, `-inf` and `nan` (see `\c_inf_fp`, `\c_minus_inf_fp` and `\c_nan_fp`).

`pi`

The value of π (see `\c_pi_fp`).

`deg`

The value of 1° in radians (see `\c_one_degree_fp`).

em
ex
in
pt
pc
cm
mm
dd
cc
nd
nc
bp
sp

Those units of measurement are equal to their values in `pt`, namely

$$
\begin{aligned}
1\mathtt{in} &= 72.27\mathtt{pt}\\
1\mathtt{pt} &= 1\mathtt{pt}\\
1\mathtt{pc} &= 12\mathtt{pt}\\
1\mathtt{cm} &= \frac{1}{2.54}\mathtt{in} = 28.45275590551181\mathtt{pt}\\
1\mathtt{mm} &= \frac{1}{25.4}\mathtt{in} = 2.845275590551181\mathtt{pt}\\
1\mathtt{dd} &= 0.376065\mathtt{mm} = 1.07000856496063\mathtt{pt}\\
1\mathtt{cc} &= 12\mathtt{dd} = 12.84010277952756\mathtt{pt}\\
1\mathtt{nd} &= 0.375\mathtt{mm} = 1.066978346456693\mathtt{pt}\\
1\mathtt{nc} &= 12\mathtt{nd} = 12.80374015748031\mathtt{pt}\\
1\mathtt{bp} &= \frac{1}{72}\mathtt{in} = 1.00375\mathtt{pt}\\
1\mathtt{sp} &= 2^{-16}\mathtt{pt} = 1.52587890625e-5\mathtt{pt}.
\end{aligned}
$$

The values of the (font-dependent) units `em` and `ex` are gathered from TeX when the surrounding floating point expression is evaluated.

true
false

Other names for 1 and +0.

\fp_abs:n ⋆

New: 2012-05-14
Updated: 2012-07-08

`\fp_abs:n {⟨floating point expression⟩}`

Evaluates the ⟨*floating point expression*⟩ as described for `\fp_eval:n` and leaves the absolute value of the result in the input stream. If the argument is $\pm\infty$, `NaN` or a tuple, "invalid operation" occurs. Within floating point expressions, `abs()` can be used; it accepts $\pm\infty$ and `NaN` as arguments.

\fp_max:nn ⋆
\fp_min:nn ⋆

New: 2012-09-26

`\fp_max:nn {⟨fp expression 1⟩} {⟨fp expression 2⟩}`

Evaluates the ⟨*floating point expressions*⟩ as described for `\fp_eval:n` and leaves the resulting larger (`max`) or smaller (`min`) value in the input stream. If the argument is a tuple, "invalid operation" occurs, but no other case raises exceptions. Within floating point expressions, `max()` and `min()` can be used.

10 Disclaimer and roadmap

The package may break down if the escape character is among `0123456789_+`, or if it receives a TeX primitive conditional affected by `\exp_not:N`.

The following need to be done. I'll try to time-order the items.

- Function to count items in a tuple (and to determine if something is a tuple).
- Decide what exponent range to consider.

- Support signalling nan.
- Modulo and remainder, and rounding function quantize (and its friends analogous to trunc, ceil, floor).
- \fp_format:nn {⟨*fpexpr*⟩} {⟨*format*⟩}, but what should ⟨*format*⟩ 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 an isnan function analogue of \fp_if_nan:nTF?
- Support keyword arguments?

Pgfmath also provides box-measurements (depth, height, width), but boxes are not possible expandably.

Bugs, and tests to add.

- 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 TeX "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 $c = 2000/(\lfloor 200x \rfloor + 1) \in [10, 95]$ 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 TEX fp packages, the international standards,...
- Also take into account the "inexact" exception?
- Support multi-character prefix operators (*e.g.*, `@/` or whatever)?

Part XXIV

The l3fparray package: fast global floating point arrays

1 l3fparray documentation

For applications requiring heavy use of floating points, this module provides arrays which can be accessed in constant time (contrast l3seq, where access time is linear). The interface is very close to that of l3intarray. The size of the array is fixed and must be given at point of initialisation

`\fparray_new:Nn`

New: 2018-05-05

`\fparray_new:Nn ⟨fparray var⟩ {⟨size⟩}`

Evaluates the integer expression ⟨*size*⟩ and allocates an ⟨*floating point array variable*⟩ with that number of (zero) entries. The variable name should start with `\g_` because assignments are always global.

`\fparray_count:N` ⋆

New: 2018-05-05

`\fparray_count:N ⟨fparray var⟩`

Expands to the number of entries in the ⟨*floating point array variable*⟩. This is performed in constant time.

`\fparray_gset:Nnn`

New: 2018-05-05

`\fparray_gset:Nnn ⟨fparray var⟩ {⟨position⟩} {⟨value⟩}`

Stores the result of evaluating the floating point expression ⟨*value*⟩ into the ⟨*floating point array variable*⟩ at the (integer expression) ⟨*position*⟩. If the ⟨*position*⟩ is not between 1 and the `\fparray_count:N`, an error occurs. Assignments are always global.

`\fparray_gzero:N`

New: 2018-05-05

`\fparray_gzero:N ⟨fparray var⟩`

Sets all entries of the ⟨*floating point array variable*⟩ to +0. Assignments are always global.

`\fparray_item:Nn` ⋆
`\fparray_item_to_tl:Nn` ⋆

New: 2018-05-05

`\fparray_item:Nn ⟨fparray var⟩ {⟨position⟩}`

Applies `\fp_use:N` or `\fp_to_tl:N` (respectively) to the floating point entry stored at the (integer expression) ⟨*position*⟩ in the ⟨*floating point array variable*⟩. If the ⟨*position*⟩ is not between 1 and the `\fparray_count:N`, an error occurs.

Part XXV
The l3sort package
Sorting functions

1 Controlling sorting

LaTeX3 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).

TeXhackers note: The current implementation is limited to sorting approximately 20000 items (40000 in LuaTeX), 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.

`\sort_return_same:`
`\sort_return_swapped:`

New: 2017-02-06

```
\seq_sort:Nn ⟨seq var⟩
  { ... \sort_return_same: or \sort_return_swapped: ... }
```

Indicates whether to keep the order or swap the order of two items that are compared in the sorting code. Only one of the `\sort_return_...` functions should be used by the code, according to the results of some tests on the items `#1` and `#2` to be compared.

Part XXVI
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_analysis_show:N`
`\tl_analysis_show:n`

New: 2018-04-09

`\tl_analysis_show: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.

`\tl_analysis_map_inline:nn`
`\tl_analysis_map_inline:Nn`

New: 2018-04-09

`\tl_analysis_map_inline:nn {⟨token list⟩} {⟨inline function⟩}`

Applies the ⟨*inline function*⟩ to each individual ⟨*token*⟩ in the ⟨*token list*⟩. The ⟨*inline function*⟩ receives three arguments:

- ⟨*tokens*⟩, which both o-expand and x-expand to the ⟨*token*⟩. The detailed form of ⟨*token*⟩ may change in later releases.
- ⟨*char code*⟩, a decimal representation of the character code of the token, -1 if it is a control sequence (with ⟨*catcode*⟩ 0).
- ⟨*catcode*⟩, a capital hexadecimal digit which denotes the category code of the ⟨*token*⟩ (0: control sequence, 1: begin-group, 2: end-group, 3: math shift, 4: alignment tab, 6: parameter, 7: superscript, 8: subscript, A: space, B: letter, C:other, D:active).

As all other mappings the mapping is done at the current group level, *i.e.* any local assignments made by the ⟨*inline function*⟩ remain in effect after the loop.

Part XXVII

The l3regex package: Regular expressions in TeX

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 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 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 and spaces allowed).
- `[\+\-\␣]*(\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 TEX 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.*, alphanumerics and underscore, equivalent to the explicit class `[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 csname 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:nnNTF`.

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.

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 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(ell--el)(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{l_my_\0_tl} } \l_my_tl
```

results in \l_my_tl holding first,\emph{second},first,first.

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.

`\regex_new:N`

New: 2017-05-26

`\regex_new:N` ⟨*regex var*⟩

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.

`\regex_set:Nn`
`\regex_gset:Nn`
`\regex_const:Nn`

New: 2017-05-26

`\regex_set:Nn` ⟨*regex var*⟩ {⟨*regex*⟩}

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.

`\regex_show:n`
`\regex_show:N`

New: 2017-05-26

`\regex_show:n` {⟨*regex*⟩}

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.

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`.

`\regex_match:nnTF`
`\regex_match:NnTF`

New: 2017-05-26

`\regex_match:nnTF` {⟨*regex*⟩} {⟨*token list*⟩} {⟨*true code*⟩} {⟨*false code*⟩}

Tests whether the ⟨*regular expression*⟩ matches any part of the ⟨*token list*⟩. For instance,

```
\regex_match:nnTF { b [cde]* } { abecdcx } { 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 TeX 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 lazy (non-greedy) 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) } { abbababcbb } \l_foo_int
```

results in `\l_foo_int` taking the value 5.

5 Submatch extraction

\regex_extract_once:nnN
\regex_extract_once:nnNTF
\regex_extract_once:NnN
\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:nnN
\regex_extract_all:nnNTF
\regex_extract_all:NnN
\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:nnN
\regex_split:nnNTF
\regex_split:NnN
\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.

6 Replacement

\regex_replace_once:nnN
\regex_replace_once:nnNTF
\regex_replace_once:NnN
\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:nnN
\regex_replace_all:nnNTF
\regex_replace_all:NnN
\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*⟩.

7 Constants and variables

\l_tmpa_regex
\l_tmpb_regex

New: 2017-12-11

Scratch regex for local assignment. These are never used by the kernel code, and so are safe for use with any LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\g_tmpa_regex
\g_tmpb_regex

New: 2017-12-11

Scratch regex for global assignment. These are never used by the kernel code, and so are safe for use with any LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

8 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 `\c{...}` 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 the function `\__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{l_my_regex}` to use an already-compiled regex in a more complicated regex. This makes regexes more easily composable.
- Allowing `\u{l_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.
- `\Q...\E` escaping: this would require to read the argument verbatim, which is not in the scope of this module.
- `\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 XXVIII
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

`\box_new:N`
`\box_new:c`

`\box_new:N` ⟨*box*⟩

Creates a new ⟨*box*⟩ or raises an error if the name is already taken. The declaration is global. The ⟨*box*⟩ is initially void.

`\box_clear:N`
`\box_clear:c`
`\box_gclear:N`
`\box_gclear:c`

`\box_clear:N` ⟨*box*⟩

Clears the content of the ⟨*box*⟩ by setting the box equal to `\c_empty_box`.

`\box_clear_new:N`
`\box_clear_new:c`
`\box_gclear_new:N`
`\box_gclear_new:c`

`\box_clear_new:N` ⟨*box*⟩

Ensures that the ⟨*box*⟩ exists globally by applying `\box_new:N` if necessary, then applies `\box_(g)clear:N` to leave the ⟨*box*⟩ empty.

`\box_set_eq:NN`
`\box_set_eq:(cN|Nc|cc)`
`\box_gset_eq:NN`
`\box_gset_eq:(cN|Nc|cc)`

`\box_set_eq:NN` ⟨*box*$_1$⟩ ⟨*box*$_2$⟩

Sets the content of ⟨*box*$_1$⟩ equal to that of ⟨*box*$_2$⟩.

`\box_if_exist_p:N` ⋆
`\box_if_exist_p:c` ⋆
`\box_if_exist:NTF` ⋆
`\box_if_exist:cTF` ⋆

New: 2012-03-03

`\box_if_exist_p:N` ⟨*box*⟩
`\box_if_exist:NTF` ⟨*box*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests whether the ⟨*box*⟩ is currently defined. This does not check that the ⟨*box*⟩ really is a box.

2 Using boxes

`\box_use:N`
`\box_use:c`

`\box_use:N` ⟨*box*⟩

Inserts the current content of the ⟨*box*⟩ onto the current list for typesetting. An error is raised if the variable does not exist or if it is invalid.

TeXhackers note: This is the TeX primitive `\copy`.

`\box_move_right:nn`
`\box_move_left:nn`

`\box_move_right:nn {⟨dimexpr⟩} {⟨box function⟩}`

This function operates in vertical mode, and inserts the material specified by the ⟨*box function*⟩ such that its reference point is displaced horizontally by the given ⟨*dimexpr*⟩ from the reference point for typesetting, to the right or left as appropriate. The ⟨*box function*⟩ should be a box operation such as `\box_use:N \<box>` or a "raw" box specification such as `\vbox:n { xyz }`.

`\box_move_up:nn`
`\box_move_down:nn`

`\box_move_up:nn {⟨dimexpr⟩} {⟨box function⟩}`

This function operates in horizontal mode, and inserts the material specified by the ⟨*box function*⟩ such that its reference point is displaced vertically by the given ⟨*dimexpr*⟩ from the reference point for typesetting, up or down as appropriate. The ⟨*box function*⟩ should be a box operation such as `\box_use:N \<box>` or a "raw" box specification such as `\vbox:n { xyz }`.

3 Measuring and setting box dimensions

`\box_dp:N`
`\box_dp:c`

`\box_dp:N ⟨box⟩`

Calculates the depth (below the baseline) of the ⟨*box*⟩ in a form suitable for use in a ⟨*dimension expression*⟩.

TEXhackers note: This is the TEX primitive `\dp`.

`\box_ht:N`
`\box_ht:c`

`\box_ht:N ⟨box⟩`

Calculates the height (above the baseline) of the ⟨*box*⟩ in a form suitable for use in a ⟨*dimension expression*⟩.

TEXhackers note: This is the TEX primitive `\ht`.

`\box_wd:N`
`\box_wd:c`

`\box_wd:N ⟨box⟩`

Calculates the width of the ⟨*box*⟩ in a form suitable for use in a ⟨*dimension expression*⟩.

TEXhackers note: This is the TEX primitive `\wd`.

`\box_set_dp:Nn`
`\box_set_dp:cn`
`\box_gset_dp:Nn`
`\box_gset_dp:cn`

Updated: 2019-01-22

`\box_set_dp:Nn ⟨box⟩ {⟨dimension expression⟩}`

Set the depth (below the baseline) of the ⟨*box*⟩ to the value of the `{`⟨*dimension expression*⟩`}`.

`\box_set_ht:Nn`
`\box_set_ht:cn`
`\box_gset_ht:Nn`
`\box_gset_ht:cn`

Updated: 2019-01-22

`\box_set_ht:Nn ⟨box⟩ {⟨dimension expression⟩}`

Set the height (above the baseline) of the ⟨*box*⟩ to the value of the `{`⟨*dimension expression*⟩`}`.

\box_set_wd:Nn
\box_set_wd:cn
\box_gset_wd:Nn
\box_gset_wd:cn

Updated: 2019-01-22

\box_set_wd:Nn ⟨*box*⟩ {⟨*dimension expression*⟩}

Set the width of the ⟨*box*⟩ to the value of the {⟨*dimension expression*⟩}.

4 Box conditionals

\box_if_empty_p:N ⋆
\box_if_empty_p:c ⋆
\box_if_empty:NTF ⋆
\box_if_empty:cTF ⋆

\box_if_empty_p:N ⟨*box*⟩
\box_if_empty:NTF ⟨*box*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if ⟨*box*⟩ is a empty (equal to \c_empty_box).

\box_if_horizontal_p:N ⋆
\box_if_horizontal_p:c ⋆
\box_if_horizontal:NTF ⋆
\box_if_horizontal:cTF ⋆

\box_if_horizontal_p:N ⟨*box*⟩
\box_if_horizontal:NTF ⟨*box*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if ⟨*box*⟩ is a horizontal box.

\box_if_vertical_p:N ⋆
\box_if_vertical_p:c ⋆
\box_if_vertical:NTF ⋆
\box_if_vertical:cTF ⋆

\box_if_vertical_p:N ⟨*box*⟩
\box_if_vertical:NTF ⟨*box*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

Tests if ⟨*box*⟩ is a vertical box.

5 The last box inserted

\box_set_to_last:N
\box_set_to_last:c
\box_gset_to_last:N
\box_gset_to_last:c

\box_set_to_last:N ⟨*box*⟩

Sets the ⟨*box*⟩ 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 ⟨*box*⟩ is always void as it is not possible to recover the last added item.

6 Constant boxes

\c_empty_box

Updated: 2012-11-04

This is a permanently empty box, which is neither set as horizontal nor vertical.

TEXhackers note: At the TEX level this is a void box.

7 Scratch boxes

\l_tmpa_box
\l_tmpb_box

Updated: 2012-11-04

Scratch boxes for local assignment. These are never used by the kernel code, and so are safe for use with any LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\g_tmpa_box
\g_tmpb_box

Scratch boxes for global assignment. These are never used by the kernel code, and so are safe for use with any LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

8 Viewing box contents

\box_show:N
\box_show:c

Updated: 2012-05-11

`\box_show:N ⟨box⟩`

Shows full details of the content of the ⟨*box*⟩ in the terminal.

\box_show:Nnn
\box_show:cnn

New: 2012-05-11

`\box_show:Nnn ⟨box⟩ {⟨intexpr1⟩} {⟨intexpr2⟩}`

Display the contents of ⟨*box*⟩ in the terminal, showing the first ⟨*intexpr*$_1$⟩ items of the box, and descending into ⟨*intexpr*$_2$⟩ group levels.

\box_log:N
\box_log:c

New: 2012-05-11

`\box_log:N ⟨box⟩`

Writes full details of the content of the ⟨*box*⟩ to the log.

\box_log:Nnn
\box_log:cnn

New: 2012-05-11

`\box_log:Nnn ⟨box⟩ {⟨intexpr1⟩} {⟨intexpr2⟩}`

Writes the contents of ⟨*box*⟩ to the log, showing the first ⟨*intexpr*$_1$⟩ items of the box, and descending into ⟨*intexpr*$_2$⟩ group levels.

9 Boxes and color

All LaTeX3 boxes are "color safe": a color set inside the box stops applying after the end of the box has occurred.

10 Horizontal mode boxes

\hbox:n

Updated: 2017-04-05

`\hbox:n {⟨contents⟩}`

Typesets the ⟨*contents*⟩ into a horizontal box of natural width and then includes this box in the current list for typesetting.

\hbox_to_wd:nn

Updated: 2017-04-05

\hbox_to_wd:nn {⟨*dimexpr*⟩} {⟨*contents*⟩}

Typesets the ⟨*contents*⟩ into a horizontal box of width ⟨*dimexpr*⟩ and then includes this box in the current list for typesetting.

\hbox_to_zero:n

Updated: 2017-04-05

\hbox_to_zero:n {⟨*contents*⟩}

Typesets the ⟨*contents*⟩ into a horizontal box of zero width and then includes this box in the current list for typesetting.

\hbox_set:Nn
\hbox_set:cn
\hbox_gset:Nn
\hbox_gset:cn

Updated: 2017-04-05

\hbox_set:Nn ⟨*box*⟩ {⟨*contents*⟩}

Typesets the ⟨*contents*⟩ at natural width and then stores the result inside the ⟨*box*⟩.

\hbox_set_to_wd:Nnn
\hbox_set_to_wd:cnn
\hbox_gset_to_wd:Nnn
\hbox_gset_to_wd:cnn

Updated: 2017-04-05

\hbox_set_to_wd:Nnn ⟨*box*⟩ {⟨*dimexpr*⟩} {⟨*contents*⟩}

Typesets the ⟨*contents*⟩ to the width given by the ⟨*dimexpr*⟩ and then stores the result inside the ⟨*box*⟩.

\hbox_overlap_right:n

Updated: 2017-04-05

\hbox_overlap_right:n {⟨*contents*⟩}

Typesets the ⟨*contents*⟩ into a horizontal box of zero width such that material protrudes to the right of the insertion point.

\hbox_overlap_left:n

Updated: 2017-04-05

\hbox_overlap_left:n {⟨*contents*⟩}

Typesets the ⟨*contents*⟩ into a horizontal box of zero width such that material protrudes to the left of the insertion point.

\hbox_set:Nw
\hbox_set:cw
\hbox_set_end:
\hbox_gset:Nw
\hbox_gset:cw
\hbox_gset_end:

Updated: 2017-04-05

\hbox_set:Nw ⟨*box*⟩ ⟨*contents*⟩ \hbox_set_end:

Typesets the ⟨*contents*⟩ at natural width and then stores the result inside the ⟨*box*⟩. In contrast to **\hbox_set:Nn** this function does not absorb the argument when finding the ⟨*content*⟩, and so can be used in circumstances where the ⟨*content*⟩ may not be a simple argument.

\hbox_set_to_wd:Nnw
\hbox_set_to_wd:cnw
\hbox_gset_to_wd:Nnw
\hbox_gset_to_wd:cnw

New: 2017-06-08

\hbox_set_to_wd:Nnw ⟨*box*⟩ {⟨*dimexpr*⟩} ⟨*contents*⟩ \hbox_set_end:

Typesets the ⟨*contents*⟩ to the width given by the ⟨*dimexpr*⟩ and then stores the result inside the ⟨*box*⟩. In contrast to **\hbox_set_to_wd:Nnn** this function does not absorb the argument when finding the ⟨*content*⟩, and so can be used in circumstances where the ⟨*content*⟩ may not be a simple argument

\hbox_unpack:N
\hbox_unpack:c

\hbox_unpack:N ⟨*box*⟩

Unpacks the content of the horizontal ⟨*box*⟩, retaining any stretching or shrinking applied when the ⟨*box*⟩ was set.

TEXhackers note: This is the TEX primitive \unhcopy.

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.

`\vbox:n`

Updated: 2017-04-05

`\vbox:n {⟨contents⟩}`

Typesets the ⟨*contents*⟩ into a vertical box of natural height and includes this box in the current list for typesetting.

`\vbox_top:n`

Updated: 2017-04-05

`\vbox_top:n {⟨contents⟩}`

Typesets the ⟨*contents*⟩ 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 *first* item added to the box.

`\vbox_to_ht:nn`

Updated: 2017-04-05

`\vbox_to_ht:nn {⟨dimexpr⟩} {⟨contents⟩}`

Typesets the ⟨*contents*⟩ into a vertical box of height ⟨*dimexpr*⟩ and then includes this box in the current list for typesetting.

`\vbox_to_zero:n`

Updated: 2017-04-05

`\vbox_to_zero:n {⟨contents⟩}`

Typesets the ⟨*contents*⟩ into a vertical box of zero height and then includes this box in the current list for typesetting.

`\vbox_set:Nn`
`\vbox_set:cn`
`\vbox_gset:Nn`
`\vbox_gset:cn`

Updated: 2017-04-05

`\vbox_set:Nn ⟨box⟩ {⟨contents⟩}`

Typesets the ⟨*contents*⟩ at natural height and then stores the result inside the ⟨*box*⟩.

`\vbox_set_top:Nn`
`\vbox_set_top:cn`
`\vbox_gset_top:Nn`
`\vbox_gset_top:cn`

Updated: 2017-04-05

`\vbox_set_top:Nn ⟨box⟩ {⟨contents⟩}`

Typesets the ⟨*contents*⟩ at natural height and then stores the result inside the ⟨*box*⟩. The baseline of the box is equal to that of the *first* item added to the box.

`\vbox_set_to_ht:Nnn`
`\vbox_set_to_ht:cnn`
`\vbox_gset_to_ht:Nnn`
`\vbox_gset_to_ht:cnn`

Updated: 2017-04-05

`\vbox_set_to_ht:Nnn ⟨box⟩ {⟨dimexpr⟩} {⟨contents⟩}`

Typesets the ⟨*contents*⟩ to the height given by the ⟨*dimexpr*⟩ and then stores the result inside the ⟨*box*⟩.

\vbox_set:Nw
\vbox_set:cw
\vbox_set_end:
\vbox_gset:Nw
\vbox_gset:cw
\vbox_gset_end:

Updated: 2017-04-05

\vbox_set:Nw ⟨*box*⟩ ⟨*contents*⟩ \vbox_set_end:

Typesets the ⟨*contents*⟩ at natural height and then stores the result inside the ⟨*box*⟩. In contrast to `\vbox_set:Nn` this function does not absorb the argument when finding the ⟨*content*⟩, and so can be used in circumstances where the ⟨*content*⟩ may not be a simple argument.

\vbox_set_to_ht:Nnw
\vbox_set_to_ht:cnw
\vbox_gset_to_ht:Nnw
\vbox_gset_to_ht:cnw

New: 2017-06-08

\vbox_set_to_ht:Nnw ⟨*box*⟩ {⟨*dimexpr*⟩} ⟨*contents*⟩ \vbox_set_end:

Typesets the ⟨*contents*⟩ to the height given by the ⟨*dimexpr*⟩ and then stores the result inside the ⟨*box*⟩. In contrast to `\vbox_set_to_ht:Nnn` this function does not absorb the argument when finding the ⟨*content*⟩, and so can be used in circumstances where the ⟨*content*⟩ may not be a simple argument

\vbox_set_split_to_ht:NNn
\vbox_set_split_to_ht:(cNn|Ncn|ccn)
\vbox_gset_split_to_ht:NNn
\vbox_gset_split_to_ht:(cNn|Ncn|ccn)

Updated: 2018-12-29

\vbox_set_split_to_ht:NNn ⟨*box*$_1$⟩ ⟨*box*$_2$⟩ {⟨*dimexpr*⟩}

Sets ⟨*box*$_1$⟩ to contain material to the height given by the ⟨*dimexpr*⟩ by removing content from the top of ⟨*box*$_2$⟩ (which must be a vertical box).

\vbox_unpack:N
\vbox_unpack:c

\vbox_unpack:N ⟨*box*⟩

Unpacks the content of the vertical ⟨*box*⟩, retaining any stretching or shrinking applied when the ⟨*box*⟩ was set.

> **TEXhackers note:** This is the TEX primitive `\unvcopy`.

12 Using boxes efficiently

The functions above for using box contents work in exactly the same way as for any other expl3 variable. However, for efficiency reasons, it is also useful to have functions which *drop* box contents on use. When a box is dropped, the box becomes empty at the group level *where the box was originally set* rather than necessarily *at the current group level.* 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.

These functions should be preferred when the content of the box is no longer required after use. Note that due to the unusual scoping behaviour of `drop` functions they may be applied to both local and global boxes: the latter will naturally be set and thus cleared at a global level.

`\box_use_drop:N`
`\box_use_drop:c`

`\box_use_drop:N` ⟨*box*⟩

Inserts the current content of the ⟨*box*⟩ onto the current list for typesetting then drops the box content. An error is raised if the variable does not exist or if it is invalid. This function may be applied to local or global boxes.

TEXhackers note: This is the `\box` primitive.

`\box_set_eq_drop:NN`
`\box_set_eq_drop:(cN|Nc|cc)`
New: 2019-01-17

`\box_set_eq_drop:NN` ⟨*box*$_1$⟩ ⟨*box*$_2$⟩

Sets the content of ⟨*box*$_1$⟩ equal to that of ⟨*box*$_2$⟩, then drops ⟨*box*$_2$⟩.

`\box_gset_eq_drop:NN`
`\box_gset_eq_drop:(cN|Nc|cc)`
New: 2019-01-17

`\box_gset_eq_drop:NN` ⟨*box*$_1$⟩ ⟨*box*$_2$⟩

Sets the content of ⟨*box*$_1$⟩ globally equal to that of ⟨*box*$_2$⟩, then drops ⟨*box*$_2$⟩.

`\hbox_unpack_drop:N`
`\hbox_unpack_drop:c`
New: 2019-01-17

`\hbox_unpack_drop:N` ⟨*box*⟩

Unpacks the content of the horizontal ⟨*box*⟩, retaining any stretching or shrinking applied when the ⟨*box*⟩ was set. The original ⟨*box*⟩ is then dropped.

TEXhackers note: This is the TEX primitive `\unhbox`.

`\vbox_unpack_drop:N`
`\vbox_unpack_drop:c`
New: 2019-01-17

`\vbox_unpack_drop:N` ⟨*box*⟩

Unpacks the content of the vertical ⟨*box*⟩, retaining any stretching or shrinking applied when the ⟨*box*⟩ was set. The original ⟨*box*⟩ is then dropped.

TEXhackers note: This is the TEX primitive `\unvbox`.

13 Affine transformations

Affine transformations are changes which (informally) preserve straight lines. Simple translations are affine transformations, but are better handled in TEX 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.

```
\box_autosize_to_wd_and_ht:Nnn
\box_autosize_to_wd_and_ht:cnn
\box_gautosize_to_wd_and_ht:Nnn
\box_gautosize_to_wd_and_ht:cnn
```

New: 2017-04-04
Updated: 2019-01-22

`\box_autosize_to_wd_and_ht:Nnn` ⟨*box*⟩ `{`⟨*x-size*⟩`}` `{`⟨*y-size*⟩`}`

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*.

```
\box_autosize_to_wd_and_ht_plus_dp:Nnn
\box_autosize_to_wd_and_ht_plus_dp:cnn
\box_gautosize_to_wd_and_ht_plus_dp:Nnn
\box_gautosize_to_wd_and_ht_plus_dp:cnn
```

New: 2017-04-04
Updated: 2019-01-22

`\box_autosize_to_wd_and_ht_plus_dp:Nnn` ⟨*box*⟩ `{`⟨*x-size*⟩`}` `{`⟨*y-size*⟩`}`

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*.

```
\box_resize_to_ht:Nn
\box_resize_to_ht:cn
\box_gresize_to_ht:Nn
\box_gresize_to_ht:cn
```

Updated: 2019-01-22

`\box_resize_to_ht:Nn` ⟨*box*⟩ `{`⟨*y-size*⟩`}`

Resizes the ⟨*box*⟩ to ⟨*y-size*⟩ (vertically), scaling the horizontal size by the same amount; ⟨*y-size*⟩ is a dimension expression. 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. A negative ⟨*y-size*⟩ causes 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*.

```
\box_resize_to_ht_plus_dp:Nn
\box_resize_to_ht_plus_dp:cn
\box_gresize_to_ht_plus_dp:Nn
\box_gresize_to_ht_plus_dp:cn
```

Updated: 2019-01-22

`\box_resize_to_ht_plus_dp:Nn` ⟨*box*⟩ {⟨*y-size*⟩}

Resizes the ⟨*box*⟩ to ⟨*y-size*⟩ (vertically), scaling the horizontal size by the same amount; ⟨*y-size*⟩ is a dimension expression. 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. A negative ⟨*y-size*⟩ causes 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*.

```
\box_resize_to_wd:Nn
\box_resize_to_wd:cn
\box_gresize_to_wd:Nn
\box_gresize_to_wd:cn
```

Updated: 2019-01-22

`\box_resize_to_wd:Nn` ⟨*box*⟩ {⟨*x-size*⟩}

Resizes the ⟨*box*⟩ to ⟨*x-size*⟩ (horizontally), scaling the vertical size by the same amount; ⟨*x-size*⟩ is a dimension expression. The updated ⟨*box*⟩ is an `hbox`, irrespective of the nature of the ⟨*box*⟩ before the resizing is applied. A negative ⟨*x-size*⟩ causes the material in the ⟨*box*⟩ to be reversed in direction, but the reference point of the ⟨*box*⟩ is unchanged. Thus a negative ⟨*x-size*⟩ results in the ⟨*box*⟩ having a depth dependent on the height of the original and *vice versa*.

```
\box_resize_to_wd_and_ht:Nnn
\box_resize_to_wd_and_ht:cnn
\box_gresize_to_wd_and_ht:Nnn
\box_gresize_to_wd_and_ht:cnn
```

New: 2014-07-03
Updated: 2019-01-22

`\box_resize_to_wd_and_ht:Nnn` ⟨*box*⟩ {⟨*x-size*⟩} {⟨*y-size*⟩}

Resizes the ⟨*box*⟩ to ⟨*x-size*⟩ (horizontally) and ⟨*y-size*⟩ (vertically): both of the sizes are dimension expressions. The ⟨*y-size*⟩ is the height only and does not include any depth. The updated ⟨*box*⟩ is an `hbox`, irrespective of the nature of the ⟨*box*⟩ before the resizing is applied. 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*.

```
\box_resize_to_wd_and_ht_plus_dp:Nnn
\box_resize_to_wd_and_ht_plus_dp:cnn
\box_gresize_to_wd_and_ht_plus_dp:Nnn
\box_gresize_to_wd_and_ht_plus_dp:cnn
```

New: 2017-04-06
Updated: 2019-01-22

`\box_resize_to_wd_and_ht_plus_dp:Nnn` ⟨*box*⟩ {⟨*x-size*⟩} {⟨*y-size*⟩}

Resizes the ⟨*box*⟩ to ⟨*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. 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*.

\box_rotate:Nn
\box_rotate:cn
\box_grotate:Nn
\box_grotate:cn

Updated: 2019-01-22

`\box_rotate:Nn` ⟨*box*⟩ {⟨*angle*⟩}

Rotates the ⟨*box*⟩ by ⟨*angle*⟩ (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 ⟨*box*⟩ is an `hbox`, irrespective of the nature of the ⟨*box*⟩ before the rotation is applied.

\box_scale:Nnn
\box_scale:cnn
\box_gscale:Nnn
\box_gscale:cnn

Updated: 2019-01-22

`\box_scale:Nnn` ⟨*box*⟩ {⟨*x-scale*⟩} {⟨*y-scale*⟩}

Scales the ⟨*box*⟩ by factors ⟨*x-scale*⟩ and ⟨*y-scale*⟩ in the horizontal and vertical directions, respectively (both scales are integer expressions). The updated ⟨*box*⟩ is an `hbox`, irrespective of the nature of the ⟨*box*⟩ before the scaling is applied. Negative scalings cause the material in the ⟨*box*⟩ to be reversed in direction, but the reference point of the ⟨*box*⟩ is unchanged. Thus a negative ⟨*y-scale*⟩ results in the ⟨*box*⟩ having a depth dependent on the height of the original and *vice versa*.

14 Primitive box conditionals

\if_hbox:N ⋆

```
\if_hbox:N ⟨box⟩
  ⟨true code⟩
\else:
  ⟨false code⟩
\fi:
```

Tests is ⟨*box*⟩ is a horizontal box.

TEXhackers note: This is the TEX primitive `\ifhbox`.

\if_vbox:N ⋆

```
\if_vbox:N ⟨box⟩
  ⟨true code⟩
\else:
  ⟨false code⟩
\fi:
```

Tests is ⟨*box*⟩ is a vertical box.

TEXhackers note: This is the TEX primitive `\ifvbox`.

\if_box_empty:N ⋆

```
\if_box_empty:N ⟨box⟩
  ⟨true code⟩
\else:
  ⟨false code⟩
\fi:
```

Tests is ⟨*box*⟩ is an empty (void) box.

TEXhackers note: This is the TEX primitive `\ifvoid`.

Part XXIX
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

\coffin_new:N
\coffin_new:c

New: 2011-08-17

`\coffin_new:N ⟨coffin⟩`

Creates a new ⟨*coffin*⟩ or raises an error if the name is already taken. The declaration is global. The ⟨*coffin*⟩ is initially empty.

\coffin_clear:N
\coffin_clear:c
\coffin_gclear:N
\coffin_gclear:c

New: 2011-08-17
Updated: 2019-01-21

`\coffin_clear:N ⟨coffin⟩`

Clears the content of the ⟨*coffin*⟩.

\coffin_set_eq:NN
\coffin_set_eq:(Nc|cN|cc)
\coffin_gset_eq:NN
\coffin_gset_eq:(Nc|cN|cc)

New: 2011-08-17
Updated: 2019-01-21

`\coffin_set_eq:NN ⟨coffin1⟩ ⟨coffin2⟩`

Sets both the content and poles of ⟨*coffin*$_1$⟩ equal to those of ⟨*coffin*$_2$⟩.

\coffin_if_exist_p:N ⋆
\coffin_if_exist_p:c ⋆
\coffin_if_exist:NTF ⋆
\coffin_if_exist:cTF ⋆

New: 2012-06-20

```
\coffin_if_exist_p:N ⟨box⟩
\coffin_if_exist:NTF ⟨box⟩ {⟨true code⟩} {⟨false code⟩}
```

Tests whether the ⟨*coffin*⟩ is currently defined.

2 Setting coffin content and poles

\hcoffin_set:Nn
\hcoffin_set:cn
\hcoffin_gset:Nn
\hcoffin_gset:cn

New: 2011-08-17
Updated: 2019-01-21

`\hcoffin_set:Nn ⟨coffin⟩ {⟨material⟩}`

Typesets the ⟨*material*⟩ in horizontal mode, storing the result in the ⟨*coffin*⟩. The standard poles for the ⟨*coffin*⟩ are then set up based on the size of the typeset material.

\hcoffin_set:Nw
\hcoffin_set:cw
\hcoffin_set_end:
\hcoffin_gset:Nw
\hcoffin_gset:cw
\hcoffin_gset_end:

New: 2011-09-10
Updated: 2019-01-21

\hcoffin_set:Nw ⟨*coffin*⟩ ⟨*material*⟩ \hcoffin_set_end:

Typesets the ⟨*material*⟩ in horizontal mode, storing the result in the ⟨*coffin*⟩. The standard poles for the ⟨*coffin*⟩ 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
\vcoffin_gset:Nnn
\vcoffin_gset:cnn

New: 2011-08-17
Updated: 2019-01-21

\vcoffin_set:Nnn ⟨*coffin*⟩ {⟨*width*⟩} {⟨*material*⟩}

Typesets the ⟨*material*⟩ in vertical mode constrained to the given ⟨*width*⟩ and stores the result in the ⟨*coffin*⟩. The standard poles for the ⟨*coffin*⟩ are then set up based on the size of the typeset material.

\vcoffin_set:Nnw
\vcoffin_set:cnw
\vcoffin_set_end:
\vcoffin_gset:Nnw
\vcoffin_gset:cnw
\vcoffin_gset_end:

New: 2011-09-10
Updated: 2019-01-21

\vcoffin_set:Nnw ⟨*coffin*⟩ {⟨*width*⟩} ⟨*material*⟩ \vcoffin_set_end:

Typesets the ⟨*material*⟩ in vertical mode constrained to the given ⟨*width*⟩ and stores the result in the ⟨*coffin*⟩. The standard poles for the ⟨*coffin*⟩ 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:cnn
\coffin_gset_horizontal_pole:Nnn
\coffin_gset_horizontal_pole:cnn

New: 2012-07-20
Updated: 2019-01-21

\coffin_set_horizontal_pole:Nnn ⟨*coffin*⟩
{⟨*pole*⟩} {⟨*offset*⟩}

Sets the ⟨*pole*⟩ to run horizontally through the ⟨*coffin*⟩. The ⟨*pole*⟩ is placed at the ⟨*offset*⟩ from the bottom edge of the bounding box of the ⟨*coffin*⟩. The ⟨*offset*⟩ should be given as a dimension expression.

\coffin_set_vertical_pole:Nnn
\coffin_set_vertical_pole:cnn
\coffin_gset_vertical_pole:Nnn
\coffin_gset_vertical_pole:cnn

New: 2012-07-20
Updated: 2019-01-21

\coffin_set_vertical_pole:Nnn ⟨*coffin*⟩ {⟨*pole*⟩} {⟨*offset*⟩}

Sets the ⟨*pole*⟩ to run vertically through the ⟨*coffin*⟩. The ⟨*pole*⟩ is placed at the ⟨*offset*⟩ from the left-hand edge of the bounding box of the ⟨*coffin*⟩. The ⟨*offset*⟩ should be given as a dimension expression.

3 Coffin affine transformations

`\coffin_resize:Nnn`
`\coffin_resize:cnn`
`\coffin_gresize:Nnn`
`\coffin_gresize:cnn`

Updated: 2019-01-23

`\coffin_resize:Nnn` ⟨*coffin*⟩ {⟨*width*⟩} {⟨*total-height*⟩}

Resized the ⟨*coffin*⟩ to ⟨*width*⟩ and ⟨*total-height*⟩, both of which should be given as dimension expressions.

`\coffin_rotate:Nn`
`\coffin_rotate:cn`
`\coffin_grotate:Nn`
`\coffin_grotate:cn`

`\coffin_rotate:Nn` ⟨*coffin*⟩ {⟨*angle*⟩}

Rotates the ⟨*coffin*⟩ by the given ⟨*angle*⟩ (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_gscale:Nnn`
`\coffin_gscale:cnn`

Updated: 2019-01-23

`\coffin_scale:Nnn` ⟨*coffin*⟩ {⟨*x-scale*⟩} {⟨*y-scale*⟩}

Scales the ⟨*coffin*⟩ by a factors ⟨*x-scale*⟩ and ⟨*y-scale*⟩ in the horizontal and vertical directions, respectively. The two scale factors should be given as real numbers.

4 Joining and using coffins

`\coffin_attach:NnnNnnnn`
`\coffin_attach:(cnnNnnnn|Nnncnnnn|cnncnnnn)`
`\coffin_gattach:NnnNnnnn`
`\coffin_gattach:(cnnNnnnn|Nnncnnnn|cnncnnnn)`

Updated: 2019-01-22

`\coffin_attach: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 attaches ⟨*coffin*$_2$⟩ to ⟨*coffin*$_1$⟩ such that the bounding box of ⟨*coffin*$_1$⟩ is not altered, *i.e.* ⟨*coffin*$_2$⟩ can protrude outside of the bounding box of the coffin. The alignment is carried out by first calculating ⟨*handle*$_1$⟩, the point of intersection of ⟨*coffin*$_1$*-pole*$_1$⟩ and ⟨*coffin*$_1$*-pole*$_2$⟩, and ⟨*handle*$_2$⟩, the point of intersection of ⟨*coffin*$_2$*-pole*$_1$⟩ and ⟨*coffin*$_2$*-pole*$_2$⟩. ⟨*coffin*$_2$⟩ is then attached to ⟨*coffin*$_1$⟩ such that the relationship between ⟨*handle*$_1$⟩ and ⟨*handle*$_2$⟩ is described by the ⟨*x-offset*⟩ and ⟨*y-offset*⟩. The two offsets should be given as dimension expressions.

`\coffin_join:NnnNnnnn`
`\coffin_join:(cnnNnnnn|Nnncnnnn|cnncnnnn)`
`\coffin_gjoin:NnnNnnnn`
`\coffin_gjoin:(cnnNnnnn|Nnncnnnn|cnncnnnn)`

Updated: 2019-01-22

`\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 ⟨*coffin*$_2$⟩ to ⟨*coffin*$_1$⟩ such that the bounding box of ⟨*coffin*$_1$⟩ 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 ⟨*handle*$_1$⟩, the point of intersection of ⟨*coffin*$_1$*-pole*$_1$⟩ and ⟨*coffin*$_1$*-pole*$_2$⟩, and ⟨*handle*$_2$⟩, the point of intersection of ⟨*coffin*$_2$*-pole*$_1$⟩ and ⟨*coffin*$_2$*-pole*$_2$⟩. ⟨*coffin*$_2$⟩ is then attached to ⟨*coffin*$_1$⟩ such that the relationship between ⟨*handle*$_1$⟩ and ⟨*handle*$_2$⟩ is described by the ⟨*x-offset*⟩ and ⟨*y-offset*⟩. 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 ⟨*handle*⟩, the point of intersection of ⟨*pole*$_1$⟩ and ⟨*pole*$_2$⟩. The coffin is then typeset in horizontal mode such that the relationship between the current reference point in the document and the ⟨*handle*⟩ is described by the ⟨*x-offset*⟩ and ⟨*y-offset*⟩. 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.

5 Measuring coffins

\coffin_dp:N
\coffin_dp:c

`\coffin_dp:N` ⟨*coffin*⟩

Calculates the depth (below the baseline) of the ⟨*coffin*⟩ in a form suitable for use in a ⟨*dimension expression*⟩.

\coffin_ht:N
\coffin_ht:c

`\coffin_ht:N` ⟨*coffin*⟩

Calculates the height (above the baseline) of the ⟨*coffin*⟩ in a form suitable for use in a ⟨*dimension expression*⟩.

\coffin_wd:N
\coffin_wd:c

`\coffin_wd:N` ⟨*coffin*⟩

Calculates the width of the ⟨*coffin*⟩ in a form suitable for use in a ⟨*dimension expression*⟩.

6 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 ⟨*poles*⟩ of the ⟨*coffin*⟩ to give a set of ⟨*handles*⟩. It then prints the ⟨*coffin*⟩ at the current location in the source, with the position of the ⟨*handles*⟩ marked on the coffin. The ⟨*handles*⟩ are labelled as part of this process: the locations of the ⟨*handles*⟩ and the labels are both printed in the ⟨*color*⟩ specified.

\coffin_mark_handle:Nnnn
\coffin_mark_handle:cnnn

Updated: 2011-09-02

`\coffin_mark_handle:Nnnn` ⟨*coffin*⟩ {⟨*pole*$_1$⟩} {⟨*pole*$_2$⟩} {⟨*color*⟩}

This function first calculates the ⟨*handle*⟩ for the ⟨*coffin*⟩ as defined by the intersection of ⟨*pole*$_1$⟩ and ⟨*pole*$_2$⟩. It then marks the position of the ⟨*handle*⟩ on the ⟨*coffin*⟩. The ⟨*handle*⟩ are labelled as part of this process: the location of the ⟨*handle*⟩ and the label are both printed in the ⟨*color*⟩ specified.

\coffin_show_structure:N
\coffin_show_structure:c

Updated: 2015-08-01

`\coffin_show_structure:N` ⟨*coffin*⟩

This function shows the structural information about the ⟨*coffin*⟩ 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 ⟨*coffin*⟩

This function writes the structural information about the ⟨*coffin*⟩ in the log file. See also \coffin_show_structure:N which displays the result in the terminal.

7 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 LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\g_tmpa_coffin
\g_tmpb_coffin

New: 2019-01-24

Scratch coffins for global assignment. These are never used by the kernel code, and so are safe for use with any LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

Part XXX

The l3color-base package Color support

This module provides support for color in LaTeX3. 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.

Part XXXI
The l3luatex package: LuaTeX-specific functions

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, pTeX, upTeX 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 Breaking out to Lua

`\lua_now:n` ⋆
`\lua_now:e` ⋆
New: 2018-06-18

`\lua_now:n {⟨token list⟩}`

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.

TeXhackers note: `\lua_now:e` is a macro wrapper around `\directlua`: when LuaTeX is in use two expansions are required to yield the result of the Lua code.

`\lua_shipout_e:n`
`\lua_shipout:n`
New: 2018-06-18

`\lua_shipout:n {⟨token list⟩}`

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_e:n` version the input is fully expanded by TeX in an `e`-type manner during the shipout operation.

TeXhackers note: At a TeX level, the ⟨*Lua input*⟩ is stored as a "whatsit".

`\lua_escape:n` ⋆
`\lua_escape:e` ⋆
New: 2015-06-29

`\lua_escape:n {⟨token list⟩}`

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.

TeXhackers note: `\lua_escape:e` is a macro wrapper around `\luaescapestring`: when LuaTeX is in use two expansions are required to yield the result of the Lua code.

2 Lua interfaces

As well as interfaces for TEX, there are a small number of Lua functions provided here.

`l3kernel` All public interfaces provided by the module are stored within the `l3kernel` table.

`l3kernel.charcat`

`l3kernel.charcat(⟨charcode⟩, ⟨catcode⟩)`

Constructs a character of ⟨*charcode*⟩ and ⟨*catcode*⟩ and returns the result to TEX.

`l3kernel.elapsedtime`

`l3kernel.elapsedtime()`

Returns the CPU time in ⟨*scaled seconds*⟩ since the start of the TEX run or since `l3kernel.resettimer` was issued. This only measures the time used by the CPU, not the real time, e.g., waiting for user input.

`l3kernel.filemdfivesum`

`l3kernel.filemdfivesum(⟨file⟩)`

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 TEX behaviour. If the ⟨*file*⟩ is not found, nothing is returned with *no error raised*.

`l3kernel.filemoddate`

`l3kernel.filemoddate(⟨file⟩)`

Returns the of the date/time of last modification of the ⟨*file*⟩ in the format

`D:`⟨*year*⟩⟨*month*⟩⟨*day*⟩⟨*hour*⟩⟨*minute*⟩⟨*second*⟩⟨*offset*⟩

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*.

`l3kernel.filesize`

`l3kernel.filesize(⟨file⟩)`

Returns the size of the ⟨*file*⟩ in bytes. If the ⟨*file*⟩ is not found, nothing is returned with *no error raised*.

`l3kernel.resettimer`

`l3kernel.resettimer()`

Resets the timer used by `l3kernel.elapsetime`.

`l3kernel.strcmp`

`l3kernel.strcmp(⟨str one⟩, ⟨str two⟩)`

Compares the two strings and returns `0` to TEX if the two are identical.

Part XXXII
The l3unicode package: Unicode support functions

This module provides Unicode-specific functions along with loading data from a range of Unicode Consortium files. At present, it provides no public functions.

Part XXXIII
The l3legacy package
Interfaces to legacy concepts

There are a small number of TeX or LaTeX 2ε concepts which are not used in expl3 code but which need to be manipulated when working as a LaTeX 2ε package. To allow these to be integrated cleanly into expl3 code, a set of legacy interfaces are provided here.

`\legacy_if_p:n` ⋆
`\legacy_if:nTF` ⋆

`\legacy_if:nTF {⟨name⟩} {⟨true code⟩} {⟨false code⟩}`

Tests if the LaTeX 2ε/plain TeX conditional (generated by `\newif`) if `true` or `false` and branches accordingly. The ⟨*name*⟩ of the conditional should *omit* the leading `if`.

Part XXXIV

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;
- `all` that does all of the above.

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 LaTeX 2_ε 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.

3 Additions to l3box

3.1 Viewing part of a box

`\box_clip:N`
`\box_clip:c`
`\box_gclip:N`
`\box_gclip:c`

Updated: 2019-01-23

`\box_clip:N ⟨box⟩`

Clips the ⟨*box*⟩ in the output so that only material inside the bounding box is displayed in the output. The updated ⟨*box*⟩ is an hbox, irrespective of the nature of the ⟨*box*⟩ before the clipping is applied.

These functions require the LaTeX3 native drivers: they do not work with the LaTeX 2_ε graphics drivers!

TeXhackers 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.

`\box_set_trim:Nnnnn`
`\box_set_trim:cnnnn`
`\box_gset_trim:Nnnnn`
`\box_gset_trim:cnnnn`

New: 2019-01-23

`\box_set_trim:Nnnnn` ⟨*box*⟩ {⟨*left*⟩} {⟨*bottom*⟩} {⟨*right*⟩} {⟨*top*⟩}

Adjusts the bounding box of the ⟨*box*⟩ ⟨*left*⟩ is removed from the left-hand edge of the bounding box, ⟨*right*⟩ from the right-hand edge and so fourth. All adjustments are ⟨*dimension expressions*⟩. Material outside of the bounding box is still displayed in the output unless `\box_clip:N` is subsequently applied. The updated ⟨*box*⟩ is an hbox, irrespective of the nature of the ⟨*box*⟩ before the trim operation is applied. The behavior of the operation where the trims requested is greater than the size of the box is undefined.

`\box_set_viewport:Nnnnn`
`\box_set_viewport:cnnnn`
`\box_gset_viewport:Nnnnn`
`\box_gset_viewport:cnnnn`

New: 2019-01-23

`\box_set_viewport:Nnnnn` ⟨*box*⟩ {⟨*llx*⟩} {⟨*lly*⟩} {⟨*urx*⟩} {⟨*ury*⟩}

Adjusts the bounding box of the ⟨*box*⟩ such that it has lower-left co-ordinates (⟨*llx*⟩, ⟨*lly*⟩) and upper-right co-ordinates (⟨*urx*⟩, ⟨*ury*⟩). All four co-ordinate positions are ⟨*dimension expressions*⟩. Material outside of the bounding box is still displayed in the output unless `\box_clip:N` is subsequently applied. The updated ⟨*box*⟩ is an hbox, irrespective of the nature of the ⟨*box*⟩ before the viewport operation is applied.

4 Additions to l3expan

`\exp_args_generate:n`

New: 2018-04-04
Updated: 2019-02-08

`\exp_args_generate:n` {⟨*variant argument specifiers*⟩}

Defines `\exp_args:N`⟨*variant*⟩ functions for each ⟨*variant*⟩ given in the comma list {⟨*variant argument specifiers*⟩}. Each ⟨*variant*⟩ should consist of the letters `N`, `c`, `n`, `V`, `v`, `o`, `f`, `e`, `x`, `p` and the resulting function is protected if the letter `x` appears in the ⟨*variant*⟩. This is only useful for cases where `\cs_generate_variant:Nn` is not applicable.

5 Additions to l3fp

`\fp_if_nan_p:n` ⋆
`\fp_if_nan:nTF` ⋆

New: 2019-08-25

`\fp_if_nan:n` {⟨*fpexpr*⟩}

Evaluates the ⟨*fpexpr*⟩ and tests whether the result is exactly `NaN`. The test returns `false` for any other result, even a tuple containing `NaN`.

6 Additions to l3file

`\iow_allow_break:`

New: 2018-12-29

`\iow_allow_break:`

In the first argument of `\iow_wrap:nnnN` (for instance in messages), inserts a break-point that allows a line break. In other words this is a zero-width breaking space.

`\ior_get_term:nN`
`\ior_str_get_term:nN`

New: 2019-03-23

`\ior_get_term:nN` ⟨*prompt*⟩ ⟨*token list variable*⟩

Function that reads one or more lines (until an equal number of left and right braces are found) from the terminal and stores the result locally in the ⟨*token list*⟩ variable. Tokenization occurs as described for `\ior_get:NN` or `\ior_str_get:NN`, respectively. When the ⟨*prompt*⟩ is empty, TeX will wait for input without any other indication: typically the programmer will have provided a suitable text using e.g. `\iow_term:n`. Where the ⟨*prompt*⟩ is given, it will appear in the terminal followed by an `=`, e.g.

```
prompt=
```

`\ior_shell_open:Nn`

New: 2019-05-08

`\ior_shell_open:nN` ⟨*stream*⟩ `{`⟨*shell command*⟩`}`

Opens the *pseudo*-file created by the output of the ⟨*shell command*⟩ for reading using ⟨*stream*⟩ as the control sequence for access. If the ⟨*stream*⟩ was already open it is closed before the new operation begins. The ⟨*stream*⟩ is available for access immediately and will remain allocated to ⟨*shell command*⟩ until a `\ior_close:N` instruction is given or the TeX run ends. If piped system calls are disabled an error is raised.

For details of handling of the ⟨*shell command*⟩, see `\sys_get_shell:nnN(TF)`.

7 Additions to l3flag

`\flag_raise_if_clear:n` ⋆

New: 2018-04-02

`\flag_raise_if_clear:n {`⟨*flag name*⟩`}`

Ensures the ⟨*flag*⟩ is raised by making its height at least 1, locally.

8 Additions to l3intarray

`\intarray_gset_rand:Nnn`
`\intarray_gset_rand:cnn`
`\intarray_gset_rand:Nn`
`\intarray_gset_rand:cn`

New: 2018-05-05

`\intarray_gset_rand:Nnn` ⟨*intarray var*⟩ `{`⟨*minimum*⟩`} {`⟨*maximum*⟩`}`
`\intarray_gset_rand:Nn` ⟨*intarray var*⟩ `{`⟨*maximum*⟩`}`

Evaluates the integer expressions ⟨*minimum*⟩ and ⟨*maximum*⟩ then sets each entry (independently) of the ⟨*integer array variable*⟩ to a pseudo-random number between the two (with bounds included). If the absolute value of either bound is bigger than $2^{30} - 1$, an error occurs. Entries are generated in the same way as repeated calls to `\int_rand:nn` or `\int_rand:n` respectively, in particular for the second function the ⟨*minimum*⟩ is 1. Assignments are always global. This is not available in older versions of XeTeX.

8.1 Working with contents of integer arrays

`\intarray_to_clist:N` ☆

New: 2018-05-04

`\intarray_to_clist:N` ⟨*intarray var*⟩

Converts the ⟨*intarray*⟩ to integer denotations separated by commas. All tokens have category code other. If the ⟨*intarray*⟩ has no entry the result is empty; otherwise the result has one fewer comma than the number of items.

9 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, short-hands such as `\{` or `\\` do not work, 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, by putting the most important information up front. Another particularity of expandable messages is that they cannot be redirected or turned off by the user.

`\msg_expandable_error:nnnnnn` ⋆
`\msg_expandable_error:nnffff` ⋆
`\msg_expandable_error:nnnnn` ⋆
`\msg_expandable_error:nnfff` ⋆
`\msg_expandable_error:nnnn` ⋆
`\msg_expandable_error:nnff` ⋆
`\msg_expandable_error:nnn` ⋆
`\msg_expandable_error:nnf` ⋆
`\msg_expandable_error:nn` ⋆

New: 2015-08-06
Updated: 2019-02-28

`\msg_expandable_error:nnnnnn` {⟨*module*⟩} {⟨*message*⟩} {⟨*arg one*⟩} {⟨*arg two*⟩} {⟨*arg three*⟩} {⟨*arg four*⟩}

Issues an "Undefined error" message from TEX 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.

`\msg_show_eval:Nn`
`\msg_log_eval:Nn`

New: 2017-12-04

`\msg_show_eval:Nn` ⟨*function*⟩ {⟨*expression*⟩}

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.`

`\msg_show:nnnnnn`
`\msg_show:nnxxxx`
`\msg_show:nnnnn`
`\msg_show:nnxxx`
`\msg_show:nnnn`
`\msg_show:nnxx`
`\msg_show:nnn`
`\msg_show:nnx`
`\msg_show:nn`

New: 2017-12-04

`\msg_show:nnnnnn` {⟨*module*⟩} {⟨*message*⟩} {⟨*arg one*⟩} {⟨*arg two*⟩} {⟨*arg three*⟩} {⟨*arg four*⟩}

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 TEX 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.

\msg_show_item:n ⋆
\msg_show_item_unbraced:n ⋆
\msg_show_item:nn ⋆
\msg_show_item_unbraced:nn ⋆

New: 2017-12-04

\seq_map_function:NN ⟨*seq*⟩ \msg_show_item:n
\prop_map_function:NN ⟨*prop*⟩ \msg_show_item:nn

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.

10 Additions to l3prg

\bool_set_inverse:N
\bool_set_inverse:c
\bool_gset_inverse:N
\bool_gset_inverse:c

New: 2018-05-10

\bool_set_inverse:N ⟨*boolean*⟩

Toggles the ⟨*boolean*⟩ from true to false and conversely: sets it to the inverse of its current value.

11 Additions to l3prop

\prop_rand_key_value:N ⋆
\prop_rand_key_value:c ⋆

New: 2016-12-06

\prop_rand_key_value:N ⟨*prop var*⟩

Selects a pseudo-random key–value pair from the ⟨*property list*⟩ and returns {⟨*key*⟩} and {⟨*value*⟩}. If the ⟨*property list*⟩ is empty the result is empty. This is not available in older versions of XeTeX.

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

12 Additions to l3seq

\seq_mapthread_function:NNN ☆
\seq_mapthread_function:(NcN|cNN|ccN) ☆

\seq_mapthread_function:NNN ⟨*seq*$_1$⟩ ⟨*seq*$_2$⟩ ⟨*function*⟩

Applies ⟨*function*⟩ to every pair of items ⟨*seq*$_1$*-item*⟩–⟨*seq*$_2$*-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).

`\seq_set_filter:NNn`
`\seq_gset_filter:NNn`

`\seq_set_filter:NNn` ⟨*sequence*$_1$⟩ ⟨*sequence*$_2$⟩ `{`⟨*inline boolexpr*⟩`}`

Evaluates the ⟨*inline boolexpr*⟩ for every ⟨*item*⟩ stored within the ⟨*sequence*$_2$⟩. 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*$_1$⟩.

TeXhackers note: Contrarily to other mapping functions, `\seq_map_break:` cannot be used in this function, and would lead to low-level TeX errors.

`\seq_set_map:NNn`
`\seq_gset_map:NNn`

New: 2011-12-22

`\seq_set_map:NNn` ⟨*sequence*$_1$⟩ ⟨*sequence*$_2$⟩ `{`⟨*inline function*⟩`}`

Applies ⟨*inline function*⟩ to every ⟨*item*⟩ stored within the ⟨*sequence*$_2$⟩. 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*$_1$⟩. 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.

`\seq_set_from_function:NnN`
`\seq_gset_from_function:NnN`

New: 2018-04-06

`\seq_set_from_function:NnN` ⟨*seq var*⟩ `{`⟨*loop code*⟩`}` ⟨*function*⟩

Sets the ⟨*seq var*⟩ equal to a sequence whose items are obtained by `x`-expanding ⟨*loop code*⟩ ⟨*function*⟩. This expansion must result in successive calls to the ⟨*function*⟩ with no nonexpandable tokens in between. More precisely the ⟨*function*⟩ is replaced by a wrapper function that inserts the appropriate separators between items in the sequence. The ⟨*loop code*⟩ must be expandable; it can be for example `\tl_map_function:NN` ⟨*tl var*⟩ or `\clist_map_function:nN {`⟨*clist*⟩`}` or `\int_step_function:nnnN {`⟨*initial value*⟩`}` `{`⟨*step*⟩`}` `{`⟨*final value*⟩`}`.

`\seq_set_from_inline_x:Nnn`
`\seq_gset_from_inline_x:Nnn`

New: 2018-04-06

`\seq_set_from_inline_x:Nnn` ⟨*seq var*⟩ `{`⟨*loop code*⟩`}` `{`⟨*inline code*⟩`}`

Sets the ⟨*seq var*⟩ equal to a sequence whose items are obtained by `x`-expanding ⟨*loop code*⟩ applied to a ⟨*function*⟩ derived from the ⟨*inline code*⟩. A ⟨*function*⟩ is defined, that takes one argument, `x`-expands the ⟨*inline code*⟩ with that argument as `#1`, then adds appropriate separators to turn the result into an item of the sequence. The `x`-expansion of ⟨*loop code*⟩ ⟨*function*⟩ must result in successive calls to the ⟨*function*⟩ with no nonexpandable tokens in between. The ⟨*loop code*⟩ must be expandable; it can be for example `\tl_map_function:NN` ⟨*tl var*⟩ or `\clist_map_function:nN {`⟨*clist*⟩`}` or `\int_step_function:nnnN {`⟨*initial value*⟩`}` `{`⟨*step*⟩`}` `{`⟨*final value*⟩`}`, but not the analogous "inline" mappings.

`\seq_indexed_map_function:NN`

New: 2018-05-03

`\seq_indexed_map_function:NN` ⟨*seq var*⟩ ⟨*function*⟩

Applies ⟨*function*⟩ to every entry in the ⟨*sequence variable*⟩. The ⟨*function*⟩ should have signature `:nn`. It receives two arguments for each iteration: the ⟨*index*⟩ (namely `1` for the first entry, then `2` and so on) and the ⟨*item*⟩.

`\seq_indexed_map_inline:Nn`

New: 2018-05-03

`\seq_indexed_map_inline:Nn` ⟨*seq var*⟩ {⟨*inline function*⟩}

Applies ⟨*inline function*⟩ to every entry in the ⟨*sequence variable*⟩. The ⟨*inline function*⟩ should consist of code which receives the ⟨*index*⟩ (namely `1` for the first entry, then `2` and so on) as `#1` and the ⟨*item*⟩ as `#2`.

13 Additions to l3sys

`\c_sys_engine_version_str`

New: 2018-05-02

The version string of the current engine, in the same form as given in the banner issued when running a job. For pdfTeX and LuaTeX this is of the form

⟨*major*⟩.⟨*minor*⟩.⟨*revision*⟩

For XeTeX, the form is

⟨*major*⟩.⟨*minor*⟩

For pTeX and upTeX, only releases since TeX Live 2018 make the data available, and the form is more complex, as it comprises the pTeX version, the upTeX version and the e-pTeX version.

p⟨*major*⟩.⟨*minor*⟩.⟨*revision*⟩-u⟨*major*⟩.⟨*minor*⟩-⟨*epTeX*⟩

where the `u` part is only present for upTeX.

`\sys_if_rand_exist_p:` ⋆
`\sys_if_rand_exist:TF` ⋆

New: 2017-05-27

`\sys_if_rand_exist_p:`
`\sys_if_rand_exist:TF` {⟨*true code*⟩} {⟨*false code*⟩}

Tests if the engine has a pseudo-random number generator. Currently this is the case in pdfTeX, LuaTeX, pTeX and upTeX.

14 Additions to l3tl

`\tl_lower_case:n` ⋆
`\tl_upper_case:n` ⋆
`\tl_mixed_case:n` ⋆
`\tl_lower_case:nn` ⋆
`\tl_upper_case:nn` ⋆
`\tl_mixed_case:nn` ⋆

New: 2014-06-30
Updated: 2016-01-12

`\tl_upper_case:n` {⟨*tokens*⟩}
`\tl_upper_case:nn` {⟨*language*⟩} {⟨*tokens*⟩}

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 LaTeX 2ε "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 LaTeX 2ε 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.)

`\l_tl_mixed_case_ignore_tl`

The list of characters to ignore when searching for the first "letter" in mixed-casing is determined by `\l_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 XeTeX 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 ä 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_range_braced:Nnn ⋆
\tl_range_braced:cnn ⋆
\tl_range_braced:nnn ⋆
\tl_range_unbraced:Nnn ⋆
\tl_range_unbraced:cnn ⋆
\tl_range_unbraced:nnn ⋆

New: 2017-07-15

\tl_range_braced:Nnn ⟨*tl var*⟩ {⟨*start index*⟩} {⟨*end index*⟩}
\tl_range_braced:nnn {⟨*token list*⟩} {⟨*start index*⟩} {⟨*end index*⟩}
\tl_range_unbraced: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 ⟨*start index*⟩ to the ⟨*end index*⟩ inclusive, using the same indexing as `\tl_range:nnn`. Spaces are ignored. Regardless of whether items appear with or without braces in the ⟨*token list*⟩, 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 ⟨*item*⟩ does not expand further when appearing in an `x`-type argument expansion.

\tl_build_begin:N
\tl_build_gbegin:N

New: 2018-04-01

\tl_build_begin:N ⟨*tl var*⟩

Clears the ⟨*tl var*⟩ and sets it up to support other `\tl_build_...` functions, which allow accumulating large numbers of tokens piece by piece much more efficiently than standard l3tl functions. Until `\tl_build_end:N` ⟨*tl var*⟩ is called, applying any function from l3tl other than `\tl_build_...` will lead to incorrect results. The `begin` and `gbegin` functions must be used for local and global ⟨*tl var*⟩ respectively.

\tl_build_clear:N
\tl_build_gclear:N

New: 2018-04-01

\tl_build_clear:N ⟨*tl var*⟩

Clears the ⟨*tl var*⟩ and sets it up to support other `\tl_build_...` functions. The `clear` and `gclear` functions must be used for local and global ⟨*tl var*⟩ respectively.

\tl_build_put_left:Nn
\tl_build_put_left:Nx
\tl_build_gput_left:Nn
\tl_build_gput_left:Nx
\tl_build_put_right:Nn
\tl_build_put_right:Nx
\tl_build_gput_right:Nn
\tl_build_gput_right:Nx

New: 2018-04-01

\tl_build_put_left:Nn ⟨*tl var*⟩ {⟨*tokens*⟩}
\tl_build_put_right:Nn ⟨*tl var*⟩ {⟨*tokens*⟩}

Adds ⟨*tokens*⟩ to the left or right side of the current contents of ⟨*tl var*⟩. The ⟨*tl var*⟩ must have been set up with `\tl_build_begin:N` or `\tl_build_gbegin:N`. The `put` and `gput` functions must be used for local and global ⟨*tl var*⟩ respectively. The `right` functions are about twice faster than the `left` functions.

\tl_build_get:NN

New: 2018-04-01

\tl_build_get:N ⟨*tl var*$_1$⟩ ⟨*tl var*$_2$⟩

Stores the contents of the ⟨*tl var*$_1$⟩ in the ⟨*tl var*$_2$⟩. The ⟨*tl var*$_1$⟩ must have been set up with `\tl_build_begin:N` or `\tl_build_gbegin:N`. The ⟨*tl var*$_2$⟩ is a "normal" token list variable, assigned locally using `\tl_set:Nn`.

\tl_build_end:N
\tl_build_gend:N

New: 2018-04-01

\tl_build_end:N ⟨*tl var*⟩

Gets the contents of ⟨*tl var*⟩ and stores that into the ⟨*tl var*⟩ using `\tl_set:Nn`. The ⟨*tl var*⟩ must have been set up with `\tl_build_begin:N` or `\tl_build_gbegin:N`. The `end` and `gend` functions must be used for local and global ⟨*tl var*⟩ respectively. These functions completely remove the setup code that enabled ⟨*tl var*⟩ to be used for other `\tl_build_...` functions.

15 Additions to l3token

\c_catcode_active_space_tl

New: 2017-08-07

Token list containing one character with category code 13, ("active"), and character code 32 (space).

\char_lower_case:N ⋆
\char_upper_case:N ⋆
\char_mixed_case:N ⋆
\char_fold_case:N ⋆
\char_str_lower_case:N ⋆
\char_str_upper_case:N ⋆
\char_str_mixed_case:N ⋆
\char_str_fold_case:N ⋆

New: 2018-04-06
Updated: 2019-05-03

\char_lower_case:N ⟨*char*⟩

Converts the ⟨*char*⟩ to the equivalent case-changed character as detailed by the function name (see `\str_fold_case:n` and `\tl_mixed_case:n` for details of these terms). The case mapping is carried out with no context-dependence (*cf.* `\tl_upper_case:n`, *etc.*) The `str` versions always generate "other" (category code 12) characters, whilst the standard versions generate characters with the currently-active category code (*i.e.* as if the character had been read directly here).

\char_codepoint_to_bytes:n ⋆

New: 2018-06-01

\char_codepoint_to_bytes:n {⟨*codepoint*⟩}

Converts the (Unicode) ⟨*codepoint*⟩ to UTF-8 bytes. The expansion of this function comprises four brace groups, each of which will contain a hexadecimal value: the appropriate byte. As UTF-8 is a variable-length, one or more of the grouos may be empty: the bytes read in the logical order, such that a two-byte codepoint will have groups `#1` and `#2` filled and `#3` and `#4` empty.

\peek_catcode_collect_inline:Nn
\peek_charcode_collect_inline:Nn
\peek_meaning_collect_inline:Nn

New: 2018-09-23

```
\peek_catcode_collect_inline:Nn ⟨test token⟩ {⟨inline code⟩}
\peek_charcode_collect_inline:Nn ⟨test token⟩ {⟨inline code⟩}
\peek_meaning_collect_inline:Nn ⟨test token⟩ {⟨inline code⟩}
```

Collects and removes tokens from the input stream until finding a token that does not match the ⟨*test token*⟩ (as defined by the test `\token_if_eq_catcode:NNTF` or `\token_if_eq_charcode:NNTF` or `\token_if_eq_meaning:NNTF`). The collected tokens are passed to the ⟨*inline code*⟩ as `#1`. When begin-group or end-group tokens (usually `{` or `}`) are collected they are replaced by implicit `\c_group_begin_token` and `\c_group_end_token`, and when spaces (including `\c_space_token`) are collected they are replaced by explicit spaces.

For example the following code prints "Hello" to the terminal and leave ", world!" in the input stream.

```
\peek_catcode_collect_inline:Nn A { \iow_term:n {#1} } Hello,~world!
```

Another example is that the following code tests if the next token is `*`, ignoring intervening spaces, but putting them back using `#1` if there is no `*`.

```
\peek_meaning_collect_inline:Nn \c_space_token
  { \peek_charcode:NTF * { star } { no~star #1 } }
```

\peek_remove_spaces:n

New: 2018-10-01

```
\peek_remove_spaces:n {⟨code⟩}
```

Removes explicit and implicit space tokens (category code 10 and character code 32) from the input stream, then inserts ⟨*code*⟩.

Part XXXV
Implementation

1 l3bootstrap implementation

```
⟨*initex | package⟩
⟨@@=kernel⟩
```

1.1 Format-specific code

The very first thing to do is to bootstrap the iniTEX system so that everything else will actually work. TEX does not start with some pretty basic character codes set up.

```
⟨*initex⟩
\catcode `\{ = 1 %
\catcode `\} = 2 %
\catcode `\# = 6 %
\catcode `\^ = 7 %
⟨/initex⟩
```

Tab characters should not show up in the code, but to be on the safe side.

```
⟨*initex⟩
\catcode `\^^I = 10 %
```

```
</initex>
```

For LuaTeX, the extra primitives need to be enabled. This is not needed in package mode: common formats have the primitives enabled.

```
<*initex>
\begingroup\expandafter\expandafter\expandafter\endgroup
\expandafter\ifx\csname directlua\endcsname\relax
\else
  \directlua{tex.enableprimitives("", tex.extraprimitives())}%
\fi
</initex>
```

Depending on the versions available, the LaTeX format may not have the raw `\Umath` primitive names available. We fix that globally: it should cause no issues. Older LuaTeX versions do not have a pre-built table of the primitive names here so sort one out ourselves. These end up globally-defined but at that is true with a newer format anyway and as they all start `\U` this should be reasonably safe.

```
<*package>
\begingroup
  \expandafter\ifx\csname directlua\endcsname\relax
  \else
    \directlua{%
      local i
      local t = { }
      for _,i in pairs(tex.extraprimitives("luatex")) do
        if string.match(i,"^U") then
          if not string.match(i,"^Uchar$") then %$
            table.insert(t,i)
          end
        end
      end
      tex.enableprimitives("", t)
    }%
  \fi
\endgroup
</package>
```

1.2 The `\pdfstrcmp` primitive in XeTeX

Only pdfTeX has a primitive called `\pdfstrcmp`. The XeTeX version is just `\strcmp`, so there is some shuffling to do. As this is still a real primitive, using the pdfTeX name is “safe”.

```
\begingroup\expandafter\expandafter\expandafter\endgroup
  \expandafter\ifx\csname pdfstrcmp\endcsname\relax
  \let\pdfstrcmp\strcmp
\fi
```

1.3 Loading support Lua code

When LuaTeX is used there are various pieces of Lua code which need to be loaded. The code itself is defined in l3luatex and is extracted into a separate file. Thus here the task is to load the Lua code both now and (if required) at the start of each job.

```
\begingroup\expandafter\expandafter\expandafter\endgroup
```

```
\expandafter\ifx\csname directlua\endcsname\relax
\else
  \ifnum\luatexversion<70 %
  \else
```

In package mode a category code table is needed: either use a pre-loaded allocator or provide one using the LaTeX 2_ε-based generic code. In format mode the table used here can be hard-coded into the Lua.

```
⟨*package⟩
    \begingroup\expandafter\expandafter\expandafter\endgroup
    \expandafter\ifx\csname newcatcodetable\endcsname\relax
      \input{ltluatex}%
    \fi
    \newcatcodetable\ucharcat@table
    \directlua{
      l3kernel = l3kernel or { }
      local charcat_table = \number\ucharcat@table\space
      l3kernel.charcat_table = charcat_table
    }%
⟨/package⟩
    \directlua{require("expl3")}%
```

As the user might be making a custom format, no assumption is made about matching package mode with only loading the Lua code once. Instead, a query to Lua reveals what mode is in operation.

```
    \ifnum 0%
      \directlua{
        if status.ini_version then
          tex.write("1")
        end
      }>0 %
      \everyjob\expandafter{%
        \the\expandafter\everyjob
        \csname\detokenize{lua_now:n}\endcsname{require("expl3")}%
      }%
    \fi
  \fi
\fi
```

1.4 Engine requirements

The code currently requires ε-TeX and functionality equivalent to `\pdfstrcmp`, and also driver and Unicode character support. This is available in a reasonably-wide range of engines.

```
\begingroup
  \def\next{\endgroup}%
  \def\ShortText{Required primitives not found}%
  \def\LongText%
    {%
      LaTeX3 requires the e-TeX primitives and additional functionality as
      described in the README file.
      \LineBreak
      These are available in the engines\LineBreak
      - pdfTeX v1.40\LineBreak
```

```
      - XeTeX v0.99992\LineBreak
      - LuaTeX v0.76\LineBreak
      - e-(u)pTeX mid-2012\LineBreak
      or later.\LineBreak
      \LineBreak
    }%
  \ifnum0%
    \expandafter\ifx\csname pdfstrcmp\endcsname\relax
    \else
      \expandafter\ifx\csname pdftexversion\endcsname\relax
        \expandafter\ifx\csname Ucharcat\endcsname\relax
          \expandafter\ifx\csname kanjiskip\endcsname\relax
          \else
            1%
          \fi
        \else
          1%
        \fi
      \else
        \ifnum\pdftexversion<140 \else 1\fi
      \fi
    \fi
    \expandafter\ifx\csname directlua\endcsname\relax
    \else
      \ifnum\luatexversion<76 \else 1\fi
    \fi
    =0 %
      \newlinechar`\^^J %
⟨*initex⟩
      \def\LineBreak{^^J}%
      \edef\next
        {%
          \errhelp
            {%
              \LongText
              For pdfTeX and XeTeX the '-etex' command-line switch is also
              needed.\LineBreak
              \LineBreak
              Format building will abort!\LineBreak
            }%
          \errmessage{\ShortText}%
          \endgroup
          \noexpand\end
        }%
⟨/initex⟩
⟨*package⟩
      \def\LineBreak{\noexpand\MessageBreak}%
      \expandafter\ifx\csname PackageError\endcsname\relax
        \def\LineBreak{^^J}%
        \def\PackageError#1#2#3%
          {%
            \errhelp{#3}%
            \errmessage{#1 Error: #2}%
          }%
```

```
      \fi
      \edef\next
        {%
          \noexpand\PackageError{expl3}{\ShortText}
            {\LongText Loading of expl3 will abort!}%
          \endgroup
          \noexpand\endinput
        }%
⟨/package⟩
  \fi
\next
```

1.5 Extending allocators

In format mode, allocating registers is handled by l3alloc. However, in package mode it's much safer to rely on more general code. For example, the ability to extend TEX's allocation routine to allow for ε-TEX has been around since 1997 in the etex package.

Loading this support is delayed until here as we are now sure that the ε-TEX extensions and `\pdfstrcmp` or equivalent are available. Thus there is no danger of an "uncontrolled" error if the engine requirements are not met.

For LATEX 2ε we need to make sure that the extended pool is being used: expl3 uses a lot of registers. For formats from 2015 onward there is nothing to do as this is automatic. For older formats, the etex package needs to be loaded to do the job. In that case, some inserts are reserved also as these have to be from the standard pool. Note that `\reserveinserts` is `\outer` and so is accessed here by csname. In earlier versions, loading etex was done directly and so `\reserveinserts` appeared in the code: this then required a `\relax` after `\RequirePackage` to prevent an error with "unsafe" definitions as seen for example with capoptions. The optional loading here is done using a group and `\ifx` test as we are not quite in the position to have a single name for `\pdfstrcmp` just yet.

```
⟨*package⟩
\begingroup
  \def\@tempa{LaTeX2e}%
  \def\next{}%
  \ifx\fmtname\@tempa
    \expandafter\ifx\csname extrafloats\endcsname\relax
      \def\next
        {%
          \RequirePackage{etex}%
          \csname reserveinserts\endcsname{32}%
        }%
    \fi
  \fi
\expandafter\endgroup
\next
⟨/package⟩
```

1.6 Character data

TEX needs various pieces of data to be set about characters, in particular which ones to treat as letters and which `\lccode` values apply as these affect hyphenation. It makes most sense to set this and related information up in one place. Whilst for LuaTEX hyphenation patterns can be read anywhere, other engines have to build them into the format and so we *must* do this set up before reading the patterns. For the Unicode engines, there are shared loaders available to obtain the relevant information directly from the Unicode Consortium data files. These need standard (Ini)TeX category codes and primitive availability and must therefore loaded *very* early. This has a knock-on effect on the 8-bit set up: it makes sense to do the definitions for those here as well so it is all in one place.

For XeTeX and LuaTeX, which are natively Unicode engines, simply load the Unicode data.

```
⟨*initex⟩
\ifdefined\Umathcode
  \input load-unicode-data %
  \input load-unicode-math-classes %
\else
```

For the 8-bit engines a font encoding scheme must be chosen. At present, this is the EC (`T1`) scheme, with the assumption that languages for which this is not appropriate will be used with one of the Unicode engines.

```
  \begingroup
```

Lower case chars: map to themselves when lower casing and down by `"20` when upper casing. (The characters `a`–`z` are set up correctly by iniTeX.)

```
    \def\temp{%
      \ifnum\count0>\count2 %
      \else
        \global\lccode\count0 = \count0 %
        \global\uccode\count0 = \numexpr\count0 - "20\relax
        \advance\count0 by 1 %
        \expandafter\temp
      \fi
    }
    \count0 = "A0 %
    \count2 = "BC %
    \temp
    \count0 = "E0 %
    \count2 = "FF %
    \temp
```

Upper case chars: map up by `"20` when lower casing, to themselves when upper casing and require an `\sfcode` of 999. (The characters `A`–`Z` are set up correctly by iniTeX.)

```
    \def\temp{%
      \ifnum\count0>\count2 %
      \else
        \global\lccode\count0 = \numexpr\count0 + "20\relax
        \global\uccode\count0 = \count0 %
        \global\sfcode\count0 = 999 %
        \advance\count0 by 1 %
        \expandafter\temp
      \fi
    }
    \count0 = "80 %
    \count2 = "9C %
    \temp
    \count0 = "C0 %
```

```
      \count2 = "DF %
      \temp
```

A few special cases where things are not as one might expect using the above pattern: dotless-I, dotless-J, dotted-I and d-bar.

```
      \global\lccode`\^^Y = `\^^Y %
      \global\uccode`\^^Y = `\I %
      \global\lccode`\^^Z = `\^^Z %
      \global\uccode`\^^Y = `\J %
      \global\lccode"9D = `\i %
      \global\uccode"9D = "9D %
      \global\lccode"9E = "9E %
      \global\uccode"9E = "D0 %
```

Allow hyphenation at a zero-width glyph (used to break up ligatures or to place accents between characters).

```
      \global\lccode23 = 23 %
    \endgroup
  \fi
⟨/initex⟩
```

1.7 The LaTeX3 code environment

The code environment is now set up.

\ExplSyntaxOff Before changing any category codes, in package mode we need to save the situation before loading. Note the set up here means that once applied \ExplSyntaxOff becomes a "do nothing" command until \ExplSyntaxOn is used. For format mode, there is no need to save category codes so that step is skipped.

```
\protected\def\ExplSyntaxOff{}%
⟨*package⟩
\protected\edef\ExplSyntaxOff
  {%
    \protected\def\ExplSyntaxOff{}%
    \catcode   9 = \the\catcode   9\relax
    \catcode  32 = \the\catcode  32\relax
    \catcode  34 = \the\catcode  34\relax
    \catcode  38 = \the\catcode  38\relax
    \catcode  58 = \the\catcode  58\relax
    \catcode  94 = \the\catcode  94\relax
    \catcode  95 = \the\catcode  95\relax
    \catcode 124 = \the\catcode 124\relax
    \catcode 126 = \the\catcode 126\relax
    \endlinechar = \the\endlinechar\relax
    \chardef\csname\detokenize{l__kernel_expl_bool}\endcsname = 0\relax
  }%
⟨/package⟩
```

(*End definition for* \ExplSyntaxOff. *This function is documented on page* 7.)

The code environment is now set up.

```
\catcode 9   = 9\relax
\catcode 32  = 9\relax
\catcode 34  = 12\relax
\catcode 38 =  4\relax
```

```
\catcode 58  = 11\relax
\catcode 94  = 7\relax
\catcode 95  = 11\relax
\catcode 124 = 12\relax
\catcode 126 = 10\relax
\endlinechar = 32\relax
```

`\l__kernel_expl_bool` The status for experimental code syntax: this is on at present.

```
\chardef\l__kernel_expl_bool = 1\relax
```

(*End definition for* `\l__kernel_expl_bool`.)

`\ExplSyntaxOn` The idea here is that multiple `\ExplSyntaxOn` calls are not going to mess up category codes, and that multiple calls to `\ExplSyntaxOff` are also not wasting time. Applying `\ExplSyntaxOn` alters the definition of `\ExplSyntaxOff` and so in package mode this function should not be used until after the end of the loading process!

```
\protected \def \ExplSyntaxOn
  {
    \bool_if:NF \l__kernel_expl_bool
      {
        \cs_set_protected:Npx \ExplSyntaxOff
          {
            \char_set_catcode:nn { 9 }   { \char_value_catcode:n { 9 } }
            \char_set_catcode:nn { 32 }  { \char_value_catcode:n { 32 } }
            \char_set_catcode:nn { 34 }  { \char_value_catcode:n { 34 } }
            \char_set_catcode:nn { 38 }  { \char_value_catcode:n { 38 } }
            \char_set_catcode:nn { 58 }  { \char_value_catcode:n { 58 } }
            \char_set_catcode:nn { 94 }  { \char_value_catcode:n { 94 } }
            \char_set_catcode:nn { 95 }  { \char_value_catcode:n { 95 } }
            \char_set_catcode:nn { 124 } { \char_value_catcode:n { 124 } }
            \char_set_catcode:nn { 126 } { \char_value_catcode:n { 126 } }
            \tex_endlinechar:D =
              \tex_the:D \tex_endlinechar:D \scan_stop:
            \bool_set_false:N \l__kernel_expl_bool
            \cs_set_protected:Npn \ExplSyntaxOff { }
          }
      }
    \char_set_catcode_ignore:n           { 9 }   % tab
    \char_set_catcode_ignore:n           { 32 }  % space
    \char_set_catcode_other:n            { 34 }  % double quote
    \char_set_catcode_alignment:n        { 38 }  % ampersand
    \char_set_catcode_letter:n           { 58 }  % colon
    \char_set_catcode_math_superscript:n { 94 }  % circumflex
    \char_set_catcode_letter:n           { 95 }  % underscore
    \char_set_catcode_other:n            { 124 } % pipe
    \char_set_catcode_space:n            { 126 } % tilde
    \tex_endlinechar:D = 32 \scan_stop:
    \bool_set_true:N \l__kernel_expl_bool
  }
```

(*End definition for* `\ExplSyntaxOn`. *This function is documented on page* *7*.)

```
⟨/initex | package⟩
```

2 l3names implementation

```
⟨*initex | package⟩
```

The prefix here is `kernel`. A few places need `@@` to be left as is; this is obtained as `@@@@`.

```
⟨@@=kernel⟩
```

The code here simply renames all of the primitives to new, internal, names. In format mode, it also deletes all of the existing names (although some do come back later).

The `\let` primitive is renamed by hand first as it is essential for the entire process to follow. This also uses `\global`, as that way we avoid leaving an unneeded csname in the hash table.

```
\let \tex_global:D \global
\let \tex_let:D    \let
```

Everything is inside a (rather long) group, which keeps `\__kernel_primitive:NN` trapped.

```
\begingroup
```

`\__kernel_primitive:NN` A temporary function to actually do the renaming. This also allows the original names to be removed in format mode.

```
  \long \def \__kernel_primitive:NN #1#2
    {
      \tex_global:D \tex_let:D #2 #1
⟨*initex⟩
      \tex_global:D \tex_let:D #1 \tex_undefined:D
⟨/initex⟩
    }
```

(*End definition for* `\__kernel_primitive:NN`.)

To allow extracting "just the names", a bit of DocStrip fiddling.

```
⟨/initex | package⟩
⟨*initex | names | package⟩
```

In the current incarnation of this package, all TeX primitives are given a new name of the form `\tex_`*oldname*`:D`. But first three special cases which have symbolic original names. These are given modified new names, so that they may be entered without catcode tricks.

```
  \__kernel_primitive:NN \                      \tex_space:D
  \__kernel_primitive:NN \/                     \tex_italiccorrection:D
  \__kernel_primitive:NN \-                     \tex_hyphen:D
```

Now all the other primitives.

```
  \__kernel_primitive:NN \above                 \tex_above:D
  \__kernel_primitive:NN \abovedisplayshortskip \tex_abovedisplayshortskip:D
  \__kernel_primitive:NN \abovedisplayskip      \tex_abovedisplayskip:D
  \__kernel_primitive:NN \abovewithdelims       \tex_abovewithdelims:D
  \__kernel_primitive:NN \accent                \tex_accent:D
  \__kernel_primitive:NN \adjdemerits           \tex_adjdemerits:D
  \__kernel_primitive:NN \advance               \tex_advance:D
  \__kernel_primitive:NN \afterassignment       \tex_afterassignment:D
  \__kernel_primitive:NN \aftergroup            \tex_aftergroup:D
  \__kernel_primitive:NN \atop                  \tex_atop:D
  \__kernel_primitive:NN \atopwithdelims        \tex_atopwithdelims:D
  \__kernel_primitive:NN \badness               \tex_badness:D
```

```
\__kernel_primitive:NN \baselineskip          \tex_baselineskip:D
\__kernel_primitive:NN \batchmode             \tex_batchmode:D
\__kernel_primitive:NN \begingroup            \tex_begingroup:D
\__kernel_primitive:NN \belowdisplayshortskip \tex_belowdisplayshortskip:D
\__kernel_primitive:NN \belowdisplayskip      \tex_belowdisplayskip:D
\__kernel_primitive:NN \binoppenalty          \tex_binoppenalty:D
\__kernel_primitive:NN \botmark               \tex_botmark:D
\__kernel_primitive:NN \box                   \tex_box:D
\__kernel_primitive:NN \boxmaxdepth           \tex_boxmaxdepth:D
\__kernel_primitive:NN \brokenpenalty         \tex_brokenpenalty:D
\__kernel_primitive:NN \catcode               \tex_catcode:D
\__kernel_primitive:NN \char                  \tex_char:D
\__kernel_primitive:NN \chardef               \tex_chardef:D
\__kernel_primitive:NN \cleaders              \tex_cleaders:D
\__kernel_primitive:NN \closein               \tex_closein:D
\__kernel_primitive:NN \closeout              \tex_closeout:D
\__kernel_primitive:NN \clubpenalty           \tex_clubpenalty:D
\__kernel_primitive:NN \copy                  \tex_copy:D
\__kernel_primitive:NN \count                 \tex_count:D
\__kernel_primitive:NN \countdef              \tex_countdef:D
\__kernel_primitive:NN \cr                    \tex_cr:D
\__kernel_primitive:NN \crcr                  \tex_crcr:D
\__kernel_primitive:NN \csname                \tex_csname:D
\__kernel_primitive:NN \day                   \tex_day:D
\__kernel_primitive:NN \deadcycles            \tex_deadcycles:D
\__kernel_primitive:NN \def                   \tex_def:D
\__kernel_primitive:NN \defaulthyphenchar     \tex_defaulthyphenchar:D
\__kernel_primitive:NN \defaultskewchar       \tex_defaultskewchar:D
\__kernel_primitive:NN \delcode               \tex_delcode:D
\__kernel_primitive:NN \delimiter             \tex_delimiter:D
\__kernel_primitive:NN \delimiterfactor       \tex_delimiterfactor:D
\__kernel_primitive:NN \delimitershortfall    \tex_delimitershortfall:D
\__kernel_primitive:NN \dimen                 \tex_dimen:D
\__kernel_primitive:NN \dimendef              \tex_dimendef:D
\__kernel_primitive:NN \discretionary         \tex_discretionary:D
\__kernel_primitive:NN \displayindent         \tex_displayindent:D
\__kernel_primitive:NN \displaylimits         \tex_displaylimits:D
\__kernel_primitive:NN \displaystyle          \tex_displaystyle:D
\__kernel_primitive:NN \displaywidowpenalty   \tex_displaywidowpenalty:D
\__kernel_primitive:NN \displaywidth          \tex_displaywidth:D
\__kernel_primitive:NN \divide                \tex_divide:D
\__kernel_primitive:NN \doublehyphendemerits  \tex_doublehyphendemerits:D
\__kernel_primitive:NN \dp                    \tex_dp:D
\__kernel_primitive:NN \dump                  \tex_dump:D
\__kernel_primitive:NN \edef                  \tex_edef:D
\__kernel_primitive:NN \else                  \tex_else:D
\__kernel_primitive:NN \emergencystretch      \tex_emergencystretch:D
\__kernel_primitive:NN \end                   \tex_end:D
\__kernel_primitive:NN \endcsname             \tex_endcsname:D
\__kernel_primitive:NN \endgroup              \tex_endgroup:D
\__kernel_primitive:NN \endinput              \tex_endinput:D
\__kernel_primitive:NN \endlinechar           \tex_endlinechar:D
\__kernel_primitive:NN \eqno                  \tex_eqno:D
\__kernel_primitive:NN \errhelp               \tex_errhelp:D
```

```
\__kernel_primitive:NN \errmessage          \tex_errmessage:D
\__kernel_primitive:NN \errorcontextlines   \tex_errorcontextlines:D
\__kernel_primitive:NN \errorstopmode       \tex_errorstopmode:D
\__kernel_primitive:NN \escapechar          \tex_escapechar:D
\__kernel_primitive:NN \everycr             \tex_everycr:D
\__kernel_primitive:NN \everydisplay        \tex_everydisplay:D
\__kernel_primitive:NN \everyhbox           \tex_everyhbox:D
\__kernel_primitive:NN \everyjob            \tex_everyjob:D
\__kernel_primitive:NN \everymath           \tex_everymath:D
\__kernel_primitive:NN \everypar            \tex_everypar:D
\__kernel_primitive:NN \everyvbox           \tex_everyvbox:D
\__kernel_primitive:NN \exhyphenpenalty     \tex_exhyphenpenalty:D
\__kernel_primitive:NN \expandafter         \tex_expandafter:D
\__kernel_primitive:NN \fam                 \tex_fam:D
\__kernel_primitive:NN \fi                  \tex_fi:D
\__kernel_primitive:NN \finalhyphendemerits \tex_finalhyphendemerits:D
\__kernel_primitive:NN \firstmark           \tex_firstmark:D
\__kernel_primitive:NN \floatingpenalty     \tex_floatingpenalty:D
\__kernel_primitive:NN \font                \tex_font:D
\__kernel_primitive:NN \fontdimen           \tex_fontdimen:D
\__kernel_primitive:NN \fontname            \tex_fontname:D
\__kernel_primitive:NN \futurelet           \tex_futurelet:D
\__kernel_primitive:NN \gdef                \tex_gdef:D
\__kernel_primitive:NN \global              \tex_global:D
\__kernel_primitive:NN \globaldefs          \tex_globaldefs:D
\__kernel_primitive:NN \halign              \tex_halign:D
\__kernel_primitive:NN \hangafter           \tex_hangafter:D
\__kernel_primitive:NN \hangindent          \tex_hangindent:D
\__kernel_primitive:NN \hbadness            \tex_hbadness:D
\__kernel_primitive:NN \hbox                \tex_hbox:D
\__kernel_primitive:NN \hfil                \tex_hfil:D
\__kernel_primitive:NN \hfill               \tex_hfill:D
\__kernel_primitive:NN \hfilneg             \tex_hfilneg:D
\__kernel_primitive:NN \hfuzz               \tex_hfuzz:D
\__kernel_primitive:NN \hoffset             \tex_hoffset:D
\__kernel_primitive:NN \holdinginserts      \tex_holdinginserts:D
\__kernel_primitive:NN \hrule               \tex_hrule:D
\__kernel_primitive:NN \hsize               \tex_hsize:D
\__kernel_primitive:NN \hskip               \tex_hskip:D
\__kernel_primitive:NN \hss                 \tex_hss:D
\__kernel_primitive:NN \ht                  \tex_ht:D
\__kernel_primitive:NN \hyphenation         \tex_hyphenation:D
\__kernel_primitive:NN \hyphenchar          \tex_hyphenchar:D
\__kernel_primitive:NN \hyphenpenalty       \tex_hyphenpenalty:D
\__kernel_primitive:NN \if                  \tex_if:D
\__kernel_primitive:NN \ifcase              \tex_ifcase:D
\__kernel_primitive:NN \ifcat               \tex_ifcat:D
\__kernel_primitive:NN \ifdim               \tex_ifdim:D
\__kernel_primitive:NN \ifeof               \tex_ifeof:D
\__kernel_primitive:NN \iffalse             \tex_iffalse:D
\__kernel_primitive:NN \ifhbox              \tex_ifhbox:D
\__kernel_primitive:NN \ifhmode             \tex_ifhmode:D
\__kernel_primitive:NN \ifinner             \tex_ifinner:D
\__kernel_primitive:NN \ifmmode             \tex_ifmmode:D
```

```
\__kernel_primitive:NN \ifnum                  \tex_ifnum:D
\__kernel_primitive:NN \ifodd                  \tex_ifodd:D
\__kernel_primitive:NN \iftrue                 \tex_iftrue:D
\__kernel_primitive:NN \ifvbox                 \tex_ifvbox:D
\__kernel_primitive:NN \ifvmode                \tex_ifvmode:D
\__kernel_primitive:NN \ifvoid                 \tex_ifvoid:D
\__kernel_primitive:NN \ifx                    \tex_ifx:D
\__kernel_primitive:NN \ignorespaces           \tex_ignorespaces:D
\__kernel_primitive:NN \immediate              \tex_immediate:D
\__kernel_primitive:NN \indent                 \tex_indent:D
\__kernel_primitive:NN \input                  \tex_input:D
\__kernel_primitive:NN \inputlineno            \tex_inputlineno:D
\__kernel_primitive:NN \insert                 \tex_insert:D
\__kernel_primitive:NN \insertpenalties        \tex_insertpenalties:D
\__kernel_primitive:NN \interlinepenalty       \tex_interlinepenalty:D
\__kernel_primitive:NN \jobname                \tex_jobname:D
\__kernel_primitive:NN \kern                   \tex_kern:D
\__kernel_primitive:NN \language               \tex_language:D
\__kernel_primitive:NN \lastbox                \tex_lastbox:D
\__kernel_primitive:NN \lastkern               \tex_lastkern:D
\__kernel_primitive:NN \lastpenalty            \tex_lastpenalty:D
\__kernel_primitive:NN \lastskip               \tex_lastskip:D
\__kernel_primitive:NN \lccode                 \tex_lccode:D
\__kernel_primitive:NN \leaders                \tex_leaders:D
\__kernel_primitive:NN \left                   \tex_left:D
\__kernel_primitive:NN \lefthyphenmin          \tex_lefthyphenmin:D
\__kernel_primitive:NN \leftskip               \tex_leftskip:D
\__kernel_primitive:NN \leqno                  \tex_leqno:D
\__kernel_primitive:NN \let                    \tex_let:D
\__kernel_primitive:NN \limits                 \tex_limits:D
\__kernel_primitive:NN \linepenalty            \tex_linepenalty:D
\__kernel_primitive:NN \lineskip               \tex_lineskip:D
\__kernel_primitive:NN \lineskiplimit          \tex_lineskiplimit:D
\__kernel_primitive:NN \long                   \tex_long:D
\__kernel_primitive:NN \looseness              \tex_looseness:D
\__kernel_primitive:NN \lower                  \tex_lower:D
\__kernel_primitive:NN \lowercase              \tex_lowercase:D
\__kernel_primitive:NN \mag                    \tex_mag:D
\__kernel_primitive:NN \mark                   \tex_mark:D
\__kernel_primitive:NN \mathaccent             \tex_mathaccent:D
\__kernel_primitive:NN \mathbin                \tex_mathbin:D
\__kernel_primitive:NN \mathchar               \tex_mathchar:D
\__kernel_primitive:NN \mathchardef            \tex_mathchardef:D
\__kernel_primitive:NN \mathchoice             \tex_mathchoice:D
\__kernel_primitive:NN \mathclose              \tex_mathclose:D
\__kernel_primitive:NN \mathcode               \tex_mathcode:D
\__kernel_primitive:NN \mathinner              \tex_mathinner:D
\__kernel_primitive:NN \mathop                 \tex_mathop:D
\__kernel_primitive:NN \mathopen               \tex_mathopen:D
\__kernel_primitive:NN \mathord                \tex_mathord:D
\__kernel_primitive:NN \mathpunct              \tex_mathpunct:D
\__kernel_primitive:NN \mathrel                \tex_mathrel:D
\__kernel_primitive:NN \mathsurround           \tex_mathsurround:D
\__kernel_primitive:NN \maxdeadcycles          \tex_maxdeadcycles:D
```

```
\__kernel_primitive:NN \maxdepth             \tex_maxdepth:D
\__kernel_primitive:NN \meaning              \tex_meaning:D
\__kernel_primitive:NN \medmuskip            \tex_medmuskip:D
\__kernel_primitive:NN \message              \tex_message:D
\__kernel_primitive:NN \mkern                \tex_mkern:D
\__kernel_primitive:NN \month                \tex_month:D
\__kernel_primitive:NN \moveleft             \tex_moveleft:D
\__kernel_primitive:NN \moveright            \tex_moveright:D
\__kernel_primitive:NN \mskip                \tex_mskip:D
\__kernel_primitive:NN \multiply             \tex_multiply:D
\__kernel_primitive:NN \muskip               \tex_muskip:D
\__kernel_primitive:NN \muskipdef            \tex_muskipdef:D
\__kernel_primitive:NN \newlinechar          \tex_newlinechar:D
\__kernel_primitive:NN \noalign              \tex_noalign:D
\__kernel_primitive:NN \noboundary           \tex_noboundary:D
\__kernel_primitive:NN \noexpand             \tex_noexpand:D
\__kernel_primitive:NN \noindent             \tex_noindent:D
\__kernel_primitive:NN \nolimits             \tex_nolimits:D
\__kernel_primitive:NN \nonscript            \tex_nonscript:D
\__kernel_primitive:NN \nonstopmode          \tex_nonstopmode:D
\__kernel_primitive:NN \nulldelimiterspace   \tex_nulldelimiterspace:D
\__kernel_primitive:NN \nullfont             \tex_nullfont:D
\__kernel_primitive:NN \number               \tex_number:D
\__kernel_primitive:NN \omit                 \tex_omit:D
\__kernel_primitive:NN \openin               \tex_openin:D
\__kernel_primitive:NN \openout              \tex_openout:D
\__kernel_primitive:NN \or                   \tex_or:D
\__kernel_primitive:NN \outer                \tex_outer:D
\__kernel_primitive:NN \output               \tex_output:D
\__kernel_primitive:NN \outputpenalty        \tex_outputpenalty:D
\__kernel_primitive:NN \over                 \tex_over:D
\__kernel_primitive:NN \overfullrule         \tex_overfullrule:D
\__kernel_primitive:NN \overline             \tex_overline:D
\__kernel_primitive:NN \overwithdelims       \tex_overwithdelims:D
\__kernel_primitive:NN \pagedepth            \tex_pagedepth:D
\__kernel_primitive:NN \pagefilllstretch     \tex_pagefilllstretch:D
\__kernel_primitive:NN \pagefillstretch      \tex_pagefillstretch:D
\__kernel_primitive:NN \pagefilstretch       \tex_pagefilstretch:D
\__kernel_primitive:NN \pagegoal             \tex_pagegoal:D
\__kernel_primitive:NN \pageshrink           \tex_pageshrink:D
\__kernel_primitive:NN \pagestretch          \tex_pagestretch:D
\__kernel_primitive:NN \pagetotal            \tex_pagetotal:D
\__kernel_primitive:NN \par                  \tex_par:D
\__kernel_primitive:NN \parfillskip          \tex_parfillskip:D
\__kernel_primitive:NN \parindent            \tex_parindent:D
\__kernel_primitive:NN \parshape             \tex_parshape:D
\__kernel_primitive:NN \parskip              \tex_parskip:D
\__kernel_primitive:NN \patterns             \tex_patterns:D
\__kernel_primitive:NN \pausing              \tex_pausing:D
\__kernel_primitive:NN \penalty              \tex_penalty:D
\__kernel_primitive:NN \postdisplaypenalty   \tex_postdisplaypenalty:D
\__kernel_primitive:NN \predisplaypenalty    \tex_predisplaypenalty:D
\__kernel_primitive:NN \predisplaysize       \tex_predisplaysize:D
\__kernel_primitive:NN \pretolerance         \tex_pretolerance:D
```

```
\__kernel_primitive:NN \prevdepth             \tex_prevdepth:D
\__kernel_primitive:NN \prevgraf              \tex_prevgraf:D
\__kernel_primitive:NN \radical               \tex_radical:D
\__kernel_primitive:NN \raise                 \tex_raise:D
\__kernel_primitive:NN \read                  \tex_read:D
\__kernel_primitive:NN \relax                 \tex_relax:D
\__kernel_primitive:NN \relpenalty            \tex_relpenalty:D
\__kernel_primitive:NN \right                 \tex_right:D
\__kernel_primitive:NN \righthyphenmin        \tex_righthyphenmin:D
\__kernel_primitive:NN \rightskip             \tex_rightskip:D
\__kernel_primitive:NN \romannumeral          \tex_romannumeral:D
\__kernel_primitive:NN \scriptfont            \tex_scriptfont:D
\__kernel_primitive:NN \scriptscriptfont      \tex_scriptscriptfont:D
\__kernel_primitive:NN \scriptscriptstyle     \tex_scriptscriptstyle:D
\__kernel_primitive:NN \scriptspace           \tex_scriptspace:D
\__kernel_primitive:NN \scriptstyle           \tex_scriptstyle:D
\__kernel_primitive:NN \scrollmode            \tex_scrollmode:D
\__kernel_primitive:NN \setbox                \tex_setbox:D
\__kernel_primitive:NN \setlanguage           \tex_setlanguage:D
\__kernel_primitive:NN \sfcode                \tex_sfcode:D
\__kernel_primitive:NN \shipout               \tex_shipout:D
\__kernel_primitive:NN \show                  \tex_show:D
\__kernel_primitive:NN \showbox               \tex_showbox:D
\__kernel_primitive:NN \showboxbreadth        \tex_showboxbreadth:D
\__kernel_primitive:NN \showboxdepth          \tex_showboxdepth:D
\__kernel_primitive:NN \showlists             \tex_showlists:D
\__kernel_primitive:NN \showthe               \tex_showthe:D
\__kernel_primitive:NN \skewchar              \tex_skewchar:D
\__kernel_primitive:NN \skip                  \tex_skip:D
\__kernel_primitive:NN \skipdef               \tex_skipdef:D
\__kernel_primitive:NN \spacefactor           \tex_spacefactor:D
\__kernel_primitive:NN \spaceskip             \tex_spaceskip:D
\__kernel_primitive:NN \span                  \tex_span:D
\__kernel_primitive:NN \special               \tex_special:D
\__kernel_primitive:NN \splitbotmark          \tex_splitbotmark:D
\__kernel_primitive:NN \splitfirstmark        \tex_splitfirstmark:D
\__kernel_primitive:NN \splitmaxdepth         \tex_splitmaxdepth:D
\__kernel_primitive:NN \splittopskip          \tex_splittopskip:D
\__kernel_primitive:NN \string                \tex_string:D
\__kernel_primitive:NN \tabskip               \tex_tabskip:D
\__kernel_primitive:NN \textfont              \tex_textfont:D
\__kernel_primitive:NN \textstyle             \tex_textstyle:D
\__kernel_primitive:NN \the                   \tex_the:D
\__kernel_primitive:NN \thickmuskip           \tex_thickmuskip:D
\__kernel_primitive:NN \thinmuskip            \tex_thinmuskip:D
\__kernel_primitive:NN \time                  \tex_time:D
\__kernel_primitive:NN \toks                  \tex_toks:D
\__kernel_primitive:NN \toksdef               \tex_toksdef:D
\__kernel_primitive:NN \tolerance             \tex_tolerance:D
\__kernel_primitive:NN \topmark               \tex_topmark:D
\__kernel_primitive:NN \topskip               \tex_topskip:D
\__kernel_primitive:NN \tracingcommands       \tex_tracingcommands:D
\__kernel_primitive:NN \tracinglostchars      \tex_tracinglostchars:D
\__kernel_primitive:NN \tracingmacros         \tex_tracingmacros:D
```

```
\__kernel_primitive:NN \tracingonline        \tex_tracingonline:D
\__kernel_primitive:NN \tracingoutput        \tex_tracingoutput:D
\__kernel_primitive:NN \tracingpages         \tex_tracingpages:D
\__kernel_primitive:NN \tracingparagraphs    \tex_tracingparagraphs:D
\__kernel_primitive:NN \tracingrestores      \tex_tracingrestores:D
\__kernel_primitive:NN \tracingstats         \tex_tracingstats:D
\__kernel_primitive:NN \uccode               \tex_uccode:D
\__kernel_primitive:NN \uchyph               \tex_uchyph:D
\__kernel_primitive:NN \underline            \tex_underline:D
\__kernel_primitive:NN \unhbox               \tex_unhbox:D
\__kernel_primitive:NN \unhcopy              \tex_unhcopy:D
\__kernel_primitive:NN \unkern               \tex_unkern:D
\__kernel_primitive:NN \unpenalty            \tex_unpenalty:D
\__kernel_primitive:NN \unskip               \tex_unskip:D
\__kernel_primitive:NN \unvbox               \tex_unvbox:D
\__kernel_primitive:NN \unvcopy              \tex_unvcopy:D
\__kernel_primitive:NN \uppercase            \tex_uppercase:D
\__kernel_primitive:NN \vadjust              \tex_vadjust:D
\__kernel_primitive:NN \valign               \tex_valign:D
\__kernel_primitive:NN \vbadness             \tex_vbadness:D
\__kernel_primitive:NN \vbox                 \tex_vbox:D
\__kernel_primitive:NN \vcenter              \tex_vcenter:D
\__kernel_primitive:NN \vfil                 \tex_vfil:D
\__kernel_primitive:NN \vfill                \tex_vfill:D
\__kernel_primitive:NN \vfilneg              \tex_vfilneg:D
\__kernel_primitive:NN \vfuzz                \tex_vfuzz:D
\__kernel_primitive:NN \voffset              \tex_voffset:D
\__kernel_primitive:NN \vrule                \tex_vrule:D
\__kernel_primitive:NN \vsize                \tex_vsize:D
\__kernel_primitive:NN \vskip                \tex_vskip:D
\__kernel_primitive:NN \vsplit               \tex_vsplit:D
\__kernel_primitive:NN \vss                  \tex_vss:D
\__kernel_primitive:NN \vtop                 \tex_vtop:D
\__kernel_primitive:NN \wd                   \tex_wd:D
\__kernel_primitive:NN \widowpenalty         \tex_widowpenalty:D
\__kernel_primitive:NN \write                \tex_write:D
\__kernel_primitive:NN \xdef                 \tex_xdef:D
\__kernel_primitive:NN \xleaders             \tex_xleaders:D
\__kernel_primitive:NN \xspaceskip           \tex_xspaceskip:D
\__kernel_primitive:NN \year                 \tex_year:D
```

Primitives introduced by ε-TEX.

```
\__kernel_primitive:NN \beginL               \tex_beginL:D
\__kernel_primitive:NN \beginR               \tex_beginR:D
\__kernel_primitive:NN \botmarks             \tex_botmarks:D
\__kernel_primitive:NN \clubpenalties        \tex_clubpenalties:D
\__kernel_primitive:NN \currentgrouplevel    \tex_currentgrouplevel:D
\__kernel_primitive:NN \currentgrouptype     \tex_currentgrouptype:D
\__kernel_primitive:NN \currentifbranch      \tex_currentifbranch:D
\__kernel_primitive:NN \currentiflevel       \tex_currentiflevel:D
\__kernel_primitive:NN \currentiftype        \tex_currentiftype:D
\__kernel_primitive:NN \detokenize           \tex_detokenize:D
\__kernel_primitive:NN \dimexpr              \tex_dimexpr:D
\__kernel_primitive:NN \displaywidowpenalties \tex_displaywidowpenalties:D
\__kernel_primitive:NN \endL                 \tex_endL:D
```

```
\__kernel_primitive:NN \endR                   \tex_endR:D
\__kernel_primitive:NN \eTeXrevision           \tex_eTeXrevision:D
\__kernel_primitive:NN \eTeXversion            \tex_eTeXversion:D
\__kernel_primitive:NN \everyeof               \tex_everyeof:D
\__kernel_primitive:NN \firstmarks             \tex_firstmarks:D
\__kernel_primitive:NN \fontchardp             \tex_fontchardp:D
\__kernel_primitive:NN \fontcharht             \tex_fontcharht:D
\__kernel_primitive:NN \fontcharic             \tex_fontcharic:D
\__kernel_primitive:NN \fontcharwd             \tex_fontcharwd:D
\__kernel_primitive:NN \glueexpr               \tex_glueexpr:D
\__kernel_primitive:NN \glueshrink             \tex_glueshrink:D
\__kernel_primitive:NN \glueshrinkorder        \tex_glueshrinkorder:D
\__kernel_primitive:NN \gluestretch            \tex_gluestretch:D
\__kernel_primitive:NN \gluestretchorder       \tex_gluestretchorder:D
\__kernel_primitive:NN \gluetomu               \tex_gluetomu:D
\__kernel_primitive:NN \ifcsname               \tex_ifcsname:D
\__kernel_primitive:NN \ifdefined              \tex_ifdefined:D
\__kernel_primitive:NN \iffontchar             \tex_iffontchar:D
\__kernel_primitive:NN \interactionmode        \tex_interactionmode:D
\__kernel_primitive:NN \interlinepenalties     \tex_interlinepenalties:D
\__kernel_primitive:NN \lastlinefit            \tex_lastlinefit:D
\__kernel_primitive:NN \lastnodetype           \tex_lastnodetype:D
\__kernel_primitive:NN \marks                  \tex_marks:D
\__kernel_primitive:NN \middle                 \tex_middle:D
\__kernel_primitive:NN \muexpr                 \tex_muexpr:D
\__kernel_primitive:NN \mutoglue               \tex_mutoglue:D
\__kernel_primitive:NN \numexpr                \tex_numexpr:D
\__kernel_primitive:NN \pagediscards           \tex_pagediscards:D
\__kernel_primitive:NN \parshapedimen          \tex_parshapedimen:D
\__kernel_primitive:NN \parshapeindent         \tex_parshapeindent:D
\__kernel_primitive:NN \parshapelength         \tex_parshapelength:D
\__kernel_primitive:NN \predisplaydirection    \tex_predisplaydirection:D
\__kernel_primitive:NN \protected              \tex_protected:D
\__kernel_primitive:NN \readline               \tex_readline:D
\__kernel_primitive:NN \savinghyphcodes        \tex_savinghyphcodes:D
\__kernel_primitive:NN \savingvdiscards        \tex_savingvdiscards:D
\__kernel_primitive:NN \scantokens             \tex_scantokens:D
\__kernel_primitive:NN \showgroups             \tex_showgroups:D
\__kernel_primitive:NN \showifs                \tex_showifs:D
\__kernel_primitive:NN \showtokens             \tex_showtokens:D
\__kernel_primitive:NN \splitbotmarks          \tex_splitbotmarks:D
\__kernel_primitive:NN \splitdiscards          \tex_splitdiscards:D
\__kernel_primitive:NN \splitfirstmarks        \tex_splitfirstmarks:D
\__kernel_primitive:NN \TeXXeTstate            \tex_TeXXeTstate:D
\__kernel_primitive:NN \topmarks               \tex_topmarks:D
\__kernel_primitive:NN \tracingassigns         \tex_tracingassigns:D
\__kernel_primitive:NN \tracinggroups          \tex_tracinggroups:D
\__kernel_primitive:NN \tracingifs             \tex_tracingifs:D
\__kernel_primitive:NN \tracingnesting         \tex_tracingnesting:D
\__kernel_primitive:NN \tracingscantokens      \tex_tracingscantokens:D
\__kernel_primitive:NN \unexpanded             \tex_unexpanded:D
\__kernel_primitive:NN \unless                 \tex_unless:D
\__kernel_primitive:NN \widowpenalties         \tex_widowpenalties:D
```

Post-ε-TEX primitives do not always end up with the same name in all engines, if indeed they are available cross-engine anyway. We therefore take the approach of preferring the shortest name that makes sense. First, we deal with the primitives introduced by pdfTEX which directly relate to PDF output: these are copied with the names unchanged.

```
\__kernel_primitive:NN \pdfannot              \tex_pdfannot:D
\__kernel_primitive:NN \pdfcatalog            \tex_pdfcatalog:D
\__kernel_primitive:NN \pdfcompresslevel      \tex_pdfcompresslevel:D
\__kernel_primitive:NN \pdfcolorstack         \tex_pdfcolorstack:D
\__kernel_primitive:NN \pdfcolorstackinit     \tex_pdfcolorstackinit:D
\__kernel_primitive:NN \pdfcreationdate       \tex_pdfcreationdate:D
\__kernel_primitive:NN \pdfdecimaldigits      \tex_pdfdecimaldigits:D
\__kernel_primitive:NN \pdfdest               \tex_pdfdest:D
\__kernel_primitive:NN \pdfdestmargin         \tex_pdfdestmargin:D
\__kernel_primitive:NN \pdfendlink            \tex_pdfendlink:D
\__kernel_primitive:NN \pdfendthread          \tex_pdfendthread:D
\__kernel_primitive:NN \pdffontattr           \tex_pdffontattr:D
\__kernel_primitive:NN \pdffontname           \tex_pdffontname:D
\__kernel_primitive:NN \pdffontobjnum         \tex_pdffontobjnum:D
\__kernel_primitive:NN \pdfgamma              \tex_pdfgamma:D
\__kernel_primitive:NN \pdfimageapplygamma    \tex_pdfimageapplygamma:D
\__kernel_primitive:NN \pdfimagegamma         \tex_pdfimagegamma:D
\__kernel_primitive:NN \pdfgentounicode       \tex_pdfgentounicode:D
\__kernel_primitive:NN \pdfglyphtounicode     \tex_pdfglyphtounicode:D
\__kernel_primitive:NN \pdfhorigin            \tex_pdfhorigin:D
\__kernel_primitive:NN \pdfimagehicolor       \tex_pdfimagehicolor:D
\__kernel_primitive:NN \pdfimageresolution    \tex_pdfimageresolution:D
\__kernel_primitive:NN \pdfincludechars       \tex_pdfincludechars:D
\__kernel_primitive:NN \pdfinclusioncopyfonts \tex_pdfinclusioncopyfonts:D
\__kernel_primitive:NN \pdfinclusionerrorlevel
  \tex_pdfinclusionerrorlevel:D
\__kernel_primitive:NN \pdfinfo               \tex_pdfinfo:D
\__kernel_primitive:NN \pdflastannot          \tex_pdflastannot:D
\__kernel_primitive:NN \pdflastlink           \tex_pdflastlink:D
\__kernel_primitive:NN \pdflastobj            \tex_pdflastobj:D
\__kernel_primitive:NN \pdflastxform          \tex_pdflastxform:D
\__kernel_primitive:NN \pdflastximage         \tex_pdflastximage:D
\__kernel_primitive:NN \pdflastximagecolordepth
  \tex_pdflastximagecolordepth:D
\__kernel_primitive:NN \pdflastximagepages    \tex_pdflastximagepages:D
\__kernel_primitive:NN \pdflinkmargin         \tex_pdflinkmargin:D
\__kernel_primitive:NN \pdfliteral            \tex_pdfliteral:D
\__kernel_primitive:NN \pdfminorversion       \tex_pdfminorversion:D
\__kernel_primitive:NN \pdfnames              \tex_pdfnames:D
\__kernel_primitive:NN \pdfobj                \tex_pdfobj:D
\__kernel_primitive:NN \pdfobjcompresslevel   \tex_pdfobjcompresslevel:D
\__kernel_primitive:NN \pdfoutline            \tex_pdfoutline:D
\__kernel_primitive:NN \pdfoutput             \tex_pdfoutput:D
\__kernel_primitive:NN \pdfpageattr           \tex_pdfpageattr:D
\__kernel_primitive:NN \pdfpagesattr          \tex_pdfpagesattr:D
\__kernel_primitive:NN \pdfpagebox            \tex_pdfpagebox:D
\__kernel_primitive:NN \pdfpageref            \tex_pdfpageref:D
\__kernel_primitive:NN \pdfpageresources      \tex_pdfpageresources:D
\__kernel_primitive:NN \pdfpagesattr          \tex_pdfpagesattr:D
\__kernel_primitive:NN \pdfrefobj             \tex_pdfrefobj:D
\__kernel_primitive:NN \pdfrefxform           \tex_pdfrefxform:D
```

```
\__kernel_primitive:NN \pdfrefximage          \tex_pdfrefximage:D
\__kernel_primitive:NN \pdfrestore            \tex_pdfrestore:D
\__kernel_primitive:NN \pdfretval             \tex_pdfretval:D
\__kernel_primitive:NN \pdfsave               \tex_pdfsave:D
\__kernel_primitive:NN \pdfsetmatrix          \tex_pdfsetmatrix:D
\__kernel_primitive:NN \pdfstartlink          \tex_pdfstartlink:D
\__kernel_primitive:NN \pdfstartthread        \tex_pdfstartthread:D
\__kernel_primitive:NN \pdfsuppressptexinfo   \tex_pdfsuppressptexinfo:D
\__kernel_primitive:NN \pdfthread             \tex_pdfthread:D
\__kernel_primitive:NN \pdfthreadmargin       \tex_pdfthreadmargin:D
\__kernel_primitive:NN \pdftrailer            \tex_pdftrailer:D
\__kernel_primitive:NN \pdfuniqueresname      \tex_pdfuniqueresname:D
\__kernel_primitive:NN \pdfvorigin            \tex_pdfvorigin:D
\__kernel_primitive:NN \pdfxform              \tex_pdfxform:D
\__kernel_primitive:NN \pdfxformattr          \tex_pdfxformattr:D
\__kernel_primitive:NN \pdfxformname          \tex_pdfxformname:D
\__kernel_primitive:NN \pdfxformresources     \tex_pdfxformresources:D
\__kernel_primitive:NN \pdfximage             \tex_pdfximage:D
\__kernel_primitive:NN \pdfximagebbox         \tex_pdfximagebbox:D
```

These are not related to PDF output and either already appear in other engines without the `\pdf` prefix, or might reasonably do so at some future stage. We therefore drop the leading `pdf` here.

```
\__kernel_primitive:NN \ifpdfabsdim           \tex_ifabsdim:D
\__kernel_primitive:NN \ifpdfabsnum           \tex_ifabsnum:D
\__kernel_primitive:NN \ifpdfprimitive        \tex_ifprimitive:D
\__kernel_primitive:NN \pdfadjustspacing      \tex_adjustspacing:D
\__kernel_primitive:NN \pdfcopyfont           \tex_copyfont:D
\__kernel_primitive:NN \pdfdraftmode          \tex_draftmode:D
\__kernel_primitive:NN \pdfeachlinedepth      \tex_eachlinedepth:D
\__kernel_primitive:NN \pdfeachlineheight     \tex_eachlineheight:D
\__kernel_primitive:NN \pdfelapsedtime        \tex_elapsedtime:D
\__kernel_primitive:NN \pdffiledump           \tex_filedump:D
\__kernel_primitive:NN \pdffilemoddate        \tex_filemoddate:D
\__kernel_primitive:NN \pdffilesize           \tex_filesize:D
\__kernel_primitive:NN \pdffirstlineheight    \tex_firstlineheight:D
\__kernel_primitive:NN \pdffontexpand         \tex_fontexpand:D
\__kernel_primitive:NN \pdffontsize           \tex_fontsize:D
\__kernel_primitive:NN \pdfignoreddimen       \tex_ignoreddimen:D
\__kernel_primitive:NN \pdfinsertht           \tex_insertht:D
\__kernel_primitive:NN \pdflastlinedepth      \tex_lastlinedepth:D
\__kernel_primitive:NN \pdflastxpos           \tex_lastxpos:D
\__kernel_primitive:NN \pdflastypos           \tex_lastypos:D
\__kernel_primitive:NN \pdfmapfile            \tex_mapfile:D
\__kernel_primitive:NN \pdfmapline            \tex_mapline:D
\__kernel_primitive:NN \pdfmdfivesum          \tex_mdfivesum:D
\__kernel_primitive:NN \pdfnoligatures        \tex_noligatures:D
\__kernel_primitive:NN \pdfnormaldeviate      \tex_normaldeviate:D
\__kernel_primitive:NN \pdfpageheight         \tex_pageheight:D
\__kernel_primitive:NN \pdfpagewidth          \tex_pagewidth:D
\__kernel_primitive:NN \pdfpkmode             \tex_pkmode:D
\__kernel_primitive:NN \pdfpkresolution       \tex_pkresolution:D
\__kernel_primitive:NN \pdfprimitive          \tex_primitive:D
\__kernel_primitive:NN \pdfprotrudechars      \tex_protrudechars:D
```

```
\__kernel_primitive:NN \pdfpxdimen           \tex_pxdimen:D
\__kernel_primitive:NN \pdfrandomseed        \tex_randomseed:D
\__kernel_primitive:NN \pdfresettimer        \tex_resettimer:D
\__kernel_primitive:NN \pdfsavepos           \tex_savepos:D
\__kernel_primitive:NN \pdfstrcmp            \tex_strcmp:D
\__kernel_primitive:NN \pdfsetrandomseed     \tex_setrandomseed:D
\__kernel_primitive:NN \pdfshellescape       \tex_shellescape:D
\__kernel_primitive:NN \pdftracingfonts      \tex_tracingfonts:D
\__kernel_primitive:NN \pdfuniformdeviate    \tex_uniformdeviate:D
```

The version primitives are not related to PDF mode but are pdfTEX-specific, so again are carried forward unchanged.

```
\__kernel_primitive:NN \pdftexbanner         \tex_pdftexbanner:D
\__kernel_primitive:NN \pdftexrevision       \tex_pdftexrevision:D
\__kernel_primitive:NN \pdftexversion        \tex_pdftexversion:D
```

These ones appear in pdfTEX but don't have `pdf` in the name at all: no decisions to make.

```
\__kernel_primitive:NN \efcode               \tex_efcode:D
\__kernel_primitive:NN \ifincsname           \tex_ifincsname:D
\__kernel_primitive:NN \leftmarginkern       \tex_leftmarginkern:D
\__kernel_primitive:NN \letterspacefont      \tex_letterspacefont:D
\__kernel_primitive:NN \lpcode               \tex_lpcode:D
\__kernel_primitive:NN \quitvmode            \tex_quitvmode:D
\__kernel_primitive:NN \rightmarginkern      \tex_rightmarginkern:D
\__kernel_primitive:NN \rpcode               \tex_rpcode:D
\__kernel_primitive:NN \synctex              \tex_synctex:D
\__kernel_primitive:NN \tagcode              \tex_tagcode:D
```

Post pdfTEX primitive availability gets more complex. Both XƎTEX and LuaTEX have varying names for some primitives from pdfTEX. Particularly for LuaTEX tracking all of that would be hard. Instead, we now check that we only save primitives if they actually exist.

```
⟨/initex | names | package⟩
⟨*initex | package⟩
\tex_long:D \tex_def:D \use_ii:nn #1#2 {#2}
\tex_long:D \tex_def:D \use_none:n #1 { }
\tex_long:D \tex_def:D \__kernel_primitive:NN #1#2
  {
    \tex_ifdefined:D #1
      \tex_expandafter:D \use_ii:nn
    \tex_fi:D
      \use_none:n { \tex_global:D \tex_let:D #2 #1 }
⟨*initex⟩
    \tex_global:D \tex_let:D #1 \tex_undefined:D
⟨/initex⟩
  }
⟨/initex | package⟩
⟨*initex | names | package⟩
```

XƎTEX-specific primitives. Note that XƎTEX's `\strcmp` is handled earlier and is "rolled up" into `\pdfstrcmp`. A few cross-compatibility names which lack the `pdf` of the original are handled later.

```
\__kernel_primitive:NN \suppressfontnotfounderror
  \tex_suppressfontnotfounderror:D
```

```
\__kernel_primitive:NN \XeTeXcharclass       \tex_XeTeXcharclass:D
\__kernel_primitive:NN \XeTeXcharglyph       \tex_XeTeXcharglyph:D
\__kernel_primitive:NN \XeTeXcountfeatures   \tex_XeTeXcountfeatures:D
\__kernel_primitive:NN \XeTeXcountglyphs     \tex_XeTeXcountglyphs:D
\__kernel_primitive:NN \XeTeXcountselectors  \tex_XeTeXcountselectors:D
\__kernel_primitive:NN \XeTeXcountvariations \tex_XeTeXcountvariations:D
\__kernel_primitive:NN \XeTeXdefaultencoding \tex_XeTeXdefaultencoding:D
\__kernel_primitive:NN \XeTeXdashbreakstate  \tex_XeTeXdashbreakstate:D
\__kernel_primitive:NN \XeTeXfeaturecode     \tex_XeTeXfeaturecode:D
\__kernel_primitive:NN \XeTeXfeaturename     \tex_XeTeXfeaturename:D
\__kernel_primitive:NN \XeTeXfindfeaturebyname
  \tex_XeTeXfindfeaturebyname:D
\__kernel_primitive:NN \XeTeXfindselectorbyname
  \tex_XeTeXfindselectorbyname:D
\__kernel_primitive:NN \XeTeXfindvariationbyname
  \tex_XeTeXfindvariationbyname:D
\__kernel_primitive:NN \XeTeXfirstfontchar   \tex_XeTeXfirstfontchar:D
\__kernel_primitive:NN \XeTeXfonttype        \tex_XeTeXfonttype:D
\__kernel_primitive:NN \XeTeXgenerateactualtext
  \tex_XeTeXgenerateactualtext:D
\__kernel_primitive:NN \XeTeXglyph           \tex_XeTeXglyph:D
\__kernel_primitive:NN \XeTeXglyphbounds     \tex_XeTeXglyphbounds:D
\__kernel_primitive:NN \XeTeXglyphindex      \tex_XeTeXglyphindex:D
\__kernel_primitive:NN \XeTeXglyphname       \tex_XeTeXglyphname:D
\__kernel_primitive:NN \XeTeXinputencoding   \tex_XeTeXinputencoding:D
\__kernel_primitive:NN \XeTeXinputnormalization
  \tex_XeTeXinputnormalization:D
\__kernel_primitive:NN \XeTeXinterchartokenstate
  \tex_XeTeXinterchartokenstate:D
\__kernel_primitive:NN \XeTeXinterchartoks   \tex_XeTeXinterchartoks:D
\__kernel_primitive:NN \XeTeXisdefaultselector
  \tex_XeTeXisdefaultselector:D
\__kernel_primitive:NN \XeTeXisexclusivefeature
  \tex_XeTeXisexclusivefeature:D
\__kernel_primitive:NN \XeTeXlastfontchar    \tex_XeTeXlastfontchar:D
\__kernel_primitive:NN \XeTeXlinebreakskip   \tex_XeTeXlinebreakskip:D
\__kernel_primitive:NN \XeTeXlinebreaklocale \tex_XeTeXlinebreaklocale:D
\__kernel_primitive:NN \XeTeXlinebreakpenalty \tex_XeTeXlinebreakpenalty:D
\__kernel_primitive:NN \XeTeXOTcountfeatures \tex_XeTeXOTcountfeatures:D
\__kernel_primitive:NN \XeTeXOTcountlanguages \tex_XeTeXOTcountlanguages:D
\__kernel_primitive:NN \XeTeXOTcountscripts  \tex_XeTeXOTcountscripts:D
\__kernel_primitive:NN \XeTeXOTfeaturetag    \tex_XeTeXOTfeaturetag:D
\__kernel_primitive:NN \XeTeXOTlanguagetag   \tex_XeTeXOTlanguagetag:D
\__kernel_primitive:NN \XeTeXOTscripttag     \tex_XeTeXOTscripttag:D
\__kernel_primitive:NN \XeTeXpdffile         \tex_XeTeXpdffile:D
\__kernel_primitive:NN \XeTeXpdfpagecount    \tex_XeTeXpdfpagecount:D
\__kernel_primitive:NN \XeTeXpicfile         \tex_XeTeXpicfile:D
\__kernel_primitive:NN \XeTeXrevision        \tex_XeTeXrevision:D
\__kernel_primitive:NN \XeTeXselectorname    \tex_XeTeXselectorname:D
\__kernel_primitive:NN \XeTeXtracingfonts    \tex_XeTeXtracingfonts:D
\__kernel_primitive:NN \XeTeXupwardsmode     \tex_XeTeXupwardsmode:D
\__kernel_primitive:NN \XeTeXuseglyphmetrics \tex_XeTeXuseglyphmetrics:D
\__kernel_primitive:NN \XeTeXvariation       \tex_XeTeXvariation:D
\__kernel_primitive:NN \XeTeXvariationdefault \tex_XeTeXvariationdefault:D
```

```
\__kernel_primitive:NN \XeTeXvariationmax     \tex_XeTeXvariationmax:D
\__kernel_primitive:NN \XeTeXvariationmin     \tex_XeTeXvariationmin:D
\__kernel_primitive:NN \XeTeXvariationname    \tex_XeTeXvariationname:D
\__kernel_primitive:NN \XeTeXversion          \tex_XeTeXversion:D
```

Primitives from pdfTeX that XeTeX renames: also helps with LuaTeX.

```
\__kernel_primitive:NN \creationdate          \tex_creationdate:D
\__kernel_primitive:NN \elapsedtime           \tex_elapsedtime:D
\__kernel_primitive:NN \filedump              \tex_filedump:D
\__kernel_primitive:NN \filemoddate           \tex_filemoddate:D
\__kernel_primitive:NN \filesize              \tex_filesize:D
\__kernel_primitive:NN \mdfivesum             \tex_mdfivesum:D
\__kernel_primitive:NN \ifprimitive           \tex_ifprimitive:D
\__kernel_primitive:NN \primitive             \tex_primitive:D
\__kernel_primitive:NN \resettimer            \tex_resettimer:D
\__kernel_primitive:NN \shellescape           \tex_shellescape:D
```

Primitives from LuaTeX, some of which have been ported back to XeTeX.

```
\__kernel_primitive:NN \alignmark             \tex_alignmark:D
\__kernel_primitive:NN \aligntab              \tex_aligntab:D
\__kernel_primitive:NN \attribute             \tex_attribute:D
\__kernel_primitive:NN \attributedef          \tex_attributedef:D
\__kernel_primitive:NN \automaticdiscretionary
  \tex_automaticdiscretionary:D
\__kernel_primitive:NN \automatichyphenmode   \tex_automatichyphenmode:D
\__kernel_primitive:NN \automatichyphenpenalty
  \tex_automatichyphenpenalty:D
\__kernel_primitive:NN \begincsname           \tex_begincsname:D
\__kernel_primitive:NN \bodydir               \tex_bodydir:D
\__kernel_primitive:NN \bodydirection         \tex_bodydirection:D
\__kernel_primitive:NN \boxdir                \tex_boxdir:D
\__kernel_primitive:NN \boxdirection          \tex_boxdirection:D
\__kernel_primitive:NN \breakafterdirmode     \tex_breakafterdirmode:D
\__kernel_primitive:NN \catcodetable          \tex_catcodetable:D
\__kernel_primitive:NN \clearmarks            \tex_clearmarks:D
\__kernel_primitive:NN \crampeddisplaystyle   \tex_crampeddisplaystyle:D
\__kernel_primitive:NN \crampedscriptscriptstyle
  \tex_crampedscriptscriptstyle:D
\__kernel_primitive:NN \crampedscriptstyle    \tex_crampedscriptstyle:D
\__kernel_primitive:NN \crampedtextstyle      \tex_crampedtextstyle:D
\__kernel_primitive:NN \csstring              \tex_csstring:D
\__kernel_primitive:NN \directlua             \tex_directlua:D
\__kernel_primitive:NN \dviextension          \tex_dviextension:D
\__kernel_primitive:NN \dvifeedback           \tex_dvifeedback:D
\__kernel_primitive:NN \dvivariable           \tex_dvivariable:D
\__kernel_primitive:NN \etoksapp              \tex_etoksapp:D
\__kernel_primitive:NN \etokspre              \tex_etokspre:D
\__kernel_primitive:NN \exceptionpenalty      \tex_exceptionpenalty:D
\__kernel_primitive:NN \explicithyphenpenalty \tex_explicithyphenpenalty:D
\__kernel_primitive:NN \expanded              \tex_expanded:D
\__kernel_primitive:NN \explicitdiscretionary \tex_explicitdiscretionary:D
\__kernel_primitive:NN \firstvalidlanguage    \tex_firstvalidlanguage:D
\__kernel_primitive:NN \fontid                \tex_fontid:D
\__kernel_primitive:NN \formatname            \tex_formatname:D
\__kernel_primitive:NN \hjcode                \tex_hjcode:D
```

```
\__kernel_primitive:NN \hpack                  \tex_hpack:D
\__kernel_primitive:NN \hyphenationbounds      \tex_hyphenationbounds:D
\__kernel_primitive:NN \hyphenationmin         \tex_hyphenationmin:D
\__kernel_primitive:NN \hyphenpenaltymode      \tex_hyphenpenaltymode:D
\__kernel_primitive:NN \gleaders               \tex_gleaders:D
\__kernel_primitive:NN \ifcondition            \tex_ifcondition:D
\__kernel_primitive:NN \immediateassigned      \tex_immediateassigned:D
\__kernel_primitive:NN \immediateassignment    \tex_immediateassignment:D
\__kernel_primitive:NN \initcatcodetable       \tex_initcatcodetable:D
\__kernel_primitive:NN \lastnamedcs            \tex_lastnamedcs:D
\__kernel_primitive:NN \latelua                \tex_latelua:D
\__kernel_primitive:NN \lateluafunction        \tex_lateluafunction:D
\__kernel_primitive:NN \leftghost              \tex_leftghost:D
\__kernel_primitive:NN \letcharcode            \tex_letcharcode:D
\__kernel_primitive:NN \linedir                \tex_linedir:D
\__kernel_primitive:NN \linedirection          \tex_linedirection:D
\__kernel_primitive:NN \localbrokenpenalty     \tex_localbrokenpenalty:D
\__kernel_primitive:NN \localinterlinepenalty  \tex_localinterlinepenalty:D
\__kernel_primitive:NN \luabytecode            \tex_luabytecode:D
\__kernel_primitive:NN \luabytecodecall        \tex_luabytecodecall:D
\__kernel_primitive:NN \luacopyinputnodes      \tex_luacopyinputnodes:D
\__kernel_primitive:NN \luadef                 \tex_luadef:D
\__kernel_primitive:NN \localleftbox           \tex_localleftbox:D
\__kernel_primitive:NN \localrightbox          \tex_localrightbox:D
\__kernel_primitive:NN \luaescapestring        \tex_luaescapestring:D
\__kernel_primitive:NN \luafunction            \tex_luafunction:D
\__kernel_primitive:NN \luafunctioncall        \tex_luafunctioncall:D
\__kernel_primitive:NN \luatexbanner           \tex_luatexbanner:D
\__kernel_primitive:NN \luatexrevision         \tex_luatexrevision:D
\__kernel_primitive:NN \luatexversion          \tex_luatexversion:D
\__kernel_primitive:NN \mathdelimitersmode     \tex_mathdelimitersmode:D
\__kernel_primitive:NN \mathdir                \tex_mathdir:D
\__kernel_primitive:NN \mathdirection          \tex_mathdirection:D
\__kernel_primitive:NN \mathdisplayskipmode    \tex_mathdisplayskipmode:D
\__kernel_primitive:NN \matheqnogapstep        \tex_matheqnogapstep:D
\__kernel_primitive:NN \mathnolimitsmode       \tex_mathnolimitsmode:D
\__kernel_primitive:NN \mathoption             \tex_mathoption:D
\__kernel_primitive:NN \mathpenaltiesmode      \tex_mathpenaltiesmode:D
\__kernel_primitive:NN \mathrulesfam           \tex_mathrulesfam:D
\__kernel_primitive:NN \mathscriptsmode        \tex_mathscriptsmode:D
\__kernel_primitive:NN \mathscriptboxmode      \tex_mathscriptboxmode:D
\__kernel_primitive:NN \mathscriptcharmode     \tex_mathscriptcharmode:D
\__kernel_primitive:NN \mathstyle              \tex_mathstyle:D
\__kernel_primitive:NN \mathsurroundmode       \tex_mathsurroundmode:D
\__kernel_primitive:NN \mathsurroundskip       \tex_mathsurroundskip:D
\__kernel_primitive:NN \nohrule                \tex_nohrule:D
\__kernel_primitive:NN \nokerns                \tex_nokerns:D
\__kernel_primitive:NN \noligs                 \tex_noligs:D
\__kernel_primitive:NN \nospaces               \tex_nospaces:D
\__kernel_primitive:NN \novrule                \tex_novrule:D
\__kernel_primitive:NN \outputbox              \tex_outputbox:D
\__kernel_primitive:NN \pagebottomoffset       \tex_pagebottomoffset:D
\__kernel_primitive:NN \pagedir                \tex_pagedir:D
\__kernel_primitive:NN \pagedirection          \tex_pagedirection:D
```

```
\__kernel_primitive:NN \pageleftoffset        \tex_pageleftoffset:D
\__kernel_primitive:NN \pagerightoffset       \tex_pagerightoffset:D
\__kernel_primitive:NN \pagetopoffset         \tex_pagetopoffset:D
\__kernel_primitive:NN \pardir                \tex_pardir:D
\__kernel_primitive:NN \pardirection          \tex_pardirection:D
\__kernel_primitive:NN \pdfextension          \tex_pdfextension:D
\__kernel_primitive:NN \pdffeedback           \tex_pdffeedback:D
\__kernel_primitive:NN \pdfvariable           \tex_pdfvariable:D
\__kernel_primitive:NN \postexhyphenchar      \tex_postexhyphenchar:D
\__kernel_primitive:NN \posthyphenchar        \tex_posthyphenchar:D
\__kernel_primitive:NN \prebinoppenalty       \tex_prebinoppenalty:D
\__kernel_primitive:NN \predisplaygapfactor   \tex_predisplaygapfactor:D
\__kernel_primitive:NN \preexhyphenchar       \tex_preexhyphenchar:D
\__kernel_primitive:NN \prehyphenchar         \tex_prehyphenchar:D
\__kernel_primitive:NN \prerelpenalty         \tex_prerelpenalty:D
\__kernel_primitive:NN \rightghost            \tex_rightghost:D
\__kernel_primitive:NN \savecatcodetable      \tex_savecatcodetable:D
\__kernel_primitive:NN \scantextokens         \tex_scantextokens:D
\__kernel_primitive:NN \setfontid             \tex_setfontid:D
\__kernel_primitive:NN \shapemode             \tex_shapemode:D
\__kernel_primitive:NN \suppressifcsnameerror \tex_suppressifcsnameerror:D
\__kernel_primitive:NN \suppresslongerror     \tex_suppresslongerror:D
\__kernel_primitive:NN \suppressmathparerror  \tex_suppressmathparerror:D
\__kernel_primitive:NN \suppressoutererror    \tex_suppressoutererror:D
\__kernel_primitive:NN \suppressprimitiveerror
  \tex_suppressprimitiveerror:D
\__kernel_primitive:NN \textdir               \tex_textdir:D
\__kernel_primitive:NN \textdirection         \tex_textdirection:D
\__kernel_primitive:NN \toksapp               \tex_toksapp:D
\__kernel_primitive:NN \tokspre               \tex_tokspre:D
\__kernel_primitive:NN \tpack                 \tex_tpack:D
\__kernel_primitive:NN \vpack                 \tex_vpack:D
```

Primitives from pdfTEX that LuaTEX renames.

```
\__kernel_primitive:NN \adjustspacing         \tex_adjustspacing:D
\__kernel_primitive:NN \copyfont              \tex_copyfont:D
\__kernel_primitive:NN \draftmode             \tex_draftmode:D
\__kernel_primitive:NN \expandglyphsinfont    \tex_fontexpand:D
\__kernel_primitive:NN \ifabsdim              \tex_ifabsdim:D
\__kernel_primitive:NN \ifabsnum              \tex_ifabsnum:D
\__kernel_primitive:NN \ignoreligaturesinfont \tex_ignoreligaturesinfont:D
\__kernel_primitive:NN \insertht              \tex_insertht:D
\__kernel_primitive:NN \lastsavedboxresourceindex
  \tex_pdflastxform:D
\__kernel_primitive:NN \lastsavedimageresourceindex
  \tex_pdflastximage:D
\__kernel_primitive:NN \lastsavedimageresourcepages
  \tex_pdflastximagepages:D
\__kernel_primitive:NN \lastxpos              \tex_lastxpos:D
\__kernel_primitive:NN \lastypos              \tex_lastypos:D
\__kernel_primitive:NN \normaldeviate         \tex_normaldeviate:D
\__kernel_primitive:NN \outputmode            \tex_pdfoutput:D
\__kernel_primitive:NN \pageheight            \tex_pageheight:D
\__kernel_primitive:NN \pagewidth             \tex_pagewith:D
\__kernel_primitive:NN \protrudechars         \tex_protrudechars:D
```

```
\__kernel_primitive:NN \pxdimen              \tex_pxdimen:D
\__kernel_primitive:NN \randomseed           \tex_randomseed:D
\__kernel_primitive:NN \useboxresource       \tex_pdfrefxform:D
\__kernel_primitive:NN \useimageresource     \tex_pdfrefximage:D
\__kernel_primitive:NN \savepos              \tex_savepos:D
\__kernel_primitive:NN \saveboxresource      \tex_pdfxform:D
\__kernel_primitive:NN \saveimageresource    \tex_pdfximage:D
\__kernel_primitive:NN \setrandomseed        \tex_setrandomseed:D
\__kernel_primitive:NN \tracingfonts         \tex_tracingfonts:D
\__kernel_primitive:NN \uniformdeviate       \tex_uniformdeviate:D
```

The set of Unicode math primitives were introduced by XeTeX and LuaTeX in a somewhat complex fashion: a few first as `\XeTeX...` which were then renamed with LuaTeX having a lot more. These names now all start `\U...` and mainly `\Umath...`.

```
\__kernel_primitive:NN \Uchar                \tex_Uchar:D
\__kernel_primitive:NN \Ucharcat             \tex_Ucharcat:D
\__kernel_primitive:NN \Udelcode             \tex_Udelcode:D
\__kernel_primitive:NN \Udelcodenum          \tex_Udelcodenum:D
\__kernel_primitive:NN \Udelimiter           \tex_Udelimiter:D
\__kernel_primitive:NN \Udelimiterover       \tex_Udelimiterover:D
\__kernel_primitive:NN \Udelimiterunder      \tex_Udelimiterunder:D
\__kernel_primitive:NN \Uhextensible         \tex_Uhextensible:D
\__kernel_primitive:NN \Umathaccent          \tex_Umathaccent:D
\__kernel_primitive:NN \Umathaxis            \tex_Umathaxis:D
\__kernel_primitive:NN \Umathbinbinspacing   \tex_Umathbinbinspacing:D
\__kernel_primitive:NN \Umathbinclosespacing \tex_Umathbinclosespacing:D
\__kernel_primitive:NN \Umathbininnerspacing \tex_Umathbininnerspacing:D
\__kernel_primitive:NN \Umathbinopenspacing  \tex_Umathbinopenspacing:D
\__kernel_primitive:NN \Umathbinopspacing    \tex_Umathbinopspacing:D
\__kernel_primitive:NN \Umathbinordspacing   \tex_Umathbinordspacing:D
\__kernel_primitive:NN \Umathbinpunctspacing \tex_Umathbinpunctspacing:D
\__kernel_primitive:NN \Umathbinrelspacing   \tex_Umathbinrelspacing:D
\__kernel_primitive:NN \Umathchar            \tex_Umathchar:D
\__kernel_primitive:NN \Umathcharclass       \tex_Umathcharclass:D
\__kernel_primitive:NN \Umathchardef         \tex_Umathchardef:D
\__kernel_primitive:NN \Umathcharfam         \tex_Umathcharfam:D
\__kernel_primitive:NN \Umathcharnum         \tex_Umathcharnum:D
\__kernel_primitive:NN \Umathcharnumdef      \tex_Umathcharnumdef:D
\__kernel_primitive:NN \Umathcharslot        \tex_Umathcharslot:D
\__kernel_primitive:NN \Umathclosebinspacing \tex_Umathclosebinspacing:D
\__kernel_primitive:NN \Umathcloseclosespacing
  \tex_Umathcloseclosespacing:D
\__kernel_primitive:NN \Umathcloseinnerspacing
  \tex_Umathcloseinnerspacing:D
\__kernel_primitive:NN \Umathcloseopenspacing \tex_Umathcloseopenspacing:D
\__kernel_primitive:NN \Umathcloseopspacing  \tex_Umathcloseopspacing:D
\__kernel_primitive:NN \Umathcloseordspacing \tex_Umathcloseordspacing:D
\__kernel_primitive:NN \Umathclosepunctspacing
  \tex_Umathclosepunctspacing:D
\__kernel_primitive:NN \Umathcloserelspacing \tex_Umathcloserelspacing:D
\__kernel_primitive:NN \Umathcode            \tex_Umathcode:D
\__kernel_primitive:NN \Umathcodenum         \tex_Umathcodenum:D
\__kernel_primitive:NN \Umathconnectoroverlapmin
  \tex_Umathconnectoroverlapmin:D
```

```
\__kernel_primitive:NN \Umathfractiondelsize  \tex_Umathfractiondelsize:D
\__kernel_primitive:NN \Umathfractiondenomdown
  \tex_Umathfractiondenomdown:D
\__kernel_primitive:NN \Umathfractiondenomvgap
  \tex_Umathfractiondenomvgap:D
\__kernel_primitive:NN \Umathfractionnumup    \tex_Umathfractionnumup:D
\__kernel_primitive:NN \Umathfractionnumvgap  \tex_Umathfractionnumvgap:D
\__kernel_primitive:NN \Umathfractionrule     \tex_Umathfractionrule:D
\__kernel_primitive:NN \Umathinnerbinspacing  \tex_Umathinnerbinspacing:D
\__kernel_primitive:NN \Umathinnerclosespacing
  \tex_Umathinnerclosespacing:D
\__kernel_primitive:NN \Umathinnerinnerspacing
  \tex_Umathinnerinnerspacing:D
\__kernel_primitive:NN \Umathinneropenspacing \tex_Umathinneropenspacing:D
\__kernel_primitive:NN \Umathinneropspacing   \tex_Umathinneropspacing:D
\__kernel_primitive:NN \Umathinnerordspacing  \tex_Umathinnerordspacing:D
\__kernel_primitive:NN \Umathinnerpunctspacing
  \tex_Umathinnerpunctspacing:D
\__kernel_primitive:NN \Umathinnerrelspacing  \tex_Umathinnerrelspacing:D
\__kernel_primitive:NN \Umathlimitabovebgap   \tex_Umathlimitabovebgap:D
\__kernel_primitive:NN \Umathlimitabovekern   \tex_Umathlimitabovekern:D
\__kernel_primitive:NN \Umathlimitabovevgap   \tex_Umathlimitabovevgap:D
\__kernel_primitive:NN \Umathlimitbelowbgap   \tex_Umathlimitbelowbgap:D
\__kernel_primitive:NN \Umathlimitbelowkern   \tex_Umathlimitbelowkern:D
\__kernel_primitive:NN \Umathlimitbelowvgap   \tex_Umathlimitbelowvgap:D
\__kernel_primitive:NN \Umathnolimitsubfactor \tex_Umathnolimitsubfactor:D
\__kernel_primitive:NN \Umathnolimitsupfactor \tex_Umathnolimitsupfactor:D
\__kernel_primitive:NN \Umathopbinspacing     \tex_Umathopbinspacing:D
\__kernel_primitive:NN \Umathopclosespacing   \tex_Umathopclosespacing:D
\__kernel_primitive:NN \Umathopenbinspacing   \tex_Umathopenbinspacing:D
\__kernel_primitive:NN \Umathopenclosespacing \tex_Umathopenclosespacing:D
\__kernel_primitive:NN \Umathopeninnerspacing \tex_Umathopeninnerspacing:D
\__kernel_primitive:NN \Umathopenopenspacing  \tex_Umathopenopenspacing:D
\__kernel_primitive:NN \Umathopenopspacing    \tex_Umathopenopspacing:D
\__kernel_primitive:NN \Umathopenordspacing   \tex_Umathopenordspacing:D
\__kernel_primitive:NN \Umathopenpunctspacing \tex_Umathopenpunctspacing:D
\__kernel_primitive:NN \Umathopenrelspacing   \tex_Umathopenrelspacing:D
\__kernel_primitive:NN \Umathoperatorsize     \tex_Umathoperatorsize:D
\__kernel_primitive:NN \Umathopinnerspacing   \tex_Umathopinnerspacing:D
\__kernel_primitive:NN \Umathopopenspacing    \tex_Umathopopenspacing:D
\__kernel_primitive:NN \Umathopopspacing      \tex_Umathopopspacing:D
\__kernel_primitive:NN \Umathopordspacing     \tex_Umathopordspacing:D
\__kernel_primitive:NN \Umathoppunctspacing   \tex_Umathoppunctspacing:D
\__kernel_primitive:NN \Umathoprelspacing     \tex_Umathoprelspacing:D
\__kernel_primitive:NN \Umathordbinspacing    \tex_Umathordbinspacing:D
\__kernel_primitive:NN \Umathordclosespacing  \tex_Umathordclosespacing:D
\__kernel_primitive:NN \Umathordinnerspacing  \tex_Umathordinnerspacing:D
\__kernel_primitive:NN \Umathordopenspacing   \tex_Umathordopenspacing:D
\__kernel_primitive:NN \Umathordopspacing     \tex_Umathordopspacing:D
\__kernel_primitive:NN \Umathordordspacing    \tex_Umathordordspacing:D
\__kernel_primitive:NN \Umathordpunctspacing  \tex_Umathordpunctspacing:D
\__kernel_primitive:NN \Umathordrelspacing    \tex_Umathordrelspacing:D
\__kernel_primitive:NN \Umathoverbarkern      \tex_Umathoverbarkern:D
\__kernel_primitive:NN \Umathoverbarrule      \tex_Umathoverbarrule:D
```

```
\__kernel_primitive:NN \Umathoverbarvgap      \tex_Umathoverbarvgap:D
\__kernel_primitive:NN \Umathoverdelimiterbgap
   \tex_Umathoverdelimiterbgap:D
\__kernel_primitive:NN \Umathoverdelimitervgap
  \tex_Umathoverdelimitervgap:D
\__kernel_primitive:NN \Umathpunctbinspacing  \tex_Umathpunctbinspacing:D
\__kernel_primitive:NN \Umathpunctclosespacing
  \tex_Umathpunctclosespacing:D
\__kernel_primitive:NN \Umathpunctinnerspacing
  \tex_Umathpunctinnerspacing:D
\__kernel_primitive:NN \Umathpunctopenspacing \tex_Umathpunctopenspacing:D
\__kernel_primitive:NN \Umathpunctopspacing   \tex_Umathpunctopspacing:D
\__kernel_primitive:NN \Umathpunctordspacing  \tex_Umathpunctordspacing:D
\__kernel_primitive:NN \Umathpunctpunctspacing
  \tex_Umathpunctpunctspacing:D
\__kernel_primitive:NN \Umathpunctrelspacing  \tex_Umathpunctrelspacing:D
\__kernel_primitive:NN \Umathquad             \tex_Umathquad:D
\__kernel_primitive:NN \Umathradicaldegreeafter
  \tex_Umathradicaldegreeafter:D
\__kernel_primitive:NN \Umathradicaldegreebefore
  \tex_Umathradicaldegreebefore:D
\__kernel_primitive:NN \Umathradicaldegreeraise
  \tex_Umathradicaldegreeraise:D
\__kernel_primitive:NN \Umathradicalkern      \tex_Umathradicalkern:D
\__kernel_primitive:NN \Umathradicalrule      \tex_Umathradicalrule:D
\__kernel_primitive:NN \Umathradicalvgap      \tex_Umathradicalvgap:D
\__kernel_primitive:NN \Umathrelbinspacing    \tex_Umathrelbinspacing:D
\__kernel_primitive:NN \Umathrelclosespacing  \tex_Umathrelclosespacing:D
\__kernel_primitive:NN \Umathrelinnerspacing  \tex_Umathrelinnerspacing:D
\__kernel_primitive:NN \Umathrelopenspacing   \tex_Umathrelopenspacing:D
\__kernel_primitive:NN \Umathrelopspacing     \tex_Umathrelopspacing:D
\__kernel_primitive:NN \Umathrelordspacing    \tex_Umathrelordspacing:D
\__kernel_primitive:NN \Umathrelpunctspacing  \tex_Umathrelpunctspacing:D
\__kernel_primitive:NN \Umathrelrelspacing    \tex_Umathrelrelspacing:D
\__kernel_primitive:NN \Umathskewedfractionhgap
  \tex_Umathskewedfractionhgap:D
\__kernel_primitive:NN \Umathskewedfractionvgap
  \tex_Umathskewedfractionvgap:D
\__kernel_primitive:NN \Umathspaceafterscript \tex_Umathspaceafterscript:D
\__kernel_primitive:NN \Umathstackdenomdown   \tex_Umathstackdenomdown:D
\__kernel_primitive:NN \Umathstacknumup       \tex_Umathstacknumup:D
\__kernel_primitive:NN \Umathstackvgap        \tex_Umathstackvgap:D
\__kernel_primitive:NN \Umathsubshiftdown     \tex_Umathsubshiftdown:D
\__kernel_primitive:NN \Umathsubshiftdrop     \tex_Umathsubshiftdrop:D
\__kernel_primitive:NN \Umathsubsupshiftdown  \tex_Umathsubsupshiftdown:D
\__kernel_primitive:NN \Umathsubsupvgap       \tex_Umathsubsupvgap:D
\__kernel_primitive:NN \Umathsubtopmax        \tex_Umathsubtopmax:D
\__kernel_primitive:NN \Umathsupbottommin     \tex_Umathsupbottommin:D
\__kernel_primitive:NN \Umathsupshiftdrop     \tex_Umathsupshiftdrop:D
\__kernel_primitive:NN \Umathsupshiftup       \tex_Umathsupshiftup:D
\__kernel_primitive:NN \Umathsupsubbottommax  \tex_Umathsupsubbottommax:D
\__kernel_primitive:NN \Umathunderbarkern     \tex_Umathunderbarkern:D
\__kernel_primitive:NN \Umathunderbarrule     \tex_Umathunderbarrule:D
\__kernel_primitive:NN \Umathunderbarvgap     \tex_Umathunderbarvgap:D
```

```
\__kernel_primitive:NN \Umathunderdelimiterbgap
  \tex_Umathunderdelimiterbgap:D
\__kernel_primitive:NN \Umathunderdelimitervgap
  \tex_Umathunderdelimitervgap:D
\__kernel_primitive:NN \Unosubscript          \tex_Unosubscript:D
\__kernel_primitive:NN \Unosuperscript        \tex_Unosuperscript:D
\__kernel_primitive:NN \Uoverdelimiter        \tex_Uoverdelimiter:D
\__kernel_primitive:NN \Uradical              \tex_Uradical:D
\__kernel_primitive:NN \Uroot                 \tex_Uroot:D
\__kernel_primitive:NN \Uskewed               \tex_Uskewed:D
\__kernel_primitive:NN \Uskewedwithdelims     \tex_Uskewedwithdelims:D
\__kernel_primitive:NN \Ustack                \tex_Ustack:D
\__kernel_primitive:NN \Ustartdisplaymath     \tex_Ustartdisplaymath:D
\__kernel_primitive:NN \Ustartmath            \tex_Ustartmath:D
\__kernel_primitive:NN \Ustopdisplaymath      \tex_Ustopdisplaymath:D
\__kernel_primitive:NN \Ustopmath             \tex_Ustopmath:D
\__kernel_primitive:NN \Usubscript            \tex_Usubscript:D
\__kernel_primitive:NN \Usuperscript          \tex_Usuperscript:D
\__kernel_primitive:NN \Uunderdelimiter       \tex_Uunderdelimiter:D
\__kernel_primitive:NN \Uvextensible          \tex_Uvextensible:D
```

Primitives from HarfTEX.

```
\__kernel_primitive:NN \harftexrevision       \tex_harftexrevision:D
\__kernel_primitive:NN \harftexversion        \tex_harftexversion:D
```

Primitives from pTEX.

```
\__kernel_primitive:NN \autospacing           \tex_autospacing:D
\__kernel_primitive:NN \autoxspacing          \tex_autoxspacing:D
\__kernel_primitive:NN \dtou                  \tex_dtou:D
\__kernel_primitive:NN \epTeXinputencoding    \tex_epTeXinputencoding:D
\__kernel_primitive:NN \epTeXversion          \tex_epTeXversion:D
\__kernel_primitive:NN \euc                   \tex_euc:D
\__kernel_primitive:NN \ifdbox                \tex_ifdbox:D
\__kernel_primitive:NN \ifddir                \tex_ifddir:D
\__kernel_primitive:NN \ifmdir                \tex_ifmdir:D
\__kernel_primitive:NN \iftbox                \tex_iftbox:D
\__kernel_primitive:NN \iftdir                \tex_iftdir:D
\__kernel_primitive:NN \ifybox                \tex_ifybox:D
\__kernel_primitive:NN \ifydir                \tex_ifydir:D
\__kernel_primitive:NN \inhibitglue           \tex_inhibitglue:D
\__kernel_primitive:NN \inhibitxspcode        \tex_inhibitxspcode:D
\__kernel_primitive:NN \jcharwidowpenalty     \tex_jcharwidowpenalty:D
\__kernel_primitive:NN \jfam                  \tex_jfam:D
\__kernel_primitive:NN \jfont                 \tex_jfont:D
\__kernel_primitive:NN \jis                   \tex_jis:D
\__kernel_primitive:NN \kanjiskip             \tex_kanjiskip:D
\__kernel_primitive:NN \kansuji               \tex_kansuji:D
\__kernel_primitive:NN \kansujichar           \tex_kansujichar:D
\__kernel_primitive:NN \kcatcode              \tex_kcatcode:D
\__kernel_primitive:NN \kuten                 \tex_kuten:D
\__kernel_primitive:NN \noautospacing         \tex_noautospacing:D
\__kernel_primitive:NN \noautoxspacing        \tex_noautoxspacing:D
\__kernel_primitive:NN \postbreakpenalty      \tex_postbreakpenalty:D
\__kernel_primitive:NN \prebreakpenalty       \tex_prebreakpenalty:D
\__kernel_primitive:NN \ptexminorversion      \tex_ptexminorversion:D
```

```
\__kernel_primitive:NN \ptexrevision          \tex_ptexrevision:D
\__kernel_primitive:NN \ptexversion           \tex_ptexversion:D
\__kernel_primitive:NN \showmode              \tex_showmode:D
\__kernel_primitive:NN \sjis                  \tex_sjis:D
\__kernel_primitive:NN \tate                  \tex_tate:D
\__kernel_primitive:NN \tbaselineshift        \tex_tbaselineshift:D
\__kernel_primitive:NN \tfont                 \tex_tfont:D
\__kernel_primitive:NN \xkanjiskip            \tex_xkanjiskip:D
\__kernel_primitive:NN \xspcode               \tex_xspcode:D
\__kernel_primitive:NN \ybaselineshift        \tex_ybaselineshift:D
\__kernel_primitive:NN \yoko                  \tex_yoko:D
```

Primitives from upTeX.

```
\__kernel_primitive:NN \disablecjktoken       \tex_disablecjktoken:D
\__kernel_primitive:NN \enablecjktoken        \tex_enablecjktoken:D
\__kernel_primitive:NN \forcecjktoken         \tex_forcecjktoken:D
\__kernel_primitive:NN \kchar                 \tex_kchar:D
\__kernel_primitive:NN \kchardef              \tex_kchardef:D
\__kernel_primitive:NN \kuten                 \tex_kuten:D
\__kernel_primitive:NN \ucs                   \tex_ucs:D
\__kernel_primitive:NN \uptexrevision         \tex_uptexrevision:D
\__kernel_primitive:NN \uptexversion          \tex_uptexversion:D
```

End of the “just the names” part of the source.

```
⟨/initex | names | package⟩
⟨*initex | package⟩
```

The job is done: close the group (using the primitive renamed!).

```
\tex_endgroup:D
```

LaTeX 2_{ε} moves a few primitives, so these are sorted out. A convenient test for LaTeX 2_{ε} is the `\@@end` saved primitive.

```
⟨*package⟩
\tex_ifdefined:D \@@end
  \tex_let:D \tex_end:D                   \@@end
  \tex_let:D \tex_everydisplay:D          \frozen@everydisplay
  \tex_let:D \tex_everymath:D             \frozen@everymath
  \tex_let:D \tex_hyphen:D                \@@hyph
  \tex_let:D \tex_input:D                 \@@input
  \tex_let:D \tex_italiccorrection:D      \@@italiccorr
  \tex_let:D \tex_underline:D             \@@underline
```

The `\shipout` primitive is particularly tricky as a number of packages want to hook in here. First, we see if a sufficiently-new kernel has saved a copy: if it has, just use that. Otherwise, we need to check each of the possible packages/classes that might move it: here, we are looking for those which do *not* delay action to the `\AtBeginDocument` hook. (We cannot use `\primitive` as that doesn't allow us to make a direct copy of the primitive *itself*.) As we know that LaTeX 2_{ε} is in use, we use it's `\@tfor` loop here.

```
  \tex_ifdefined:D \@@shipout
    \tex_let:D \tex_shipout:D \@@shipout
  \tex_fi:D
  \tex_begingroup:D
    \tex_edef:D \l_tmpa_tl { \tex_string:D \shipout }
    \tex_edef:D \l_tmpb_tl { \tex_meaning:D \shipout }
    \tex_ifx:D \l_tmpa_tl \l_tmpb_tl
```

```
    \tex_else:D
      \tex_expandafter:D \@tfor \tex_expandafter:D \@tempa \tex_string:D :=
        \CROP@shipout
        \dup@shipout
        \GPTorg@shipout
        \LL@shipout
        \mem@oldshipout
        \opem@shipout
        \pgfpages@originalshipout
        \pr@shipout
        \Shipout
        \verso@orig@shipout
        \do
          {
            \tex_edef:D \l_tmpb_tl
              { \tex_expandafter:D \tex_meaning:D \@tempa }
            \tex_ifx:D \l_tmpa_tl \l_tmpb_tl
              \tex_global:D \tex_expandafter:D \tex_let:D
                \tex_expandafter:D \tex_shipout:D \@tempa
            \tex_fi:D
          }
    \tex_fi:D
  \tex_endgroup:D
```

Some tidying up is needed for `\(pdf)tracingfonts`. Newer LuaTeX has this simply as `\tracingfonts`, but that is overwritten by the LaTeX 2ε kernel. So any spurious definition has to be removed, then the real version saved either from the pdfTeX name or from LuaTeX. In the latter case, we leave `\@@tracingfonts` available: this might be useful and almost all LaTeX 2ε users will have expl3 loaded by fontspec. (We follow the usual kernel convention that `@@` is used for saved primitives.)

```
  \tex_let:D \tex_tracingfonts:D \tex_undefined:D
  \tex_ifdefined:D \pdftracingfonts
    \tex_let:D \tex_tracingfonts:D \pdftracingfonts
  \tex_else:D
    \tex_ifdefined:D \tex_directlua:D
      \tex_directlua:D { tex.enableprimitives("@@", {"tracingfonts"}) }
      \tex_let:D \tex_tracingfonts:D \luatextracingfonts
    \tex_fi:D
  \tex_fi:D
\tex_fi:D
```

That is also true for the LuaTeX primitives under LaTeX 2ε (depending on the format-building date). There are a few primitives that get the right names anyway so are missing here!

```
\tex_ifdefined:D \luatexsuppressfontnotfounderror
  \tex_let:D \tex_alignmark:D           \luatexalignmark
  \tex_let:D \tex_aligntab:D            \luatexaligntab
  \tex_let:D \tex_attribute:D           \luatexattribute
  \tex_let:D \tex_attributedef:D        \luatexattributedef
  \tex_let:D \tex_catcodetable:D        \luatexcatcodetable
  \tex_let:D \tex_clearmarks:D          \luatexclearmarks
  \tex_let:D \tex_crampeddisplaystyle:D \luatexcrampeddisplaystyle
  \tex_let:D \tex_crampedscriptscriptstyle:D
    \luatexcrampedscriptscriptstyle
```

```
  \tex_let:D \tex_crampedscriptstyle:D  \luatexcrampedscriptstyle
  \tex_let:D \tex_crampedtextstyle:D    \luatexcrampedtextstyle
  \tex_let:D \tex_fontid:D              \luatexfontid
  \tex_let:D \tex_formatname:D          \luatexformatname
  \tex_let:D \tex_gleaders:D            \luatexgleaders
  \tex_let:D \tex_initcatcodetable:D    \luatexinitcatcodetable
  \tex_let:D \tex_latelua:D             \luatexlatelua
  \tex_let:D \tex_luaescapestring:D     \luatexluaescapestring
  \tex_let:D \tex_luafunction:D         \luatexluafunction
  \tex_let:D \tex_mathstyle:D           \luatexmathstyle
  \tex_let:D \tex_nokerns:D             \luatexnokerns
  \tex_let:D \tex_noligs:D              \luatexnoligs
  \tex_let:D \tex_outputbox:D           \luatexoutputbox
  \tex_let:D \tex_pageleftoffset:D      \luatexpageleftoffset
  \tex_let:D \tex_pagetopoffset:D       \luatexpagetopoffset
  \tex_let:D \tex_postexhyphenchar:D    \luatexpostexhyphenchar
  \tex_let:D \tex_posthyphenchar:D      \luatexposthyphenchar
  \tex_let:D \tex_preexhyphenchar:D     \luatexpreexhyphenchar
  \tex_let:D \tex_prehyphenchar:D       \luatexprehyphenchar
  \tex_let:D \tex_savecatcodetable:D    \luatexsavecatcodetable
  \tex_let:D \tex_scantextokens:D       \luatexscantextokens
  \tex_let:D \tex_suppressifcsnameerror:D
    \luatexsuppressifcsnameerror
  \tex_let:D \tex_suppresslongerror:D   \luatexsuppresslongerror
  \tex_let:D \tex_suppressmathparerror:D
    \luatexsuppressmathparerror
  \tex_let:D \tex_suppressoutererror:D  \luatexsuppressoutererror
  \tex_let:D \tex_Uchar:D                  \luatexUchar
  \tex_let:D \tex_suppressfontnotfounderror:D
    \luatexsuppressfontnotfounderror
```

Which also covers those slightly odd ones.

```
  \tex_let:D \tex_bodydir:D             \luatexbodydir
  \tex_let:D \tex_boxdir:D              \luatexboxdir
  \tex_let:D \tex_leftghost:D           \luatexleftghost
  \tex_let:D \tex_localbrokenpenalty:D  \luatexlocalbrokenpenalty
  \tex_let:D \tex_localinterlinepenalty:D
    \luatexlocalinterlinepenalty
  \tex_let:D \tex_localleftbox:D        \luatexlocalleftbox
  \tex_let:D \tex_localrightbox:D       \luatexlocalrightbox
  \tex_let:D \tex_mathdir:D             \luatexmathdir
  \tex_let:D \tex_pagebottomoffset:D    \luatexpagebottomoffset
  \tex_let:D \tex_pagedir:D             \luatexpagedir
  \tex_let:D \tex_pageheight:D             \luatexpageheight
  \tex_let:D \tex_pagerightoffset:D     \luatexpagerightoffset
  \tex_let:D \tex_pagewidth:D              \luatexpagewidth
  \tex_let:D \tex_pardir:D              \luatexpardir
  \tex_let:D \tex_rightghost:D          \luatexrightghost
  \tex_let:D \tex_textdir:D             \luatextextdir
\tex_fi:D
```

Only pdfTEX and LuaTEX define `\pdfmapfile` and `\pdfmapline`: Tidy up the fact that some format-building processes leave a couple of questionable decisions about that!

```
\tex_ifnum:D 0
  \tex_ifdefined:D \tex_pdftexversion:D 1 \tex_fi:D
```

```
  \tex_ifdefined:D \tex_luatexversion:D 1 \tex_fi:D
    = 0 %
  \tex_let:D \tex_mapfile:D \tex_undefined:D
  \tex_let:D \tex_mapline:D \tex_undefined:D
\tex_fi:D
⟨/package⟩
```

A few packages do unfortunate things to date-related primitives.

```
\tex_begingroup:D
  \tex_edef:D \l_tmpa_tl { \tex_meaning:D \tex_time:D }
  \tex_edef:D \l_tmpb_tl { \tex_string:D \time }
  \tex_ifx:D \l_tmpa_tl \l_tmpb_tl
  \tex_else:D
    \tex_global:D \tex_let:D \tex_time:D \tex_undefined:D
  \tex_fi:D
  \tex_edef:D \l_tmpa_tl { \tex_meaning:D \tex_day:D }
  \tex_edef:D \l_tmpb_tl { \tex_string:D \day }
  \tex_ifx:D \l_tmpa_tl \l_tmpb_tl
  \tex_else:D
    \tex_global:D \tex_let:D \tex_day:D \tex_undefined:D
  \tex_fi:D
  \tex_edef:D \l_tmpa_tl { \tex_meaning:D \tex_month:D }
  \tex_edef:D \l_tmpb_tl { \tex_string:D \month }
  \tex_ifx:D \l_tmpa_tl \l_tmpb_tl
  \tex_else:D
    \tex_global:D \tex_let:D \tex_month:D \tex_undefined:D
  \tex_fi:D
  \tex_edef:D \l_tmpa_tl { \tex_meaning:D \tex_year:D }
  \tex_edef:D \l_tmpb_tl { \tex_string:D \year }
  \tex_ifx:D \l_tmpa_tl \l_tmpb_tl
  \tex_else:D
    \tex_global:D \tex_let:D \tex_year:D \tex_undefined:D
  \tex_fi:D
\tex_endgroup:D
```

Up to v0.80, LuaTEX defines the pdfTEX version data: rather confusing. Removing them means that `\tex_pdftexversion:D` is a marker for pdfTEX alone: useful in engine-dependent code later.

```
⟨*initex | package⟩
\tex_ifdefined:D \tex_luatexversion:D
  \tex_let:D \tex_pdftexbanner:D   \tex_undefined:D
  \tex_let:D \tex_pdftexrevision:D \tex_undefined:D
  \tex_let:D \tex_pdftexversion:D  \tex_undefined:D
\tex_fi:D
⟨/initex | package⟩
```

For ConTEXt, two tests are needed. Both Mark II and Mark IV move several primitives: these are all covered by the first test, again using `\end` as a marker. For Mark IV, a few more primitives are moved: they are implemented using some Lua code in the current ConTEXt.

```
⟨*package⟩
\tex_ifdefined:D \normalend
  \tex_let:D \tex_end:D         \normalend
  \tex_let:D \tex_everyjob:D    \normaleveryjob
  \tex_let:D \tex_input:D       \normalinput
```

```
  \tex_let:D \tex_language:D    \normallanguage
  \tex_let:D \tex_mathop:D      \normalmathop
  \tex_let:D \tex_month:D       \normalmonth
  \tex_let:D \tex_outer:D       \normalouter
  \tex_let:D \tex_over:D        \normalover
  \tex_let:D \tex_vcenter:D     \normalvcenter
  \tex_let:D \tex_unexpanded:D  \normalunexpanded
  \tex_let:D \tex_expanded:D    \normalexpanded
\tex_fi:D
\tex_ifdefined:D \normalitaliccorrection
  \tex_let:D \tex_hoffset:D          \normalhoffset
  \tex_let:D \tex_italiccorrection:D \normalitaliccorrection
  \tex_let:D \tex_voffset:D          \normalvoffset
  \tex_let:D \tex_showtokens:D       \normalshowtokens
  \tex_let:D \tex_bodydir:D          \spac_directions_normal_body_dir
  \tex_let:D \tex_pagedir:D          \spac_directions_normal_page_dir
\tex_fi:D
\tex_ifdefined:D \normalleft
  \tex_let:D \tex_left:D   \normalleft
  \tex_let:D \tex_middle:D \normalmiddle
  \tex_let:D \tex_right:D  \normalright
\tex_fi:D
⟨/package⟩
```

2.1 Deprecated functions

Older versions of expl3 divided up primitives by "source": that becomes very tricky with multiple parallel engine developments, so has been dropped. To cover the transition, we provide the older names here for a limited period (until the end of 2019).

To allow `\debug_on:n {⟨deprecation⟩}` to work we save the list of primitives into `\__kernel_primitives:`

```
⟨*package⟩
\tex_begingroup:D
  \tex_long:D \tex_def:D \use_ii:nn #1#2 {#2}
  \tex_long:D \tex_def:D \use_none:n #1 { }
  \tex_long:D \tex_def:D \__kernel_primitive:NN #1#2
    {
      \tex_ifdefined:D #1
        \tex_expandafter:D \use_ii:nn
      \tex_fi:D
        \use_none:n { \tex_global:D \tex_let:D #2 #1 }
    }
  \tex_xdef:D \__kernel_primitives:
    {
      \tex_unexpanded:D
        {
  \__kernel_primitive:NN \beginL                \etex_beginL:D
  \__kernel_primitive:NN \beginR                \etex_beginR:D
  \__kernel_primitive:NN \botmarks              \etex_botmarks:D
  \__kernel_primitive:NN \clubpenalties         \etex_clubpenalties:D
  \__kernel_primitive:NN \currentgrouplevel     \etex_currentgrouplevel:D
  \__kernel_primitive:NN \currentgrouptype      \etex_currentgrouptype:D
  \__kernel_primitive:NN \currentifbranch       \etex_currentifbranch:D
```

```
\__kernel_primitive:NN \currentiflevel        \etex_currentiflevel:D
\__kernel_primitive:NN \currentiftype         \etex_currentiftype:D
\__kernel_primitive:NN \detokenize            \etex_detokenize:D
\__kernel_primitive:NN \dimexpr               \etex_dimexpr:D
\__kernel_primitive:NN \displaywidowpenalties
  \etex_displaywidowpenalties:D
\__kernel_primitive:NN \endL                  \etex_endL:D
\__kernel_primitive:NN \endR                  \etex_endR:D
\__kernel_primitive:NN \eTeXrevision          \etex_eTeXrevision:D
\__kernel_primitive:NN \eTeXversion           \etex_eTeXversion:D
\__kernel_primitive:NN \everyeof              \etex_everyeof:D
\__kernel_primitive:NN \firstmarks            \etex_firstmarks:D
\__kernel_primitive:NN \fontchardp            \etex_fontchardp:D
\__kernel_primitive:NN \fontcharht            \etex_fontcharht:D
\__kernel_primitive:NN \fontcharic            \etex_fontcharic:D
\__kernel_primitive:NN \fontcharwd            \etex_fontcharwd:D
\__kernel_primitive:NN \glueexpr              \etex_glueexpr:D
\__kernel_primitive:NN \glueshrink            \etex_glueshrink:D
\__kernel_primitive:NN \glueshrinkorder       \etex_glueshrinkorder:D
\__kernel_primitive:NN \gluestretch           \etex_gluestretch:D
\__kernel_primitive:NN \gluestretchorder      \etex_gluestretchorder:D
\__kernel_primitive:NN \gluetomu              \etex_gluetomu:D
\__kernel_primitive:NN \ifcsname              \etex_ifcsname:D
\__kernel_primitive:NN \ifdefined             \etex_ifdefined:D
\__kernel_primitive:NN \iffontchar            \etex_iffontchar:D
\__kernel_primitive:NN \interactionmode       \etex_interactionmode:D
\__kernel_primitive:NN \interlinepenalties    \etex_interlinepenalties:D
\__kernel_primitive:NN \lastlinefit           \etex_lastlinefit:D
\__kernel_primitive:NN \lastnodetype          \etex_lastnodetype:D
\__kernel_primitive:NN \marks                 \etex_marks:D
\__kernel_primitive:NN \middle                \etex_middle:D
\__kernel_primitive:NN \muexpr                \etex_muexpr:D
\__kernel_primitive:NN \mutoglue              \etex_mutoglue:D
\__kernel_primitive:NN \numexpr               \etex_numexpr:D
\__kernel_primitive:NN \pagediscards          \etex_pagediscards:D
\__kernel_primitive:NN \parshapedimen         \etex_parshapedimen:D
\__kernel_primitive:NN \parshapeindent        \etex_parshapeindent:D
\__kernel_primitive:NN \parshapelength        \etex_parshapelength:D
\__kernel_primitive:NN \predisplaydirection   \etex_predisplaydirection:D
\__kernel_primitive:NN \protected             \etex_protected:D
\__kernel_primitive:NN \readline              \etex_readline:D
\__kernel_primitive:NN \savinghyphcodes       \etex_savinghyphcodes:D
\__kernel_primitive:NN \savingvdiscards       \etex_savingvdiscards:D
\__kernel_primitive:NN \scantokens            \etex_scantokens:D
\__kernel_primitive:NN \showgroups            \etex_showgroups:D
\__kernel_primitive:NN \showifs               \etex_showifs:D
\__kernel_primitive:NN \showtokens            \etex_showtokens:D
\__kernel_primitive:NN \splitbotmarks         \etex_splitbotmarks:D
\__kernel_primitive:NN \splitdiscards         \etex_splitdiscards:D
\__kernel_primitive:NN \splitfirstmarks       \etex_splitfirstmarks:D
\__kernel_primitive:NN \TeXXeTstate           \etex_TeXXeTstate:D
\__kernel_primitive:NN \topmarks              \etex_topmarks:D
\__kernel_primitive:NN \tracingassigns        \etex_tracingassigns:D
\__kernel_primitive:NN \tracinggroups         \etex_tracinggroups:D
```

```
\__kernel_primitive:NN \tracingifs            \etex_tracingifs:D
\__kernel_primitive:NN \tracingnesting        \etex_tracingnesting:D
\__kernel_primitive:NN \tracingscantokens     \etex_tracingscantokens:D
\__kernel_primitive:NN \unexpanded            \etex_unexpanded:D
\__kernel_primitive:NN \unless                \etex_unless:D
\__kernel_primitive:NN \widowpenalties        \etex_widowpenalties:D
\__kernel_primitive:NN \pdfannot              \pdftex_pdfannot:D
\__kernel_primitive:NN \pdfcatalog            \pdftex_pdfcatalog:D
\__kernel_primitive:NN \pdfcompresslevel      \pdftex_pdfcompresslevel:D
\__kernel_primitive:NN \pdfcolorstack         \pdftex_pdfcolorstack:D
\__kernel_primitive:NN \pdfcolorstackinit     \pdftex_pdfcolorstackinit:D
\__kernel_primitive:NN \pdfcreationdate       \pdftex_pdfcreationdate:D
\__kernel_primitive:NN \pdfdecimaldigits      \pdftex_pdfdecimaldigits:D
\__kernel_primitive:NN \pdfdest               \pdftex_pdfdest:D
\__kernel_primitive:NN \pdfdestmargin         \pdftex_pdfdestmargin:D
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\__kernel_primitive:NN \Umathchardef           \utex_mathchardef:D
\__kernel_primitive:NN \Umathcharfam           \utex_mathcharfam:D
\__kernel_primitive:NN \Umathcharnum           \utex_mathcharnum:D
\__kernel_primitive:NN \Umathcharnumdef        \utex_mathcharnumdef:D
\__kernel_primitive:NN \Umathcharslot          \utex_mathcharslot:D
\__kernel_primitive:NN \Umathclosebinspacing   \utex_closebinspacing:D
\__kernel_primitive:NN \Umathcloseclosespacing
  \utex_closeclosespacing:D
\__kernel_primitive:NN \Umathcloseinnerspacing
  \utex_closeinnerspacing:D
\__kernel_primitive:NN \Umathcloseopenspacing  \utex_closeopenspacing:D
\__kernel_primitive:NN \Umathcloseopspacing    \utex_closeopspacing:D
\__kernel_primitive:NN \Umathcloseordspacing   \utex_closeordspacing:D
\__kernel_primitive:NN \Umathclosepunctspacing
  \utex_closepunctspacing:D
\__kernel_primitive:NN \Umathcloserelspacing   \utex_closerelspacing:D
\__kernel_primitive:NN \Umathcode              \utex_mathcode:D
\__kernel_primitive:NN \Umathcodenum           \utex_mathcodenum:D
\__kernel_primitive:NN \Umathconnectoroverlapmin
  \utex_connectoroverlapmin:D
\__kernel_primitive:NN \Umathfractiondelsize   \utex_fractiondelsize:D
```

```
\__kernel_primitive:NN \Umathfractiondenomdown
  \utex_fractiondenomdown:D
\__kernel_primitive:NN \Umathfractiondenomvgap
  \utex_fractiondenomvgap:D
\__kernel_primitive:NN \Umathfractionnumup    \utex_fractionnumup:D
\__kernel_primitive:NN \Umathfractionnumvgap  \utex_fractionnumvgap:D
\__kernel_primitive:NN \Umathfractionrule     \utex_fractionrule:D
\__kernel_primitive:NN \Umathinnerbinspacing  \utex_innerbinspacing:D
\__kernel_primitive:NN \Umathinnerclosespacing
  \utex_innerclosespacing:D
\__kernel_primitive:NN \Umathinnerinnerspacing
  \utex_innerinnerspacing:D
\__kernel_primitive:NN \Umathinneropenspacing \utex_inneropenspacing:D
\__kernel_primitive:NN \Umathinneropspacing   \utex_inneropspacing:D
\__kernel_primitive:NN \Umathinnerordspacing  \utex_innerordspacing:D
\__kernel_primitive:NN \Umathinnerpunctspacing
  \utex_innerpunctspacing:D
\__kernel_primitive:NN \Umathinnerrelspacing  \utex_innerrelspacing:D
\__kernel_primitive:NN \Umathlimitabovebgap   \utex_limitabovebgap:D
\__kernel_primitive:NN \Umathlimitabovekern   \utex_limitabovekern:D
\__kernel_primitive:NN \Umathlimitabovevgap   \utex_limitabovevgap:D
\__kernel_primitive:NN \Umathlimitbelowbgap   \utex_limitbelowbgap:D
\__kernel_primitive:NN \Umathlimitbelowkern   \utex_limitbelowkern:D
\__kernel_primitive:NN \Umathlimitbelowvgap   \utex_limitbelowvgap:D
\__kernel_primitive:NN \Umathnolimitsubfactor \utex_nolimitsubfactor:D
\__kernel_primitive:NN \Umathnolimitsupfactor \utex_nolimitsupfactor:D
\__kernel_primitive:NN \Umathopbinspacing     \utex_opbinspacing:D
\__kernel_primitive:NN \Umathopclosespacing   \utex_opclosespacing:D
\__kernel_primitive:NN \Umathopenbinspacing   \utex_openbinspacing:D
\__kernel_primitive:NN \Umathopenclosespacing \utex_openclosespacing:D
\__kernel_primitive:NN \Umathopeninnerspacing \utex_openinnerspacing:D
\__kernel_primitive:NN \Umathopenopenspacing  \utex_openopenspacing:D
\__kernel_primitive:NN \Umathopenopspacing    \utex_openopspacing:D
\__kernel_primitive:NN \Umathopenordspacing   \utex_openordspacing:D
\__kernel_primitive:NN \Umathopenpunctspacing \utex_openpunctspacing:D
\__kernel_primitive:NN \Umathopenrelspacing   \utex_openrelspacing:D
\__kernel_primitive:NN \Umathoperatorsize     \utex_operatorsize:D
\__kernel_primitive:NN \Umathopinnerspacing   \utex_opinnerspacing:D
\__kernel_primitive:NN \Umathopopenspacing    \utex_opopenspacing:D
\__kernel_primitive:NN \Umathopopspacing      \utex_opopspacing:D
\__kernel_primitive:NN \Umathopordspacing     \utex_opordspacing:D
\__kernel_primitive:NN \Umathoppunctspacing   \utex_oppunctspacing:D
\__kernel_primitive:NN \Umathoprelspacing     \utex_oprelspacing:D
\__kernel_primitive:NN \Umathordbinspacing    \utex_ordbinspacing:D
\__kernel_primitive:NN \Umathordclosespacing  \utex_ordclosespacing:D
\__kernel_primitive:NN \Umathordinnerspacing  \utex_ordinnerspacing:D
\__kernel_primitive:NN \Umathordopenspacing   \utex_ordopenspacing:D
\__kernel_primitive:NN \Umathordopspacing     \utex_ordopspacing:D
\__kernel_primitive:NN \Umathordordspacing    \utex_ordordspacing:D
\__kernel_primitive:NN \Umathordpunctspacing  \utex_ordpunctspacing:D
\__kernel_primitive:NN \Umathordrelspacing    \utex_ordrelspacing:D
\__kernel_primitive:NN \Umathoverbarkern      \utex_overbarkern:D
\__kernel_primitive:NN \Umathoverbarrule      \utex_overbarrule:D
\__kernel_primitive:NN \Umathoverbarvgap      \utex_overbarvgap:D
```

```
\__kernel_primitive:NN \Umathoverdelimiterbgap
   \utex_overdelimiterbgap:D
\__kernel_primitive:NN \Umathoverdelimitervgap
  \utex_overdelimitervgap:D
\__kernel_primitive:NN \Umathpunctbinspacing  \utex_punctbinspacing:D
\__kernel_primitive:NN \Umathpunctclosespacing
  \utex_punctclosespacing:D
\__kernel_primitive:NN \Umathpunctinnerspacing
  \utex_punctinnerspacing:D
\__kernel_primitive:NN \Umathpunctopenspacing \utex_punctopenspacing:D
\__kernel_primitive:NN \Umathpunctopspacing   \utex_punctopspacing:D
\__kernel_primitive:NN \Umathpunctordspacing  \utex_punctordspacing:D
\__kernel_primitive:NN \Umathpunctpunctspacing\utex_punctpunctspacing:D
\__kernel_primitive:NN \Umathpunctrelspacing  \utex_punctrelspacing:D
\__kernel_primitive:NN \Umathquad             \utex_quad:D
\__kernel_primitive:NN \Umathradicaldegreeafter
  \utex_radicaldegreeafter:D
\__kernel_primitive:NN \Umathradicaldegreebefore
  \utex_radicaldegreebefore:D
\__kernel_primitive:NN \Umathradicaldegreeraise
  \utex_radicaldegreeraise:D
\__kernel_primitive:NN \Umathradicalkern      \utex_radicalkern:D
\__kernel_primitive:NN \Umathradicalrule      \utex_radicalrule:D
\__kernel_primitive:NN \Umathradicalvgap      \utex_radicalvgap:D
\__kernel_primitive:NN \Umathrelbinspacing    \utex_relbinspacing:D
\__kernel_primitive:NN \Umathrelclosespacing  \utex_relclosespacing:D
\__kernel_primitive:NN \Umathrelinnerspacing  \utex_relinnerspacing:D
\__kernel_primitive:NN \Umathrelopenspacing   \utex_relopenspacing:D
\__kernel_primitive:NN \Umathrelopspacing     \utex_relopspacing:D
\__kernel_primitive:NN \Umathrelordspacing    \utex_relordspacing:D
\__kernel_primitive:NN \Umathrelpunctspacing  \utex_relpunctspacing:D
\__kernel_primitive:NN \Umathrelrelspacing    \utex_relrelspacing:D
\__kernel_primitive:NN \Umathskewedfractionhgap
  \utex_skewedfractionhgap:D
\__kernel_primitive:NN \Umathskewedfractionvgap
  \utex_skewedfractionvgap:D
\__kernel_primitive:NN \Umathspaceafterscript \utex_spaceafterscript:D
\__kernel_primitive:NN \Umathstackdenomdown   \utex_stackdenomdown:D
\__kernel_primitive:NN \Umathstacknumup       \utex_stacknumup:D
\__kernel_primitive:NN \Umathstackvgap        \utex_stackvgap:D
\__kernel_primitive:NN \Umathsubshiftdown     \utex_subshiftdown:D
\__kernel_primitive:NN \Umathsubshiftdrop     \utex_subshiftdrop:D
\__kernel_primitive:NN \Umathsubsupshiftdown  \utex_subsupshiftdown:D
\__kernel_primitive:NN \Umathsubsupvgap       \utex_subsupvgap:D
\__kernel_primitive:NN \Umathsubtopmax        \utex_subtopmax:D
\__kernel_primitive:NN \Umathsupbottommin     \utex_supbottommin:D
\__kernel_primitive:NN \Umathsupshiftdrop     \utex_supshiftdrop:D
\__kernel_primitive:NN \Umathsupshiftup       \utex_supshiftup:D
\__kernel_primitive:NN \Umathsupsubbottommax  \utex_supsubbottommax:D
\__kernel_primitive:NN \Umathunderbarkern     \utex_underbarkern:D
\__kernel_primitive:NN \Umathunderbarrule     \utex_underbarrule:D
\__kernel_primitive:NN \Umathunderbarvgap     \utex_underbarvgap:D
\__kernel_primitive:NN \Umathunderdelimiterbgap
  \utex_underdelimiterbgap:D
```

```
\__kernel_primitive:NN \Umathunderdelimitervgap
  \utex_underdelimitervgap:D
\__kernel_primitive:NN \Unosubscript          \utex_nosubscript:D
\__kernel_primitive:NN \Unosuperscript        \utex_nosuperscript:D
\__kernel_primitive:NN \Uoverdelimiter        \utex_overdelimiter:D
\__kernel_primitive:NN \Uradical              \utex_radical:D
\__kernel_primitive:NN \Uroot                 \utex_root:D
\__kernel_primitive:NN \Uskewed               \utex_skewed:D
\__kernel_primitive:NN \Uskewedwithdelims     \utex_skewedwithdelims:D
\__kernel_primitive:NN \Ustack                \utex_stack:D
\__kernel_primitive:NN \Ustartdisplaymath     \utex_startdisplaymath:D
\__kernel_primitive:NN \Ustartmath            \utex_startmath:D
\__kernel_primitive:NN \Ustopdisplaymath      \utex_stopdisplaymath:D
\__kernel_primitive:NN \Ustopmath             \utex_stopmath:D
\__kernel_primitive:NN \Usubscript            \utex_subscript:D
\__kernel_primitive:NN \Usuperscript          \utex_superscript:D
\__kernel_primitive:NN \Uunderdelimiter       \utex_underdelimiter:D
\__kernel_primitive:NN \Uvextensible          \utex_vextensible:D
\__kernel_primitive:NN \autospacing           \ptex_autospacing:D
\__kernel_primitive:NN \autoxspacing          \ptex_autoxspacing:D
\__kernel_primitive:NN \dtou                  \ptex_dtou:D
\__kernel_primitive:NN \epTeXinputencoding    \ptex_inputencoding:D
\__kernel_primitive:NN \epTeXversion          \ptex_epTeXversion:D
\__kernel_primitive:NN \euc                   \ptex_euc:D
\__kernel_primitive:NN \ifdbox                \ptex_ifdbox:D
\__kernel_primitive:NN \ifddir                \ptex_ifddir:D
\__kernel_primitive:NN \ifmdir                \ptex_ifmdir:D
\__kernel_primitive:NN \iftbox                \ptex_iftbox:D
\__kernel_primitive:NN \iftdir                \ptex_iftdir:D
\__kernel_primitive:NN \ifybox                \ptex_ifybox:D
\__kernel_primitive:NN \ifydir                \ptex_ifydir:D
\__kernel_primitive:NN \inhibitglue           \ptex_inhibitglue:D
\__kernel_primitive:NN \inhibitxspcode        \ptex_inhibitxspcode:D
\__kernel_primitive:NN \jcharwidowpenalty     \ptex_jcharwidowpenalty:D
\__kernel_primitive:NN \jfam                  \ptex_jfam:D
\__kernel_primitive:NN \jfont                 \ptex_jfont:D
\__kernel_primitive:NN \jis                   \ptex_jis:D
\__kernel_primitive:NN \kanjiskip             \ptex_kanjiskip:D
\__kernel_primitive:NN \kansuji               \ptex_kansuji:D
\__kernel_primitive:NN \kansujichar           \ptex_kansujichar:D
\__kernel_primitive:NN \kcatcode              \ptex_kcatcode:D
\__kernel_primitive:NN \kuten                 \ptex_kuten:D
\__kernel_primitive:NN \noautospacing         \ptex_noautospacing:D
\__kernel_primitive:NN \noautoxspacing        \ptex_noautoxspacing:D
\__kernel_primitive:NN \postbreakpenalty      \ptex_postbreakpenalty:D
\__kernel_primitive:NN \prebreakpenalty       \ptex_prebreakpenalty:D
\__kernel_primitive:NN \ptexminorversion      \ptex_ptexminorversion:D
\__kernel_primitive:NN \ptexrevision          \ptex_ptexrevision:D
\__kernel_primitive:NN \ptexversion           \ptex_ptexversion:D
\__kernel_primitive:NN \showmode              \ptex_showmode:D
\__kernel_primitive:NN \sjis                  \ptex_sjis:D
\__kernel_primitive:NN \tate                  \ptex_tate:D
\__kernel_primitive:NN \tbaselineshift        \ptex_tbaselineshift:D
\__kernel_primitive:NN \tfont                 \ptex_tfont:D
```

```
\__kernel_primitive:NN \xkanjiskip          \ptex_xkanjiskip:D
\__kernel_primitive:NN \xspcode             \ptex_xspcode:D
\__kernel_primitive:NN \ybaselineshift      \ptex_ybaselineshift:D
\__kernel_primitive:NN \yoko                \ptex_yoko:D
\__kernel_primitive:NN \disablecjktoken     \uptex_disablecjktoken:D
\__kernel_primitive:NN \enablecjktoken      \uptex_enablecjktoken:D
\__kernel_primitive:NN \forcecjktoken       \uptex_forcecjktoken:D
\__kernel_primitive:NN \kchar               \uptex_kchar:D
\__kernel_primitive:NN \kchardef            \uptex_kchardef:D
\__kernel_primitive:NN \kuten               \uptex_kuten:D
\__kernel_primitive:NN \ucs                 \uptex_ucs:D
\__kernel_primitive:NN \uptexrevision       \uptex_uptexrevision:D
\__kernel_primitive:NN \uptexversion        \uptex_uptexversion:D
      }
  }
\__kernel_primitives:
\tex_endgroup:D
⟨/package⟩
⟨/initex | package⟩
```

3 Internal kernel functions

__kernel_chk_cs_exist:N
__kernel_chk_cs_exist:c

`\__kernel_chk_cs_exist:N` ⟨*cs*⟩

This function is only created if debugging is enabled. It checks that ⟨*cs*⟩ exists according to the criteria for `\cs_if_exist_p:N`, and if not raises a kernel-level error.

__kernel_chk_defined:NT

`\__kernel_chk_defined:NT` ⟨*variable*⟩ {⟨*true code*⟩}

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

__kernel_chk_expr:nNnN

`\__kernel_chk_expr:nNnN` {⟨*expr*⟩} ⟨*eval*⟩ {⟨*convert*⟩} ⟨*caller*⟩

This function is only created if debugging is enabled. By default it is equivalent to `\use_i:nnnn`. When expression checking is enabled, it leaves in the input stream the result of `\tex_the:D` ⟨*eval*⟩ ⟨*expr*⟩ `\tex_relax:D` 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 ⟨*caller*⟩. For instance ⟨*eval*⟩ can be `\__int_eval:w` and ⟨*caller*⟩ can be `\int_eval:n` or `\int_set:Nn`. The argument ⟨*convert*⟩ is empty except for mu expressions where it is `\tex_mutoglue:D`, used for internal purposes.

__kernel_cs_parm_from_arg_count:nnF

`\__kernel_cs_parm_from_arg_count:nnF` {⟨*follow-on*⟩} {⟨*args*⟩} {⟨*false code*⟩}

Evaluates the number of ⟨*args*⟩ and leaves the ⟨*follow-on*⟩ code followed by a brace group containing the required number of primitive parameter markers (`#1`, *etc.*). If the number of ⟨*args*⟩ is outside the range $[0, 9]$, the ⟨*false code*⟩ is inserted *instead* of the ⟨*follow-on*⟩.

__kernel_deprecation_code:nn

`\__kernel_deprecation_code:nn` {⟨*error code*⟩} {⟨*working code*⟩}

Stores both an ⟨*error*⟩ and ⟨*working*⟩ definition for given material such that they can be exchanged by `\debug_on:` and `\debug_off:`.

`\__kernel_exp_not:w` ★

`\__kernel_exp_not:w` ⟨*expandable tokens*⟩ {⟨*content*⟩}

Carries out expansion on the ⟨*expandable tokens*⟩ before preventing further expansion of the ⟨*content*⟩ as for `\exp_not:n`. Typically, the ⟨*expandable tokens*⟩ will alter the nature of the ⟨*content*⟩, *i.e.* allow it to be generated in some way.

`\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`.

(*End definition for* `\l__kernel_expl_bool`.)

`\__kernel_file_missing:n`

`\__kernel_file_missing:n` {⟨*name*⟩}

Expands the ⟨*name*⟩ as per `\__kernel_file_name_sanitize:nN` then produces an error message indicating that that file was not found.

`\__kernel_file_name_sanitize:nN`

`\__kernel_file_name_sanitize:nN` {⟨*name*⟩} ⟨*str var*⟩

For converting a ⟨*name*⟩ to a string where active characters are treated as strings.

`\__kernel_file_input_push:n`
`\__kernel_file_input_pop:`

`\__kernel_file_input_push:n` {⟨*name*⟩}
`\__kernel_file_input_pop:`

Used to push and pop data from the internal file stack: needed only in package mode, where interfacing with the $\LaTeX\,2_\varepsilon$ kernel is necessary.

`\__kernel_int_add:nnn` ★

`\__kernel_int_add:nnn` {⟨*integer*$_1$⟩} {⟨*integer*$_2$⟩} {⟨*integer*$_3$⟩}

Expands to the result of adding the three ⟨*integers*⟩ (which must be suitable input for `\int_eval:w`), avoiding intermediate overflow. Overflow occurs only if the overall result is outside $[-2^{31}+1, 2^{31}-1]$. The ⟨*integers*⟩ may be of the form `\int_eval:w` ... `\scan_stop:` but may be evaluated more than once.

`\__kernel_ior_open:Nn`
`\__kernel_ior_open:No`

`\__kernel_ior_open:Nn` ⟨*stream*⟩ {⟨*file name*⟩}

This function has identical syntax to the public version. However, is does not take precautions against active characters in the ⟨*file name*⟩, and it does not attempt to add a ⟨*path*⟩ to the ⟨*file name*⟩: it is therefore intended to be used by higher-level functions which have already fully expanded the ⟨*file name*⟩ and which need to perform multiple open or close operations. See for example the implementation of `\file_get_full_name:nN`,

`\__kernel_iow_with:Nnn`

`\__kernel_iow_with:Nnn` ⟨*integer*⟩ {⟨*value*⟩} {⟨*code*⟩}

If the ⟨*integer*⟩ is equal to the ⟨*value*⟩ then this function simply runs the ⟨*code*⟩. Otherwise it saves the current value of the ⟨*integer*⟩, sets it to the ⟨*value*⟩, runs the ⟨*code*⟩, and restores the ⟨*integer*⟩ to its former value. This is used to ensure that the `\newlinechar` is 10 when writing to a stream, which lets `\iow_newline:` work, and that `\errorcontextlines` is -1 when displaying a message.

`\__kernel_msg_new:nnnn`
`\__kernel_msg_new:nnn`

`\__kernel_msg_new:nnnn` {⟨*module*⟩} {⟨*message*⟩} {⟨*text*⟩} {⟨*more text*⟩}

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.

__kernel_msg_set:nnnn
__kernel_msg_set:nnn

__kernel_msg_set:nnnn {⟨*module*⟩} {⟨*message*⟩} {⟨*text*⟩} {⟨*more text*⟩}

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.

__kernel_msg_fatal:nnnnnn
__kernel_msg_fatal:nnxxxx
__kernel_msg_fatal:nnnnn
__kernel_msg_fatal:nnxxx
__kernel_msg_fatal:nnnn
__kernel_msg_fatal:nnxx
__kernel_msg_fatal:nnn
__kernel_msg_fatal:nnx
__kernel_msg_fatal:nn

__kernel_msg_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 TeX run halts. Cannot be redirected.

__kernel_msg_error:nnnnnn
__kernel_msg_error:nnxxxx
__kernel_msg_error:nnnnn
__kernel_msg_error:nnxxx
__kernel_msg_error:nnnn
__kernel_msg_error:nnxx
__kernel_msg_error:nnn
__kernel_msg_error:nnx
__kernel_msg_error:nn

__kernel_msg_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.

__kernel_msg_warning:nnnnnn
__kernel_msg_warning:nnxxxx
__kernel_msg_warning:nnnnn
__kernel_msg_warning:nnxxx
__kernel_msg_warning:nnnn
__kernel_msg_warning:nnxx
__kernel_msg_warning:nnn
__kernel_msg_warning:nnx
__kernel_msg_warning:nn

__kernel_msg_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 TeX run is not interrupted.

__kernel_msg_info:nnnnnn
__kernel_msg_info:nnxxxx
__kernel_msg_info:nnnnn
__kernel_msg_info:nnxxx
__kernel_msg_info:nnnn
__kernel_msg_info:nnxx
__kernel_msg_info:nnn
__kernel_msg_info:nnx
__kernel_msg_info:nn

__kernel_msg_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.

__kernel_msg_expandable_error:nnnnnn ⋆
__kernel_msg_expandable_error:nnffff ⋆
__kernel_msg_expandable_error:nnnnn ⋆
__kernel_msg_expandable_error:nnfff ⋆
__kernel_msg_expandable_error:nnnn ⋆
__kernel_msg_expandable_error:nnff ⋆
__kernel_msg_expandable_error:nnn ⋆
__kernel_msg_expandable_error:nnf ⋆
__kernel_msg_expandable_error:nn ⋆

__kernel_msg_expandable_error:nnnnnn {⟨*module*⟩} {⟨*message*⟩} {⟨*arg one*⟩} {⟨*arg two*⟩} {⟨*arg three*⟩} {⟨*arg four*⟩}

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.

\g__kernel_prg_map_int

This integer is used by non-expandable mapping functions to track the level of nesting in force. The functions \⟨*type*⟩_map_1:w, \⟨*type*⟩_map_2:w, *etc.*, labelled by \g__kernel_prg_map_int hold functions to be mapped over various list datatypes in inline and variable mappings.

(*End definition for* \g__kernel_prg_map_int.)

\c__kernel_randint_max_int

Maximal allowed argument to __kernel_randint:n. Equal to $2^{17}-1$.

(*End definition for* \c__kernel_randint_max_int.)

__kernel_randint:n

__kernel_randint:n {⟨*max*⟩}

Used in an integer expression this gives a pseudo-random number between 1 and ⟨*max*⟩ included. One must have $\langle max\rangle \leq 2^{17}-1$. The ⟨*max*⟩ must be suitable for \int_value:w (and any \int_eval:w must be terminated by \scan_stop: or equivalent).

__kernel_randint:nn

__kernel_randint:nn {⟨*min*⟩} {⟨*max*⟩}

Used in an integer expression this gives a pseudo-random number between ⟨*min*⟩ and ⟨*max*⟩ included. The ⟨*min*⟩ and ⟨*max*⟩ must be suitable for \int_value:w (and any \int_eval:w must be terminated by \scan_stop: or equivalent). For small ranges $R = \langle max\rangle - \langle min\rangle + 1 \leq 2^{17}-1$, $\langle min\rangle - 1 +$ __kernel_randint:n{R} is faster.

__kernel_register_show:N
__kernel_register_show:c

__kernel_register_show:N ⟨*register*⟩

Used to show the contents of a TeX register at the terminal, formatted such that internal parts of the mechanism are not visible.

__kernel_register_log:N
__kernel_register_log:c

__kernel_register_log:N ⟨*register*⟩

Used to write the contents of a TeX register to the log file in a form similar to __kernel_register_show:N.

__kernel_str_to_other:n ⋆

__kernel_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.

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

Same behaviour `\__kernel_str_to_other:n` but only restricted-expandable. It takes a time linear in the character count of the string.

`\__kernel_tl_to_str:w` ⋆ `\__kernel_tl_to_str:w ⟨expandable tokens⟩ {⟨tokens⟩}`

Carries out expansion on the ⟨*expandable tokens*⟩ before conversion of the ⟨*tokens*⟩ to a string as describe for `\tl_to_str:n`. Typically, the ⟨*expandable tokens*⟩ will alter the nature of the ⟨*tokens*⟩, *i.e.* allow it to be generated in some way. This function requires only a single expansion.

4 Kernel backend functions

These functions are required to pass information to the backend. The nature of these means that they are defined only when the relevant backend is in use.

`\__kernel_backend_literal:n`
`\__kernel_backend_literal:(e|x)`
`\__kernel_backend_literal:n {⟨content⟩}`

Adds the ⟨*content*⟩ literally to the current vertical list as a whatsit. The nature of the ⟨*content*⟩ will depend on the backend in use.

`\__kernel_backend_literal_postscript:n`
`\__kernel_backend_literal_postscript:x`
`\__kernel_backend_literal_postscript:n {⟨PostScript⟩}`

Adds the ⟨*PostScript*⟩ literally to the current vertical list as a whatsit. No positioning is applied.

`\__kernel_backend_literal_pdf:n`
`\__kernel_backend_literal_pdf:x`
`\__kernel_backend_literal_pdf:n {⟨PDF instructions⟩}`

Adds the ⟨*PDF instructions*⟩ literally to the current vertical list as a whatsit. No positioning is applied.

`\__kernel_backend_literal_svg:n`
`\__kernel_backend_literal_svg:x`
`\__kernel_backend_literal_svg:n {⟨SVG instructions⟩}`

Adds the ⟨*SVG instructions*⟩ literally to the current vertical list as a whatsit. No positioning is applied.

`\__kernel_backend_postscript:n`
`\__kernel_backend_postscript:x`
`\__kernel_backend_postscript:n {⟨PostScript⟩}`

Adds the ⟨*PostScript*⟩ to the current vertical list as a whatsit. The PostScript reference point is adjusted to match the current position. The PostScript is inserted inside a `SDict begin`/`end` pair.

`\__kernel_backend_postscript_header:n` `\__kernel_backend_postscript_header:n {⟨PostScript⟩}`

Adds the ⟨*PostScript*⟩ to the PostScript header.

`\__kernel_backend_align_begin:`
`\__kernel_backend_align_end:`

```
\__kernel_backend_align_begin:
⟨PostScript literals⟩
\__kernel_backend_align_end:
```

Arranges to align the PostScript and DVI current positions and scales.

`\__kernel_backend_scope_begin:`
`\__kernel_backend_scope_end:`

```
\__kernel_backend_scope_begin:
⟨content⟩
\__kernel_backend_scope_end:
```

Creates a scope for instructions at the backend level.

`\__kernel_backend_matrix:n`
`\__kernel_backend_matrix:x`

`\__kernel_backend_matrix:n {⟨matrix⟩}`

Applies the ⟨*matrix*⟩ to the current transformation matrix.

`\l__kernel_color_stack_int`

The color stack used in pdfTEX and LuaTEX for the main color.

5 l3basics implementation

```
⟨*initex | package⟩
```

5.1 Renaming some TEX primitives (again)

Having given all the TEX primitives a consistent name, we need to give sensible names to the ones we actually want to use. These will be defined as needed in the appropriate modules, but we do a few now, just to get started.[8]

`\if_true:` `\if_false:` `\or:` `\else:` `\fi:` `\reverse_if:N` `\if:w` `\if_charcode:w` `\if_catcode:w` `\if_meaning:w`

Then some conditionals.

```
\tex_let:D \if_true:           \tex_iftrue:D
\tex_let:D \if_false:          \tex_iffalse:D
\tex_let:D \or:                \tex_or:D
\tex_let:D \else:              \tex_else:D
\tex_let:D \fi:                \tex_fi:D
\tex_let:D \reverse_if:N       \tex_unless:D
\tex_let:D \if:w               \tex_if:D
\tex_let:D \if_charcode:w      \tex_if:D
\tex_let:D \if_catcode:w       \tex_ifcat:D
\tex_let:D \if_meaning:w       \tex_ifx:D
```

(*End definition for* `\if_true:` *and others. These functions are documented on page* *23*.)

`\if_mode_math:` `\if_mode_horizontal:` `\if_mode_vertical:` `\if_mode_inner:`

TEX lets us detect some if its modes.

```
\tex_let:D \if_mode_math:       \tex_ifmmode:D
\tex_let:D \if_mode_horizontal: \tex_ifhmode:D
\tex_let:D \if_mode_vertical:   \tex_ifvmode:D
\tex_let:D \if_mode_inner:      \tex_ifinner:D
```

(*End definition for* `\if_mode_math:` *and others. These functions are documented on page* *23*.)

[8]This renaming gets expensive in terms of csname usage, an alternative scheme would be to just use the `\tex_...:D` name in the cases where no good alternative exists.

\if_cs_exist:N
\if_cs_exist:w
\cs:w
\cs_end:

Building csnames and testing if control sequences exist.

```
\tex_let:D \if_cs_exist:N        \tex_ifdefined:D
\tex_let:D \if_cs_exist:w        \tex_ifcsname:D
\tex_let:D \cs:w                 \tex_csname:D
\tex_let:D \cs_end:              \tex_endcsname:D
```

(*End definition for* `\if_cs_exist:N` *and others. These functions are documented on page 23.*)

\exp_after:wN
\exp_not:N
\exp_not:n

The five `\exp_` functions are used in the l3expan module where they are described.

```
\tex_let:D \exp_after:wN         \tex_expandafter:D
\tex_let:D \exp_not:N            \tex_noexpand:D
\tex_let:D \exp_not:n            \tex_unexpanded:D
\tex_let:D \exp:w                \tex_romannumeral:D
\tex_chardef:D \exp_end:  = 0 ~
```

(*End definition for* `\exp_after:wN`*,* `\exp_not:N`*, and* `\exp_not:n`*. These functions are documented on page 33.*)

\token_to_meaning:N
\cs_meaning:N

Examining a control sequence or token.

```
\tex_let:D \token_to_meaning:N \tex_meaning:D
\tex_let:D \cs_meaning:N       \tex_meaning:D
```

(*End definition for* `\token_to_meaning:N` *and* `\cs_meaning:N`*. These functions are documented on page 133.*)

\tl_to_str:n
\token_to_str:N
__kernel_tl_to_str:w

Making strings.

```
\tex_let:D \tl_to_str:n            \tex_detokenize:D
\tex_let:D \token_to_str:N         \tex_string:D
\tex_let:D \__kernel_tl_to_str:w \tex_detokenize:D
```

(*End definition for* `\tl_to_str:n`*,* `\token_to_str:N`*, and* `\__kernel_tl_to_str:w`*. These functions are documented on page 46.*)

\scan_stop:
\group_begin:
\group_end:

The next three are basic functions for which there also exist versions that are safe inside alignments. These safe versions are defined in the l3prg module.

```
\tex_let:D \scan_stop:           \tex_relax:D
\tex_let:D \group_begin:         \tex_begingroup:D
\tex_let:D \group_end:           \tex_endgroup:D
```

(*End definition for* `\scan_stop:`*,* `\group_begin:`*, and* `\group_end:`*. These functions are documented on page 9.*)

```
⟨@@=int⟩
```

\if_int_compare:w
__int_to_roman:w

For integers.

```
\tex_let:D \if_int_compare:w   \tex_ifnum:D
\tex_let:D \__int_to_roman:w     \tex_romannumeral:D
```

(*End definition for* `\if_int_compare:w` *and* `\__int_to_roman:w`*. This function is documented on page 100.*)

\group_insert_after:N

Adding material after the end of a group.

```
\tex_let:D \group_insert_after:N \tex_aftergroup:D
```

(*End definition for* `\group_insert_after:N`*. This function is documented on page 9.*)

\exp_args:Nc
\exp_args:cc

Discussed in l3expan, but needed much earlier.

```
\tex_long:D \tex_def:D \exp_args:Nc #1#2
  { \exp_after:wN #1 \cs:w #2 \cs_end: }
\tex_long:D \tex_def:D \exp_args:cc #1#2
  { \cs:w #1 \exp_after:wN \cs_end: \cs:w #2 \cs_end: }
```

(*End definition for* \exp_args:Nc *and* \exp_args:cc*. These functions are documented on page* *29**.*)

\token_to_meaning:c
\token_to_str:c
\cs_meaning:c

A small number of variants defined by hand. Some of the necessary functions (\use_-i:nn, \use_ii:nn, and \exp_args:NNc) are not defined at that point yet, but will be defined before those variants are used. The \cs_meaning:c command must check for an undefined control sequence to avoid defining it mistakenly.

```
\tex_def:D \token_to_str:c { \exp_args:Nc \token_to_str:N }
\tex_long:D \tex_def:D \cs_meaning:c #1
  {
    \if_cs_exist:w #1 \cs_end:
      \exp_after:wN \use_i:nn
    \else:
      \exp_after:wN \use_ii:nn
    \fi:
    { \exp_args:Nc \cs_meaning:N {#1} }
    { \tl_to_str:n {undefined} }
  }
\tex_let:D \token_to_meaning:c = \cs_meaning:c
```

(*End definition for* \token_to_meaning:N*. This function is documented on page* *133**.*)

5.2 Defining some constants

\c_zero_int

We need the constant \c_zero_int which is used by some functions in the l3alloc module. The rest are defined in the l3int module – at least for the ones that can be defined with \tex_chardef:D or \tex_mathchardef:D. For other constants the l3int module is required but it can't be used until the allocation has been set up properly!

```
\tex_chardef:D \c_zero_int    = 0 ~
```

(*End definition for* \c_zero_int*. This variable is documented on page* *99**.*)

\c_max_register_int

This is here as this particular integer is needed both in package mode and to bootstrap l3alloc, and is documented in l3int.

```
\tex_ifdefined:D \tex_luatexversion:D
  \tex_chardef:D \c_max_register_int = 65 535 ~
\tex_else:D
  \tex_mathchardef:D \c_max_register_int = 32 767 ~
\tex_fi:D
```

(*End definition for* \c_max_register_int*. This variable is documented on page* *99**.*)

5.3 Defining functions

We start by providing functions for the typical definition functions. First the local ones.

\cs_set_nopar:Npn
\cs_set_nopar:Npx
\cs_set:Npn
\cs_set:Npx
\cs_set_protected_nopar:Npn
\cs_set_protected_nopar:Npx
\cs_set_protected:Npn
\cs_set_protected:Npx

All assignment functions in LaTeX3 should be naturally protected; after all, the TeX primitives for assignments are and it can be a cause of problems if others aren't.

```
\tex_let:D \cs_set_nopar:Npn             \tex_def:D
\tex_let:D \cs_set_nopar:Npx             \tex_edef:D
\tex_protected:D \tex_long:D \tex_def:D \cs_set:Npn
  { \tex_long:D \tex_def:D }
\tex_protected:D \tex_long:D \tex_def:D \cs_set:Npx
  { \tex_long:D \tex_edef:D }
\tex_protected:D \tex_long:D \tex_def:D \cs_set_protected_nopar:Npn
  { \tex_protected:D \tex_def:D }
\tex_protected:D \tex_long:D \tex_def:D \cs_set_protected_nopar:Npx
  { \tex_protected:D \tex_edef:D }
\tex_protected:D \tex_long:D \tex_def:D \cs_set_protected:Npn
  { \tex_protected:D \tex_long:D \tex_def:D }
\tex_protected:D \tex_long:D \tex_def:D \cs_set_protected:Npx
  { \tex_protected:D \tex_long:D \tex_edef:D }
```

(*End definition for* `\cs_set_nopar:Npn` *and others. These functions are documented on page 11.*)

\cs_gset_nopar:Npn
\cs_gset_nopar:Npx
\cs_gset:Npn
\cs_gset:Npx
\cs_gset_protected_nopar:Npn
\cs_gset_protected_nopar:Npx
\cs_gset_protected:Npn
\cs_gset_protected:Npx

Global versions of the above functions.

```
\tex_let:D \cs_gset_nopar:Npn            \tex_gdef:D
\tex_let:D \cs_gset_nopar:Npx            \tex_xdef:D
\cs_set_protected:Npn \cs_gset:Npn
  { \tex_long:D \tex_gdef:D }
\cs_set_protected:Npn \cs_gset:Npx
  { \tex_long:D \tex_xdef:D }
\cs_set_protected:Npn \cs_gset_protected_nopar:Npn
  { \tex_protected:D \tex_gdef:D }
\cs_set_protected:Npn \cs_gset_protected_nopar:Npx
  { \tex_protected:D \tex_xdef:D }
\cs_set_protected:Npn \cs_gset_protected:Npn
  { \tex_protected:D \tex_long:D \tex_gdef:D }
\cs_set_protected:Npn \cs_gset_protected:Npx
  { \tex_protected:D \tex_long:D \tex_xdef:D }
```

(*End definition for* `\cs_gset_nopar:Npn` *and others. These functions are documented on page 12.*)

5.4 Selecting tokens

```
⟨@@=exp⟩
```

\l__exp_internal_tl

Scratch token list variable for l3expan, used by `\use:x`, used in defining conditionals. We don't use `tl` methods because l3basics is loaded earlier.

```
\cs_set_nopar:Npn \l__exp_internal_tl { }
```

(*End definition for* `\l__exp_internal_tl`*.*)

\use:c

This macro grabs its argument and returns a csname from it.

```
\cs_set:Npn \use:c #1 { \cs:w #1 \cs_end: }
```

(*End definition for* `\use:c`*. This function is documented on page 16.*)

\use:x Fully expands its argument and passes it to the input stream. Uses the reserved \l__exp_internal_tl which will be set up in l3expan.

```
\cs_set_protected:Npn \use:x #1
  {
    \cs_set_nopar:Npx \l__exp_internal_tl {#1}
    \l__exp_internal_tl
  }
```

(*End definition for* \use:x. *This function is documented on page 20.*)

```
⟨@@=use⟩
```

\use:e Currently LuaTeX-only: emulated for older engines.

```
\cs_set:Npn \use:e #1 { \tex_expanded:D {#1} }
\tex_ifdefined:D \tex_expanded:D \tex_else:D
  \cs_set:Npn \use:e #1 { \exp_args:Ne \use:n {#1} }
\tex_fi:D
```

(*End definition for* \use:e. *This function is documented on page 20.*)

```
⟨@@=exp⟩
```

\use:n
\use:nn
\use:nnn
\use:nnnn

These macros grab their arguments and return them back to the input (with outer braces removed).

```
\cs_set:Npn \use:n    #1        {#1}
\cs_set:Npn \use:nn   #1#2      {#1#2}
\cs_set:Npn \use:nnn  #1#2#3    {#1#2#3}
\cs_set:Npn \use:nnnn #1#2#3#4 {#1#2#3#4}
```

(*End definition for* \use:n *and others. These functions are documented on page 19.*)

\use_i:nn
\use_ii:nn

The equivalent to LaTeX 2_ε's \@firstoftwo and \@secondoftwo.

```
\cs_set:Npn \use_i:nn  #1#2 {#1}
\cs_set:Npn \use_ii:nn #1#2 {#2}
```

(*End definition for* \use_i:nn *and* \use_ii:nn. *These functions are documented on page 19.*)

\use_i:nnn
\use_ii:nnn
\use_iii:nnn
\use_i_ii:nnn
\use_i:nnnn
\use_ii:nnnn
\use_iii:nnnn
\use_iv:nnnn

We also need something for picking up arguments from a longer list.

```
\cs_set:Npn \use_i:nnn    #1#2#3 {#1}
\cs_set:Npn \use_ii:nnn   #1#2#3 {#2}
\cs_set:Npn \use_iii:nnn  #1#2#3 {#3}
\cs_set:Npn \use_i_ii:nnn #1#2#3 {#1#2}
\cs_set:Npn \use_i:nnnn   #1#2#3#4 {#1}
\cs_set:Npn \use_ii:nnnn  #1#2#3#4 {#2}
\cs_set:Npn \use_iii:nnnn #1#2#3#4 {#3}
\cs_set:Npn \use_iv:nnnn  #1#2#3#4 {#4}
```

(*End definition for* \use_i:nnn *and others. These functions are documented on page 19.*)

\use_ii_i:nn

```
\cs_set:Npn \use_ii_i:nn #1#2 { #2 #1 }
```

(*End definition for* \use_ii_i:nn. *This function is documented on page 20.*)

\use_none_delimit_by_q_nil:w
\use_none_delimit_by_q_stop:w
\use_none_delimit_by_q_recursion_stop:w

Functions that gobble everything until they see either `\q_nil`, `\q_stop`, or `\q_recursion_stop`, respectively.

```
\cs_set:Npn \use_none_delimit_by_q_nil:w  #1 \q_nil  { }
\cs_set:Npn \use_none_delimit_by_q_stop:w #1 \q_stop { }
\cs_set:Npn \use_none_delimit_by_q_recursion_stop:w #1 \q_recursion_stop { }
```

(*End definition for* `\use_none_delimit_by_q_nil:w`*,* `\use_none_delimit_by_q_stop:w`*, and* `\use_none_delimit_by_q_recursion_stop:w`*. These functions are documented on page 21.*)

\use_i_delimit_by_q_nil:nw
\use_i_delimit_by_q_stop:nw
\use_i_delimit_by_q_recursion_stop:nw

Same as above but execute first argument after gobbling. Very useful when you need to skip the rest of a mapping sequence but want an easy way to control what should be expanded next.

```
\cs_set:Npn \use_i_delimit_by_q_nil:nw  #1#2 \q_nil  {#1}
\cs_set:Npn \use_i_delimit_by_q_stop:nw #1#2 \q_stop {#1}
\cs_set:Npn \use_i_delimit_by_q_recursion_stop:nw
  #1#2 \q_recursion_stop {#1}
```

(*End definition for* `\use_i_delimit_by_q_nil:nw`*,* `\use_i_delimit_by_q_stop:nw`*, and* `\use_i_delimit_by_q_recursion_stop:nw`*. These functions are documented on page 21.*)

5.5 Gobbling tokens from input

\use_none:n
\use_none:nn
\use_none:nnn
\use_none:nnnn
\use_none:nnnnn
\use_none:nnnnnn
\use_none:nnnnnnn
\use_none:nnnnnnnn
\use_none:nnnnnnnnn

To gobble tokens from the input we use a standard naming convention: the number of tokens gobbled is given by the number of `n`'s following the `:` in the name. Although we could define functions to remove ten arguments or more using separate calls of `\use_none:nnnnn`, this is very non-intuitive to the programmer who will assume that expanding such a function once takes care of gobbling all the tokens in one go.

```
\cs_set:Npn \use_none:n         #1                 { }
\cs_set:Npn \use_none:nn        #1#2               { }
\cs_set:Npn \use_none:nnn       #1#2#3             { }
\cs_set:Npn \use_none:nnnn      #1#2#3#4           { }
\cs_set:Npn \use_none:nnnnn     #1#2#3#4#5         { }
\cs_set:Npn \use_none:nnnnnn    #1#2#3#4#5#6       { }
\cs_set:Npn \use_none:nnnnnnn   #1#2#3#4#5#6#7     { }
\cs_set:Npn \use_none:nnnnnnnn  #1#2#3#4#5#6#7#8   { }
\cs_set:Npn \use_none:nnnnnnnnn #1#2#3#4#5#6#7#8#9 { }
```

(*End definition for* `\use_none:n` *and others. These functions are documented on page 20.*)

5.6 Debugging and patching later definitions

```
⟨@@=debug⟩
```

__kernel_if_debug:TF

A more meaningful test of whether debugging is enabled than messing up with guards. We can also more easily change the logic in one place then. This is needed primarily for deprecations.

```
\cs_set_protected:Npn \__kernel_if_debug:TF #1#2 {#2}
```

(*End definition for* `\__kernel_if_debug:TF`*.*)

\debug_on:n
\debug_off:n

Stubs.

```
\cs_set_protected:Npn \debug_on:n #1
  {
    \__kernel_msg_error:nnx { kernel } { enable-debug }
      { \tl_to_str:n { \debug_on:n {#1} } }
  }
\cs_set_protected:Npn \debug_off:n #1
  {
    \__kernel_msg_error:nnx { kernel } { enable-debug }
       { \tl_to_str:n { \debug_off:n {#1} } }
  }
```

(*End definition for* `\debug_on:n` *and* `\debug_off:n`*. These functions are documented on page 257.*)

\debug_suspend:
\debug_resume:

```
\cs_set_protected:Npn \debug_suspend: { }
\cs_set_protected:Npn \debug_resume: { }
```

(*End definition for* `\debug_suspend:` *and* `\debug_resume:`*. These functions are documented on page 257.*)

__kernel_deprecation_code:nn
\g__debug_deprecation_on_tl
\g__debug_deprecation_off_tl

Some commands were more recently deprecated and not yet removed; only make these into errors if the user requests it. This relies on two token lists, filled up in l3deprecation.

```
\cs_set_nopar:Npn \g__debug_deprecation_on_tl { }
\cs_set_nopar:Npn \g__debug_deprecation_off_tl { }
\cs_set_protected:Npn \__kernel_deprecation_code:nn #1#2
  {
    \tl_gput_right:Nn \g__debug_deprecation_on_tl {#1}
    \tl_gput_right:Nn \g__debug_deprecation_off_tl {#2}
  }
```

(*End definition for* `\__kernel_deprecation_code:nn`*,* `\g__debug_deprecation_on_tl`*, and* `\g__debug_deprecation_off_tl`*.*)

5.7 Conditional processing and definitions

```
⟨@@=prg⟩
```

Underneath any predicate function (`_p`) or other conditional forms (`TF`, etc.) is a built-in logic saying that it after all of the testing and processing must return the ⟨*state*⟩ this leaves TeX in. Therefore, a simple user interface could be something like

```
\if_meaning:w #1#2
  \prg_return_true:
\else:
  \if_meaning:w #1#3
    \prg_return_true:
  \else:
    \prg_return_false:
  \fi:
\fi:
```

Usually, a TeX programmer would have to insert a number of `\exp_after:wN`s to ensure the state value is returned at exactly the point where the last conditional is finished. However, that obscures the code and forces the TeX programmer to prove that he/she knows the $2^n - 1$ table. We therefore provide the simpler interface.

\prg_return_true:
\prg_return_false:

The idea here is that \exp:w expands fully any \else: and \fi: that are waiting to be discarded, before reaching the \exp_end: which leaves an empty expansion. The code can then leave either the first or second argument in the input stream. This means that all of the branching code has to contain at least two tokens: see how the logical tests are actually implemented to see this.

```
\cs_set:Npn \prg_return_true:
  { \exp_after:wN \use_i:nn  \exp:w }
\cs_set:Npn \prg_return_false:
  { \exp_after:wN \use_ii:nn \exp:w}
```

An extended state space could be implemented by including a more elaborate function in place of \use_i:nn/\use_ii:nn. Provided two arguments are absorbed then the code would work.

(*End definition for* \prg_return_true: *and* \prg_return_false:. *These functions are documented on page 106.*)

\prg_set_conditional:Npnn
\prg_new_conditional:Npnn
\prg_set_protected_conditional:Npnn
\prg_new_protected_conditional:Npnn
__prg_generate_conditional_parm:NNNpnn

The user functions for the types using parameter text from the programmer. The various functions only differ by which function is used for the assignment. For those Npnn type functions, we must grab the parameter text, reading everything up to a left brace before continuing. Then split the base function into name and signature, and feed {⟨*name*⟩} {⟨*signature*⟩} ⟨*boolean*⟩ {⟨*set or new*⟩} {⟨*maybe protected*⟩} {⟨*parameters*⟩} {TF,...} {⟨*code*⟩} to the auxiliary function responsible for defining all conditionals. Note that e stands for expandable and p for protected.

```
\cs_set_protected:Npn \prg_set_conditional:Npnn
  { \__prg_generate_conditional_parm:NNNpnn \cs_set:Npn e }
\cs_set_protected:Npn \prg_new_conditional:Npnn
  { \__prg_generate_conditional_parm:NNNpnn \cs_new:Npn e }
\cs_set_protected:Npn \prg_set_protected_conditional:Npnn
  { \__prg_generate_conditional_parm:NNNpnn \cs_set_protected:Npn p }
\cs_set_protected:Npn \prg_new_protected_conditional:Npnn
  { \__prg_generate_conditional_parm:NNNpnn \cs_new_protected:Npn p }
\cs_set_protected:Npn \__prg_generate_conditional_parm:NNNpnn #1#2#3#4#
  {
    \use:x
      {
        \__prg_generate_conditional:nnNNNnnn
          \cs_split_function:N #3
      }
      #1 #2 {#4}
  }
```

(*End definition for* \prg_set_conditional:Npnn *and others. These functions are documented on page 104.*)

\prg_set_conditional:Nnn
\prg_new_conditional:Nnn
\prg_set_protected_conditional:Nnn
\prg_new_protected_conditional:Nnn
__prg_generate_conditional_count:NNNnn
__prg_generate_conditional_count:nnNNNnn

The user functions for the types automatically inserting the correct parameter text based on the signature. The various functions only differ by which function is used for the assignment. Split the base function into name and signature. The second auxiliary generates the parameter text from the number of letters in the signature. Then feed {⟨*name*⟩} {⟨*signature*⟩} ⟨*boolean*⟩ {⟨*set or new*⟩} {⟨*maybe protected*⟩} {⟨*parameters*⟩} {TF,...} {⟨*code*⟩} to the auxiliary function responsible for defining all conditionals. If the ⟨*signature*⟩ has more than 9 letters, the definition is aborted since TeX macros have at most 9 arguments. The erroneous case where the function name contains no colon is captured later.

```
\cs_set_protected:Npn \prg_set_conditional:Nnn
  { \__prg_generate_conditional_count:NNNnn \cs_set:Npn e }
\cs_set_protected:Npn \prg_new_conditional:Nnn
  { \__prg_generate_conditional_count:NNNnn \cs_new:Npn e }
\cs_set_protected:Npn \prg_set_protected_conditional:Nnn
  { \__prg_generate_conditional_count:NNNnn \cs_set_protected:Npn p }
\cs_set_protected:Npn \prg_new_protected_conditional:Nnn
  { \__prg_generate_conditional_count:NNNnn \cs_new_protected:Npn p }
\cs_set_protected:Npn \__prg_generate_conditional_count:NNNnn #1#2#3
  {
    \use:x
      {
        \__prg_generate_conditional_count:nnNNNnn
        \cs_split_function:N #3
      }
      #1 #2
  }
\cs_set_protected:Npn \__prg_generate_conditional_count:nnNNNnn #1#2#3#4#5
  {
    \__kernel_cs_parm_from_arg_count:nnF
      { \__prg_generate_conditional:nnNNNnnn {#1} {#2} #3 #4 #5 }
      { \tl_count:n {#2} }
      {
        \__kernel_msg_error:nnxx { kernel } { bad-number-of-arguments }
          { \token_to_str:c { #1 : #2 } }
          { \tl_count:n {#2} }
        \use_none:nn
      }
  }
```

(*End definition for* `\prg_set_conditional:Nnn` *and others. These functions are documented on page 104.*)

`\__prg_generate_conditional:nnNNNnnn`
`\__prg_generate_conditional:NNnnnnNw`
`\__prg_generate_conditional_test:w`
`\__prg_generate_conditional_fast:nw`

The workhorse here is going through a list of desired forms, *i.e.*, `p`, `TF`, `T` and `F`. The first three arguments come from splitting up the base form of the conditional, which gives the name, signature and a boolean to signal whether or not there was a colon in the name. In the absence of a colon, we throw an error and don't define any conditional. The fourth and fifth arguments build up the defining function. The sixth is the parameters to use (possibly empty), the seventh is the list of forms to define, the eighth is the replacement text which we will augment when defining the forms. The use of `\tl_to_str:n` makes the later loop more robust.

A large number of our low-level conditionals look like ⟨*code*⟩ `\prg_return_true: \else: \prg_return_false: \fi:` so we optimize this special case by calling `\__prg_generate_conditional_fast:nw {`⟨*code*⟩`}`. This passes `\use_i:nn` instead of `\use_i_ii:nnn` to functions such as `\__prg_generate_p_form:wNNnnnnN`.

```
\cs_set_protected:Npn \__prg_generate_conditional:nnNNNnnn #1#2#3#4#5#6#7#8
  {
    \if_meaning:w \c_false_bool #3
      \__kernel_msg_error:nnx { kernel } { missing-colon }
        { \token_to_str:c {#1} }
      \exp_after:wN \use_none:nn
    \fi:
    \use:x
```

```
      {
        \exp_not:N \__prg_generate_conditional:NNnnnnNw
        \exp_not:n { #4 #5 {#1} {#2} {#6} }
        \__prg_generate_conditional_test:w
          #8 \q_mark
            \__prg_generate_conditional_fast:nw
          \prg_return_true: \else: \prg_return_false: \fi: \q_mark
            \use_none:n
        \exp_not:n { {#8} \use_i_ii:nnn }
        \tl_to_str:n {#7}
        \exp_not:n { , \q_recursion_tail , \q_recursion_stop }
      }
  }
\cs_set:Npn \__prg_generate_conditional_test:w
    #1 \prg_return_true: \else: \prg_return_false: \fi: \q_mark #2
  { #2 {#1} }
\cs_set:Npn \__prg_generate_conditional_fast:nw #1#2 \exp_not:n #3
  { \exp_not:n { {#1} \use_i:nn } }
```

Looping through the list of desired forms. First are six arguments and seventh is the form. Use the form to call the correct type. If the form does not exist, the `\use:c` construction results in `\relax`, and the error message is displayed (unless the form is empty, to allow for `{T, , F}`), then `\use_none:nnnnnnnn` cleans up. Otherwise, the error message is removed by the variant form.

```
\cs_set_protected:Npn \__prg_generate_conditional:NNnnnnNw #1#2#3#4#5#6#7#8 ,
  {
    \if_meaning:w \q_recursion_tail #8
      \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
    \fi:
    \use:c { __prg_generate_ #8 _form:wNNnnnnN }
        \tl_if_empty:nF {#8}
          {
            \__kernel_msg_error:nnxx
              { kernel } { conditional-form-unknown }
              {#8} { \token_to_str:c { #3 : #4 } }
          }
        \use_none:nnnnnnnn
      \q_stop
      #1 #2 {#3} {#4} {#5} {#6} #7
    \__prg_generate_conditional:NNnnnnNw #1 #2 {#3} {#4} {#5} {#6} #7
  }
```

(*End definition for* `\__prg_generate_conditional:nnNNNnnn` *and others.*)

`\__prg_generate_p_form:wNNnnnnN`
`\__prg_generate_TF_form:wNNnnnnN`
`\__prg_generate_T_form:wNNnnnnN`
`\__prg_generate_F_form:wNNnnnnN`
`\__prg_p_true:w`

How to generate the various forms. Those functions take the following arguments: 1: junk, 2: `\cs_set:Npn` or similar, 3: `p` (for protected conditionals) or `e`, 4: function name, 5: signature, 6: parameter text, 7: replacement (possibly trimmed by `\__prg_generate_conditional_fast:nw`), 8: `\use_i_ii:nnn` or `\use_i:nn` (for "fast" conditionals). Remember that the logic-returning functions expect two arguments to be present after `\exp_end:`: notice the construction of the different variants relies on this, and that the `TF` and `F` variants will be slightly faster than the `T` version. The `p` form is only valid for expandable tests, we check for that by making sure that the second argument is empty. For "fast" conditionals, `#7` has an extra `\if_`.... To optimize a bit further we could replace `\exp_after:wN \use_ii:nnn` and similar by a single macro similar to __prg_p_true:w. The drawback is that if the T or F arguments are actually missing, the recovery from the runaway argument would not insert \fi: back, messing up nesting of conditionals.

```
\cs_set_protected:Npn \__prg_generate_p_form:wNNnnnnN
    #1 \q_stop #2#3#4#5#6#7#8
  {
    \if_meaning:w e #3
      \exp_after:wN \use_i:nn
    \else:
      \exp_after:wN \use_ii:nn
    \fi:
      {
        #8
          { \exp_args:Nc #2 { #4 _p: #5 } #6 }
          { { #7 \exp_end: \c_true_bool \c_false_bool } }
          { #7 \__prg_p_true:w \fi: \c_false_bool }
      }
      {
        \__kernel_msg_error:nnx { kernel } { protected-predicate }
          { \token_to_str:c { #4 _p: #5 } }
      }
  }
\cs_set_protected:Npn \__prg_generate_T_form:wNNnnnnN
    #1 \q_stop #2#3#4#5#6#7#8
  {
    #8
      { \exp_args:Nc #2 { #4 : #5 T } #6 }
      { { #7 \exp_end: \use:n \use_none:n } }
      { #7 \exp_after:wN \use_ii:nn \fi: \use_none:n }
  }
\cs_set_protected:Npn \__prg_generate_F_form:wNNnnnnN
    #1 \q_stop #2#3#4#5#6#7#8
  {
    #8
      { \exp_args:Nc #2 { #4 : #5 F } #6 }
      { { #7 \exp_end: { } } }
      { #7 \exp_after:wN \use_none:nn \fi: \use:n }
  }
\cs_set_protected:Npn \__prg_generate_TF_form:wNNnnnnN
    #1 \q_stop #2#3#4#5#6#7#8
  {
    #8
      { \exp_args:Nc #2 { #4 : #5 TF } #6 }
      { { #7 \exp_end: } }
      { #7 \exp_after:wN \use_ii:nnn \fi: \use_ii:nn }
  }
\cs_set:Npn \__prg_p_true:w \fi: \c_false_bool { \fi: \c_true_bool }
```

(*End definition for __prg_generate_p_form:wNNnnnnN and others.*)

\prg_set_eq_conditional:NNn
\prg_new_eq_conditional:NNn
__prg_set_eq_conditional:NNNn

The setting-equal functions. Split both functions and feed {⟨*name*$_1$⟩} {⟨*signature*$_1$⟩} ⟨*boolean*$_1$⟩ {⟨*name*$_2$⟩} {⟨*signature*$_2$⟩} ⟨*boolean*$_2$⟩ ⟨*copying function*⟩ ⟨*conditions*⟩ , \q_recursion_tail , \q_recursion_stop to a first auxiliary.

```
\cs_set_protected:Npn \prg_set_eq_conditional:NNn
```

```
  { \__prg_set_eq_conditional:NNNn \cs_set_eq:cc }
\cs_set_protected:Npn \prg_new_eq_conditional:NNn
  { \__prg_set_eq_conditional:NNNn \cs_new_eq:cc }
\cs_set_protected:Npn \__prg_set_eq_conditional:NNNn #1#2#3#4
  {
    \use:x
      {
        \exp_not:N \__prg_set_eq_conditional:nnNnnNNw
          \cs_split_function:N #2
          \cs_split_function:N #3
          \exp_not:N #1
          \tl_to_str:n {#4}
          \exp_not:n { , \q_recursion_tail , \q_recursion_stop }
      }
  }
```

(*End definition for* `\prg_set_eq_conditional:NNn`*,* `\prg_new_eq_conditional:NNn`*, and* `\__prg_set_eq_conditional:NNNn`*. These functions are documented on page* *105*.)

`\__prg_set_eq_conditional:nnNnnNNw`
`\__prg_set_eq_conditional_loop:nnnnNw`
`\__prg_set_eq_conditional_p_form:nnn`
`\__prg_set_eq_conditional_TF_form:nnn`
`\__prg_set_eq_conditional_T_form:nnn`
`\__prg_set_eq_conditional_F_form:nnn`

Split the function to be defined, and setup a manual clist loop over argument `#6` of the first auxiliary. The second auxiliary receives twice three arguments coming from splitting the function to be defined and the function to copy. Make sure that both functions contained a colon, otherwise we don't know how to build conditionals, hence abort. Call the looping macro, with arguments `{`⟨*name*$_1$⟩`}` `{`⟨*signature*$_1$⟩`}` `{`⟨*name*$_2$⟩`}` `{`⟨*signature*$_2$⟩`}` ⟨*copying function*⟩ and followed by the comma list. At each step in the loop, make sure that the conditional form we copy is defined, and copy it, otherwise abort.

```
\cs_set_protected:Npn \__prg_set_eq_conditional:nnNnnNNw #1#2#3#4#5#6
  {
    \if_meaning:w \c_false_bool #3
      \__kernel_msg_error:nnx { kernel } { missing-colon }
        { \token_to_str:c {#1} }
      \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
    \fi:
    \if_meaning:w \c_false_bool #6
      \__kernel_msg_error:nnx { kernel } { missing-colon }
        { \token_to_str:c {#4} }
      \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
    \fi:
    \__prg_set_eq_conditional_loop:nnnnNw {#1} {#2} {#4} {#5}
  }
\cs_set_protected:Npn \__prg_set_eq_conditional_loop:nnnnNw #1#2#3#4#5#6 ,
  {
    \if_meaning:w \q_recursion_tail #6
      \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
    \fi:
    \use:c { __prg_set_eq_conditional_ #6 _form:wNnnnn }
        \tl_if_empty:nF {#6}
          {
            \__kernel_msg_error:nnxx
              { kernel } { conditional-form-unknown }
              {#6} { \token_to_str:c { #1 : #2 } }
          }
        \use_none:nnnnnn
      \q_stop
```

```
      #5 {#1} {#2} {#3} {#4}
    \__prg_set_eq_conditional_loop:nnnnNw {#1} {#2} {#3} {#4} #5
  }
\cs_set:Npn \__prg_set_eq_conditional_p_form:wNnnnn #1 \q_stop #2#3#4#5#6
  { #2 { #3 _p : #4    }    { #5 _p : #6    } }
\cs_set:Npn \__prg_set_eq_conditional_TF_form:wNnnnn #1 \q_stop #2#3#4#5#6
  { #2 { #3    : #4 TF }    { #5    : #6 TF } }
\cs_set:Npn \__prg_set_eq_conditional_T_form:wNnnnn #1 \q_stop #2#3#4#5#6
  { #2 { #3    : #4 T  }    { #5    : #6 T  } }
\cs_set:Npn \__prg_set_eq_conditional_F_form:wNnnnn #1 \q_stop #2#3#4#5#6
  { #2 { #3    : #4  F }    { #5    : #6  F } }
```

(*End definition for* `\__prg_set_eq_conditional:nnNnnNNw` *and others.*)

All that is left is to define the canonical boolean true and false. I think Michael originated the idea of expandable boolean tests. At first these were supposed to expand into either `TT` or `TF` to be tested using `\if:w` but this was later changed to `00` and `01`, so they could be used in logical operations. Later again they were changed to being numerical constants with values of 1 for true and 0 for false. We need this from the get-go.

`\c_true_bool`
`\c_false_bool`

Here are the canonical boolean values.

```
\tex_chardef:D \c_true_bool  = 1 ~
\tex_chardef:D \c_false_bool = 0 ~
```

(*End definition for* `\c_true_bool` *and* `\c_false_bool`. *These variables are documented on page 22.*)

5.8 Dissecting a control sequence

```
⟨@@=cs⟩
```

`\__cs_count_signature:N`

`\__cs_count_signature:N` ⟨*function*⟩

Splits the ⟨*function*⟩ into the ⟨*name*⟩ (*i.e.* the part before the colon) and the ⟨*signature*⟩ (*i.e.* after the colon). The ⟨*number*⟩ of tokens in the ⟨*signature*⟩ is then left in the input stream. If there was no ⟨*signature*⟩ then the result is the marker value -1.

`\__cs_get_function_name:N` ⋆

`\__cs_get_function_name:N` ⟨*function*⟩

Splits the ⟨*function*⟩ into the ⟨*name*⟩ (*i.e.* the part before the colon) and the ⟨*signature*⟩ (*i.e.* after the colon). The ⟨*name*⟩ is then left in the input stream without the escape character present made up of tokens with category code 12 (other).

`\__cs_get_function_signature:N` ⋆

`\__cs_get_function_signature:N` ⟨*function*⟩

Splits the ⟨*function*⟩ into the ⟨*name*⟩ (*i.e.* the part before the colon) and the ⟨*signature*⟩ (*i.e.* after the colon). The ⟨*signature*⟩ is then left in the input stream made up of tokens with category code 12 (other).

`\__cs_tmp:w`

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).

\cs_to_str:N
__cs_to_str:N
__cs_to_str:w

This converts a control sequence into the character string of its name, removing the leading escape character. This turns out to be a non-trivial matter as there a different cases:

- The usual case of a printable escape character;
- the case of a non-printable escape characters, e.g., when the value of the \escapechar is negative;
- when the escape character is a space.

One approach to solve this is to test how many tokens result from \token_to_str:N \a. If there are two tokens, then the escape character is printable, while if it is non-printable then only one is present.

However, there is an additional complication: the control sequence itself may start with a space. Clearly that should *not* be lost in the process of converting to a string. So the approach adopted is a little more intricate still. When the escape character is printable, \token_to_str:N␣\␣ yields the escape character itself and a space. The character codes are different, thus the \if:w test is false, and TeX reads __cs_to_str:N after turning the following control sequence into a string; this auxiliary removes the escape character, and stops the expansion of the initial \tex_romannumeral:D. The second case is that the escape character is not printable. Then the \if:w test is unfinished after reading a the space from \token_to_str:N␣\␣, and the auxiliary __cs_to_str:w is expanded, feeding - as a second character for the test; the test is false, and TeX skips to \fi:, then performs \token_to_str:N, and stops the \tex_romannumeral:D with \c_zero_int. The last case is that the escape character is itself a space. In this case, the \if:w test is true, and the auxiliary __cs_to_str:w comes into play, inserting -\int_value:w, which expands \c_zero_int to the character 0. The initial \tex_romannumeral:D then sees 0, which is not a terminated number, followed by the escape character, a space, which is removed, terminating the expansion of \tex_romannumeral:D. In all three cases, \cs_to_str:N takes two expansion steps to be fully expanded.

```
\cs_set:Npn \cs_to_str:N
  {
```

We implement the expansion scheme using \tex_romannumeral:D terminating it with \c_zero_int rather than using \exp:w and \exp_end: as we normally do. The reason is that the code heavily depends on terminating the expansion with \c_zero_int so we make this dependency explicit.

```
    \tex_romannumeral:D
      \if:w \token_to_str:N \ \__cs_to_str:w \fi:
      \exp_after:wN \__cs_to_str:N \token_to_str:N
  }
\cs_set:Npn \__cs_to_str:N #1 { \c_zero_int }
\cs_set:Npn \__cs_to_str:w #1 \__cs_to_str:N
  { - \int_value:w \fi: \exp_after:wN \c_zero_int }
```

If speed is a concern we could use \csstring in LuaTeX. For the empty csname that primitive gives an empty result while the current \cs_to_str:N gives incorrect results in all engines (this is impossible to fix without huge performance hit).

(*End definition for \cs_to_str:N, __cs_to_str:N, and __cs_to_str:w. This function is documented on page 17.*)

\cs_split_function:N
__cs_split_function_auxi:w
__cs_split_function_auxii:w

This function takes a function name and splits it into name with the escape char removed and argument specification. In addition to this, a third argument, a boolean ⟨*true*⟩ or ⟨*false*⟩ is returned with ⟨*true*⟩ for when there is a colon in the function and ⟨*false*⟩ if there is not.

We cannot use `:` directly as it has the wrong category code so an `x`-type expansion is used to force the conversion.

First ensure that we actually get a properly evaluated string by expanding `\cs_to_str:N` twice. If the function contained a colon, the auxiliary takes as `#1` the function name, delimited by the first colon, then the signature `#2`, delimited by `\q_mark`, then `\c_true_bool` as `#3`, and `#4` cleans up until `\q_stop`. Otherwise, the `#1` contains the function name and `\q_mark \c_true_bool`, `#2` is empty, `#3` is `\c_false_bool`, and `#4` cleans up. The second auxiliary trims the trailing `\q_mark` from the function name if present (that is, if the original function had no colon).

```
\cs_set_protected:Npn \__cs_tmp:w #1
  {
    \cs_set:Npn \cs_split_function:N ##1
      {
        \exp_after:wN \exp_after:wN \exp_after:wN
        \__cs_split_function_auxi:w
          \cs_to_str:N ##1 \q_mark \c_true_bool
          #1 \q_mark \c_false_bool \q_stop
      }
    \cs_set:Npn \__cs_split_function_auxi:w
        ##1 #1 ##2 \q_mark ##3##4 \q_stop
      { \__cs_split_function_auxii:w ##1 \q_mark \q_stop {##2} ##3 }
    \cs_set:Npn \__cs_split_function_auxii:w ##1 \q_mark ##2 \q_stop
      { {##1} }
  }
\exp_after:wN \__cs_tmp:w \token_to_str:N :
```

(*End definition for* `\cs_split_function:N`, `\__cs_split_function_auxi:w`, *and* `\__cs_split_function_auxii:w`. *This function is documented on page 17.*)

5.9 Exist or free

A control sequence is said to *exist* (to be used) if has an entry in the hash table and its meaning is different from the primitive `\relax` token. A control sequence is said to be *free* (to be defined) if it does not already exist.

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

Two versions for checking existence. For the `N` form we firstly check for `\scan_stop:` and then if it is in the hash table. There is no problem when inputting something like `\else:` or `\fi:` as TeX will only ever skip input in case the token tested against is `\scan_stop:`.

```
\prg_set_conditional:Npnn \cs_if_exist:N #1 { p , T , F , TF }
  {
    \if_meaning:w #1 \scan_stop:
      \prg_return_false:
    \else:
      \if_cs_exist:N #1
        \prg_return_true:
      \else:
        \prg_return_false:
      \fi:
```

```
    \fi:
  }
```

For the `c` form we firstly check if it is in the hash table and then for `\scan_stop:` so that we do not add it to the hash table unless it was already there. Here we have to be careful as the text to be skipped if the first test is false may contain tokens that disturb the scanner. Therefore, we ensure that the second test is performed after the first one has concluded completely.

```
\prg_set_conditional:Npnn \cs_if_exist:c #1 { p , T , F , TF }
  {
    \if_cs_exist:w #1 \cs_end:
      \exp_after:wN \use_i:nn
    \else:
      \exp_after:wN \use_ii:nn
    \fi:
    {
      \exp_after:wN \if_meaning:w \cs:w #1 \cs_end: \scan_stop:
        \prg_return_false:
      \else:
        \prg_return_true:
      \fi:
    }
    \prg_return_false:
  }
```

(*End definition for* `\cs_if_exist:NTF`. *This function is documented on page 22.*)

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

The logical reversal of the above.

```
\prg_set_conditional:Npnn \cs_if_free:N #1 { p , T , F , TF }
  {
    \if_meaning:w #1 \scan_stop:
      \prg_return_true:
    \else:
      \if_cs_exist:N #1
        \prg_return_false:
      \else:
        \prg_return_true:
      \fi:
    \fi:
  }
\prg_set_conditional:Npnn \cs_if_free:c #1 { p , T , F , TF }
  {
    \if_cs_exist:w #1 \cs_end:
      \exp_after:wN \use_i:nn
    \else:
      \exp_after:wN \use_ii:nn
    \fi:
      {
        \exp_after:wN \if_meaning:w \cs:w #1 \cs_end: \scan_stop:
          \prg_return_true:
        \else:
          \prg_return_false:
        \fi:
      }
```

```
      { \prg_return_true: }
  }
```

(*End definition for* `\cs_if_free:NTF`. *This function is documented on page 22.*)

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

The `\cs_if_exist_use:...` functions cannot be implemented as conditionals because the true branch must leave both the control sequence itself and the true code in the input stream. For the `c` variants, we are careful not to put the control sequence in the hash table if it does not exist. In LuaTEX we could use the `\lastnamedcs` primitive.

```
\cs_set:Npn \cs_if_exist_use:NTF #1#2
  { \cs_if_exist:NTF #1 { #1 #2 } }
\cs_set:Npn \cs_if_exist_use:NF #1
  { \cs_if_exist:NTF #1 { #1 } }
\cs_set:Npn \cs_if_exist_use:NT #1 #2
  { \cs_if_exist:NTF #1 { #1 #2 } { } }
\cs_set:Npn \cs_if_exist_use:N #1
  { \cs_if_exist:NTF #1 { #1 } { } }
\cs_set:Npn \cs_if_exist_use:cTF #1#2
  { \cs_if_exist:cTF {#1} { \use:c {#1} #2 } }
\cs_set:Npn \cs_if_exist_use:cF #1
  { \cs_if_exist:cTF {#1} { \use:c {#1} } }
\cs_set:Npn \cs_if_exist_use:cT #1#2
  { \cs_if_exist:cTF {#1} { \use:c {#1} #2 } { } }
\cs_set:Npn \cs_if_exist_use:c #1
  { \cs_if_exist:cTF {#1} { \use:c {#1} } { } }
```

(*End definition for* `\cs_if_exist_use:NTF`. *This function is documented on page 16.*)

5.10 Preliminaries for new functions

We provide two kinds of functions that can be used to define control sequences. On the one hand we have functions that check if their argument doesn't already exist, they are called `\..._new`. The second type of defining functions doesn't check if the argument is already defined.

Before we can define them, we need some auxiliary macros that allow us to generate error messages. The next few definitions here are only temporary, they will be redefined later on.

`\__kernel_msg_error:nnxx`
`\__kernel_msg_error:nnx`
`\__kernel_msg_error:nn`

If an internal error occurs before LaTeX3 has loaded l3msg then the code should issue a usable if terse error message and halt. This can only happen if a coding error is made by the team, so this is a reasonable response. Setting the `\newlinechar` is needed, to turn `^^J` into a proper line break in plain TEX.

```
\cs_set_protected:Npn \__kernel_msg_error:nnxx #1#2#3#4
  {
    \tex_newlinechar:D = `\^^J \scan_stop:
    \tex_errmessage:D
      {
        !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!~! ^^J
        Argh,~internal~LaTeX3~error! ^^J ^^J
        Module ~ #1 , ~ message~name~"#2": ^^J
        Arguments~'#3'~and~'#4' ^^J ^^J
        This~is~one~for~The~LaTeX3~Project:~bailing~out
      }
```

```
      \tex_end:D
  }
\cs_set_protected:Npn \__kernel_msg_error:nnx #1#2#3
  { \__kernel_msg_error:nnxx {#1} {#2} {#3} { } }
\cs_set_protected:Npn \__kernel_msg_error:nn #1#2
  { \__kernel_msg_error:nnxx {#1} {#2} { } { } }
```

(*End definition for* `\__kernel_msg_error:nnxx`*,* `\__kernel_msg_error:nnx`*, and* `\__kernel_msg_error:nn`*.*)

`\msg_line_context:`

Another one from l3msg which will be altered later.

```
\cs_set:Npn \msg_line_context:
  { on~line~ \tex_the:D \tex_inputlineno:D }
```

(*End definition for* `\msg_line_context:`*. This function is documented on page 151.*)

`\iow_log:x`
`\iow_term:x`

We define a routine to write only to the log file. And a similar one for writing to both the log file and the terminal. These will be redefined later by l3io.

```
\cs_set_protected:Npn \iow_log:x
  { \tex_immediate:D \tex_write:D -1 }
\cs_set_protected:Npn \iow_term:x
  { \tex_immediate:D \tex_write:D 16 }
```

(*End definition for* `\iow_log:n`*. This function is documented on page 160.*)

`\__kernel_chk_if_free_cs:N`
`\__kernel_chk_if_free_cs:c`

This command is called by `\cs_new_nopar:Npn` and `\cs_new_eq:NN` *etc.* to make sure that the argument sequence is not already in use. If it is, an error is signalled. It checks if ⟨*csname*⟩ is undefined or `\scan_stop:`. Otherwise an error message is issued. We have to make sure we don't put the argument into the conditional processing since it may be an `\if...` type function!

```
\cs_set_protected:Npn \__kernel_chk_if_free_cs:N #1
  {
    \cs_if_free:NF #1
      {
        \__kernel_msg_error:nnxx { kernel } { command-already-defined }
          { \token_to_str:N #1 } { \token_to_meaning:N #1 }
      }
  }
\cs_set_protected:Npn \__kernel_chk_if_free_cs:c
  { \exp_args:Nc \__kernel_chk_if_free_cs:N }
```

(*End definition for* `\__kernel_chk_if_free_cs:N`*.*)

5.11 Defining new functions

```
⟨@@=cs⟩
```

`\cs_new_nopar:Npn`
`\cs_new_nopar:Npx`
`\cs_new:Npn`
`\cs_new:Npx`
`\cs_new_protected_nopar:Npn`
`\cs_new_protected_nopar:Npx`
`\cs_new_protected:Npn`
`\cs_new_protected:Npx`
`\__cs_tmp:w`

Function which check that the control sequence is free before defining it.

```
\cs_set:Npn \__cs_tmp:w #1#2
  {
    \cs_set_protected:Npn #1 ##1
       {
         \__kernel_chk_if_free_cs:N ##1
         #2 ##1
      }
  }
```

```
\__cs_tmp:w \cs_new_nopar:Npn           \cs_gset_nopar:Npn
\__cs_tmp:w \cs_new_nopar:Npx           \cs_gset_nopar:Npx
\__cs_tmp:w \cs_new:Npn                 \cs_gset:Npn
\__cs_tmp:w \cs_new:Npx                 \cs_gset:Npx
\__cs_tmp:w \cs_new_protected_nopar:Npn \cs_gset_protected_nopar:Npn
\__cs_tmp:w \cs_new_protected_nopar:Npx \cs_gset_protected_nopar:Npx
\__cs_tmp:w \cs_new_protected:Npn       \cs_gset_protected:Npn
\__cs_tmp:w \cs_new_protected:Npx       \cs_gset_protected:Npx
```

(*End definition for* `\cs_new_nopar:Npn` *and others. These functions are documented on page 11.*)

`\cs_set_nopar:cpn`
`\cs_set_nopar:cpx`
`\cs_gset_nopar:cpn`
`\cs_gset_nopar:cpx`
`\cs_new_nopar:cpn`
`\cs_new_nopar:cpx`

Like `\cs_set_nopar:Npn` and `\cs_new_nopar:Npn`, except that the first argument consists of the sequence of characters that should be used to form the name of the desired control sequence (the `c` stands for csname argument, see the expansion module). Global versions are also provided.

`\cs_set_nopar:cpn`⟨*string*⟩⟨*rep-text*⟩ turns ⟨*string*⟩ into a csname and then assigns ⟨*rep-text*⟩ to it by using `\cs_set_nopar:Npn`. This means that there might be a parameter string between the two arguments.

```
\cs_set:Npn \__cs_tmp:w #1#2
  { \cs_new_protected_nopar:Npn #1 { \exp_args:Nc #2 } }
\__cs_tmp:w \cs_set_nopar:cpn  \cs_set_nopar:Npn
\__cs_tmp:w \cs_set_nopar:cpx  \cs_set_nopar:Npx
\__cs_tmp:w \cs_gset_nopar:cpn \cs_gset_nopar:Npn
\__cs_tmp:w \cs_gset_nopar:cpx \cs_gset_nopar:Npx
\__cs_tmp:w \cs_new_nopar:cpn  \cs_new_nopar:Npn
\__cs_tmp:w \cs_new_nopar:cpx  \cs_new_nopar:Npx
```

(*End definition for* `\cs_set_nopar:Npn`*. This function is documented on page 11.*)

`\cs_set:cpn`
`\cs_set:cpx`
`\cs_gset:cpn`
`\cs_gset:cpx`
`\cs_new:cpn`
`\cs_new:cpx`

Variants of the `\cs_set:Npn` versions which make a csname out of the first arguments. We may also do this globally.

```
\__cs_tmp:w \cs_set:cpn  \cs_set:Npn
\__cs_tmp:w \cs_set:cpx  \cs_set:Npx
\__cs_tmp:w \cs_gset:cpn \cs_gset:Npn
\__cs_tmp:w \cs_gset:cpx \cs_gset:Npx
\__cs_tmp:w \cs_new:cpn  \cs_new:Npn
\__cs_tmp:w \cs_new:cpx  \cs_new:Npx
```

(*End definition for* `\cs_set:Npn`*. This function is documented on page 11.*)

`\cs_set_protected_nopar:cpn`
`\cs_set_protected_nopar:cpx`
`\cs_gset_protected_nopar:cpn`
`\cs_gset_protected_nopar:cpx`
`\cs_new_protected_nopar:cpn`
`\cs_new_protected_nopar:cpx`

Variants of the `\cs_set_protected_nopar:Npn` versions which make a csname out of the first arguments. We may also do this globally.

```
\__cs_tmp:w \cs_set_protected_nopar:cpn  \cs_set_protected_nopar:Npn
\__cs_tmp:w \cs_set_protected_nopar:cpx  \cs_set_protected_nopar:Npx
\__cs_tmp:w \cs_gset_protected_nopar:cpn \cs_gset_protected_nopar:Npn
\__cs_tmp:w \cs_gset_protected_nopar:cpx \cs_gset_protected_nopar:Npx
\__cs_tmp:w \cs_new_protected_nopar:cpn  \cs_new_protected_nopar:Npn
\__cs_tmp:w \cs_new_protected_nopar:cpx  \cs_new_protected_nopar:Npx
```

(*End definition for* `\cs_set_protected_nopar:Npn`*. This function is documented on page 12.*)

\cs_set_protected:cpn
\cs_set_protected:cpx
\cs_gset_protected:cpn
\cs_gset_protected:cpx
\cs_new_protected:cpn
\cs_new_protected:cpx

Variants of the `\cs_set_protected:Npn` versions which make a csname out of the first arguments. We may also do this globally.

```
\__cs_tmp:w \cs_set_protected:cpn  \cs_set_protected:Npn
\__cs_tmp:w \cs_set_protected:cpx  \cs_set_protected:Npx
\__cs_tmp:w \cs_gset_protected:cpn \cs_gset_protected:Npn
\__cs_tmp:w \cs_gset_protected:cpx \cs_gset_protected:Npx
\__cs_tmp:w \cs_new_protected:cpn  \cs_new_protected:Npn
\__cs_tmp:w \cs_new_protected:cpx  \cs_new_protected:Npx
```

(*End definition for* `\cs_set_protected:Npn`. *This function is documented on page 11.*)

5.12 Copying definitions

\cs_set_eq:NN
\cs_set_eq:cN
\cs_set_eq:Nc
\cs_set_eq:cc
\cs_gset_eq:NN
\cs_gset_eq:cN
\cs_gset_eq:Nc
\cs_gset_eq:cc
\cs_new_eq:NN
\cs_new_eq:cN
\cs_new_eq:Nc
\cs_new_eq:cc

These macros allow us to copy the definition of a control sequence to another control sequence.

The `=` sign allows us to define funny char tokens like `=` itself or ␣ with this function. For the definition of `\c_space_char{~}` to work we need the `~` after the `=`.

`\cs_set_eq:NN` is long to avoid problems with a literal argument of `\par`. While `\cs_new_eq:NN` will probably never be correct with a first argument of `\par`, define it long in order to throw an "already defined" error rather than "runaway argument".

```
\cs_new_protected:Npn \cs_set_eq:NN #1 { \tex_let:D #1 =~ }
\cs_new_protected:Npn \cs_set_eq:cN { \exp_args:Nc  \cs_set_eq:NN }
\cs_new_protected:Npn \cs_set_eq:Nc { \exp_args:NNc \cs_set_eq:NN }
\cs_new_protected:Npn \cs_set_eq:cc { \exp_args:Ncc \cs_set_eq:NN }
\cs_new_protected:Npn \cs_gset_eq:NN { \tex_global:D  \cs_set_eq:NN }
\cs_new_protected:Npn \cs_gset_eq:Nc { \exp_args:NNc  \cs_gset_eq:NN }
\cs_new_protected:Npn \cs_gset_eq:cN { \exp_args:Nc   \cs_gset_eq:NN }
\cs_new_protected:Npn \cs_gset_eq:cc { \exp_args:Ncc  \cs_gset_eq:NN }
\cs_new_protected:Npn \cs_new_eq:NN #1
  {
    \__kernel_chk_if_free_cs:N #1
    \tex_global:D \cs_set_eq:NN #1
  }
\cs_new_protected:Npn \cs_new_eq:cN { \exp_args:Nc  \cs_new_eq:NN }
\cs_new_protected:Npn \cs_new_eq:Nc { \exp_args:NNc \cs_new_eq:NN }
\cs_new_protected:Npn \cs_new_eq:cc { \exp_args:Ncc \cs_new_eq:NN }
```

(*End definition for* `\cs_set_eq:NN`, `\cs_gset_eq:NN`, *and* `\cs_new_eq:NN`. *These functions are documented on page 15.*)

5.13 Undefining functions

\cs_undefine:N
\cs_undefine:c

The following function is used to free the main memory from the definition of some function that isn't in use any longer. The `c` variant is careful not to add the control sequence to the hash table if it isn't there yet, and it also avoids nesting TeX conditionals in case `#1` is unbalanced in this matter.

```
\cs_new_protected:Npn \cs_undefine:N #1
  { \cs_gset_eq:NN #1 \tex_undefined:D }
\cs_new_protected:Npn \cs_undefine:c #1
  {
    \if_cs_exist:w #1 \cs_end:
      \exp_after:wN \use:n
    \else:
```

```
      \exp_after:wN \use_none:n
    \fi:
    { \cs_gset_eq:cN {#1} \tex_undefined:D }
  }
```

(*End definition for* `\cs_undefine:N`. *This function is documented on page 15.*)

5.14 Generating parameter text from argument count

```
⟨@@=cs⟩
```

__kernel_cs_parm_from_arg_count:nnF
__cs_parm_from_arg_count_test:nnF

LaTeX3 provides shorthands to define control sequences and conditionals with a simple parameter text, derived directly from the signature, or more generally from knowing the number of arguments, between 0 and 9. This function expands to its first argument, untouched, followed by a brace group containing the parameter text `{#1...#`n`}`, where n is the result of evaluating the second argument (as described in `\int_eval:n`). If the second argument gives a result outside the range $[0, 9]$, the third argument is returned instead, normally an error message. Some of the functions use here are not defined yet, but will be defined before this function is called.

```
\cs_set_protected:Npn \__kernel_cs_parm_from_arg_count:nnF #1#2
  {
    \exp_args:Nx \__cs_parm_from_arg_count_test:nnF
      {
        \exp_after:wN \exp_not:n
        \if_case:w \int_eval:n {#2}
             { }
        \or: { ##1 }
        \or: { ##1##2 }
        \or: { ##1##2##3 }
        \or: { ##1##2##3##4 }
        \or: { ##1##2##3##4##5 }
        \or: { ##1##2##3##4##5##6 }
        \or: { ##1##2##3##4##5##6##7 }
        \or: { ##1##2##3##4##5##6##7##8 }
        \or: { ##1##2##3##4##5##6##7##8##9 }
        \else: { \c_false_bool }
        \fi:
      }
      {#1}
  }
\cs_set_protected:Npn \__cs_parm_from_arg_count_test:nnF #1#2
  {
    \if_meaning:w \c_false_bool #1
      \exp_after:wN \use_ii:nn
    \else:
      \exp_after:wN \use_i:nn
    \fi:
    { #2 {#1} }
  }
```

(*End definition for* `\__kernel_cs_parm_from_arg_count:nnF` *and* `\__cs_parm_from_arg_count_test:nnF`.)

5.15 Defining functions from a given number of arguments

```
⟨@@=cs⟩
```

__cs_count_signature:N
__cs_count_signature:c
__cs_count_signature:n
__cs_count_signature:nnN

Counting the number of tokens in the signature, *i.e.*, the number of arguments the function should take. Since this is not used in any time-critical function, we simply use `\tl_count:n` if there is a signature, otherwise −1 arguments to signal an error. We need a variant form right away.

```
\cs_new:Npn \__cs_count_signature:N #1
  { \exp_args:Nf \__cs_count_signature:n { \cs_split_function:N #1 } }
\cs_new:Npn \__cs_count_signature:n #1
  { \int_eval:n { \__cs_count_signature:nnN #1 } }
\cs_new:Npn \__cs_count_signature:nnN #1#2#3
  {
    \if_meaning:w \c_true_bool #3
      \tl_count:n {#2}
    \else:
      -1
    \fi:
  }
\cs_new:Npn \__cs_count_signature:c
  { \exp_args:Nc \__cs_count_signature:N }
```

(*End definition for* `\__cs_count_signature:N`, `\__cs_count_signature:n`, *and* `\__cs_count_signature:nnN`.)

\cs_generate_from_arg_count:NNnn
\cs_generate_from_arg_count:cNnn
\cs_generate_from_arg_count:Ncnn

We provide a constructor function for defining functions with a given number of arguments. For this we need to choose the correct parameter text and then use that when defining. Since TeX supports from zero to nine arguments, we use a simple switch to choose the correct parameter text, ensuring the result is returned after finishing the conditional. If it is not between zero and nine, we throw an error.

1: function to define, 2: with what to define it, 3: the number of args it requires and 4: the replacement text

```
\cs_new_protected:Npn \cs_generate_from_arg_count:NNnn #1#2#3#4
  {
    \__kernel_cs_parm_from_arg_count:nnF { \use:nnn #2 #1 } {#3}
      {
        \__kernel_msg_error:nnxx { kernel } { bad-number-of-arguments }
          { \token_to_str:N #1 } { \int_eval:n {#3} }
        \use_none:n
      }
      {#4}
  }
```

A variant form we need right away, plus one which is used elsewhere but which is most logically created here.

```
\cs_new_protected:Npn \cs_generate_from_arg_count:cNnn
  { \exp_args:Nc \cs_generate_from_arg_count:NNnn }
\cs_new_protected:Npn \cs_generate_from_arg_count:Ncnn
  { \exp_args:NNc \cs_generate_from_arg_count:NNnn }
```

(*End definition for* `\cs_generate_from_arg_count:NNnn`. *This function is documented on page 14.*)

5.16 Using the signature to define functions

```
⟨@@=cs⟩
```

We can now combine some of the tools we have to provide a simple interface for defining functions, where the number of arguments is read from the signature. For instance, `\cs_set:Nn \foo_bar:nn {#1,#2}`.

\cs_set:Nn
\cs_set:Nx
\cs_set_nopar:Nn
\cs_set_nopar:Nx
\cs_set_protected:Nn
\cs_set_protected:Nx
\cs_set_protected_nopar:Nn
\cs_set_protected_nopar:Nx
\cs_gset:Nn
\cs_gset:Nx
\cs_gset_nopar:Nn
\cs_gset_nopar:Nx
\cs_gset_protected:Nn
\cs_gset_protected:Nx
\cs_gset_protected_nopar:Nn
\cs_gset_protected_nopar:Nx
\cs_new:Nn
\cs_new:Nx
\cs_new_nopar:Nn
\cs_new_nopar:Nx
\cs_new_protected:Nn
\cs_new_protected:Nx
\cs_new_protected_nopar:Nn
\cs_new_protected_nopar:Nx

We want to define `\cs_set:Nn` as

```
\cs_set_protected:Npn \cs_set:Nn #1#2
  {
    \cs_generate_from_arg_count:NNnn #1 \cs_set:Npn
      { \@@_count_signature:N #1 } {#2}
  }
```

In short, to define `\cs_set:Nn` we need just use `\cs_set:Npn`, everything else is the same for each variant. Therefore, we can make it simpler by temporarily defining a function to do this for us.

```
\cs_set:Npn \__cs_tmp:w #1#2#3
  {
    \cs_new_protected:cpx { cs_ #1 : #2 }
      {
        \exp_not:N \__cs_generate_from_signature:NNn
        \exp_after:wN \exp_not:N \cs:w cs_ #1 : #3 \cs_end:
      }
  }
\cs_new_protected:Npn \__cs_generate_from_signature:NNn #1#2
  {
    \use:x
      {
        \__cs_generate_from_signature:nnNNNn
        \cs_split_function:N #2
      }
      #1 #2
  }
\cs_new_protected:Npn \__cs_generate_from_signature:nnNNNn #1#2#3#4#5#6
  {
    \bool_if:NTF #3
      {
        \str_if_eq:eeF { }
          { \tl_map_function:nN {#2} \__cs_generate_from_signature:n }
          {
            \__kernel_msg_error:nnx { kernel } { non-base-function }
              { \token_to_str:N #5 }
          }
        \cs_generate_from_arg_count:NNnn
          #5 #4 { \tl_count:n {#2} } {#6}
      }
      {
        \__kernel_msg_error:nnx { kernel } { missing-colon }
          { \token_to_str:N #5 }
      }
  }
\cs_new:Npn \__cs_generate_from_signature:n #1
```

```
  {
    \if:w n #1 \else: \if:w N #1 \else:
    \if:w T #1 \else: \if:w F #1 \else: #1 \fi: \fi: \fi: \fi:
  }
```

Then we define the 24 variants beginning with N.

```
\__cs_tmp:w { set }                     { Nn } { Npn }
\__cs_tmp:w { set }                     { Nx } { Npx }
\__cs_tmp:w { set_nopar }               { Nn } { Npn }
\__cs_tmp:w { set_nopar }               { Nx } { Npx }
\__cs_tmp:w { set_protected }           { Nn } { Npn }
\__cs_tmp:w { set_protected }           { Nx } { Npx }
\__cs_tmp:w { set_protected_nopar }     { Nn } { Npn }
\__cs_tmp:w { set_protected_nopar }     { Nx } { Npx }
\__cs_tmp:w { gset }                    { Nn } { Npn }
\__cs_tmp:w { gset }                    { Nx } { Npx }
\__cs_tmp:w { gset_nopar }              { Nn } { Npn }
\__cs_tmp:w { gset_nopar }              { Nx } { Npx }
\__cs_tmp:w { gset_protected }          { Nn } { Npn }
\__cs_tmp:w { gset_protected }          { Nx } { Npx }
\__cs_tmp:w { gset_protected_nopar }    { Nn } { Npn }
\__cs_tmp:w { gset_protected_nopar }    { Nx } { Npx }
\__cs_tmp:w { new }                     { Nn } { Npn }
\__cs_tmp:w { new }                     { Nx } { Npx }
\__cs_tmp:w { new_nopar }               { Nn } { Npn }
\__cs_tmp:w { new_nopar }               { Nx } { Npx }
\__cs_tmp:w { new_protected }           { Nn } { Npn }
\__cs_tmp:w { new_protected }           { Nx } { Npx }
\__cs_tmp:w { new_protected_nopar }     { Nn } { Npn }
\__cs_tmp:w { new_protected_nopar }     { Nx } { Npx }
```

(*End definition for \cs_set:Nn and others. These functions are documented on page 13.*)

\cs_set:cn
\cs_set:cx
\cs_set_nopar:cn
\cs_set_nopar:cx
\cs_set_protected:cn
\cs_set_protected:cx
\cs_set_protected_nopar:cn
\cs_set_protected_nopar:cx
\cs_gset:cn
\cs_gset:cx
\cs_gset_nopar:cn
\cs_gset_nopar:cx
\cs_gset_protected:cn
\cs_gset_protected:cx
\cs_gset_protected_nopar:cn
\cs_gset_protected_nopar:cx
\cs_new:cn
\cs_new:cx
\cs_new_nopar:cn
\cs_new_nopar:cx
\cs_new_protected:cn
\cs_new_protected:cx
\cs_new_protected_nopar:cn
\cs_new_protected_nopar:cx

The 24 c variants simply use \exp_args:Nc.

```
\cs_set:Npn \__cs_tmp:w #1#2
  {
    \cs_new_protected:cpx { cs_ #1 : c #2 }
      {
        \exp_not:N \exp_args:Nc
        \exp_after:wN \exp_not:N \cs:w cs_ #1 : N #2 \cs_end:
      }
  }
\__cs_tmp:w { set }                     { n }
\__cs_tmp:w { set }                     { x }
\__cs_tmp:w { set_nopar }               { n }
\__cs_tmp:w { set_nopar }               { x }
\__cs_tmp:w { set_protected }           { n }
\__cs_tmp:w { set_protected }           { x }
\__cs_tmp:w { set_protected_nopar }     { n }
\__cs_tmp:w { set_protected_nopar }     { x }
\__cs_tmp:w { gset }                    { n }
\__cs_tmp:w { gset }                    { x }
\__cs_tmp:w { gset_nopar }              { n }
\__cs_tmp:w { gset_nopar }              { x }
\__cs_tmp:w { gset_protected }          { n }
```

```
\__cs_tmp:w { gset_protected }       { x }
\__cs_tmp:w { gset_protected_nopar } { n }
\__cs_tmp:w { gset_protected_nopar } { x }
\__cs_tmp:w { new }                  { n }
\__cs_tmp:w { new }                  { x }
\__cs_tmp:w { new_nopar }            { n }
\__cs_tmp:w { new_nopar }            { x }
\__cs_tmp:w { new_protected }        { n }
\__cs_tmp:w { new_protected }        { x }
\__cs_tmp:w { new_protected_nopar }  { n }
\__cs_tmp:w { new_protected_nopar }  { x }
```

(*End definition for* `\cs_set:Nn`. *This function is documented on page 13.*)

5.17 Checking control sequence equality

`\cs_if_eq_p:NN`
`\cs_if_eq_p:cN`
`\cs_if_eq_p:Nc`
`\cs_if_eq_p:cc`
`\cs_if_eq:NNTF`
`\cs_if_eq:cNTF`
`\cs_if_eq:NcTF`
`\cs_if_eq:ccTF`

Check if two control sequences are identical.

```
\prg_new_conditional:Npnn \cs_if_eq:NN #1#2 { p , T , F , TF }
  {
    \if_meaning:w #1#2
      \prg_return_true: \else: \prg_return_false: \fi:
  }
\cs_new:Npn \cs_if_eq_p:cN { \exp_args:Nc  \cs_if_eq_p:NN }
\cs_new:Npn \cs_if_eq:cNTF { \exp_args:Nc  \cs_if_eq:NNTF }
\cs_new:Npn \cs_if_eq:cNT  { \exp_args:Nc  \cs_if_eq:NNT }
\cs_new:Npn \cs_if_eq:cNF  { \exp_args:Nc  \cs_if_eq:NNF }
\cs_new:Npn \cs_if_eq_p:Nc { \exp_args:NNc \cs_if_eq_p:NN }
\cs_new:Npn \cs_if_eq:NcTF { \exp_args:NNc \cs_if_eq:NNTF }
\cs_new:Npn \cs_if_eq:NcT  { \exp_args:NNc \cs_if_eq:NNT }
\cs_new:Npn \cs_if_eq:NcF  { \exp_args:NNc \cs_if_eq:NNF }
\cs_new:Npn \cs_if_eq_p:cc { \exp_args:Ncc \cs_if_eq_p:NN }
\cs_new:Npn \cs_if_eq:ccTF { \exp_args:Ncc \cs_if_eq:NNTF }
\cs_new:Npn \cs_if_eq:ccT  { \exp_args:Ncc \cs_if_eq:NNT }
\cs_new:Npn \cs_if_eq:ccF  { \exp_args:Ncc \cs_if_eq:NNF }
```

(*End definition for* `\cs_if_eq:NNTF`. *This function is documented on page 22.*)

5.18 Diagnostic functions

```
⟨@@=kernel⟩
```

`\__kernel_chk_defined:NT`

Error if the variable `#1` is not defined.

```
\cs_new_protected:Npn \__kernel_chk_defined:NT #1#2
  {
    \cs_if_exist:NTF #1
      {#2}
      {
        \__kernel_msg_error:nnx { kernel } { variable-not-defined }
          { \token_to_str:N #1 }
      }
  }
```

(*End definition for* `\__kernel_chk_defined:NT`.)

__kernel_register_show:N
__kernel_register_show:c
__kernel_register_log:N
__kernel_register_log:c
__kernel_register_show_aux:NN
__kernel_register_show_aux:nNN

Simply using the `\showthe` primitive does not allow for line-wrapping, so instead use `\tl_show:n` and `\tl_log:n` (defined in l3tl and that performs line-wrapping). This displays `>~`⟨*variable*⟩`=`⟨*value*⟩. We expand the value before-hand as otherwise some integers (such as `\currentgrouplevel` or `\currentgrouptype`) altered by the line-wrapping code would show wrong values.

```
\cs_new_protected:Npn \__kernel_register_show:N
  { \__kernel_register_show_aux:NN \tl_show:n }
\cs_new_protected:Npn \__kernel_register_show:c
  { \exp_args:Nc \__kernel_register_show:N }
\cs_new_protected:Npn \__kernel_register_log:N
  { \__kernel_register_show_aux:NN \tl_log:n }
\cs_new_protected:Npn \__kernel_register_log:c
  { \exp_args:Nc \__kernel_register_log:N }
\cs_new_protected:Npn \__kernel_register_show_aux:NN #1#2
  {
    \__kernel_chk_defined:NT #2
      {
        \exp_args:No \__kernel_register_show_aux:nNN
          { \tex_the:D #2 } #2 #1
      }
  }
\cs_new_protected:Npn \__kernel_register_show_aux:nNN #1#2#3
  { \exp_args:No #3 { \token_to_str:N #2 = #1 } }
```

(*End definition for* `\__kernel_register_show:N` *and others.*)

\cs_show:N
\cs_show:c
\cs_log:N
\cs_log:c
__kernel_show:NN

Some control sequences have a very long name or meaning. Thus, simply using TeX's primitive `\show` could lead to overlong lines. The output of this primitive is mimicked to some extent, then the re-built string is given to `\tl_show:n` or `\tl_log:n` for line-wrapping. We must expand the meaning before passing it to the wrapping code as otherwise we would wrongly see the definitions that are in place there. To get correct escape characters, set the `\escapechar` in a group; this also localizes the assignment performed by x-expansion. The `\cs_show:c` and `\cs_log:c` commands convert their argument to a control sequence within a group to avoid showing `\relax` for undefined control sequences.

```
\cs_new_protected:Npn \cs_show:N { \__kernel_show:NN \tl_show:n }
\cs_new_protected:Npn \cs_show:c
  { \group_begin: \exp_args:NNc \group_end: \cs_show:N }
\cs_new_protected:Npn \cs_log:N { \__kernel_show:NN \tl_log:n }
\cs_new_protected:Npn \cs_log:c
  { \group_begin: \exp_args:NNc \group_end: \cs_log:N }
\cs_new_protected:Npn \__kernel_show:NN #1#2
  {
    \group_begin:
      \int_set:Nn \tex_escapechar:D { `\\ }
      \exp_args:NNx
    \group_end:
    #1 { \token_to_str:N #2 = \cs_meaning:N #2 }
  }
```

(*End definition for* `\cs_show:N`*,* `\cs_log:N`*, and* `\__kernel_show:NN`*. These functions are documented on page 16.*)

5.19 Decomposing a macro definition

\cs_prefix_spec:N
\cs_argument_spec:N
\cs_replacement_spec:N
__kernel_prefix_arg_replacement:wN

We sometimes want to test if a control sequence can be expanded to reveal a hidden value. However, we cannot just expand the macro blindly as it may have arguments and none might be present. Therefore we define these functions to pick either the prefix(es), the argument specification, or the replacement text from a macro. All of this information is returned as characters with catcode 12. If the token in question isn't a macro, the token \scan_stop: is returned instead.

```
\use:x
  {
    \exp_not:n { \cs_new:Npn \__kernel_prefix_arg_replacement:wN #1 }
    \tl_to_str:n { macro : } \exp_not:n { #2 -> #3 \q_stop #4 }
  }
  { #4 {#1} {#2} {#3} }
\cs_new:Npn \cs_prefix_spec:N #1
  {
    \token_if_macro:NTF #1
      {
        \exp_after:wN \__kernel_prefix_arg_replacement:wN
          \token_to_meaning:N #1 \q_stop \use_i:nnn
      }
      { \scan_stop: }
  }
\cs_new:Npn \cs_argument_spec:N #1
  {
    \token_if_macro:NTF #1
      {
        \exp_after:wN \__kernel_prefix_arg_replacement:wN
          \token_to_meaning:N #1 \q_stop \use_ii:nnn
      }
      { \scan_stop: }
  }
\cs_new:Npn \cs_replacement_spec:N #1
  {
    \token_if_macro:NTF #1
      {
        \exp_after:wN \__kernel_prefix_arg_replacement:wN
          \token_to_meaning:N #1 \q_stop \use_iii:nnn
      }
      { \scan_stop: }
  }
```

(*End definition for \cs_prefix_spec:N and others. These functions are documented on page 18.*)

5.20 Doing nothing functions

\prg_do_nothing:

This does not fit anywhere else!

```
\cs_new:Npn \prg_do_nothing: { }
```

(*End definition for \prg_do_nothing:. This function is documented on page 9.*)

5.21 Breaking out of mapping functions

```
⟨@@=prg⟩
```

\prg_break_point:Nn
\prg_map_break:Nn

In inline mappings, the nesting level must be reset at the end of the mapping, even when the user decides to break out. This is done by putting the code that must be performed as an argument of `\__prg_break_point:Nn`. The breaking functions are then defined to jump to that point and perform the argument of `\__prg_break_point:Nn`, before the user's code (if any). There is a check that we close the correct loop, otherwise we continue breaking.

```
\cs_new_eq:NN \prg_break_point:Nn \use_ii:nn
\cs_new:Npn \prg_map_break:Nn #1#2#3 \prg_break_point:Nn #4#5
  {
    #5
    \if_meaning:w #1 #4
      \exp_after:wN \use_iii:nnn
    \fi:
    \prg_map_break:Nn #1 {#2}
  }
```

(*End definition for* `\prg_break_point:Nn` *and* `\prg_map_break:Nn`*. These functions are documented on page 112.*)

\prg_break_point:
\prg_break:
\prg_break:n

Very simple analogues of `\prg_break_point:Nn` and `\prg_map_break:Nn`, for use in fast short-term recursions which are not mappings, do not need to support nesting, and in which nothing has to be done at the end of the loop.

```
\cs_new_eq:NN \prg_break_point: \prg_do_nothing:
\cs_new:Npn \prg_break: #1 \prg_break_point: { }
\cs_new:Npn \prg_break:n #1#2 \prg_break_point: {#1}
```

(*End definition for* `\prg_break_point:`*,* `\prg_break:`*, and* `\prg_break:n`*. These functions are documented on page 113.*)

5.22 Starting a paragraph

\mode_leave_vertical:

The approach here is different to that used by LaTeX 2_ε or plain TeX, which unbox a void box to force horizontal mode. That inserts the `\everypar` tokens *before* the re-inserted unboxing tokens. The approach here uses either the `\quitvmode` primitive or the equivalent protected macro. In vertical mode, the `\indent` primitive is inserted: this will switch to horizontal mode and insert `\everypar` tokens and nothing else. Unlike the LaTeX 2_ε version, the availability of ε-TeX means using a mode test can be done at for example the start of an `\halign`.

```
\cs_new_protected:Npn \mode_leave_vertical:
  {
    \if_mode_vertical:
      \exp_after:wN \tex_indent:D
    \fi:
  }
```

(*End definition for* `\mode_leave_vertical:`*. This function is documented on page 24.*)

```
⟨/initex | package⟩
```

6 l3expan implementation

```
⟨*initex | package⟩
⟨@@=exp⟩
```

\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.

(*End definition for* \l__exp_internal_tl.)

\exp_after:wN
\exp_not:N
\exp_not:n

These are defined in l3basics, as they are needed "early". This is just a reminder of that fact!

(*End definition for* \exp_after:wN *,* \exp_not:N *, and* \exp_not:n*. These functions are documented on page 33.*)

6.1 General expansion

In this section a general mechanism for defining functions that handle arguments is defined. These general expansion functions are expandable unless x is used. (Any version of x is going to have to use one of the LaTeX3 names for \cs_set:Npx at some point, and so is never going to be expandable.)

The definition of expansion functions with this technique happens in section 6.8. In section 6.2 some common cases are coded by a more direct method for efficiency, typically using calls to \exp_after:wN.

\l__exp_internal_tl

This scratch token list variable is defined in l3basics.

(*End definition for* \l__exp_internal_tl.)

This code uses internal functions with names that start with \:: to perform the expansions. All macros are long since the tokens undergoing expansion may be arbitrary user input.

An argument manipulator \::⟨*Z*⟩ always has signature #1\:::#2#3 where #1 holds the remaining argument manipulations to be performed, \::: serves as an end marker for the list of manipulations, #2 is the carried over result of the previous expansion steps and #3 is the argument about to be processed. One exception to this rule is \::p, which has to grab an argument delimited by a left brace.

__exp_arg_next:nnn
__exp_arg_next:Nnn

#1 is the result of an expansion step, #2 is the remaining argument manipulations and #3 is the current result of the expansion chain. This auxiliary function moves #1 back after #3 in the input stream and checks if any expansion is left to be done by calling #2. In by far the most cases we need to add a set of braces to the result of an argument manipulation so it is more effective to do it directly here. Actually, so far only the c of the final argument manipulation variants does not require a set of braces.

```
\cs_new:Npn \__exp_arg_next:nnn #1#2#3 { #2 \::: { #3 {#1} } }
\cs_new:Npn \__exp_arg_next:Nnn #1#2#3 { #2 \::: { #3 #1 } }
```

(*End definition for* __exp_arg_next:nnn *and* __exp_arg_next:Nnn.)

\:::

The end marker is just another name for the identity function.

```
\cs_new:Npn \::: #1 {#1}
```

(*End definition for* \:::*. This function is documented on page 37.*)

\::n This function is used to skip an argument that doesn't need to be expanded.

```
\cs_new:Npn \::n #1 \::: #2#3 { #1 \::: { #2 {#3} } }
```

(*End definition for* `\::n`*. This function is documented on page 37.*)

\::N This function is used to skip an argument that consists of a single token and doesn't need to be expanded.

```
\cs_new:Npn \::N #1 \::: #2#3 { #1 \::: {#2#3} }
```

(*End definition for* `\::N`*. This function is documented on page 37.*)

\::p This function is used to skip an argument that is delimited by a left brace and doesn't need to be expanded. It is not wrapped in braces in the result.

```
\cs_new:Npn \::p #1 \::: #2#3# { #1 \::: {#2#3} }
```

(*End definition for* `\::p`*. This function is documented on page 37.*)

\::c This function is used to skip an argument that is turned into a control sequence without expansion.

```
\cs_new:Npn \::c #1 \::: #2#3
  { \exp_after:wN \__exp_arg_next:Nnn \cs:w #3 \cs_end: {#1} {#2} }
```

(*End definition for* `\::c`*. This function is documented on page 37.*)

\::o This function is used to expand an argument once.

```
\cs_new:Npn \::o #1 \::: #2#3
  { \exp_after:wN \__exp_arg_next:nnn \exp_after:wN {#3} {#1} {#2} }
```

(*End definition for* `\::o`*. This function is documented on page 37.*)

\::e With the `\expanded` primitive available, just expand. Otherwise defer to `\exp_args:Ne` implemented later.

```
\cs_if_exist:NTF \tex_expanded:D
  {
    \cs_new:Npn \::e #1 \::: #2#3
      { \tex_expanded:D { \exp_not:n { #1 \::: } { \exp_not:n {#2} {#3} } } }
  }
  {
    \cs_new:Npn \::e #1 \::: #2#3
      { \exp_args:Ne \__exp_arg_next:nnn {#3} {#1} {#2} }
  }
```

(*End definition for* `\::e`*. This function is documented on page 37.*)

\::f
\exp_stop_f: This function is used to expand a token list until the first unexpandable token is found. This is achieved through `\exp:w \exp_end_continue_f:w` that expands everything in its way following it. This scanning procedure is terminated once the expansion hits something non-expandable (if that is a space it is removed). We introduce `\exp_stop_f:` to mark such an end-of-expansion marker. For example, `f`-expanding `\cs_set_eq:Nc \aaa { b \l_tmpa_tl b }` where `\l_tmpa_tl` contains the characters `lur` gives `\tex_let:D \aaa = \blurb` which then turns out to start with the non-expandable token `\tex_let:D`. Since the expansion of `\exp:w \exp_end_continue_f:w` is empty, we wind up with a fully expanded list, only TeX has not tried to execute any of

the non-expandable tokens. This is what differentiates this function from the `x` argument type.

```
\cs_new:Npn \::f #1 \::: #2#3
  {
    \exp_after:wN \__exp_arg_next:nnn
      \exp_after:wN { \exp:w \exp_end_continue_f:w #3 }
      {#1} {#2}
  }
\use:nn { \cs_new_eq:NN \exp_stop_f: } { ~ }
```

(*End definition for* `\::f` *and* `\exp_stop_f:`*. These functions are documented on page 37.*)

`\::x` This function is used to expand an argument fully. We build in the expansion of `\__exp_arg_next:nnn`.

```
\cs_new_protected:Npn \::x #1 \::: #2#3
  {
    \cs_set_nopar:Npx \l__exp_internal_tl
      { \exp_not:n { #1 \::: } { \exp_not:n {#2} {#3} } }
    \l__exp_internal_tl
  }
```

(*End definition for* `\::x`*. This function is documented on page 37.*)

`\::v` `\::V` These functions return the value of a register, i.e., one of `tl`, `clist`, `int`, `skip`, `dim`, `muskip`, or built-in TEX register. The `V` version expects a single token whereas `v` like `c` creates a csname from its argument given in braces and then evaluates it as if it was a `V`. The `\exp:w` sets off an expansion similar to an `f`-type expansion, which we terminate using `\exp_end:`. The argument is returned in braces.

```
\cs_new:Npn \::V #1 \::: #2#3
  {
    \exp_after:wN \__exp_arg_next:nnn
      \exp_after:wN { \exp:w \__exp_eval_register:N #3 }
      {#1} {#2}
}
\cs_new:Npn \::v #1 \::: #2#3
  {
    \exp_after:wN \__exp_arg_next:nnn
      \exp_after:wN { \exp:w \__exp_eval_register:c {#3} }
      {#1} {#2}
  }
```

(*End definition for* `\::v` *and* `\::V`*. These functions are documented on page 37.*)

`\__exp_eval_register:N` `\__exp_eval_register:c` `\__exp_eval_error_msg:w` This function evaluates a register. Now a register might exist as one of two things: A parameter-less macro or a built-in TEX register such as `\count`. For the TEX registers we have to utilize a `\the` whereas for the macros we merely have to expand them once. The trick is to find out when to use `\the` and when not to. What we want here is to find out whether the token expands to something else when hit with `\exp_after:wN`. The technique is to compare the meaning of the token in question when it has been prefixed with `\exp_not:N` and the token itself. If it is a macro, the prefixed `\exp_not:N` temporarily turns it into the primitive `\scan_stop:`.

```
\cs_new:Npn \__exp_eval_register:N #1
  {
    \exp_after:wN \if_meaning:w \exp_not:N #1 #1
```

If the token was not a macro it may be a malformed variable from a c expansion in which case it is equal to the primitive \scan_stop:. In that case we throw an error. We could let TeX do it for us but that would result in the rather obscure

```
! You can't use `\relax' after \the.
```

which while quite true doesn't give many hints as to what actually went wrong. We provide something more sensible.

```
      \if_meaning:w \scan_stop: #1
        \__exp_eval_error_msg:w
      \fi:
```

The next bit requires some explanation. The function must be initiated by \exp:w and we want to terminate this expansion chain by inserting the \exp_end: token. However, we have to expand the register #1 before we do that. If it is a TeX register, we need to execute the sequence \exp_after:wN \exp_end: \tex_the:D #1 and if it is a macro we need to execute \exp_after:wN \exp_end: #1. We therefore issue the longer of the two sequences and if the register is a macro, we remove the \tex_the:D.

```
    \else:
      \exp_after:wN \use_i_ii:nnn
    \fi:
    \exp_after:wN \exp_end: \tex_the:D #1
  }
\cs_new:Npn \__exp_eval_register:c #1
  { \exp_after:wN \__exp_eval_register:N \cs:w #1 \cs_end: }
```

Clean up nicely, then call the undefined control sequence. The result is an error message looking like this:

```
! Undefined control sequence.
<argument> \LaTeX3 error:
                             Erroneous variable used!
l.55 \tl_set:Nv \l_tmpa_tl {undefined_tl}
```

```
\cs_new:Npn \__exp_eval_error_msg:w #1 \tex_the:D #2
  {
      \fi:
    \fi:
    \__kernel_msg_expandable_error:nnn { kernel } { bad-variable } {#2}
    \exp_end:
  }
```

(*End definition for* __exp_eval_register:N *and* __exp_eval_error_msg:w.)

6.2 Hand-tuned definitions

One of the most important features of these functions is that they are fully expandable.

\exp_args:Nc
\exp_args:cc

In l3basics.

(*End definition for* \exp_args:Nc *and* \exp_args:cc. *These functions are documented on page 29.*)

\exp_args:NNc
\exp_args:Ncc
\exp_args:Nccc

Here are the functions that turn their argument into csnames but are expandable.

```
\cs_new:Npn \exp_args:NNc #1#2#3
  { \exp_after:wN #1 \exp_after:wN #2 \cs:w # 3\cs_end: }
\cs_new:Npn \exp_args:Ncc #1#2#3
  { \exp_after:wN #1 \cs:w #2 \exp_after:wN \cs_end: \cs:w #3 \cs_end: }
\cs_new:Npn \exp_args:Nccc #1#2#3#4
  {
    \exp_after:wN #1
      \cs:w #2 \exp_after:wN \cs_end:
      \cs:w #3 \exp_after:wN \cs_end:
      \cs:w #4 \cs_end:
  }
```

(*End definition for* \exp_args:NNc *,* \exp_args:Ncc *, and* \exp_args:Nccc*. These functions are documented on page 31.*)

\exp_args:No
\exp_args:NNo
\exp_args:NNNo

Those lovely runs of expansion!

```
\cs_new:Npn \exp_args:No #1#2 { \exp_after:wN #1 \exp_after:wN {#2} }
\cs_new:Npn \exp_args:NNo #1#2#3
  { \exp_after:wN #1 \exp_after:wN #2 \exp_after:wN {#3} }
\cs_new:Npn \exp_args:NNNo #1#2#3#4
  { \exp_after:wN #1 \exp_after:wN#2 \exp_after:wN #3 \exp_after:wN {#4} }
```

(*End definition for* \exp_args:No *,* \exp_args:NNo *, and* \exp_args:NNNo*. These functions are documented on page 30.*)

\exp_args:Ne

When the \expanded primitive is available, use it. Otherwise use __exp_e:nn, defined later, to fully expand tokens.

```
\cs_if_exist:NTF \tex_expanded:D
  {
    \cs_new:Npn \exp_args:Ne #1#2
      { \exp_after:wN #1 \tex_expanded:D { {#2} } }
  }
  {
    \cs_new:Npn \exp_args:Ne #1#2
      {
        \exp_after:wN #1 \exp_after:wN
          { \exp:w \__exp_e:nn {#2} { } }
      }
  }
```

(*End definition for* \exp_args:Ne*. This function is documented on page 30.*)

\exp_args:Nf
\exp_args:NV
\exp_args:Nv

```
\cs_new:Npn \exp_args:Nf #1#2
  { \exp_after:wN #1 \exp_after:wN { \exp:w \exp_end_continue_f:w #2 } }
\cs_new:Npn \exp_args:Nv #1#2
  {
    \exp_after:wN #1 \exp_after:wN
      { \exp:w \__exp_eval_register:c {#2} }
  }
\cs_new:Npn \exp_args:NV #1#2
  {
    \exp_after:wN #1 \exp_after:wN
      { \exp:w \__exp_eval_register:N #2 }
  }
```

(*End definition for* `\exp_args:Nf` *,* `\exp_args:NV` *, and* `\exp_args:Nv`*. These functions are documented on page* *30**.*)

\exp_args:NNV
\exp_args:NNv
\exp_args:NNe
\exp_args:NNf
\exp_args:Nco
\exp_args:NcV
\exp_args:Ncv
\exp_args:Ncf
\exp_args:NVV

Some more hand-tuned function with three arguments. If we forced that an `o` argument always has braces, we could implement `\exp_args:Nco` with less tokens and only two arguments.

```
\cs_new:Npn \exp_args:NNV #1#2#3
  {
    \exp_after:wN #1
    \exp_after:wN #2
    \exp_after:wN { \exp:w \__exp_eval_register:N #3 }
  }
\cs_new:Npn \exp_args:NNv #1#2#3
  {
    \exp_after:wN #1
    \exp_after:wN #2
    \exp_after:wN { \exp:w \__exp_eval_register:c {#3} }
  }
\cs_if_exist:NTF \tex_expanded:D
  {
    \cs_new:Npn \exp_args:NNe #1#2#3
      {
        \exp_after:wN #1
        \exp_after:wN #2
        \tex_expanded:D { {#3} }
      }
  }
  { \cs_new:Npn \exp_args:NNe { \::N \::e \::: } }
\cs_new:Npn \exp_args:NNf #1#2#3
  {
    \exp_after:wN #1
    \exp_after:wN #2
    \exp_after:wN { \exp:w \exp_end_continue_f:w #3 }
  }
\cs_new:Npn \exp_args:Nco #1#2#3
  {
    \exp_after:wN #1
    \cs:w #2 \exp_after:wN \cs_end:
    \exp_after:wN {#3}
  }
\cs_new:Npn \exp_args:NcV #1#2#3
  {
    \exp_after:wN #1
    \cs:w #2 \exp_after:wN \cs_end:
    \exp_after:wN { \exp:w \__exp_eval_register:N #3 }
  }
\cs_new:Npn \exp_args:Ncv #1#2#3
  {
    \exp_after:wN #1
    \cs:w #2 \exp_after:wN \cs_end:
    \exp_after:wN { \exp:w \__exp_eval_register:c {#3} }
  }
\cs_new:Npn \exp_args:Ncf #1#2#3
  {
```

```
    \exp_after:wN #1
    \cs:w #2 \exp_after:wN \cs_end:
    \exp_after:wN { \exp:w \exp_end_continue_f:w #3 }
  }
\cs_new:Npn \exp_args:NVV #1#2#3
  {
    \exp_after:wN #1
    \exp_after:wN { \exp:w \exp_after:wN
      \__exp_eval_register:N \exp_after:wN #2 \exp_after:wN }
    \exp_after:wN { \exp:w \__exp_eval_register:N #3 }
  }
```

(*End definition for* `\exp_args:NNV` *and others. These functions are documented on page 31.*)

`\exp_args:NNNV`
`\exp_args:NcNc`
`\exp_args:NcNo`
`\exp_args:Ncco`

A few more that we can hand-tune.

```
\cs_new:Npn \exp_args:NNNV #1#2#3#4
  {
    \exp_after:wN #1
    \exp_after:wN #2
    \exp_after:wN #3
    \exp_after:wN { \exp:w \__exp_eval_register:N #4 }
  }
\cs_new:Npn \exp_args:NcNc #1#2#3#4
  {
    \exp_after:wN #1
    \cs:w #2 \exp_after:wN \cs_end:
    \exp_after:wN #3
    \cs:w #4 \cs_end:
  }
\cs_new:Npn \exp_args:NcNo #1#2#3#4
  {
    \exp_after:wN #1
    \cs:w #2 \exp_after:wN \cs_end:
    \exp_after:wN #3
    \exp_after:wN {#4}
  }
\cs_new:Npn \exp_args:Ncco #1#2#3#4
  {
    \exp_after:wN #1
    \cs:w #2 \exp_after:wN \cs_end:
    \cs:w #3 \exp_after:wN \cs_end:
    \exp_after:wN {#4}
  }
```

(*End definition for* `\exp_args:NNNV` *and others. These functions are documented on page 32.*)

`\exp_args:Nx`

```
\cs_new_protected:Npn \exp_args:Nx #1#2
  { \use:x { \exp_not:N #1 {#2} } }
```

(*End definition for* `\exp_args:Nx`*. This function is documented on page 31.*)

6.3 Last-unbraced versions

__exp_arg_last_unbraced:nn
\::o_unbraced
\::V_unbraced
\::v_unbraced
\::e_unbraced
\::f_unbraced
\::x_unbraced

There are a few places where the last argument needs to be available unbraced. First some helper macros.

```
\cs_new:Npn \__exp_arg_last_unbraced:nn #1#2 { #2#1 }
\cs_new:Npn \::o_unbraced \::: #1#2
  { \exp_after:wN \__exp_arg_last_unbraced:nn \exp_after:wN {#2} {#1} }
\cs_new:Npn \::V_unbraced \::: #1#2
  {
    \exp_after:wN \__exp_arg_last_unbraced:nn
      \exp_after:wN { \exp:w \__exp_eval_register:N #2 } {#1}
  }
\cs_new:Npn \::v_unbraced \::: #1#2
  {
    \exp_after:wN \__exp_arg_last_unbraced:nn
      \exp_after:wN { \exp:w \__exp_eval_register:c {#2} } {#1}
  }
\cs_if_exist:NTF \tex_expanded:D
  {
    \cs_new:Npn \::e_unbraced \::: #1#2
      { \tex_expanded:D { \exp_not:n {#1} #2 } }
  }
  {
    \cs_new:Npn \::e_unbraced \::: #1#2
      { \exp:w \__exp_e:nn {#2} {#1} }
  }
\cs_new:Npn \::f_unbraced \::: #1#2
  {
    \exp_after:wN \__exp_arg_last_unbraced:nn
      \exp_after:wN { \exp:w \exp_end_continue_f:w #2 } {#1}
  }
\cs_new_protected:Npn \::x_unbraced \::: #1#2
  {
    \cs_set_nopar:Npx \l__exp_internal_tl { \exp_not:n {#1} #2 }
    \l__exp_internal_tl
  }
```

(*End definition for* `\__exp_arg_last_unbraced:nn` *and others. These functions are documented on page* *37*.)

\exp_last_unbraced:No
\exp_last_unbraced:NV
\exp_last_unbraced:Nv
\exp_last_unbraced:Nf
\exp_last_unbraced:NNo
\exp_last_unbraced:NNV
\exp_last_unbraced:NNf
\exp_last_unbraced:Nco
\exp_last_unbraced:NcV
\exp_last_unbraced:NNNo
\exp_last_unbraced:NNNV
\exp_last_unbraced:NNNf
\exp_last_unbraced:Nno
\exp_last_unbraced:Noo
\exp_last_unbraced:Nfo
\exp_last_unbraced:NnNo
\exp_last_unbraced:NNNNo
\exp_last_unbraced:NNNNf
\exp_last_unbraced:Nx

Now the business end: most of these are hand-tuned for speed, but the general system is in place.

```
\cs_new:Npn \exp_last_unbraced:No #1#2 { \exp_after:wN #1 #2 }
\cs_new:Npn \exp_last_unbraced:NV #1#2
  { \exp_after:wN #1 \exp:w \__exp_eval_register:N #2 }
\cs_new:Npn \exp_last_unbraced:Nv #1#2
  { \exp_after:wN #1 \exp:w \__exp_eval_register:c {#2} }
\cs_if_exist:NTF \tex_expanded:D
  {
    \cs_new:Npn \exp_last_unbraced:Ne #1#2
      { \exp_after:wN #1 \tex_expanded:D {#2} }
  }
  { \cs_new:Npn \exp_last_unbraced:Ne { \::e_unbraced \::: } }
\cs_new:Npn \exp_last_unbraced:Nf #1#2
```

```
  { \exp_after:wN #1 \exp:w \exp_end_continue_f:w #2 }
\cs_new:Npn \exp_last_unbraced:NNo #1#2#3
  { \exp_after:wN #1 \exp_after:wN #2 #3 }
\cs_new:Npn \exp_last_unbraced:NNV #1#2#3
  {
    \exp_after:wN #1
    \exp_after:wN #2
    \exp:w \__exp_eval_register:N #3
  }
\cs_new:Npn \exp_last_unbraced:NNf #1#2#3
  {
    \exp_after:wN #1
    \exp_after:wN #2
    \exp:w \exp_end_continue_f:w #3
  }
\cs_new:Npn \exp_last_unbraced:Nco #1#2#3
  { \exp_after:wN #1 \cs:w #2 \exp_after:wN \cs_end: #3 }
\cs_new:Npn \exp_last_unbraced:NcV #1#2#3
  {
    \exp_after:wN #1
    \cs:w #2 \exp_after:wN \cs_end:
    \exp:w \__exp_eval_register:N #3
  }
\cs_new:Npn \exp_last_unbraced:NNNo #1#2#3#4
  { \exp_after:wN #1 \exp_after:wN #2 \exp_after:wN #3 #4 }
\cs_new:Npn \exp_last_unbraced:NNNV #1#2#3#4
  {
    \exp_after:wN #1
    \exp_after:wN #2
    \exp_after:wN #3
    \exp:w \__exp_eval_register:N #4
  }
\cs_new:Npn \exp_last_unbraced:NNNf #1#2#3#4
  {
    \exp_after:wN #1
    \exp_after:wN #2
    \exp_after:wN #3
    \exp:w \exp_end_continue_f:w #4
  }
\cs_new:Npn \exp_last_unbraced:Nno { \::n \::o_unbraced \::: }
\cs_new:Npn \exp_last_unbraced:Noo { \::o \::o_unbraced \::: }
\cs_new:Npn \exp_last_unbraced:Nfo { \::f \::o_unbraced \::: }
\cs_new:Npn \exp_last_unbraced:NnNo { \::n \::N \::o_unbraced \::: }
\cs_new:Npn \exp_last_unbraced:NNNNo #1#2#3#4#5
  { \exp_after:wN #1 \exp_after:wN #2 \exp_after:wN #3 \exp_after:wN #4 #5 }
\cs_new:Npn \exp_last_unbraced:NNNNf #1#2#3#4#5
  {
    \exp_after:wN #1
    \exp_after:wN #2
    \exp_after:wN #3
    \exp_after:wN #4
    \exp:w \exp_end_continue_f:w #5
  }
\cs_new_protected:Npn \exp_last_unbraced:Nx { \::x_unbraced \::: }
```

(*End definition for* `\exp_last_unbraced:No` *and others. These functions are documented on page 33.*)

`\exp_last_two_unbraced:Noo`
`\__exp_last_two_unbraced:noN`

If #2 is a single token then this can be implemented as

```
\cs_new:Npn \exp_last_two_unbraced:Noo #1 #2 #3
 { \exp_after:wN \exp_after:wN \exp_after:wN #1 \exp_after:wN #2 #3 }
```

However, for robustness this is not suitable. Instead, a bit of a shuffle is used to ensure that #2 can be multiple tokens.

```
\cs_new:Npn \exp_last_two_unbraced:Noo #1#2#3
  { \exp_after:wN \__exp_last_two_unbraced:noN \exp_after:wN {#3} {#2} #1 }
\cs_new:Npn \__exp_last_two_unbraced:noN #1#2#3
   { \exp_after:wN #3 #2 #1 }
```

(*End definition for* `\exp_last_two_unbraced:Noo` *and* `\__exp_last_two_unbraced:noN`*. This function is documented on page 33.*)

6.4 Preventing expansion

`\__kernel_exp_not:w`

At the kernel level, we need the primitive behaviour to allow expansion *before* the brace group.

```
\cs_new_eq:NN \__kernel_exp_not:w \tex_unexpanded:D
```

(*End definition for* `\__kernel_exp_not:w`*.*)

`\exp_not:c`
`\exp_not:o`
`\exp_not:e`
`\exp_not:f`
`\exp_not:V`
`\exp_not:v`

All these except `\exp_not:c` call the kernel-internal `\__kernel_exp_not:w` namely `\tex_unexpanded:D`.

```
\cs_new:Npn \exp_not:c #1 { \exp_after:wN \exp_not:N \cs:w #1 \cs_end: }
\cs_new:Npn \exp_not:o #1 { \__kernel_exp_not:w \exp_after:wN {#1} }
\cs_if_exist:NTF \tex_expanded:D
  {
    \cs_new:Npn \exp_not:e #1
      { \__kernel_exp_not:w \tex_expanded:D { {#1} } }
  }
  {
    \cs_new:Npn \exp_not:e
      { \__kernel_exp_not:w \exp_args:Ne \prg_do_nothing: }
  }
\cs_new:Npn \exp_not:f #1
  { \__kernel_exp_not:w \exp_after:wN { \exp:w \exp_end_continue_f:w #1 } }
\cs_new:Npn \exp_not:V #1
  {
    \__kernel_exp_not:w \exp_after:wN
      { \exp:w \__exp_eval_register:N #1 }
  }
\cs_new:Npn \exp_not:v #1
  {
    \__kernel_exp_not:w \exp_after:wN
      { \exp:w \__exp_eval_register:c {#1} }
  }
```

(*End definition for* `\exp_not:c` *and others. These functions are documented on page 34.*)

6.5 Controlled expansion

\exp:w
\exp_end:
\exp_end_continue_f:w
\exp_end_continue_f:nw

To trigger a sequence of "arbitrarily" many expansions we need a method to invoke TeX's expansion mechanism in such a way that (a) we are able to stop it in a controlled manner and (b) the result of what triggered the expansion in the first place is null, i.e., that we do not get any unwanted side effects. There aren't that many possibilities in TeX; in fact the one explained below might well be the only one (as normally the result of expansion is not null).

The trick here is to make use of the fact that `\tex_romannumeral:D` expands the tokens following it when looking for a number and that its expansion is null if that number turns out to be zero or negative. So we use that to start the expansion sequence: `\exp:w` is set equal to `\tex_romannumeral:D` in l3basics. To stop the expansion sequence in a controlled way all we need to provide is a constant integer zero as part of expanded tokens. As this is an integer constant it immediately stops `\tex_romannumeral:D`'s search for a number. Again, the definition of `\exp_end:` as the integer constant zero is in l3basics. (Note that according to our specification all tokens we expand initiated by `\exp:w` are supposed to be expandable (as well as their replacement text in the expansion) so we will not encounter a "number" that actually result in a roman numeral being generated. Or if we do then the programmer made a mistake.)

If on the other hand we want to stop the initial expansion sequence but continue with an `f`-type expansion we provide the alphabetic constant `` `^^@ `` that also represents `0` but this time TeX's syntax for a ⟨*number*⟩ continues searching for an optional space (and it continues expansion doing that) — see TeXbook page 269 for details.

```
\group_begin:
  \tex_catcode:D `\^^@ = 13
  \cs_new_protected:Npn \exp_end_continue_f:w { `^^@ }
```

If the above definition ever appears outside its proper context the active character `^^@` will be executed so we turn this into an error. The test for existence covers the (unlikely) case that some other code has already defined `^^@`: this is true for example for `xmltex.tex`.

```
  \if_cs_exist:N ^^@
  \else:
    \cs_new:Npn ^^@
      { \__kernel_msg_expandable_error:nn { kernel } { bad-exp-end-f } }
  \fi:
```

The same but grabbing an argument to remove spaces and braces.

```
  \cs_new:Npn \exp_end_continue_f:nw #1 { `^^@ #1 }
\group_end:
```

(*End definition for* `\exp:w` *and others. These functions are documented on page* *36*.)

6.6 Emulating e-type expansion

When the `\expanded` primitive is available it is used to implement `e`-type expansion; otherwise we emulate it.

```
\cs_if_exist:NF \tex_expanded:D
  {
```

__exp_e:nn
__exp_e_end:nn

Repeatedly expand tokens, keeping track of fully-expanded tokens in the second argument to `\__exp_e:nn`; this function eventually calls `\__exp_e_end:nn` to leave `\exp_end:` in the input stream, followed by the result of the expansion. There are many special cases:

spaces, brace groups, `\noexpand`, `\unexpanded`, `\the`, `\primitive`. While we use brace tricks `\if_false: { \fi:`, the expansion of this function is always triggered by `\exp:w` so brace balance is eventually restored after that is hit with a single step of expansion. Otherwise we could not nest `e`-type expansions within each other.

```
\cs_new:Npn \__exp_e:nn #1
  {
    \if_false: { \fi:
      \tl_if_head_is_N_type:nTF {#1}
        { \__exp_e:N }
        {
          \tl_if_head_is_group:nTF {#1}
            { \__exp_e_group:n }
            {
              \tl_if_empty:nTF {#1}
                { \exp_after:wN \__exp_e_end:nn }
                { \exp_after:wN \__exp_e_space:nn }
              \exp_after:wN { \if_false: } \fi:
            }
        }
      #1
    }
  }
\cs_new:Npn \__exp_e_end:nn #1#2 { \exp_end: #2 }
```

(*End definition for* `\__exp_e:nn` *and* `\__exp_e_end:nn`.)

`\__exp_e_space:nn`

For an explicit space character, remove it by `f`-expansion and put it in the (future) output.

```
\cs_new:Npn \__exp_e_space:nn #1#2
  { \exp_args:Nf \__exp_e:nn {#1} { #2 ~ } }
```

(*End definition for* `\__exp_e_space:nn`.)

`\__exp_e_group:n`
`\__exp_e_put:nn`
`\__exp_e_put:nnn`

For a group, expand its contents, wrap it in two pairs of braces, and call `\__exp_e_put:nn`. This function places the first item (the double-brace wrapped result) into the output. Importantly, `\tl_head:n` works even if the input contains quarks.

```
\cs_new:Npn \__exp_e_group:n #1
  {
    \exp_after:wN \__exp_e_put:nn
    \exp_after:wN { \exp_after:wN { \exp_after:wN {
          \exp:w \if_false: } \fi: \__exp_e:nn {#1} { } } }
  }
\cs_new:Npn \__exp_e_put:nn #1
  {
    \exp_args:NNo \exp_args:No \__exp_e_put:nnn
      { \tl_head:n {#1} } {#1}
  }
\cs_new:Npn \__exp_e_put:nnn #1#2#3
  { \exp_args:No \__exp_e:nn { \use_none:n #2 } { #3 #1 } }
```

(*End definition for* `\__exp_e_group:n`, `\__exp_e_put:nn`, *and* `\__exp_e_put:nnn`.)

__exp_e:N
__exp_e:Nnn
__exp_e_protected:Nnn
__exp_e_expandable:Nnn

For an N-type token, call `\__exp_e:Nnn` with arguments the ⟨*first token*⟩, the remaining tokens to expand and what's already been expanded. If the ⟨*first token*⟩ is non-expandable, including `\protected` (`\long` or not) macros, it is put in the result by `\__exp_e_protected:Nnn`. The four special primitives `\unexpanded`, `\noexpand`, `\the`, `\primitive` are detected; otherwise the token is expanded by `\__exp_e_expandable:Nnn`.

```
\cs_new:Npn \__exp_e:N #1
  {
    \exp_after:wN \__exp_e:Nnn
    \exp_after:wN #1
    \exp_after:wN { \if_false: } \fi:
  }
\cs_new:Npn \__exp_e:Nnn #1
  {
    \if_case:w
      \exp_after:wN \if_meaning:w \exp_not:N #1 #1 1 ~ \fi:
      \token_if_protected_macro:NT #1 { 1 ~ }
      \token_if_protected_long_macro:NT #1 { 1 ~ }
      \if_meaning:w \exp_not:n #1 2 ~ \fi:
      \if_meaning:w \exp_not:N #1 3 ~ \fi:
      \if_meaning:w \tex_the:D #1 4 ~ \fi:
      \if_meaning:w \tex_primitive:D #1 5 ~ \fi:
      0 ~
      \exp_after:wN \__exp_e_expandable:Nnn
    \or: \exp_after:wN \__exp_e_protected:Nnn
    \or: \exp_after:wN \__exp_e_unexpanded:Nnn
    \or: \exp_after:wN \__exp_e_noexpand:Nnn
    \or: \exp_after:wN \__exp_e_the:Nnn
    \or: \exp_after:wN \__exp_e_primitive:Nnn
    \fi:
    #1
  }
\cs_new:Npn \__exp_e_protected:Nnn #1#2#3
  { \__exp_e:nn {#2} { #3 #1 } }
\cs_new:Npn \__exp_e_expandable:Nnn #1#2
  { \exp_args:No \__exp_e:nn { #1 #2 } }
```

(*End definition for* `\__exp_e:N` *and others.*)

__exp_e_primitive:Nnn
__exp_e_primitive_aux:NNw
__exp_e_primitive_aux:NNnn
__exp_e_primitive_other:NNnn
__exp_e_primitive_other_aux:nNNnn

We don't try hard to make sensible error recovery since the error recovery of `\tex_primitive:D` when followed by something else than a primitive depends on the engine. The only valid case is when what follows is N-type. Then distinguish special primitives `\unexpanded`, `\noexpand`, `\the`, `\primitive` from other primitives. In the "other" case, the only reasonable way to check if the primitive that follows `\tex_primitive:D` is expandable is to expand and compare the before-expansion and after-expansion results. If they coincide then probably the primitive is non-expandable and should be put in the output together with `\tex_primitive:D` (one can cook up contrived counter-examples where the true `\expanded` would have an infinite loop), and otherwise one should continue expanding.

```
\cs_new:Npn \__exp_e_primitive:Nnn #1#2
  {
    \if_false: { \fi:
      \tl_if_head_is_N_type:nTF {#2}
        { \__exp_e_primitive_aux:NNw #1 }
```

```
          {
            \__kernel_msg_expandable_error:nnn { kernel } { e-type }
              { Missing~primitive~name }
            \__exp_e_primitive_aux:NNw #1 \c_empty_tl
          }
        #2
      }
    }
  \cs_new:Npn \__exp_e_primitive_aux:NNw #1#2
    {
      \exp_after:wN \__exp_e_primitive_aux:NNnn
      \exp_after:wN #1
      \exp_after:wN #2
      \exp_after:wN { \if_false: } \fi:
    }
  \cs_new:Npn \__exp_e_primitive_aux:NNnn #1#2
    {
      \exp_args:Nf \str_case_e:nnTF { \cs_to_str:N #2 }
        {
          { unexpanded } { \__exp_e_unexpanded:Nnn \exp_not:n }
          { noexpand } { \__exp_e_noexpand:Nnn \exp_not:N }
          { the } { \__exp_e_the:Nnn \tex_the:D }
          {
            \sys_if_engine_xetex:T { pdf }
            \sys_if_engine_luatex:T { pdf }
            primitive
          } { \__exp_e_primitive:Nnn #1 }
        }
        { \__exp_e_primitive_other:NNnn #1 #2 }
    }
  \cs_new:Npn \__exp_e_primitive_other:NNnn #1#2#3
    {
      \exp_args:No \__exp_e_primitive_other_aux:nNNnn
        { #1 #2 #3 }
        #1 #2 {#3}
    }
  \cs_new:Npn \__exp_e_primitive_other_aux:nNNnn #1#2#3#4#5
    {
      \str_if_eq:nnTF {#1} { #2 #3 #4 }
        { \__exp_e:nn {#4} { #5 #2 #3 } }
        { \__exp_e:nn {#1} {#5} }
    }
```

(*End definition for* `\__exp_e_primitive:Nnn` *and others.*)

`\__exp_e_noexpand:Nnn` The `\noexpand` primitive has no effect when followed by a token that is not `N`-type; otherwise `\__exp_e_put:nn` can grab the next token and put it in the result unchanged.

```
  \cs_new:Npn \__exp_e_noexpand:Nnn #1#2
    {
      \tl_if_head_is_N_type:nTF {#2}
        { \__exp_e_put:nn } { \__exp_e:nn } {#2}
    }
```

(*End definition for* `\__exp_e_noexpand:Nnn`.)

__exp_e_unexpanded:Nnn
__exp_e_unexpanded:nn
__exp_e_unexpanded:nN
__exp_e_unexpanded:N

The \unexpanded primitive expands and ignores any space, \scan_stop:, or token affected by \exp_not:N, then expects a brace group. Since we only support brace-balanced token lists it is impossible to support the case where the argument of \unexpanded starts with an implicit brace. Even though we want to expand and ignore spaces we cannot blindly f-expand because tokens affected by \exp_not:N should discarded without being expanded further.

As usual distinguish four cases: brace group (the normal case, where we just put the item in the result), space (just f-expand to remove the space), empty (an error), or N-type ⟨*token*⟩. In the last case call __exp_e_unexpanded:nN triggered by an f-expansion. Having a non-expandable ⟨*token*⟩ after \unexpanded is an error (we recover by passing {} to \unexpanded; this is different from TeX because the error recovery of \unexpanded changes the balance of braces), unless that ⟨*token*⟩ is \scan_stop: or a space (recall that we don't implement the case of an implicit begin-group token). An expandable ⟨*token*⟩ is instead expanded, unless it is \noexpand. The latter primitive can be followed by an expandable N-type token (removed), by a non-expandable one (kept and later causing an error), by a space (removed by f-expansion), or by a brace group or nothing (later causing an error).

```
\cs_new:Npn \__exp_e_unexpanded:Nnn #1 { \__exp_e_unexpanded:nn }
\cs_new:Npn \__exp_e_unexpanded:nn #1
  {
    \tl_if_head_is_N_type:nTF {#1}
      {
        \exp_args:Nf \__exp_e_unexpanded:nn
          { \__exp_e_unexpanded:nN {#1} #1 }
      }
      {
        \tl_if_head_is_group:nTF {#1}
          { \__exp_e_put:nn }
          {
            \tl_if_empty:nTF {#1}
              {
                \__kernel_msg_expandable_error:nnn
                  { kernel } { e-type }
                  { \unexpanded missing~brace }
                \__exp_e_end:nn
              }
              { \exp_args:Nf \__exp_e_unexpanded:nn }
          }
        {#1}
      }
  }
\cs_new:Npn \__exp_e_unexpanded:nN #1#2
  {
    \exp_after:wN \if_meaning:w \exp_not:N #2 #2
      \exp_after:wN \use_i:nn
    \else:
      \exp_after:wN \use_ii:nn
    \fi:
    {
      \token_if_eq_catcode:NNTF #2 \c_space_token
        { \exp_stop_f: }
        {
```

```
          \token_if_eq_meaning:NNTF #2 \scan_stop:
            { \exp_stop_f: }
            {
              \__kernel_msg_expandable_error:nnn
                { kernel } { e-type }
                { \unexpanded missing~brace }
              { }
            }
        }
    }
    {
      \token_if_eq_meaning:NNTF #2 \exp_not:N
        {
          \exp_args:No \tl_if_head_is_N_type:nT { \use_none:n #1 }
            { \__exp_e_unexpanded:N }
        }
        { \exp_after:wN \exp_stop_f: #2 }
    }
  }
\cs_new:Npn \__exp_e_unexpanded:N #1
  {
    \exp_after:wN \if_meaning:w \exp_not:N #1 #1 \else:
      \exp_after:wN \use_i:nn
    \fi:
    \exp_stop_f: #1
  }
```

(*End definition for* `\__exp_e_unexpanded:Nnn` *and others.*)

`\__exp_e_the:Nnn`
`\__exp_e_the:N`
`\__exp_e_the_toks_reg:N`

Finally implement `\the`. Followed by anything other than an `N`-type ⟨*token*⟩ this causes an error (we just let TeX make one), otherwise we test the ⟨*token*⟩. If the ⟨*token*⟩ is expandable, expand it. Otherwise it could be any kind of register, or things like `\numexpr`, so there is no way to deal with all cases. Thankfully, only `\toks` data needs to be protected from expansion since everything else gives a string of characters. If the ⟨*token*⟩ is `\toks` we find a number and unpack using the `the_toks` functions. If it is a token register we unpack it in a brace group and call `\__exp_e_put:nn` to move it to the result. Otherwise we unpack and continue expanding (useless but safe) since it is basically impossible to have a handle on where the result of `\the` ends.

```
\cs_new:Npn \__exp_e_the:Nnn #1#2
  {
    \tl_if_head_is_N_type:nTF {#2}
      { \if_false: { \fi: \__exp_e_the:N #2 } }
      { \exp_args:No \__exp_e:nn { \tex_the:D #2 } }
  }
\cs_new:Npn \__exp_e_the:N #1
  {
    \exp_after:wN \if_meaning:w \exp_not:N #1 #1
      \exp_after:wN \use_i:nn
    \else:
      \exp_after:wN \use_ii:nn
    \fi:
    {
      \if_meaning:w \tex_toks:D #1
        \exp_after:wN \__exp_e_the_toks:wnn \int_value:w
```

```
            \exp_after:wN \__exp_e_the_toks:n
            \exp_after:wN { \int_value:w \if_false: } \fi:
          \else:
            \__exp_e_if_toks_register:NTF #1
              { \exp_after:wN \__exp_e_the_toks_reg:N }
              {
                \exp_after:wN \__exp_e:nn \exp_after:wN {
                  \tex_the:D \if_false: } \fi:
              }
            \exp_after:wN #1
          \fi:
        }
        {
          \exp_after:wN \__exp_e_the:Nnn \exp_after:wN ?
          \exp_after:wN { \exp:w \if_false: } \fi:
          \exp_after:wN \exp_end: #1
        }
    }
  \cs_new:Npn \__exp_e_the_toks_reg:N #1
    {
      \exp_after:wN \__exp_e_put:nn \exp_after:wN {
        \exp_after:wN {
          \tex_the:D \if_false: } \fi: #1 }
    }
```

(*End definition for* `\__exp_e_the:Nnn`*,* `\__exp_e_the:N`*, and* `\__exp_e_the_toks_reg:N`*.*)

`\__exp_e_the_toks:wnn`
`\__exp_e_the_toks:n`
`\__exp_e_the_toks:N`

The calling function has applied `\int_value:w` so we collect digits with `\__exp_e_the_toks:n` (which gets the token list as an argument) and `\__exp_e_the_toks:N` (which gets the first token in case it is N-type). The digits are themselves collected into an `\int_value:w` argument to `\__exp_e_the_toks:wnn`. Then that function unpacks the `\toks`⟨*number*⟩ into the result. We include `?` because `\__exp_e_put:nnn` removes one item from its second argument. Note that our approach is rather crude: in cases like `\the\toks12~34` the first `\int_value:w` removes the space and we will incorrectly unpack the `\the\toks1234`.

```
  \cs_new:Npn \__exp_e_the_toks:wnn #1; #2
    {
      \exp_args:No \__exp_e_put:nnn
        { \tex_the:D \tex_toks:D #1 } { ? #2 }
    }
  \cs_new:Npn \__exp_e_the_toks:n #1
    {
      \tl_if_head_is_N_type:nTF {#1}
        { \exp_after:wN \__exp_e_the_toks:N \if_false: { \fi: #1 } }
        { ; {#1} }
    }
  \cs_new:Npn \__exp_e_the_toks:N #1
    {
      \if_int_compare:w 10 < 9 \token_to_str:N #1 \exp_stop_f:
        \exp_after:wN \use_i:nn
      \else:
        \exp_after:wN \use_ii:nn
      \fi:
      {
```

```
        #1
        \exp_after:wN \__exp_e_the_toks:n
        \exp_after:wN { \if_false: } \fi:
      }
      {
        \exp_after:wN ;
        \exp_after:wN { \if_false: } \fi: #1
      }
    }
```

(*End definition for* `\__exp_e_the_toks:wnn`, `\__exp_e_the_toks:n`, *and* `\__exp_e_the_toks:N`.)

`\__exp_e_if_toks_register:NTF`
`\__exp_e_the_XeTeXinterchartoks:`
`\__exp_e_the_errhelp:`
`\__exp_e_the_everycr:`
`\__exp_e_the_everydisplay:`
`\__exp_e_the_everyeof:`
`\__exp_e_the_everyhbox:`
`\__exp_e_the_everyjob:`
`\__exp_e_the_everymath:`
`\__exp_e_the_everypar:`
`\__exp_e_the_everyvbox:`
`\__exp_e_the_output:`
`\__exp_e_the_pdfpageattr:`
`\__exp_e_the_pdfpageresources:`
`\__exp_e_the_pdfpagesattr:`
`\__exp_e_the_pdfpkmode:`

We need to detect both `\toks` registers like `\toks@` in LaTeX 2ε and parameters such as `\everypar`, as the result of unpacking the register should not expand further. Registers are found by `\token_if_toks_register:NTF` by inspecting the meaning. The list of parameters is finite so we just use a `\cs_if_exist:cTF` test to look up in a table. We abuse `\cs_to_str:N`'s ability to remove a leading escape character whatever it is.

```
  \prg_new_conditional:Npnn \__exp_e_if_toks_register:N #1 { TF }
    {
      \token_if_toks_register:NTF #1 { \prg_return_true: }
        {
          \cs_if_exist:cTF
            {
              __exp_e_the_
              \exp_after:wN \cs_to_str:N
              \token_to_meaning:N #1
              :
            } { \prg_return_true: } { \prg_return_false: }
        }
    }
  \cs_new_eq:NN \__exp_e_the_XeTeXinterchartoks: ?
  \cs_new_eq:NN \__exp_e_the_errhelp: ?
  \cs_new_eq:NN \__exp_e_the_everycr: ?
  \cs_new_eq:NN \__exp_e_the_everydisplay: ?
  \cs_new_eq:NN \__exp_e_the_everyeof: ?
  \cs_new_eq:NN \__exp_e_the_everyhbox: ?
  \cs_new_eq:NN \__exp_e_the_everyjob: ?
  \cs_new_eq:NN \__exp_e_the_everymath: ?
  \cs_new_eq:NN \__exp_e_the_everypar: ?
  \cs_new_eq:NN \__exp_e_the_everyvbox: ?
  \cs_new_eq:NN \__exp_e_the_output: ?
  \cs_new_eq:NN \__exp_e_the_pdfpageattr: ?
  \cs_new_eq:NN \__exp_e_the_pdfpageresources: ?
  \cs_new_eq:NN \__exp_e_the_pdfpagesattr: ?
  \cs_new_eq:NN \__exp_e_the_pdfpkmode: ?
```

(*End definition for* `\__exp_e_if_toks_register:NTF` *and others.*)

We are done emulating e-type argument expansion when `\expanded` is unavailable.

```
}
```

6.7 Defining function variants

```
⟨@@=cs⟩
```

`\cs_generate_variant:Nn`
`\cs_generate_variant:cn`

`#1` : Base form of a function; *e.g.*, `\tl_set:Nn`

#2 : One or more variant argument specifiers; e.g., {Nx,c,cx}

After making sure that the base form exists, test whether it is protected or not and define __cs_tmp:w as either \cs_new:Npx or \cs_new_protected:Npx, which is then used to define all the variants (except those involving x-expansion, always protected). Split up the original base function only once, to grab its name and signature. Then we wish to iterate through the comma list of variant argument specifiers, which we first convert to a string: the reason is explained later.

```
\cs_new_protected:Npn \cs_generate_variant:Nn #1#2
  {
    \__cs_generate_variant:N #1
    \use:x
      {
        \__cs_generate_variant:nnNN
          \cs_split_function:N #1
          \exp_not:N #1
          \tl_to_str:n {#2} ,
            \exp_not:N \scan_stop: ,
            \exp_not:N \q_recursion_stop
      }
  }
\cs_new_protected:Npn \cs_generate_variant:cn
  { \exp_args:Nc \cs_generate_variant:Nn }
```

(*End definition for* \cs_generate_variant:Nn. *This function is documented on page* *27*.)

__cs_generate_variant:N
__cs_generate_variant:ww
__cs_generate_variant:wwNw

The goal here is to pick up protected parent functions. There are four cases: the parent function can be a primitive or a macro, and can be expandable or not. For non-expandable primitives, all variants should be protected; skipping the \else: branch is safe because non-expandable primitives cannot be TEX conditionals.

The other case where variants should be protected is when the parent function is a protected macro: then protected appears in the meaning before the fist occurrence of macro. The ww auxiliary removes everything in the meaning string after the first ma. We use ma rather than the full macro because the meaning of the \firstmark primitive (and four others) can contain an arbitrary string after a leading firstmark:. Then, look for pr in the part we extracted: no need to look for anything longer: the only strings we can have are an empty string, \long␣, \protected␣, \protected\long␣, \first, \top, \bot, \splittop, or \splitbot, with \ replaced by the appropriate escape character. If pr appears in the part before ma, the first \q_mark is taken as an argument of the wwNw auxiliary, and #3 is \cs_new_protected:Npx, otherwise it is \cs_new:Npx.

```
\cs_new_protected:Npx \__cs_generate_variant:N #1
  {
    \exp_not:N \exp_after:wN \exp_not:N \if_meaning:w
      \exp_not:N \exp_not:N #1 #1
      \cs_set_eq:NN \exp_not:N \__cs_tmp:w \cs_new_protected:Npx
    \exp_not:N \else:
      \exp_not:N \exp_after:wN \exp_not:N \__cs_generate_variant:ww
        \exp_not:N \token_to_meaning:N #1 \tl_to_str:n { ma }
          \exp_not:N \q_mark
        \exp_not:N \q_mark \cs_new_protected:Npx
        \tl_to_str:n { pr }
        \exp_not:N \q_mark \cs_new:Npx
        \exp_not:N \q_stop
```

```
    \exp_not:N \fi:
  }
\exp_last_unbraced:NNNNo
  \cs_new_protected:Npn \__cs_generate_variant:ww
    #1 { \tl_to_str:n { ma } } #2 \q_mark
    { \__cs_generate_variant:wwNw #1 }
\exp_last_unbraced:NNNNo
  \cs_new_protected:Npn \__cs_generate_variant:wwNw
    #1 { \tl_to_str:n { pr } } #2 \q_mark #3 #4 \q_stop
    { \cs_set_eq:NN \__cs_tmp:w #3 }
```

(*End definition for* `\__cs_generate_variant:N`*,* `\__cs_generate_variant:ww`*, and* `\__cs_generate_variant:wwNw`*.*)

`\__cs_generate_variant:nnNN`

`#1` : Base name.
`#2` : Base signature.
`#3` : Boolean.
`#4` : Base function.

If the boolean is `\c_false_bool`, the base function has no colon and we abort with an error; otherwise, set off a loop through the desired variant forms. The original function is retained as `#4` for efficiency.

```
\cs_new_protected:Npn \__cs_generate_variant:nnNN #1#2#3#4
  {
    \if_meaning:w \c_false_bool #3
      \__kernel_msg_error:nnx { kernel } { missing-colon }
        { \token_to_str:c {#1} }
      \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
    \fi:
    \__cs_generate_variant:Nnnw #4 {#1}{#2}
  }
```

(*End definition for* `\__cs_generate_variant:nnNN`*.*)

`\__cs_generate_variant:Nnnw`

`#1` : Base function.
`#2` : Base name.
`#3` : Base signature.
`#4` : Beginning of variant signature.

First check whether to terminate the loop over variant forms. Then, for each variant form, construct a new function name using the original base name, the variant signature consisting of l letters and the last $k-l$ letters of the base signature (of length k). For example, for a base function `\prop_put:Nnn` which needs a `cV` variant form, we want the new signature to be `cVn`.

There are further subtleties:

- In `\cs_generate_variant:Nn \foo:nnTF {xxTF}`, we must define `\foo:xxTF` using `\exp_args:Nxx`, rather than a hypothetical `\exp_args:NxxTF`. Thus, we wish to trim a common trailing part from the base signature and the variant signature.
- In `\cs_generate_variant:Nn \foo:on {ox}`, the function `\foo:ox` must be defined using `\exp_args:Nnx`, not `\exp_args:Nox`, to avoid double `o` expansion.
- Lastly, `\cs_generate_variant:Nn \foo:on {xn}` must trigger an error, because we do not have a means to replace `o`-expansion by `x`-expansion. More generally, we can only convert `N` to `c`, or convert `n` to `V`, `v`, `o`, `f`, `x`.

All this boils down to a few rules. Only `n` and `N`-type arguments can be replaced by `\cs_generate_variant:Nn`. Other argument types are allowed to be passed unchanged from the base form to the variant: in the process they are changed to `n` except for `N` and `p`-type arguments. A common trailing part is ignored.

We compare the base and variant signatures one character at a time within `x`-expansion. The result is given to `\__cs_generate_variant:wwNN` (defined later) in the form ⟨*processed variant signature*⟩ `\q_mark` ⟨*errors*⟩ `\q_stop` ⟨*base function*⟩ ⟨*new function*⟩. If all went well, ⟨*errors*⟩ is empty; otherwise, it is a kernel error message and some clean-up code.

Note the space after `#3` and after the following brace group. Those are ignored by TeX when fetching the last argument for `\__cs_generate_variant_loop:nNwN`, but can be used as a delimiter for `\__cs_generate_variant_loop_end:nwwwNNnn`.

```
\cs_new_protected:Npn \__cs_generate_variant:Nnnw #1#2#3#4 ,
  {
    \if_meaning:w \scan_stop: #4
      \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
    \fi:
    \use:x
      {
        \exp_not:N \__cs_generate_variant:wwNN
        \__cs_generate_variant_loop:nNwN { }
          #4
          \__cs_generate_variant_loop_end:nwwwNNnn
          \q_mark
          #3 ~
          { ~ { } \fi: \__cs_generate_variant_loop_long:wNNnn } ~
          { }
          \q_stop
        \exp_not:N #1 {#2} {#4}
      }
    \__cs_generate_variant:Nnnw #1 {#2} {#3}
  }
```

(*End definition for* `\__cs_generate_variant:Nnnw`.)

`\__cs_generate_variant_loop:nNwN`
`\__cs_generate_variant_loop_base:N`
`\__cs_generate_variant_loop_same:w`
`\__cs_generate_variant_loop_end:nwwwNNnn`
`\__cs_generate_variant_loop_long:wNNnn`
`\__cs_generate_variant_loop_invalid:NNwNNnn`
`\__cs_generate_variant_loop_special:NNwNNnn`

`#1` : Last few consecutive letters common between the base and variant (more precisely, `\__cs_generate_variant_same:N` ⟨*letter*⟩ for each letter).

`#2` : Next variant letter.

`#3` : Remainder of variant form.

`#4` : Next base letter.

The first argument is populated by `\__cs_generate_variant_loop_same:w` when a variant letter and a base letter match. It is flushed into the input stream whenever the two letters are different: if the loop ends before, the argument is dropped, which means that trailing common letters are ignored.

The case where the two letters are different is only allowed if the base is `N` and the variant is `c`, or when the base is `n` and the variant is `o`, `V`, `v`, `f` or `x`. Otherwise, call `\__cs_generate_variant_loop_invalid:NNwNNnn` to remove the end of the loop, get arguments at the end of the loop, and place an appropriate error message as a second argument of `\__cs_generate_variant:wwNN`. If the letters are distinct and the base letter is indeed `n` or `N`, leave in the input stream whatever argument `#1` was collected, and the next variant letter `#2`, then loop by calling `\__cs_generate_variant_loop:nNwN`.

The loop can stop in three ways.

- If the end of the variant form is encountered first, #2 is __cs_generate_variant_-loop_end:nwwwNNnn (expanded by the conditional \if:w), which inserts some tokens to end the conditional; grabs the ⟨*base name*⟩ as #7, the ⟨*variant signature*⟩ #8, the ⟨*next base letter*⟩ #1 and the part #3 of the base signature that wasn't read yet; and combines those into the ⟨*new function*⟩ to be defined.
- If the end of the base form is encountered first, #4 is ~{}\fi: which ends the conditional (with an empty expansion), followed by __cs_generate_variant_loop_-long:wNNnn, which places an error as the second argument of __cs_generate_-variant:wwNN.
- The loop can be interrupted early if the requested expansion is unavailable, namely when the variant and base letters differ and the base is not the right one (n or N to support the variant). In that case too an error is placed as the second argument of __cs_generate_variant:wwNN.

Note that if the variant form has the same length as the base form, #2 is as described in the first point, and #4 as described in the second point above. The __cs_generate_-variant_loop_end:nwwwNNnn breaking function takes the empty brace group in #4 as its first argument: this empty brace group produces the correct signature for the full variant.

```
\cs_new:Npn \__cs_generate_variant_loop:nNwN #1#2#3 \q_mark #4
  {
    \if:w #2 #4
      \exp_after:wN \__cs_generate_variant_loop_same:w
    \else:
      \if:w #4 \__cs_generate_variant_loop_base:N #2 \else:
        \if:w 0
          \if:w N #4 \else: \if:w n #4 \else: 1 \fi: \fi:
          \if:w \scan_stop: \__cs_generate_variant_loop_base:N #2 1 \fi:
          0
          \__cs_generate_variant_loop_special:NNwNNnn #4#2
        \else:
          \__cs_generate_variant_loop_invalid:NNwNNnn #4#2
        \fi:
      \fi:
    \fi:
    #1
    \prg_do_nothing:
    #2
    \__cs_generate_variant_loop:nNwN { } #3 \q_mark
  }
\cs_new:Npn \__cs_generate_variant_loop_base:N #1
  {
    \if:w c #1 N \else:
      \if:w o #1 n \else:
        \if:w V #1 n \else:
          \if:w v #1 n \else:
            \if:w f #1 n \else:
              \if:w e #1 n \else:
                \if:w x #1 n \else:
                  \if:w n #1 n \else:
                    \if:w N #1 N \else:
```

```
                      \scan_stop:
                    \fi:
                  \fi:
                \fi:
              \fi:
            \fi:
          \fi:
        \fi:
      \fi:
    \fi:
  }
\cs_new:Npn \__cs_generate_variant_loop_same:w
    #1 \prg_do_nothing: #2#3#4
  { #3 { #1 \__cs_generate_variant_same:N #2 } }
\cs_new:Npn \__cs_generate_variant_loop_end:nwwwNNnn
    #1#2 \q_mark #3 ~ #4 \q_stop #5#6#7#8
  {
    \scan_stop: \scan_stop: \fi:
    \exp_not:N \q_mark
    \exp_not:N \q_stop
    \exp_not:N #6
    \exp_not:c { #7 : #8 #1 #3 }
  }
\cs_new:Npn \__cs_generate_variant_loop_long:wNNnn #1 \q_stop #2#3#4#5
  {
    \exp_not:n
      {
        \q_mark
        \__kernel_msg_error:nnxx { kernel } { variant-too-long }
          {#5} { \token_to_str:N #3 }
        \use_none:nnn
        \q_stop
        #3
        #3
      }
  }
\cs_new:Npn \__cs_generate_variant_loop_invalid:NNwNNnn
    #1#2 \fi: \fi: \fi: #3 \q_stop #4#5#6#7
  {
    \fi: \fi: \fi:
    \exp_not:n
      {
        \q_mark
        \__kernel_msg_error:nnxxxx { kernel } { invalid-variant }
          {#7} { \token_to_str:N #5 } {#1} {#2}
        \use_none:nnn
        \q_stop
        #5
        #5
      }
  }
\cs_new:Npn \__cs_generate_variant_loop_special:NNwNNnn
  #1#2#3 \q_stop #4#5#6#7
  {
```

```
    #3 \q_stop #4 #5 {#6} {#7}
    \exp_not:n
      {
        \__kernel_msg_error:nnxxxx
          { kernel } { deprecated-variant }
          {#7} { \token_to_str:N #5 } {#1} {#2}
      }
  }
```

(*End definition for* `\__cs_generate_variant_loop:nNwN` *and others.*)

`\__cs_generate_variant_same:N`

When the base and variant letters are identical, don't do any expansion. For most argument types, we can use the `n`-type no-expansion, but the `N` and `p` types require a slightly different behaviour with respect to braces. For `V`-type this function could output `N` to avoid adding useless braces but that is not a problem.

```
\cs_new:Npn \__cs_generate_variant_same:N #1
  {
    \if:w N #1 #1 \else:
      \if:w p #1 #1 \else:
        \token_to_str:N n
        \if:w n #1 \else:
          \__cs_generate_variant_loop_special:NNwNNnn #1#1
        \fi:
      \fi:
    \fi:
  }
```

(*End definition for* `\__cs_generate_variant_same:N`.)

`\__cs_generate_variant:wwNN`

If the variant form has already been defined, log its existence (provided `log-functions` is active). Otherwise, make sure that the `\exp_args:N #3` form is defined, and if it contains `x`, change `\__cs_tmp:w` locally to `\cs_new_protected:Npx`. Then define the variant by combining the `\exp_args:N #3` variant and the base function.

```
\cs_new_protected:Npn \__cs_generate_variant:wwNN
    #1 \q_mark #2 \q_stop #3#4
  {
    #2
    \cs_if_free:NT #4
      {
        \group_begin:
          \__cs_generate_internal_variant:n {#1}
          \__cs_tmp:w #4 { \exp_not:c { exp_args:N #1 } \exp_not:N #3 }
        \group_end:
      }
  }
```

(*End definition for* `\__cs_generate_variant:wwNN`.)

`\__cs_generate_internal_variant:n`
`\__cs_generate_internal_variant_loop:n`

First test for the presence of `x` (this is where working with strings makes our lives easier), as the result should be protected, and the next variant to be defined using that internal variant should be protected (done by setting `\__cs_tmp:w`). Then call `\__cs_generate_internal_variant:NNn` with arguments `\cs_new_protected:cpn \use:x` (for protected) or `\cs_new:cpn \tex_expanded:D` (expandable) and the signature. If `p` appears in the signature, or if the function to be defined is expandable and the primitive \expanded is not available, call some fall-back code that just puts the appropriate \:: commands. Otherwise, call __cs_generate_internal_one_go:NNn to construct the \exp_args:N... function as a macro taking up to 9 arguments and expanding them using \use:x or \tex_expanded:D.

```
\cs_new_protected:Npx \__cs_generate_internal_variant:n #1
  {
    \exp_not:N \__cs_generate_internal_variant:wwnNwn
      #1 \exp_not:N \q_mark
        { \cs_set_eq:NN \exp_not:N \__cs_tmp:w \cs_new_protected:Npx }
        \cs_new_protected:cpn
        \use:x
      \token_to_str:N x \exp_not:N \q_mark
        { }
        \cs_new:cpn
        \exp_not:N \tex_expanded:D
    \exp_not:N \q_stop
      {#1}
  }
\exp_last_unbraced:NNNNo
  \cs_new_protected:Npn \__cs_generate_internal_variant:wwnNwn #1
    { \token_to_str:N x } #2 \q_mark #3#4#5#6 \q_stop #7
  {
    #3
    \cs_if_free:cT { exp_args:N #7 }
      { \__cs_generate_internal_variant:NNn #4 #5 {#7} }
  }
\cs_set_protected:Npn \__cs_tmp:w #1
  {
    \cs_new_protected:Npn \__cs_generate_internal_variant:NNn ##1##2##3
      {
        \__cs_generate_internal_test:Nw ##2 ##3
        \q_mark
        {
          \use:x
            {
              ##1 { exp_args:N ##3 }
                { \__cs_generate_internal_variant_loop:n ##3 { : \use_i:nn } }
            }
        }
        #1
        \q_mark
        { \exp_not:n { \__cs_generate_internal_one_go:NNn ##1 ##2 {##3} } }
        \q_stop
      }
    \cs_new_protected:Npn \__cs_generate_internal_test_aux:w
        ##1 #1 ##2 \q_mark ##3 ##4 \q_stop {##3}
    \cs_if_exist:NTF \tex_expanded:D
      {
        \cs_new_eq:NN \__cs_generate_internal_test:Nw
          \__cs_generate_internal_test_aux:w
      }
      {
```

```
        \cs_new_protected:Npn \__cs_generate_internal_test:Nw ##1
          {
            \if_meaning:w \tex_expanded:D ##1
              \exp_after:wN \__cs_generate_internal_test_aux:w
              \exp_after:wN #1
            \else:
              \exp_after:wN \__cs_generate_internal_test_aux:w
            \fi:
          }
      }
  }
\exp_args:No \__cs_tmp:w { \token_to_str:N p }
\cs_new_protected:Npn \__cs_generate_internal_one_go:NNn #1#2#3
  {
    \__cs_generate_internal_loop:nwnnw
      { \exp_not:N ##1 } 1 . { } { }
      #3 { ? \__cs_generate_internal_end:w } X ;
      23456789 { ? \__cs_generate_internal_long:w } ;
    #1 #2 {#3}
  }
\cs_new_protected:Npn \__cs_generate_internal_loop:nwnnw #1#2 . #3#4#5#6 ; #7
  {
    \use_none:n #5
    \use_none:n #7
    \cs_if_exist_use:cF { __cs_generate_internal_#5:NN }
      { \__cs_generate_internal_other:NN }
        #5 #7
    #7 .
    { #3 #1 } { #4 ## #2 }
    #6 ;
  }
\cs_new_protected:Npn \__cs_generate_internal_N:NN #1#2
  { \__cs_generate_internal_loop:nwnnw { \exp_not:N ###2 } }
\cs_new_protected:Npn \__cs_generate_internal_c:NN #1#2
  { \exp_args:No \__cs_generate_internal_loop:nwnnw { \exp_not:c {###2} } }
\cs_new_protected:Npn \__cs_generate_internal_n:NN #1#2
  { \__cs_generate_internal_loop:nwnnw { { \exp_not:n {###2} } } }
\cs_new_protected:Npn \__cs_generate_internal_x:NN #1#2
  { \__cs_generate_internal_loop:nwnnw { {###2} } }
\cs_new_protected:Npn \__cs_generate_internal_other:NN #1#2
  {
    \exp_args:No \__cs_generate_internal_loop:nwnnw
      {
        \exp_after:wN
        {
          \exp:w \exp_args:NNc \exp_after:wN \exp_end:
          { exp_not:#1 } {###2}
        }
      }
  }
\cs_new_protected:Npn \__cs_generate_internal_end:w #1 . #2#3#4 ; #5 ; #6#7#8
  { #6 { exp_args:N #8 } #3 { #7 {#2} } }
\cs_new_protected:Npn \__cs_generate_internal_long:w #1 N #2#3 . #4#5#6#
  {
```

```
    \exp_args:Nx \__cs_generate_internal_long:nnnNNn
      { \__cs_generate_internal_variant_loop:n #2 #6 { : \use_i:nn } }
      {#4} {#5}
  }
\cs_new:Npn \__cs_generate_internal_long:nnnNNn #1#2#3#4 ; ; #5#6#7
  { #5 { exp_args:N #7 } #3 { #6 { \exp_not:n {#1} {#2} } } }
```

This command grabs char by char outputting `\::#1` (not expanded further). We avoid tests by putting a trailing `:` `\use_i:nn`, which leaves `\cs_end:` and removes the looping macro. The colon is in fact also turned into `\:::` so that the required structure for `\exp_args:N...` commands is correctly terminated.

```
\cs_new:Npn \__cs_generate_internal_variant_loop:n #1
  {
    \exp_after:wN \exp_not:N \cs:w :: #1 \cs_end:
    \__cs_generate_internal_variant_loop:n
  }
```

(*End definition for* `\__cs_generate_internal_variant:n` *and* `\__cs_generate_internal_variant_loop:n`.)

\prg_generate_conditional_variant:Nnn
__cs_generate_variant:nnNnn
__cs_generate_variant:w
__cs_generate_variant:n
__cs_generate_variant_p_form:nnn
__cs_generate_variant_T_form:nnn
__cs_generate_variant_F_form:nnn
__cs_generate_variant_TF_form:nnn

```
\cs_new_protected:Npn \prg_generate_conditional_variant:Nnn #1
  {
    \use:x
      {
        \__cs_generate_variant:nnNnn
          \cs_split_function:N #1
      }
  }
\cs_new_protected:Npn \__cs_generate_variant:nnNnn #1#2#3#4#5
  {
    \if_meaning:w \c_false_bool #3
      \__kernel_msg_error:nnx { kernel } { missing-colon }
        { \token_to_str:c {#1} }
      \use_i_delimit_by_q_stop:nw
    \fi:
    \exp_after:wN \__cs_generate_variant:w
    \tl_to_str:n {#5} , \scan_stop: , \q_recursion_stop
    \use_none_delimit_by_q_stop:w \q_mark {#1} {#2} {#4} \q_stop
  }
\cs_new_protected:Npn \__cs_generate_variant:w
    #1 , #2 \q_mark #3#4#5
  {
    \if_meaning:w \scan_stop: #1 \scan_stop:
      \if_meaning:w \q_nil #1 \q_nil
        \use_i:nnn
      \fi:
      \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
    \else:
      \cs_if_exist_use:cTF { __cs_generate_variant_#1_form:nnn }
        { {#3} {#4} {#5} }
        {
          \__kernel_msg_error:nnxx
            { kernel } { conditional-form-unknown }
            {#1} { \token_to_str:c { #3 : #4 } }
```

```
        }
    \fi:
    \__cs_generate_variant:w #2 \q_mark {#3} {#4} {#5}
  }
\cs_new_protected:Npn \__cs_generate_variant_p_form:nnn #1#2
  { \cs_generate_variant:cn { #1 _p : #2 } }
\cs_new_protected:Npn \__cs_generate_variant_T_form:nnn #1#2
  { \cs_generate_variant:cn { #1 : #2 T } }
\cs_new_protected:Npn \__cs_generate_variant_F_form:nnn #1#2
  { \cs_generate_variant:cn { #1 : #2 F } }
\cs_new_protected:Npn \__cs_generate_variant_TF_form:nnn #1#2
  { \cs_generate_variant:cn { #1 : #2 TF } }
```

(*End definition for* `\prg_generate_conditional_variant:Nnn` *and others. This function is documented on page 106.*)

`\exp_args_generate:n`

This function is not used in the kernel hence we can use functions that are defined in later modules. It also does not need to be fast so use inline mappings. For each requested variant we check that there are no characters besides `NnpcofVvx`, in particular that there are no spaces. Then we just call the internal function.

```
\cs_new_protected:Npn \exp_args_generate:n #1
  {
    \exp_args:No \clist_map_inline:nn { \tl_to_str:n {#1} }
      {
        \str_map_inline:nn {##1}
          {
            \str_if_in:nnF { NnpcofeVvx } {####1}
              {
                \__kernel_msg_error:nnnn { kernel } { invalid-exp-args }
                  {####1} {##1}
                \str_map_break:n { \use_none:nn }
              }
          }
        \__cs_generate_internal_variant:n {##1}
      }
  }
```

(*End definition for* `\exp_args_generate:n`. *This function is documented on page 258.*)

6.8 Definitions with the automated technique

Some of these could be done more efficiently, but the complexity of coding then becomes an issue. Notice that the auto-generated functions actually take no arguments themselves.

`\exp_args:Nnc`
`\exp_args:Nno`
`\exp_args:NnV`
`\exp_args:Nnv`
`\exp_args:Nne`
`\exp_args:Nnf`
`\exp_args:Noc`
`\exp_args:Noo`
`\exp_args:Nof`
`\exp_args:NVo`
`\exp_args:Nfo`
`\exp_args:Nff`
`\exp_args:NNx`
`\exp_args:Ncx`
`\exp_args:Nnx`
`\exp_args:Nox`
`\exp_args:Nxo`
`\exp_args:Nxx`

Here are the actual function definitions, using the helper functions above. The group is used because `\__cs_generate_internal_variant:n` redefines `\__cs_tmp:w` locally.

```
\cs_set_protected:Npn \__cs_tmp:w #1
  {
    \group_begin:
      \exp_args:No \__cs_generate_internal_variant:n
        { \tl_to_str:n {#1} }
    \group_end:
  }
\__cs_tmp:w { nc }
```

```
\__cs_tmp:w { no }
\__cs_tmp:w { nV }
\__cs_tmp:w { nv }
\__cs_tmp:w { ne }
\__cs_tmp:w { nf }
\__cs_tmp:w { oc }
\__cs_tmp:w { oo }
\__cs_tmp:w { of }
\__cs_tmp:w { Vo }
\__cs_tmp:w { fo }
\__cs_tmp:w { ff }
\__cs_tmp:w { Nx }
\__cs_tmp:w { cx }
\__cs_tmp:w { nx }
\__cs_tmp:w { ox }
\__cs_tmp:w { xo }
\__cs_tmp:w { xx }
```

(*End definition for* `\exp_args:Nnc` *and others. These functions are documented on page 31.*)

`\exp_args:NNcf`
`\exp_args:NNno`
`\exp_args:NNnV`
`\exp_args:NNoo`
`\exp_args:NNVV`
`\exp_args:Ncno`
`\exp_args:NcnV`
`\exp_args:Ncoo`
`\exp_args:NcVV`
`\exp_args:Nnnc`
`\exp_args:Nnno`
`\exp_args:Nnnf`
`\exp_args:Nnff`
`\exp_args:Nooo`
`\exp_args:Noof`
`\exp_args:Nffo`
`\exp_args:NNNx`
`\exp_args:NNnx`
`\exp_args:NNox`
`\exp_args:Nccx`
`\exp_args:Ncnx`
`\exp_args:Nnnx`
`\exp_args:Nnox`
`\exp_args:Noox`

```
\__cs_tmp:w { Ncf }
\__cs_tmp:w { Nno }
\__cs_tmp:w { NnV }
\__cs_tmp:w { Noo }
\__cs_tmp:w { NVV }
\__cs_tmp:w { cno }
\__cs_tmp:w { cnV }
\__cs_tmp:w { coo }
\__cs_tmp:w { cVV }
\__cs_tmp:w { nnc }
\__cs_tmp:w { nno }
\__cs_tmp:w { nnf }
\__cs_tmp:w { nff }
\__cs_tmp:w { ooo }
\__cs_tmp:w { oof }
\__cs_tmp:w { ffo }
\__cs_tmp:w { NNx }
\__cs_tmp:w { Nnx }
\__cs_tmp:w { Nox }
\__cs_tmp:w { nnx }
\__cs_tmp:w { nox }
\__cs_tmp:w { ccx }
\__cs_tmp:w { cnx }
\__cs_tmp:w { oox }
```

(*End definition for* `\exp_args:NNcf` *and others. These functions are documented on page 32.*)

```
⟨/initex | package⟩
```

7 l3tl implementation

```
⟨*initex | package⟩
⟨@@=tl⟩
```

A token list variable is a TeX macro that holds tokens. By using the ε-TeX primitive `\unexpanded` inside a TeX `\edef` it is possible to store any tokens, including `#`, in this way.

7.1 Functions

`\tl_new:N`
`\tl_new:c`

Creating new token list variables is a case of checking for an existing definition and doing the definition.

```
\cs_new_protected:Npn \tl_new:N #1
  {
    \__kernel_chk_if_free_cs:N #1
    \cs_gset_eq:NN #1 \c_empty_tl
  }
\cs_generate_variant:Nn \tl_new:N { c }
```

(*End definition for* `\tl_new:N`. *This function is documented on page 38.*)

`\tl_const:Nn`
`\tl_const:Nx`
`\tl_const:cn`
`\tl_const:cx`

Constants are also easy to generate.

```
\cs_new_protected:Npn \tl_const:Nn #1#2
  {
    \__kernel_chk_if_free_cs:N #1
    \cs_gset_nopar:Npx #1 { \exp_not:n {#2} }
  }
\cs_new_protected:Npn \tl_const:Nx #1#2
  {
    \__kernel_chk_if_free_cs:N #1
    \cs_gset_nopar:Npx #1 {#2}
  }
\cs_generate_variant:Nn \tl_const:Nn { c }
\cs_generate_variant:Nn \tl_const:Nx { c }
```

(*End definition for* `\tl_const:Nn`. *This function is documented on page 38.*)

`\tl_clear:N`
`\tl_clear:c`
`\tl_gclear:N`
`\tl_gclear:c`

Clearing a token list variable means setting it to an empty value. Error checking is sorted out by the parent function.

```
\cs_new_protected:Npn \tl_clear:N  #1
  { \tl_set_eq:NN #1 \c_empty_tl }
\cs_new_protected:Npn \tl_gclear:N #1
  { \tl_gset_eq:NN #1 \c_empty_tl }
\cs_generate_variant:Nn \tl_clear:N  { c }
\cs_generate_variant:Nn \tl_gclear:N { c }
```

(*End definition for* `\tl_clear:N` *and* `\tl_gclear:N`. *These functions are documented on page 38.*)

`\tl_clear_new:N`
`\tl_clear_new:c`
`\tl_gclear_new:N`
`\tl_gclear_new:c`

Clearing a token list variable means setting it to an empty value. Error checking is sorted out by the parent function.

```
\cs_new_protected:Npn \tl_clear_new:N  #1
  { \tl_if_exist:NTF #1 { \tl_clear:N #1 } { \tl_new:N #1 } }
\cs_new_protected:Npn \tl_gclear_new:N #1
  { \tl_if_exist:NTF #1 { \tl_gclear:N #1 } { \tl_new:N #1 } }
\cs_generate_variant:Nn \tl_clear_new:N  { c }
\cs_generate_variant:Nn \tl_gclear_new:N { c }
```

(*End definition for* `\tl_clear_new:N` *and* `\tl_gclear_new:N`. *These functions are documented on page 39.*)

\tl_set_eq:NN
\tl_set_eq:Nc
\tl_set_eq:cN
\tl_set_eq:cc
\tl_gset_eq:NN
\tl_gset_eq:Nc
\tl_gset_eq:cN
\tl_gset_eq:cc

For setting token list variables equal to each other. To allow for patching, the arguments have to be explicit.

```
\cs_new_protected:Npn \tl_set_eq:NN  #1#2 { \cs_set_eq:NN #1 #2 }
\cs_new_protected:Npn \tl_gset_eq:NN #1#2 { \cs_gset_eq:NN #1 #2 }
\cs_generate_variant:Nn \tl_set_eq:NN { cN, Nc, cc }
\cs_generate_variant:Nn \tl_gset_eq:NN { cN, Nc, cc }
```

(*End definition for* `\tl_set_eq:NN` *and* `\tl_gset_eq:NN`*. These functions are documented on page 39.*)

\tl_concat:NNN
\tl_concat:ccc
\tl_gconcat:NNN
\tl_gconcat:ccc

Concatenating token lists is easy. When checking is turned on, all three arguments must be checked: a token list `#2` or `#3` equal to `\scan_stop:` would lead to problems later on.

```
\cs_new_protected:Npn \tl_concat:NNN #1#2#3
  { \tl_set:Nx #1 { \exp_not:o {#2} \exp_not:o {#3} } }
\cs_new_protected:Npn \tl_gconcat:NNN #1#2#3
  { \tl_gset:Nx #1 { \exp_not:o {#2} \exp_not:o {#3} } }
\cs_generate_variant:Nn \tl_concat:NNN  { ccc }
\cs_generate_variant:Nn \tl_gconcat:NNN { ccc }
```

(*End definition for* `\tl_concat:NNN` *and* `\tl_gconcat:NNN`*. These functions are documented on page 39.*)

\tl_if_exist_p:N
\tl_if_exist_p:c
\tl_if_exist:NTF
\tl_if_exist:cTF

Copies of the `cs` functions defined in l3basics.

```
\prg_new_eq_conditional:NNn \tl_if_exist:N \cs_if_exist:N { TF , T , F , p }
\prg_new_eq_conditional:NNn \tl_if_exist:c \cs_if_exist:c { TF , T , F , p }
```

(*End definition for* `\tl_if_exist:NTF`*. This function is documented on page 39.*)

7.2 Constant token lists

\c_empty_tl

Never full. We need to define that constant before using `\tl_new:N`.

```
\tl_const:Nn \c_empty_tl { }
```

(*End definition for* `\c_empty_tl`*. This variable is documented on page 53.*)

\c_novalue_tl

A special marker: as we don't have `\char_generate:nn` yet, has to be created the old-fashioned way.

```
\group_begin:
\tex_lccode:D `A = `-
\tex_lccode:D `N = `N
\tex_lccode:D `V = `V
\tex_lowercase:D
  {
    \group_end:
    \tl_const:Nn \c_novalue_tl { ANoValue- }
  }
```

(*End definition for* `\c_novalue_tl`*. This variable is documented on page 53.*)

\c_space_tl

A space as a token list (as opposed to as a character).

```
\tl_const:Nn \c_space_tl { ~ }
```

(*End definition for* `\c_space_tl`*. This variable is documented on page 53.*)

7.3 Adding to token list variables

\tl_set:Nn
\tl_set:NV
\tl_set:Nv
\tl_set:No
\tl_set:Nf
\tl_set:Nx
\tl_set:cn
\tl_set:cV
\tl_set:cv
\tl_set:co
\tl_set:cf
\tl_set:cx
\tl_gset:Nn
\tl_gset:NV
\tl_gset:Nv
\tl_gset:No
\tl_gset:Nf
\tl_gset:Nx
\tl_gset:cn
\tl_gset:cV
\tl_gset:cv
\tl_gset:co
\tl_gset:cf
\tl_gset:cx

By using `\exp_not:n` token list variables can contain `#` tokens, which makes the token list registers provided by TeX more or less redundant. The `\tl_set:No` version is done "by hand" as it is used quite a lot.

```
\cs_new_protected:Npn \tl_set:Nn #1#2
  { \cs_set_nopar:Npx #1 { \exp_not:n {#2} } }
\cs_new_protected:Npn \tl_set:No #1#2
  { \cs_set_nopar:Npx #1 { \exp_not:o {#2} } }
\cs_new_protected:Npn \tl_set:Nx #1#2
  { \cs_set_nopar:Npx #1 {#2} }
\cs_new_protected:Npn \tl_gset:Nn #1#2
  { \cs_gset_nopar:Npx #1 { \exp_not:n {#2} } }
\cs_new_protected:Npn \tl_gset:No #1#2
  { \cs_gset_nopar:Npx #1 { \exp_not:o {#2} } }
\cs_new_protected:Npn \tl_gset:Nx #1#2
  { \cs_gset_nopar:Npx #1 {#2} }
\cs_generate_variant:Nn \tl_set:Nn  {          NV , Nv , Nf }
\cs_generate_variant:Nn \tl_set:Nx  { c }
\cs_generate_variant:Nn \tl_set:Nn  { c, co , cV , cv , cf }
\cs_generate_variant:Nn \tl_gset:Nn {          NV , Nv , Nf }
\cs_generate_variant:Nn \tl_gset:Nx { c }
\cs_generate_variant:Nn \tl_gset:Nn { c, co , cV , cv , cf }
```

(*End definition for* `\tl_set:Nn` *and* `\tl_gset:Nn`*. These functions are documented on page* *39*.)

\tl_put_left:Nn
\tl_put_left:NV
\tl_put_left:No
\tl_put_left:Nx
\tl_put_left:cn
\tl_put_left:cV
\tl_put_left:co
\tl_put_left:cx
\tl_gput_left:Nn
\tl_gput_left:NV
\tl_gput_left:No
\tl_gput_left:Nx
\tl_gput_left:cn
\tl_gput_left:cV
\tl_gput_left:co
\tl_gput_left:cx

Adding to the left is done directly to gain a little performance.

```
\cs_new_protected:Npn \tl_put_left:Nn #1#2
  { \cs_set_nopar:Npx #1 { \exp_not:n {#2} \exp_not:o #1 } }
\cs_new_protected:Npn \tl_put_left:NV #1#2
  { \cs_set_nopar:Npx #1 { \exp_not:V #2 \exp_not:o #1 } }
\cs_new_protected:Npn \tl_put_left:No #1#2
  { \cs_set_nopar:Npx #1 { \exp_not:o {#2} \exp_not:o #1 } }
\cs_new_protected:Npn \tl_put_left:Nx #1#2
  { \cs_set_nopar:Npx #1 { #2 \exp_not:o #1 } }
\cs_new_protected:Npn \tl_gput_left:Nn #1#2
  { \cs_gset_nopar:Npx #1 { \exp_not:n {#2} \exp_not:o #1 } }
\cs_new_protected:Npn \tl_gput_left:NV #1#2
  { \cs_gset_nopar:Npx #1 { \exp_not:V #2 \exp_not:o #1 } }
\cs_new_protected:Npn \tl_gput_left:No #1#2
  { \cs_gset_nopar:Npx #1 { \exp_not:o {#2} \exp_not:o #1 } }
\cs_new_protected:Npn \tl_gput_left:Nx #1#2
  { \cs_gset_nopar:Npx #1 { #2 \exp_not:o {#1} } }
\cs_generate_variant:Nn \tl_put_left:Nn  { c }
\cs_generate_variant:Nn \tl_put_left:NV  { c }
\cs_generate_variant:Nn \tl_put_left:No  { c }
\cs_generate_variant:Nn \tl_put_left:Nx  { c }
\cs_generate_variant:Nn \tl_gput_left:Nn { c }
\cs_generate_variant:Nn \tl_gput_left:NV { c }
\cs_generate_variant:Nn \tl_gput_left:No { c }
\cs_generate_variant:Nn \tl_gput_left:Nx { c }
```

(*End definition for* `\tl_put_left:Nn` *and* `\tl_gput_left:Nn`*. These functions are documented on page* *39*.)

\tl_put_right:Nn
\tl_put_right:NV
\tl_put_right:No
\tl_put_right:Nx
\tl_put_right:cn
\tl_put_right:cV
\tl_put_right:co
\tl_put_right:cx
\tl_gput_right:Nn
\tl_gput_right:NV
\tl_gput_right:No
\tl_gput_right:Nx
\tl_gput_right:cn
\tl_gput_right:cV
\tl_gput_right:co
\tl_gput_right:cx

The same on the right.

```
\cs_new_protected:Npn \tl_put_right:Nn #1#2
  { \cs_set_nopar:Npx #1 { \exp_not:o #1 \exp_not:n {#2} } }
\cs_new_protected:Npn \tl_put_right:NV #1#2
  { \cs_set_nopar:Npx #1 { \exp_not:o #1 \exp_not:V #2 } }
\cs_new_protected:Npn \tl_put_right:No #1#2
  { \cs_set_nopar:Npx #1 { \exp_not:o #1 \exp_not:o {#2} } }
\cs_new_protected:Npn \tl_put_right:Nx #1#2
  { \cs_set_nopar:Npx #1 { \exp_not:o #1 #2 } }
\cs_new_protected:Npn \tl_gput_right:Nn #1#2
  { \cs_gset_nopar:Npx #1 { \exp_not:o #1 \exp_not:n {#2} } }
\cs_new_protected:Npn \tl_gput_right:NV #1#2
  { \cs_gset_nopar:Npx #1 { \exp_not:o #1 \exp_not:V #2 } }
\cs_new_protected:Npn \tl_gput_right:No #1#2
  { \cs_gset_nopar:Npx #1 { \exp_not:o #1 \exp_not:o {#2} } }
\cs_new_protected:Npn \tl_gput_right:Nx #1#2
  { \cs_gset_nopar:Npx #1 { \exp_not:o {#1} #2 } }
\cs_generate_variant:Nn \tl_put_right:Nn  { c }
\cs_generate_variant:Nn \tl_put_right:NV  { c }
\cs_generate_variant:Nn \tl_put_right:No  { c }
\cs_generate_variant:Nn \tl_put_right:Nx  { c }
\cs_generate_variant:Nn \tl_gput_right:Nn { c }
\cs_generate_variant:Nn \tl_gput_right:NV { c }
\cs_generate_variant:Nn \tl_gput_right:No { c }
\cs_generate_variant:Nn \tl_gput_right:Nx { c }
```

(*End definition for* `\tl_put_right:Nn` *and* `\tl_gput_right:Nn`*. These functions are documented on page* *39*.)

7.4 Reassigning token list category codes

\c__tl_rescan_marker_tl

The rescanning code needs a special token list containing the same character (chosen here to be a colon) with two different category codes: it cannot appear in the tokens being rescanned since all colons have the same category code.

```
\tl_const:Nx \c__tl_rescan_marker_tl { : \token_to_str:N : }
```

(*End definition for* `\c__tl_rescan_marker_tl`.)

\tl_set_rescan:Nnn
\tl_set_rescan:Nno
\tl_set_rescan:Nnx
\tl_set_rescan:cnn
\tl_set_rescan:cno
\tl_set_rescan:cnx
\tl_gset_rescan:Nnn
\tl_gset_rescan:Nno
\tl_gset_rescan:Nnx
\tl_gset_rescan:cnn
\tl_gset_rescan:cno
\tl_gset_rescan:cnx
\tl_rescan:nn
__tl_set_rescan:NNnn
__tl_set_rescan_multi:nNN
__tl_rescan:NNw

In a group, after some initial setup explained below and the user setup `#3` (followed by `\scan_stop:` to be safe), there is a call to `\__tl_set_rescan:nNN`. This shared auxiliary defined later distinguishes single-line and multi-line "files". In the simplest case of multi-line files, it calls (with the same arguments) `\__tl_set_rescan_multi:nNN`, whose code is included here to help understand the approach. This function rescans its argument `#1`, closes the group, and performs the assignment.

One difficulty when rescanning is that `\scantokens` treats the argument as a file, and without the correct settings a TeX error occurs:

```
! File ended while scanning definition of ...
```

A related minor issue is a warning due to opening a group before the `\scantokens` and closing it inside that temporary file; we avoid that by setting `\tracingnesting`. The standard solution to the "File ended" error is to grab the rescanned tokens as a delimited argument of an auxiliary, here `\__tl_rescan:NNw`, that performs the assignment, then let

TeX "execute" the end of file marker. As usual in delimited arguments we use `\prg_do_nothing:` to avoid stripping an outer set braces: this is removed by using `o`-expanding assignments. The delimiter cannot appear within the rescanned token list because it contains twice the same character, with different catcodes.

For `\tl_rescan:nn` we cannot simply call `\__tl_set_rescan:NNnn \prg_do_nothing: \use:n` because that would leave the end-of-file marker *after* the result of rescanning. If that rescanned result is code that looks further in the input stream for arguments, it would break.

For multi-line files the only subtlety is that `\newlinechar` should be equal to `\endlinechar` because `\newlinechar` characters become new lines and then become `\endlinechar` characters when writing to an abstract file and reading back. This equality is ensured by setting `\newlinechar` equal to `\endlinechar`. Prior to this, `\endlinechar` is set to -1 if it was 32 (in particular true after `\ExplSyntaxOn`) to avoid unreasonable line-breaks at every space for instance in error messages triggered by the user setup. Another side effect of reading back from the file is that spaces (catcode 10) are ignored at the beginning of lines, and spaces and tabs (character code 32 and 9) are ignored at the end of lines.

The two `\if_false:` … `\fi:` are there to prevent alignment tabs to cause a change of tabular cell while rescanning. We put the "opening" one after `\group_begin:` so that if one accidentally `f`-expands `\tl_set_rescan:Nnn` braces remain balanced. This is essential in `e`-type arguments when `\expanded` is not available.

```
\cs_new_protected:Npn \tl_rescan:nn #1#2
  {
    \tl_set_rescan:Nnn \l__tl_internal_a_tl {#1} {#2}
    \exp_after:wN \tl_clear:N \exp_after:wN \l__tl_internal_a_tl
    \l__tl_internal_a_tl
  }
\cs_new_protected:Npn \tl_set_rescan:Nnn
  { \__tl_set_rescan:NNnn \tl_set:No }
\cs_new_protected:Npn \tl_gset_rescan:Nnn
  { \__tl_set_rescan:NNnn \tl_gset:No }
\cs_new_protected:Npn \__tl_set_rescan:NNnn #1#2#3#4
  {
    \group_begin:
      \if_false: { \fi:
      \int_set_eq:NN \tex_tracingnesting:D \c_zero_int
      \int_compare:nNnT \tex_endlinechar:D = { 32 }
        { \int_set:Nn \tex_endlinechar:D { -1 } }
      \int_set_eq:NN \tex_newlinechar:D \tex_endlinechar:D
      #3 \scan_stop:
      \exp_args:No \__tl_set_rescan:nNN { \tl_to_str:n {#4} } #1 #2
    \if_false: } \fi:
  }
\cs_new_protected:Npn \__tl_set_rescan_multi:nNN #1#2#3
  {
    \exp_args:No \tex_everyeof:D { \c__tl_rescan_marker_tl }
    \exp_after:wN \__tl_rescan:NNw
    \exp_after:wN #2
    \exp_after:wN #3
    \exp_after:wN \prg_do_nothing:
    \tex_scantokens:D {#1}
  }
```

```
\exp_args:Nno \use:nn
  { \cs_new:Npn \__tl_rescan:NNw #1#2#3 } \c__tl_rescan_marker_tl
  {
    \group_end:
    #1 #2 {#3}
  }
\cs_generate_variant:Nn \tl_set_rescan:Nnn  {     Nno , Nnx }
\cs_generate_variant:Nn \tl_set_rescan:Nnn  { c , cno , cnx }
\cs_generate_variant:Nn \tl_gset_rescan:Nnn {     Nno , Nnx }
\cs_generate_variant:Nn \tl_gset_rescan:Nnn { c , cno }
```

(*End definition for* `\tl_set_rescan:Nnn` *and others. These functions are documented on page 41.*)

`\__tl_set_rescan:nNN`
`\__tl_set_rescan_single:nnNN`
`\__tl_set_rescan_single_aux:nnnNN`
`\__tl_set_rescan_single_aux:w`

The function `\__tl_set_rescan:nNN` calls `\__tl_set_rescan_multi:nNN` or `\__tl_set_rescan_single:nnNN { ' }` depending on whether its argument is a single-line fragment of code/data or is made of multiple lines by testing for the presence of a `\newlinechar` character. If `\newlinechar` is out of range, the argument is assumed to be a single line.

For a single line, no `\endlinechar` should be added, so it is set to -1, and spaces should not be removed. Trailing spaces and tabs are a difficult matter, as TeX removes these at a very low level. The only way to preserve them is to rescan not the argument but the argument followed by a character with a reasonable category code. Here, 11 (letter) and 12 (other) are accepted, as these are convenient, suitable for delimiting an argument, and it is very unlikely that none of the ASCII characters are in one of these categories. To avoid selecting one particular character to put at the end, whose category code may have been modified, there is a loop through characters from `'` (ASCII 39) to `~` (ASCII 127). The choice of starting point was made because this is the start of a very long range of characters whose standard category is letter or other, thus minimizing the number of steps needed by the loop (most often just a single one). If no valid character is found (very rare), fall-back on `\__tl_set_rescan_multi:nNN`.

Otherwise, once a valid character is found (let us use `'` in this explanation) run some code very similar to `\__tl_set_rescan_multi:nNN` but with `'` added at both ends of the input. Of course, we need to define the auxiliary `\__tl_set_rescan_single:NNww` on the fly to remove the additional `'` that is just before `::` (by which we mean `\c__tl_rescan_marker_tl`). Note that the argument must be delimited by `'` with the current catcode; this is done thanks to `\char_generate:nn`. Yet another issue is that the rescanned token list may contain a comment character, in which case the `'` we expected is not there. We fix this as follows: rather than just `::` we set `\everyeof` to `::{`⟨*code1*⟩`} '::{`⟨*code2*⟩`} \q_stop`. The auxiliary `\__tl_set_rescan_single:NNww` runs the `o`-expanding assignment, expanding either ⟨*code1*⟩ or ⟨*code2*⟩ before its the main argument `#3`. In the typical case without comment character, ⟨*code1*⟩ is expanded, removing the leading `'`. In the rarer case with comment character, ⟨*code2*⟩ is expanded, calling `\__tl_set_rescan_single_aux:w`, which removes the trailing `::{`⟨*code1*⟩`}` and the leading `'`.

```
\cs_new_protected:Npn \__tl_set_rescan:nNN #1
  {
    \int_compare:nNnTF \tex_newlinechar:D < 0
      { \use_ii:nn }
      {
        \exp_args:Nnf \tl_if_in:nnTF {#1}
          { \char_generate:nn { \tex_newlinechar:D } { 12 } }
      }
        { \__tl_set_rescan_multi:nNN }
```

```
        {
          \int_set:Nn \tex_endlinechar:D { -1 }
          \__tl_set_rescan_single:nnNN { `' }
        }
    {#1}
  }
\cs_new_protected:Npn \__tl_set_rescan_single:nnNN #1
  {
    \int_compare:nNnTF
      { \char_value_catcode:n {#1} / 2 } = 6
      {
        \exp_args:Nof \__tl_set_rescan_single_aux:nnnNN
          \c__tl_rescan_marker_tl
          { \char_generate:nn {#1} { \char_value_catcode:n {#1} } }
      }
      {
        \int_compare:nNnTF {#1} < { `\~ }
          {
            \exp_args:Nf \__tl_set_rescan_single:nnNN
              { \int_eval:n { #1 + 1 } }
          }
          { \__tl_set_rescan_multi:nNN }
      }
  }
\cs_new_protected:Npn \__tl_set_rescan_single_aux:nnnNN #1#2#3#4#5
  {
    \tex_everyeof:D
      {
        #1 \use_none:n
        #2 #1 { \exp:w \__tl_set_rescan_single_aux:w }
        \q_stop
      }
    \cs_set:Npn \__tl_rescan:NNw ##1##2##3 #2 #1 ##4 ##5 \q_stop
      {
        \group_end:
        ##1 ##2 { ##4 ##3 }
      }
    \exp_after:wN \__tl_rescan:NNw
    \exp_after:wN #4
    \exp_after:wN #5
    \tex_scantokens:D { #2 #3 #2 }
  }
\exp_args:Nno \use:nn
  { \cs_new:Npn \__tl_set_rescan_single_aux:w #1 }
  \c__tl_rescan_marker_tl #2
  { \use_i:nn \exp_end: #1 }
```

(*End definition for* `\__tl_set_rescan:nNN` *and others.*)

7.5 Modifying token list variables

`\tl_replace_all:Nnn`
`\tl_replace_all:cnn`
`\tl_greplace_all:Nnn`
`\tl_greplace_all:cnn`
`\tl_replace_once:Nnn`
`\tl_replace_once:cnn`
`\tl_greplace_once:Nnn`
`\tl_greplace_once:cnn`

All of the replace functions call `\__tl_replace:NnNNNnn` with appropriate arguments. The first two arguments are explained later. The next controls whether the replacement function calls itself (`\__tl_replace_next:w`) or stops (`\__tl_replace_wrap:w`) after the first replacement. Next comes an x-type assignment function \tl_set:Nx or \tl_-gset:Nx for local or global replacements. Finally, the three arguments ⟨*tl var*⟩ {⟨*pattern*⟩} {⟨*replacement*⟩} provided by the user. When describing the auxiliary functions below, we denote the contents of the ⟨*tl var*⟩ by ⟨*token list*⟩.

```
\cs_new_protected:Npn \tl_replace_once:Nnn
  { \__tl_replace:NnNNNnn \q_mark ? \__tl_replace_wrap:w \tl_set:Nx  }
\cs_new_protected:Npn \tl_greplace_once:Nnn
  { \__tl_replace:NnNNNnn \q_mark ? \__tl_replace_wrap:w \tl_gset:Nx }
\cs_new_protected:Npn \tl_replace_all:Nnn
  { \__tl_replace:NnNNNnn \q_mark ? \__tl_replace_next:w \tl_set:Nx  }
\cs_new_protected:Npn \tl_greplace_all:Nnn
  { \__tl_replace:NnNNNnn \q_mark ? \__tl_replace_next:w \tl_gset:Nx }
\cs_generate_variant:Nn \tl_replace_once:Nnn  { c }
\cs_generate_variant:Nn \tl_greplace_once:Nnn { c }
\cs_generate_variant:Nn \tl_replace_all:Nnn   { c }
\cs_generate_variant:Nn \tl_greplace_all:Nnn  { c }
```

(*End definition for* \tl_replace_all:Nnn *and others. These functions are documented on page 40.*)

__tl_replace:NnNNNnn
__tl_replace_auxi:NnnNNNnn
__tl_replace_auxii:nNNNnn
__tl_replace_next:w
__tl_replace_wrap:w

To implement the actual replacement auxiliary __tl_replace_auxii:nNNNnn we need a ⟨*delimiter*⟩ with the following properties:

- all occurrences of the ⟨*pattern*⟩ #6 in "⟨*token list*⟩ ⟨*delimiter*⟩" belong to the ⟨*token list*⟩ and have no overlap with the ⟨*delimiter*⟩,
- the first occurrence of the ⟨*delimiter*⟩ in "⟨*token list*⟩ ⟨*delimiter*⟩" is the trailing ⟨*delimiter*⟩.

We first find the building blocks for the ⟨*delimiter*⟩, namely two tokens ⟨A⟩ and ⟨B⟩ such that ⟨A⟩ does not appear in #6 and #6 is not ⟨B⟩ (this condition is trivial if #6 has more than one token). Then we consider the delimiters "⟨A⟩" and "⟨A⟩ ⟨A⟩^{n} ⟨B⟩ ⟨A⟩^{n} ⟨B⟩", for $n \geq 1$, where ⟨A⟩^{n} denotes n copies of ⟨A⟩, and we choose as our ⟨*delimiter*⟩ the first one which is not in the ⟨*token list*⟩.

Every delimiter in the set obeys the first condition: #6 does not contain ⟨A⟩ hence cannot be overlapping with the ⟨*token list*⟩ and the ⟨*delimiter*⟩, and it cannot be within the ⟨*delimiter*⟩ since it would have to be in one of the two ⟨B⟩ hence be equal to this single token (or empty, but this is an error case filtered separately). Given the particular form of these delimiters, for which no prefix is also a suffix, the second condition is actually a consequence of the weaker condition that the ⟨*delimiter*⟩ we choose does not appear in the ⟨*token list*⟩. Additionally, the set of delimiters is such that a ⟨*token list*⟩ of n tokens can contain at most $O(n^{1/2})$ of them, hence we find a ⟨*delimiter*⟩ with at most $O(n^{1/2})$ tokens in a time at most $O(n^{3/2})$. Bear in mind that these upper bounds are reached only in very contrived scenarios: we include the case "⟨A⟩" in the list of delimiters to try, so that the ⟨*delimiter*⟩ is simply \q_mark in the most common situation where neither the ⟨*token list*⟩ nor the ⟨*pattern*⟩ contains \q_mark.

Let us now ahead, optimizing for this most common case. First, two special cases: an empty ⟨*pattern*⟩ #6 is an error, and if #1 is absent from both the ⟨*token list*⟩ #5 and the ⟨*pattern*⟩ #6 then we can use it as the ⟨*delimiter*⟩ through __tl_replace_auxii:nNNNnn {#1}. Otherwise, we end up calling __tl_replace:NnNNNnn repeatedly with the first two arguments \q_mark {?}, \? {??}, \?? {???}, and so on, until #6 does not contain the control sequence #1, which we take as our ⟨A⟩. The argument #2 only serves to collect ? characters for #1. Note that the order of the tests means that the first two are done every time, which is wasteful (for instance, we repeatedly test for the emptyness of `#6`). However, this is rare enough not to matter. Finally, choose $\langle B\rangle$ to be `\q_nil` or `\q_stop` such that it is not equal to `#6`.

The `\__tl_replace_auxi:NnnNNNnn` auxiliary receives `{`$\langle A\rangle$`}` and `{`$\langle A\rangle^n\langle B\rangle$`}` as its arguments, initially with $n = 1$. If "$\langle A\rangle$ $\langle A\rangle^n\langle B\rangle$ $\langle A\rangle^n\langle B\rangle$" is in the ⟨*token list*⟩ then increase n and try again. Once it is not anymore in the ⟨*token list*⟩ we take it as our ⟨*delimiter*⟩ and pass this to the `auxii` auxiliary.

```
\cs_new_protected:Npn \__tl_replace:NnNNNnn #1#2#3#4#5#6#7
  {
    \tl_if_empty:nTF {#6}
      {
        \__kernel_msg_error:nnx { kernel } { empty-search-pattern }
          { \tl_to_str:n {#7} }
      }
      {
        \tl_if_in:onTF { #5 #6 } {#1}
          {
            \tl_if_in:nnTF {#6} {#1}
              { \exp_args:Nc \__tl_replace:NnNNNnn {#2} {#2?} }
              {
                \quark_if_nil:nTF {#6}
                  { \__tl_replace_auxi:NnnNNNnn #5 {#1} { #1 \q_stop } }
                  { \__tl_replace_auxi:NnnNNNnn #5 {#1} { #1 \q_nil  } }
              }
          }
          { \__tl_replace_auxii:nNNNnn {#1} }
          #3#4#5 {#6} {#7}
      }
  }
\cs_new_protected:Npn \__tl_replace_auxi:NnnNNNnn #1#2#3
  {
    \tl_if_in:NnTF #1 { #2 #3 #3 }
      { \__tl_replace_auxi:NnnNNNnn #1 { #2 #3 } {#2} }
      { \__tl_replace_auxii:nNNNnn { #2 #3 #3 } }
  }
```

The auxiliary `\__tl_replace_auxii:nNNNnn` receives the following arguments:

> `{`⟨*delimiter*⟩`}` ⟨*function*⟩ ⟨*assignment*⟩
> ⟨*tl var*⟩ `{`⟨*pattern*⟩`}` `{`⟨*replacement*⟩`}`

All of its work is done between `\group_align_safe_begin:` and `\group_align_safe_end:` to avoid issues in alignments. It does the actual replacement within `#3 #4 {...}`, an `x`-expanding ⟨*assignment*⟩ `#3` to the ⟨*tl var*⟩ `#4`. The auxiliary `\__tl_replace_next:w` is called, followed by the ⟨*token list*⟩, some tokens including the ⟨*delimiter*⟩ `#1`, followed by the ⟨*pattern*⟩ `#5`. This auxiliary finds an argument delimited by `#5` (the presence of a trailing `#5` avoids runaway arguments) and calls `\__tl_replace_wrap:w` to test whether this `#5` is found within the ⟨*token list*⟩ or is the trailing one.

If on the one hand it is found within the ⟨*token list*⟩, then `##1` cannot contain the ⟨*delimiter*⟩ `#1` that we worked so hard to obtain, thus `\__tl_replace_wrap:w` gets `##1` as its own argument `##1`, and protects it against the `x`-expanding assignment. It also finds `\exp_not:n` as `##2` and does nothing to it, thus letting through `\exp_not:n {`⟨*replacement*⟩`}` into the assignment. Note that `\__tl_replace_next:w` and `\__tl_replace_wrap:w` are always called followed by two empty brace groups. These are safe because no delimiter can match them. They prevent losing braces when grabbing delimited arguments, but require the use of `\exp_not:o` and `\use_none:nn`, rather than simply `\exp_not:n`. Afterwards, `\__tl_replace_next:w` is called to repeat the replacement, or `\__tl_replace_wrap:w` if we only want a single replacement. In this second case, `##1` is the ⟨*remaining tokens*⟩ in the ⟨*token list*⟩ and `##2` is some ⟨*ending code*⟩ which ends the assignment and removes the trailing tokens `#5` using some `\if_false: { \fi: }` trickery because `#5` may contain any delimiter.

If on the other hand the argument `##1` of `\__tl_replace_next:w` is delimited by the trailing ⟨*pattern*⟩ `#5`, then `##1` is "`{ } { }` ⟨*token list*⟩ ⟨*delimiter*⟩ `{`⟨*ending code*⟩`}`", hence `\__tl_replace_wrap:w` finds "`{ } { }` ⟨*token list*⟩" as `##1` and the ⟨*ending code*⟩ as `##2`. It leaves the ⟨*token list*⟩ into the assignment and unbraces the ⟨*ending code*⟩ which removes what remains (essentially the ⟨*delimiter*⟩ and ⟨*replacement*⟩).

```
\cs_new_protected:Npn \__tl_replace_auxii:nNNNnn #1#2#3#4#5#6
  {
    \group_align_safe_begin:
    \cs_set:Npn \__tl_replace_wrap:w ##1 #1 ##2
      { \exp_not:o { \use_none:nn ##1 } ##2 }
    \cs_set:Npx \__tl_replace_next:w ##1 #5
      {
        \exp_not:N \__tl_replace_wrap:w ##1
        \exp_not:n { #1 }
        \exp_not:n { \exp_not:n {#6} }
        \exp_not:n { #2 { } { } }
      }
    #3 #4
      {
        \exp_after:wN \__tl_replace_next:w
        \exp_after:wN { \exp_after:wN }
        \exp_after:wN { \exp_after:wN }
        #4
        #1
        {
          \if_false: { \fi: }
          \exp_after:wN \use_none:n \exp_after:wN { \if_false: } \fi:
        }
        #5
      }
    \group_align_safe_end:
  }
\cs_new_eq:NN \__tl_replace_wrap:w ?
\cs_new_eq:NN \__tl_replace_next:w ?
```

(*End definition for* `\__tl_replace:NnNNNnn` *and others.*)

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

Removal is just a special case of replacement.

```
\cs_new_protected:Npn \tl_remove_once:Nn #1#2
  { \tl_replace_once:Nnn #1 {#2} { } }
\cs_new_protected:Npn \tl_gremove_once:Nn #1#2
  { \tl_greplace_once:Nnn #1 {#2} { } }
\cs_generate_variant:Nn \tl_remove_once:Nn  { c }
\cs_generate_variant:Nn \tl_gremove_once:Nn { c }
```

(*End definition for* `\tl_remove_once:Nn` *and* `\tl_gremove_once:Nn`*. These functions are documented on page* *40*.)

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

Removal is just a special case of replacement.

```
\cs_new_protected:Npn \tl_remove_all:Nn #1#2
  { \tl_replace_all:Nnn #1 {#2} { } }
\cs_new_protected:Npn \tl_gremove_all:Nn #1#2
  { \tl_greplace_all:Nnn #1 {#2} { } }
\cs_generate_variant:Nn \tl_remove_all:Nn  { c }
\cs_generate_variant:Nn \tl_gremove_all:Nn { c }
```

(*End definition for* `\tl_remove_all:Nn` *and* `\tl_gremove_all:Nn`*. These functions are documented on page 40.*)

7.6 Token list conditionals

\tl_if_blank_p:n
\tl_if_blank_p:V
\tl_if_blank_p:o
\tl_if_blank:nTF
\tl_if_blank:VTF
\tl_if_blank:oTF
__tl_if_blank_p:NNw

TeX skips spaces when reading a non-delimited arguments. Thus, a ⟨*token list*⟩ is blank if and only if `\use_none:n` ⟨*token list*⟩ `?` is empty after one expansion. The auxiliary `\__tl_if_empty_if:o` is a fast emptyness test, converting its argument to a string (after one expansion) and using the test `\if_meaning:w \q_nil ... \q_nil`.

```
\prg_new_conditional:Npnn \tl_if_blank:n #1 { p , T , F , TF }
  {
    \__tl_if_empty_if:o { \use_none:n #1 ? }
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
\prg_generate_conditional_variant:Nnn \tl_if_blank:n
  { e , V , o } { p , T , F , TF }
```

(*End definition for* `\tl_if_blank:nTF` *and* `\__tl_if_blank_p:NNw`*. This function is documented on page 41.*)

\tl_if_empty_p:N
\tl_if_empty_p:c
\tl_if_empty:NTF
\tl_if_empty:cTF

These functions check whether the token list in the argument is empty and execute the proper code from their argument(s).

```
\prg_new_conditional:Npnn \tl_if_empty:N #1 { p , T , F , TF }
  {
    \if_meaning:w #1 \c_empty_tl
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
\prg_generate_conditional_variant:Nnn \tl_if_empty:N
  { c } { p , T , F , TF }
```

(*End definition for* `\tl_if_empty:NTF`*. This function is documented on page 42.*)

\tl_if_empty_p:n
\tl_if_empty_p:V
\tl_if_empty:nTF
\tl_if_empty:VTF

Convert the argument to a string: this is empty if and only if the argument is. Then `\if_meaning:w \q_nil ... \q_nil` is `true` if and only if the string `...` is empty. It could be tempting to use `\if_meaning:w \q_nil #1 \q_nil` directly. This fails on a token list starting with `\q_nil` of course but more troubling is the case where argument is a complete conditional such as `\if_true: a \else: b \fi:` because then `\if_true:` is used by `\if_meaning:w`, the test turns out `false`, the `\else:` executes the `false` branch, the `\fi:` ends it and the `\q_nil` at the end starts executing…

```
\prg_new_conditional:Npnn \tl_if_empty:n #1 { p , TF , T , F }
  {
    \exp_after:wN \if_meaning:w \exp_after:wN \q_nil
        \tl_to_str:n {#1} \q_nil
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
\prg_generate_conditional_variant:Nnn \tl_if_empty:n
  { V } { p , TF , T , F }
```

(*End definition for* `\tl_if_empty:nTF`*. This function is documented on page 42.*)

`\tl_if_empty_p:o`
`\tl_if_empty:oTF`
`\__tl_if_empty_if:o`

The auxiliary function `\__tl_if_empty_if:o` is for use in various token list conditionals which reduce to testing if a given token list is empty after applying a simple function to it. The test for emptiness is based on `\tl_if_empty:nTF`, but the expansion is hard-coded for efficiency, as this auxiliary function is used in several places. We don't put `\prg_return_true:` and so on in the definition of the auxiliary, because that would prevent an optimization applied to conditionals that end with this code.

```
\cs_new:Npn \__tl_if_empty_if:o #1
  {
    \exp_after:wN \if_meaning:w \exp_after:wN \q_nil
      \__kernel_tl_to_str:w \exp_after:wN {#1} \q_nil
  }
\prg_new_conditional:Npnn \tl_if_empty:o #1 { p , TF , T , F }
  {
    \__tl_if_empty_if:o {#1}
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
 }
```

(*End definition for* `\tl_if_empty:nTF` *and* `\__tl_if_empty_if:o`*. This function is documented on page 42.*)

`\tl_if_eq_p:NN`
`\tl_if_eq_p:Nc`
`\tl_if_eq_p:cN`
`\tl_if_eq_p:cc`
`\tl_if_eq:NNTF`
`\tl_if_eq:NcTF`
`\tl_if_eq:cNTF`
`\tl_if_eq:ccTF`

Returns `\c_true_bool` if and only if the two token list variables are equal.

```
\prg_new_conditional:Npnn \tl_if_eq:NN #1#2 { p , T , F , TF }
  {
    \if_meaning:w #1 #2
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
\prg_generate_conditional_variant:Nnn \tl_if_eq:NN
  { Nc , c , cc } { p , TF , T , F }
```

(*End definition for* `\tl_if_eq:NNTF`*. This function is documented on page 42.*)

`\tl_if_eq:nnTF`
`\l__tl_internal_a_tl`
`\l__tl_internal_b_tl`

A simple store and compare routine.

```
\prg_new_protected_conditional:Npnn \tl_if_eq:nn #1#2 { T , F ,  TF }
  {
```

```
    \group_begin:
      \tl_set:Nn \l__tl_internal_a_tl {#1}
      \tl_set:Nn \l__tl_internal_b_tl {#2}
      \exp_after:wN
    \group_end:
    \if_meaning:w \l__tl_internal_a_tl \l__tl_internal_b_tl
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
\tl_new:N \l__tl_internal_a_tl
\tl_new:N \l__tl_internal_b_tl
```

(*End definition for* `\tl_if_eq:nnTF`*,* `\l__tl_internal_a_tl`*, and* `\l__tl_internal_b_tl`*. This function is documented on page 42.*)

`\tl_if_in:NnTF`
`\tl_if_in:cnTF`

See `\tl_if_in:nnTF` for further comments. Here we simply expand the token list variable and pass it to `\tl_if_in:nnTF`.

```
\cs_new_protected:Npn \tl_if_in:NnT  { \exp_args:No \tl_if_in:nnT  }
\cs_new_protected:Npn \tl_if_in:NnF  { \exp_args:No \tl_if_in:nnF  }
\cs_new_protected:Npn \tl_if_in:NnTF { \exp_args:No \tl_if_in:nnTF }
\prg_generate_conditional_variant:Nnn \tl_if_in:Nn
  { c } { T , F , TF }
```

(*End definition for* `\tl_if_in:NnTF`*. This function is documented on page 42.*)

`\tl_if_in:nnTF`
`\tl_if_in:VnTF`
`\tl_if_in:onTF`
`\tl_if_in:noTF`

Once more, the test relies on the emptiness test for robustness. The function `\__tl_tmp:w` removes tokens until the first occurrence of `#2`. If this does not appear in `#1`, then the final `#2` is removed, leaving an empty token list. Otherwise some tokens remain, and the test is `false`. See `\tl_if_empty:nTF` for details on the emptiness test.

Treating correctly cases like `\tl_if_in:nnTF {a state}{states}`, where `#1#2` contains `#2` before the end, requires special care. To cater for this case, we insert `{}{}` between the two token lists. This marker may not appear in `#2` because of TeX limitations on what can delimit a parameter, hence we are safe. Using two brace groups makes the test work also for empty arguments. The `\if_false:` constructions are a faster way to do `\group_align_safe_begin:` and `\group_align_safe_end:`. The `\scan_stop:` ensures that `f`-expanding `\tl_if_in:nn` does not lead to unbalanced braces.

```
\prg_new_protected_conditional:Npnn \tl_if_in:nn #1#2 { T  , F , TF }
  {
    \scan_stop:
    \if_false: { \fi:
    \cs_set:Npn \__tl_tmp:w ##1 #2 { }
    \tl_if_empty:oTF { \__tl_tmp:w #1 {} {} #2 }
      { \prg_return_false: } { \prg_return_true: }
    \if_false: } \fi:
  }
\prg_generate_conditional_variant:Nnn \tl_if_in:nn
  { V , o , no } { T , F , TF }
```

(*End definition for* `\tl_if_in:nnTF`*. This function is documented on page 42.*)

\tl_if_novalue_p:n
\tl_if_novalue:nTF
__tl_if_novalue:w

Tests for `-NoValue-`: this is similar to `\tl_if_in:nn` but set up to be expandable and to check the value exactly. The question mark prevents the auxiliary from losing braces.

```
\cs_set_protected:Npn \__tl_tmp:w #1
  {
    \prg_new_conditional:Npnn \tl_if_novalue:n ##1
      { p , T ,  F , TF }
      {
        \str_if_eq:onTF
          { \__tl_if_novalue:w ? ##1 { } #1 }
          { ? { } #1 }
          { \prg_return_true: }
          { \prg_return_false: }
      }
    \cs_new:Npn \__tl_if_novalue:w ##1 #1 {##1}
  }
\exp_args:No \__tl_tmp:w { \c_novalue_tl }
```

(*End definition for* `\tl_if_novalue:nTF` *and* `\__tl_if_novalue:w`*. This function is documented on page* *42**.*)

\tl_if_single_p:N
\tl_if_single:NTF

Expand the token list and feed it to `\tl_if_single:n`.

```
\cs_new:Npn \tl_if_single_p:N { \exp_args:No \tl_if_single_p:n }
\cs_new:Npn \tl_if_single:NT  { \exp_args:No \tl_if_single:nT  }
\cs_new:Npn \tl_if_single:NF  { \exp_args:No \tl_if_single:nF  }
\cs_new:Npn \tl_if_single:NTF { \exp_args:No \tl_if_single:nTF }
```

(*End definition for* `\tl_if_single:NTF`*. This function is documented on page* *43**.*)

\tl_if_single_p:n
\tl_if_single:nTF
__tl_if_single_p:n
__tl_if_single:nTF

This test is similar to `\tl_if_empty:nTF`. Expanding `\use_none:nn #1 ??` once yields an empty result if `#1` is blank, a single `?` if `#1` has a single item, and otherwise yields some tokens ending with `??`. Then, `\tl_to_str:n` makes sure there are no odd category codes. An earlier version would compare the result to a single `?` using string comparison, but the Lua call is slow in LuaTEX. Instead, `\__tl_if_single:nnw` picks the second token in front of it. If `#1` is empty, this token is the trailing `?` and the catcode test yields `false`. If `#1` has a single item, the token is `^` and the catcode test yields `true`. Otherwise, it is one of the characters resulting from `\tl_to_str:n`, and the catcode test yields `false`. Note that `\if_catcode:w` and `\__kernel_tl_to_str:w` are primitives that take care of expansion.

```
\prg_new_conditional:Npnn \tl_if_single:n #1 { p , T , F , TF }
  {
    \if_catcode:w ^ \exp_after:wN \__tl_if_single:nnw
        \__kernel_tl_to_str:w
          \exp_after:wN { \use_none:nn #1 ?? } ^ ? \q_stop
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
\cs_new:Npn \__tl_if_single:nnw #1#2#3 \q_stop {#2}
```

(*End definition for* `\tl_if_single:nTF` *and* `\__tl_if_single:nTF`*. This function is documented on page* *43**.*)

\tl_if_single_token_p:n
\tl_if_single_token:nTF

There are four cases: empty token list, token list starting with a normal token, with a brace group, or with a space token. If the token list starts with a normal token, remove it and check for emptiness. For the next case, an empty token list is not a single token. Finally, we have a non-empty token list starting with a space or a brace group. Applying f-expansion yields an empty result if and only if the token list is a single space.

```
\prg_new_conditional:Npnn \tl_if_single_token:n #1 { p , T , F , TF }
  {
    \tl_if_head_is_N_type:nTF {#1}
      { \__tl_if_empty_if:o { \use_none:n #1 } }
      {
        \tl_if_empty:nTF {#1}
          { \if_false: }
          { \__tl_if_empty_if:o { \exp:w \exp_end_continue_f:w #1 } }
      }
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
```

(*End definition for* \tl_if_single_token:nTF. *This function is documented on page 43.*)

\tl_case:Nn
\tl_case:cn
\tl_case:NnTF
\tl_case:cnTF
__tl_case:nnTF
__tl_case:Nw
__tl_case_end:nw

The aim here is to allow the case statement to be evaluated using a known number of expansion steps (two), and without needing to use an explicit "end of recursion" marker. That is achieved by using the test input as the final case, as this is always true. The trick is then to tidy up the output such that the appropriate case code plus either the true or false branch code is inserted.

```
\cs_new:Npn \tl_case:Nn #1#2
  {
    \exp:w
    \__tl_case:NnTF #1 {#2} { } { }
  }
\cs_new:Npn \tl_case:NnT #1#2#3
  {
    \exp:w
    \__tl_case:NnTF #1 {#2} {#3} { }
  }
\cs_new:Npn \tl_case:NnF #1#2#3
  {
    \exp:w
    \__tl_case:NnTF #1 {#2} { } {#3}
  }
\cs_new:Npn \tl_case:NnTF #1#2
  {
    \exp:w
    \__tl_case:NnTF #1 {#2}
  }
\cs_new:Npn \__tl_case:NnTF #1#2#3#4
  { \__tl_case:Nw #1 #2 #1 { } \q_mark {#3} \q_mark {#4} \q_stop }
\cs_new:Npn \__tl_case:Nw #1#2#3
  {
    \tl_if_eq:NNTF #1 #2
      { \__tl_case_end:nw {#3} }
```

```
      { \__tl_case:Nw #1 }
  }
\cs_generate_variant:Nn \tl_case:Nn   { c }
\prg_generate_conditional_variant:Nnn \tl_case:Nn
  { c } { T , F , TF }
```

To tidy up the recursion, there are two outcomes. If there was a hit to one of the cases searched for, then #1 is the code to insert, #2 is the *next* case to check on and #3 is all of the rest of the cases code. That means that #4 is the true branch code, and #5 tidies up the spare \q_mark and the false branch. On the other hand, if none of the cases matched then we arrive here using the "termination" case of comparing the search with itself. That means that #1 is empty, #2 is the first \q_mark and so #4 is the false code (the true code is mopped up by #3).

```
\cs_new:Npn \__tl_case_end:nw #1#2#3 \q_mark #4#5 \q_stop
  { \exp_end: #1 #4 }
```

(*End definition for* \tl_case:NnTF *and others. This function is documented on page 43.*)

7.7 Mapping to token lists

\tl_map_function:nN
\tl_map_function:NN
\tl_map_function:cN
__tl_map_function:Nn

Expandable loop macro for token lists. These have the advantage of not needing to test if the argument is empty, because if it is, the stop marker is read immediately and the loop terminated.

```
\cs_new:Npn \tl_map_function:nN #1#2
  {
    \__tl_map_function:Nn #2 #1
      \q_recursion_tail
    \prg_break_point:Nn \tl_map_break: { }
  }
\cs_new:Npn \tl_map_function:NN
  { \exp_args:No \tl_map_function:nN }
\cs_new:Npn \__tl_map_function:Nn #1#2
  {
    \quark_if_recursion_tail_break:nN {#2} \tl_map_break:
    #1 {#2} \__tl_map_function:Nn #1
  }
\cs_generate_variant:Nn \tl_map_function:NN { c }
```

(*End definition for* \tl_map_function:nN*,* \tl_map_function:NN*, and* __tl_map_function:Nn*. These functions are documented on page 44.*)

\tl_map_inline:nn
\tl_map_inline:Nn
\tl_map_inline:cn

The inline functions are straight forward by now. We use a little trick with the counter \g__kernel_prg_map_int to make them nestable. We can also make use of __tl_-map_function:Nn from before.

```
\cs_new_protected:Npn \tl_map_inline:nn #1#2
  {
    \int_gincr:N \g__kernel_prg_map_int
    \cs_gset_protected:cpn
      { __tl_map_ \int_use:N \g__kernel_prg_map_int :w } ##1 {#2}
    \exp_args:Nc \__tl_map_function:Nn
      { __tl_map_ \int_use:N \g__kernel_prg_map_int :w }
      #1 \q_recursion_tail
    \prg_break_point:Nn \tl_map_break:
      { \int_gdecr:N \g__kernel_prg_map_int }
```

```
  }
\cs_new_protected:Npn \tl_map_inline:Nn
  { \exp_args:No \tl_map_inline:nn }
\cs_generate_variant:Nn \tl_map_inline:Nn { c }
```

(*End definition for* `\tl_map_inline:nn` *and* `\tl_map_inline:Nn`. *These functions are documented on page* 44.)

`\tl_map_tokens:nn`
`\tl_map_tokens:Nn`
`\tl_map_tokens:cn`
`\__tl_map_tokens:nn`

Much like the function mapping.

```
\cs_new:Npn \tl_map_tokens:nn #1#2
  {
    \__tl_map_tokens:nn {#2} #1
      \q_recursion_tail
    \prg_break_point:Nn \tl_map_break: { }
  }
\cs_new:Npn \tl_map_tokens:Nn
  { \exp_args:No \tl_map_tokens:nn }
\cs_generate_variant:Nn \tl_map_tokens:Nn { c }
\cs_new:Npn \__tl_map_tokens:nn #1#2
  {
    \quark_if_recursion_tail_break:nN {#2} \tl_map_break:
    \use:n {#1} {#2}
    \__tl_map_tokens:nn {#1}
  }
```

(*End definition for* `\tl_map_tokens:nn`, `\tl_map_tokens:Nn`, *and* `\__tl_map_tokens:nn`. *These functions are documented on page* 44.)

`\tl_map_variable:nNn`
`\tl_map_variable:NNn`
`\tl_map_variable:cNn`
`\__tl_map_variable:Nnn`

`\tl_map_variable:nNn` ⟨*token list*⟩ ⟨*tl var*⟩ ⟨*action*⟩ assigns ⟨*tl var*⟩ to each element and executes ⟨*action*⟩. The assignment to ⟨*tl var*⟩ is done after the quark test so that this variable does not get set to a quark.

```
\cs_new_protected:Npn \tl_map_variable:nNn #1#2#3
  {
    \__tl_map_variable:Nnn #2 {#3} #1
      \q_recursion_tail
    \prg_break_point:Nn \tl_map_break: { }
  }
\cs_new_protected:Npn \tl_map_variable:NNn
  { \exp_args:No \tl_map_variable:nNn }
\cs_new_protected:Npn \__tl_map_variable:Nnn #1#2#3
  {
    \quark_if_recursion_tail_break:nN {#3} \tl_map_break:
    \tl_set:Nn #1 {#3}
    \use:n {#2}
    \__tl_map_variable:Nnn #1 {#2}
  }
\cs_generate_variant:Nn \tl_map_variable:NNn { c }
```

(*End definition for* `\tl_map_variable:nNn`, `\tl_map_variable:NNn`, *and* `\__tl_map_variable:Nnn`. *These functions are documented on page* 44.)

`\tl_map_break:`
`\tl_map_break:n`

The break statements use the general `\prg_map_break:Nn`.

```
\cs_new:Npn \tl_map_break:
  { \prg_map_break:Nn \tl_map_break: { } }
\cs_new:Npn \tl_map_break:n
  { \prg_map_break:Nn \tl_map_break: }
```

(*End definition for* `\tl_map_break:` *and* `\tl_map_break:n`*. These functions are documented on page 45.*)

7.8 Using token lists

`\tl_to_str:n` `\tl_to_str:V`

Another name for a primitive: defined in l3basics.

```
\cs_generate_variant:Nn \tl_to_str:n { V }
```

(*End definition for* `\tl_to_str:n`*. This function is documented on page 46.*)

`\tl_to_str:N` `\tl_to_str:c`

These functions return the replacement text of a token list as a string.

```
\cs_new:Npn \tl_to_str:N #1 { \__kernel_tl_to_str:w \exp_after:wN {#1} }
\cs_generate_variant:Nn \tl_to_str:N { c }
```

(*End definition for* `\tl_to_str:N`*. This function is documented on page 46.*)

`\tl_use:N` `\tl_use:c`

Token lists which are simply not defined give a clear TeX error here. No such luck for ones equal to `\scan_stop:` so instead a test is made and if there is an issue an error is forced.

```
\cs_new:Npn \tl_use:N #1
  {
    \tl_if_exist:NTF #1 {#1}
      {
        \__kernel_msg_expandable_error:nnn
          { kernel } { bad-variable } {#1}
      }
  }
\cs_generate_variant:Nn \tl_use:N { c }
```

(*End definition for* `\tl_use:N`*. This function is documented on page 46.*)

7.9 Working with the contents of token lists

`\tl_count:n` `\tl_count:V` `\tl_count:o` `\tl_count:N` `\tl_count:c` `\__tl_count:n`

Count number of elements within a token list or token list variable. Brace groups within the list are read as a single element. Spaces are ignored. `\__tl_count:n` grabs the element and replaces it by `+1`. The `0` ensures that it works on an empty list.

```
\cs_new:Npn \tl_count:n #1
  {
    \int_eval:n
      { 0 \tl_map_function:nN {#1} \__tl_count:n }
  }
\cs_new:Npn \tl_count:N #1
  {
    \int_eval:n
      { 0 \tl_map_function:NN #1 \__tl_count:n }
  }
\cs_new:Npn \__tl_count:n #1 { + 1 }
\cs_generate_variant:Nn \tl_count:n { V , o }
\cs_generate_variant:Nn \tl_count:N { c }
```

(*End definition for* `\tl_count:n`*,* `\tl_count:N`*, and* `\__tl_count:n`*. These functions are documented on page 46.*)

`\tl_count_tokens:n` `\__tl_act_count_normal:nN` `\__tl_act_count_group:nn` `\__tl_act_count_space:n`

The token count is computed through an `\int_eval:n` construction. Each `1+` is output to the *left*, into the integer expression, and the sum is ended by the `\exp_end:` inserted by `\__tl_act_end:wn` (which is technically implemented as `\c_zero_int`). Somewhat a hack!

```
\cs_new:Npn \tl_count_tokens:n #1
  {
    \int_eval:n
      {
        \__tl_act:NNNnn
          \__tl_act_count_normal:nN
          \__tl_act_count_group:nn
          \__tl_act_count_space:n
          { }
          {#1}
      }
  }
\cs_new:Npn \__tl_act_count_normal:nN #1 #2 { 1 + }
\cs_new:Npn \__tl_act_count_space:n #1 { 1 + }
\cs_new:Npn \__tl_act_count_group:nn #1 #2
  { 2 + \tl_count_tokens:n {#2} + }
```

(*End definition for* `\tl_count_tokens:n` *and others. This function is documented on page 47.*)

`\tl_reverse_items:n` `\__tl_reverse_items:nwNwn` `\__tl_reverse_items:wn`

Reversal of a token list is done by taking one item at a time and putting it after `\q_stop`.

```
\cs_new:Npn \tl_reverse_items:n #1
  {
    \__tl_reverse_items:nwNwn #1 ?
      \q_mark \__tl_reverse_items:nwNwn
      \q_mark \__tl_reverse_items:wn
      \q_stop { }
  }
\cs_new:Npn \__tl_reverse_items:nwNwn #1 #2 \q_mark #3 #4 \q_stop #5
  {
    #3 #2
      \q_mark \__tl_reverse_items:nwNwn
      \q_mark \__tl_reverse_items:wn
      \q_stop { {#1} #5 }
  }
\cs_new:Npn \__tl_reverse_items:wn #1 \q_stop #2
  { \exp_not:o { \use_none:nn #2 } }
```

(*End definition for* `\tl_reverse_items:n`*,* `\__tl_reverse_items:nwNwn`*, and* `\__tl_reverse_items:wn`*. This function is documented on page 47.*)

`\tl_trim_spaces:n` `\tl_trim_spaces:o` `\tl_trim_spaces_apply:nN` `\tl_trim_spaces_apply:oN` `\tl_trim_spaces:N` `\tl_trim_spaces:c` `\tl_gtrim_spaces:N` `\tl_gtrim_spaces:c`

Trimming spaces from around the input is deferred to an internal function whose first argument is the token list to trim, augmented by an initial `\q_mark`, and whose second argument is a ⟨*continuation*⟩, which receives as a braced argument `\use_none:n \q_mark` ⟨*trimmed token list*⟩. In the case at hand, we take `\exp_not:o` as our continuation, so that space trimming behaves correctly within an `x`-type expansion.

```
\cs_new:Npn \tl_trim_spaces:n #1
  { \__tl_trim_spaces:nn { \q_mark #1 } \exp_not:o }
\cs_generate_variant:Nn \tl_trim_spaces:n { o }
\cs_new:Npn \tl_trim_spaces_apply:nN #1#2
  { \__tl_trim_spaces:nn { \q_mark #1 } { \exp_args:No #2 } }
```

```
\cs_generate_variant:Nn \tl_trim_spaces_apply:nN { o }
\cs_new_protected:Npn \tl_trim_spaces:N #1
  { \tl_set:Nx #1 { \exp_args:No \tl_trim_spaces:n {#1} } }
\cs_new_protected:Npn \tl_gtrim_spaces:N #1
  { \tl_gset:Nx #1 { \exp_args:No \tl_trim_spaces:n {#1} } }
\cs_generate_variant:Nn \tl_trim_spaces:N  { c }
\cs_generate_variant:Nn \tl_gtrim_spaces:N { c }
```

__tl_trim_spaces:nn
__tl_trim_spaces_auxi:w
__tl_trim_spaces_auxii:w
__tl_trim_spaces_auxiii:w
__tl_trim_spaces_auxiv:w

Trimming spaces from around the input is done using delimited arguments and quarks, and to get spaces at odd places in the definitions, we nest those in `\__tl_tmp:w`, which then receives a single space as its argument: `#1` is ␣. Removing leading spaces is done with `\__tl_trim_spaces_auxi:w`, which loops until `\q_mark`␣ matches the end of the token list: then `##1` is the token list and `##3` is `\__tl_trim_spaces_auxii:w`. This hands the relevant tokens to the loop `\__tl_trim_spaces_auxiii:w`, responsible for trimming trailing spaces. The end is reached when ␣ `\q_nil` matches the one present in the definition of `\tl_trim_spacs:n`. Then `\__tl_trim_spaces_auxiv:w` puts the token list into a group, with `\use_none:n` placed there to gobble a lingering `\q_mark`, and feeds this to the ⟨*continuation*⟩.

```
\cs_set:Npn \__tl_tmp:w #1
  {
    \cs_new:Npn \__tl_trim_spaces:nn ##1
      {
        \__tl_trim_spaces_auxi:w
          ##1
          \q_nil
          \q_mark #1 { }
          \q_mark \__tl_trim_spaces_auxii:w
          \__tl_trim_spaces_auxiii:w
          #1 \q_nil
          \__tl_trim_spaces_auxiv:w
        \q_stop
      }
    \cs_new:Npn \__tl_trim_spaces_auxi:w ##1 \q_mark #1 ##2 \q_mark ##3
      {
        ##3
        \__tl_trim_spaces_auxi:w
        \q_mark
        ##2
        \q_mark #1 {##1}
      }
    \cs_new:Npn \__tl_trim_spaces_auxii:w
        \__tl_trim_spaces_auxi:w \q_mark \q_mark ##1
      {
        \__tl_trim_spaces_auxiii:w
        ##1
      }
    \cs_new:Npn \__tl_trim_spaces_auxiii:w ##1 #1 \q_nil ##2
      {
        ##2
        ##1 \q_nil
        \__tl_trim_spaces_auxiii:w
      }
    \cs_new:Npn \__tl_trim_spaces_auxiv:w ##1 \q_nil ##2 \q_stop ##3
```

```
      { ##3 { \use_none:n ##1 } }
  }
\__tl_tmp:w { ~ }
```

(*End definition for* `\tl_trim_spaces:n` *and others. These functions are documented on page 47.*)

`\tl_sort:Nn`
`\tl_sort:cn`
`\tl_gsort:Nn`
`\tl_gsort:cn`
`\tl_sort:nN`

Implemented in l3sort.

(*End definition for* `\tl_sort:Nn`*,* `\tl_gsort:Nn`*, and* `\tl_sort:nN`*. These functions are documented on page 48.*)

7.10 Token by token changes

`\q__tl_act_mark`
`\q__tl_act_stop`

The `\__tl_act_...` functions may be applied to any token list. Hence, we use two private quarks, to allow any token, even quarks, in the token list. Only `\q__tl_act_mark` and `\q__tl_act_stop` may not appear in the token lists manipulated by `\__tl_act:NNNnn` functions. No quark module yet, so do things by hand.

```
\cs_new_nopar:Npn \q__tl_act_mark { \q__tl_act_mark }
\cs_new_nopar:Npn \q__tl_act_stop { \q__tl_act_stop }
```

(*End definition for* `\q__tl_act_mark` *and* `\q__tl_act_stop`*.*)

`\__tl_act:NNNnn`
`\__tl_act_output:n`
`\__tl_act_reverse_output:n`
`\__tl_act_loop:w`
`\__tl_act_normal:NwnNNN`
`\__tl_act_group:nwnNNN`
`\__tl_act_space:wwnNNN`
`\__tl_act_end:w`

To help control the expansion, `\__tl_act:NNNnn` should always be proceeded by `\exp:w` and ends by producing `\exp_end:` once the result has been obtained. Then loop over tokens, groups, and spaces in `#5`. The marker `\q__tl_act_mark` is used both to avoid losing outer braces and to detect the end of the token list more easily. The result is stored as an argument for the dummy function `\__tl_act_result:n`.

```
\cs_new:Npn \__tl_act:NNNnn #1#2#3#4#5
  {
    \group_align_safe_begin:
    \__tl_act_loop:w #5 \q__tl_act_mark \q__tl_act_stop
    {#4} #1 #2 #3
    \__tl_act_result:n { }
  }
```

In the loop, we check how the token list begins and act accordingly. In the "normal" case, we may have reached `\q__tl_act_mark`, the end of the list. Then leave `\exp_end:` and the result in the input stream, to terminate the expansion of `\exp:w`. Otherwise, apply the relevant function to the "arguments", `#3` and to the head of the token list. Then repeat the loop. The scheme is the same if the token list starts with a group or with a space. Some extra work is needed to make `\__tl_act_space:wwnNNN` gobble the space.

```
\cs_new:Npn \__tl_act_loop:w #1 \q__tl_act_stop
  {
    \tl_if_head_is_N_type:nTF {#1}
      { \__tl_act_normal:NwnNNN }
      {
        \tl_if_head_is_group:nTF {#1}
          { \__tl_act_group:nwnNNN }
          { \__tl_act_space:wwnNNN }
      }
    #1 \q__tl_act_stop
  }
\cs_new:Npn \__tl_act_normal:NwnNNN #1 #2 \q__tl_act_stop #3#4
  {
```

```
    \if_meaning:w \q__tl_act_mark #1
      \exp_after:wN \__tl_act_end:wn
    \fi:
    #4 {#3} #1
    \__tl_act_loop:w #2 \q__tl_act_stop
    {#3} #4
  }
\cs_new:Npn \__tl_act_end:wn #1 \__tl_act_result:n #2
  { \group_align_safe_end: \exp_end: #2 }
\cs_new:Npn \__tl_act_group:nwnNNN #1 #2 \q__tl_act_stop #3#4#5
  {
    #5 {#3} {#1}
    \__tl_act_loop:w #2 \q__tl_act_stop
    {#3} #4 #5
  }
\exp_last_unbraced:NNo
  \cs_new:Npn \__tl_act_space:wwnNNN \c_space_tl #1 \q__tl_act_stop #2#3#4#5
  {
    #5 {#2}
    \__tl_act_loop:w #1 \q__tl_act_stop
    {#2} #3 #4 #5
  }
```

Typically, the output is done to the right of what was already output, using `\__tl_act_output:n`, but for the `\__tl_act_reverse` functions, it should be done to the left.

```
\cs_new:Npn \__tl_act_output:n #1 #2 \__tl_act_result:n #3
  { #2 \__tl_act_result:n { #3 #1 } }
\cs_new:Npn \__tl_act_reverse_output:n #1 #2 \__tl_act_result:n #3
  { #2 \__tl_act_result:n { #1 #3 } }
```

(*End definition for* `\__tl_act:NNNnn` *and others.*)

`\tl_reverse:n`
`\tl_reverse:o`
`\tl_reverse:V`
`\__tl_reverse_normal:nN`
`\__tl_reverse_group_preserve:nn`
`\__tl_reverse_space:n`

The goal here is to reverse without losing spaces nor braces. This is done using the general internal function `\__tl_act:NNNnn`. Spaces and "normal" tokens are output on the left of the current output. Grouped tokens are output to the left but without any reversal within the group. All of the internal functions here drop one argument: this is needed by `\__tl_act:NNNnn` when changing case (to record which direction the change is in), but not when reversing the tokens.

```
\cs_new:Npn \tl_reverse:n #1
  {
    \__kernel_exp_not:w \exp_after:wN
      {
        \exp:w
        \__tl_act:NNNnn
          \__tl_reverse_normal:nN
          \__tl_reverse_group_preserve:nn
          \__tl_reverse_space:n
          { }
          {#1}
      }
  }
\cs_generate_variant:Nn \tl_reverse:n { o , V }
\cs_new:Npn \__tl_reverse_normal:nN #1#2
  { \__tl_act_reverse_output:n {#2} }
```

```
\cs_new:Npn \__tl_reverse_group_preserve:nn #1#2
  { \__tl_act_reverse_output:n { {#2} } }
\cs_new:Npn \__tl_reverse_space:n #1
  { \__tl_act_reverse_output:n { ~ } }
```

(*End definition for* `\tl_reverse:n` *and others. This function is documented on page 47.*)

`\tl_reverse:N` `\tl_reverse:c` `\tl_greverse:N` `\tl_greverse:c`

This reverses the list, leaving `\exp_stop_f:` in front, which stops the `f`-expansion.

```
\cs_new_protected:Npn \tl_reverse:N #1
  { \tl_set:Nx #1 { \exp_args:No \tl_reverse:n { #1 } } }
\cs_new_protected:Npn \tl_greverse:N #1
  { \tl_gset:Nx #1 { \exp_args:No \tl_reverse:n { #1 } } }
\cs_generate_variant:Nn \tl_reverse:N  { c }
\cs_generate_variant:Nn \tl_greverse:N { c }
```

(*End definition for* `\tl_reverse:N` *and* `\tl_greverse:N`*. These functions are documented on page 47.*)

7.11 The first token from a token list

`\tl_head:N` `\tl_head:n` `\tl_head:V` `\tl_head:v` `\tl_head:f` `\__tl_head_auxi:nw` `\__tl_head_auxii:n` `\tl_head:w` `\tl_tail:N` `\tl_tail:n` `\tl_tail:V` `\tl_tail:v` `\tl_tail:f`

Finding the head of a token list expandably always strips braces, which is fine as this is consistent with for example mapping to a list. The empty brace groups in `\tl_head:n` ensure that a blank argument gives an empty result. The result is returned within the `\unexpanded` primitive. The approach here is to use `\if_false:` to allow us to use `}` as the closing delimiter: this is the only safe choice, as any other token would not be able to parse it's own code. Using a marker, we can see if what we are grabbing is exactly the marker, or there is anything else to deal with. Is there is, there is a loop. If not, tidy up and leave the item in the output stream. More detail in http://tex.stackexchange.com/a/70168.

```
\cs_new:Npn \tl_head:n #1
  {
    \__kernel_exp_not:w
      \if_false: { \fi: \__tl_head_auxi:nw #1 { } \q_stop }
  }
\cs_new:Npn \__tl_head_auxi:nw #1#2 \q_stop
  {
    \exp_after:wN \__tl_head_auxii:n \exp_after:wN {
      \if_false: } \fi: {#1}
  }
\cs_new:Npn \__tl_head_auxii:n #1
  {
    \exp_after:wN \if_meaning:w \exp_after:wN \q_nil
      \__kernel_tl_to_str:w \exp_after:wN { \use_none:n #1 } \q_nil
      \exp_after:wN \use_i:nn
    \else:
      \exp_after:wN \use_ii:nn
    \fi:
      {#1}
      { \if_false: { \fi: \__tl_head_auxi:nw #1 } }
  }
\cs_generate_variant:Nn \tl_head:n { V , v , f }
\cs_new:Npn \tl_head:w #1#2 \q_stop {#1}
\cs_new:Npn \tl_head:N { \exp_args:No \tl_head:n }
```

To correctly leave the tail of a token list, it's important *not* to absorb any of the tail part as an argument. For example, the simple definition

```
\cs_new:Npn \tl_tail:n #1 { \tl_tail:w #1 \q_stop }
\cs_new:Npn \tl_tail:w #1#2 \q_stop
```

would give the wrong result for `\tl_tail:n { a { bc } }` (the braces would be stripped). Thus the only safe way to proceed is to first check that there is an item to grab (*i.e.* that the argument is not blank) and assuming there is to dispose of the first item. As with `\tl_head:n`, the result is protected from further expansion by `\unexpanded`. While we could optimise the test here, this would leave some tokens "banned" in the input, which we do not have with this definition.

```
\cs_new:Npn \tl_tail:n #1
  {
    \__kernel_exp_not:w
      \tl_if_blank:nTF {#1}
        { { } }
        { \exp_after:wN { \use_none:n #1 } }
  }
\cs_generate_variant:Nn \tl_tail:n { V , v , f }
\cs_new:Npn \tl_tail:N { \exp_args:No \tl_tail:n }
```

(*End definition for `\tl_head:N` and others. These functions are documented on page 49.*)

`\tl_if_head_eq_meaning_p:nN`
`\tl_if_head_eq_meaning:nNTF`
`\tl_if_head_eq_charcode_p:nN`
`\tl_if_head_eq_charcode:nNTF`
`\tl_if_head_eq_charcode_p:fN`
`\tl_if_head_eq_charcode:fNTF`
`\tl_if_head_eq_catcode_p:nN`
`\tl_if_head_eq_catcode:nNTF`

Accessing the first token of a token list is tricky in three cases: when it has category code 1 (begin-group token), when it is an explicit space, with category code 10 and character code 32, or when the token list is empty (obviously).

Forgetting temporarily about this issue we would use the following test in `\tl_if_head_eq_charcode:nN`. Here, `\tl_head:w` yields the first token of the token list, then passed to `\exp_not:N`.

```
\if_charcode:w
    \exp_after:wN \exp_not:N \tl_head:w #1 \q_nil \q_stop
    \exp_not:N #2
```

The two first special cases are detected by testing if the token list starts with an `N`-type token (the extra `?` sends empty token lists to the `true` branch of this test). In those cases, the first token is a character, and since we only care about its character code, we can use `\str_head:n` to access it (this works even if it is a space character). An empty argument results in `\tl_head:w` leaving two tokens: `?` which is taken in the `\if_charcode:w` test, and `\use_none:nn`, which ensures that `\prg_return_false:` is returned regardless of whether the charcode test was `true` or `false`.

```
\prg_new_conditional:Npnn \tl_if_head_eq_charcode:nN #1#2 { p , T , F , TF }
  {
    \if_charcode:w
        \exp_not:N #2
        \tl_if_head_is_N_type:nTF { #1 ? }
          {
            \exp_after:wN \exp_not:N
            \tl_head:w #1 { ? \use_none:nn } \q_stop
          }
          { \str_head:n {#1} }
      \prg_return_true:
```

```
    \else:
      \prg_return_false:
    \fi:
  }
\prg_generate_conditional_variant:Nnn \tl_if_head_eq_charcode:nN
  { f } { p , TF , T , F }
```

For \tl_if_head_eq_catcode:nN, again we detect special cases with a \tl_if_head_-is_N_type:n. Then we need to test if the first token is a begin-group token or an explicit space token, and produce the relevant token, either \c_group_begin_token or \c_-space_token. Again, for an empty argument, a hack is used, removing \prg_return_-true: and \else: with \use_none:nn in case the catcode test with the (arbitrarily chosen) ? is true.

```
\prg_new_conditional:Npnn \tl_if_head_eq_catcode:nN #1 #2 { p , T , F , TF }
  {
    \if_catcode:w
        \exp_not:N #2
        \tl_if_head_is_N_type:nTF { #1 ? }
          {
            \exp_after:wN \exp_not:N
            \tl_head:w #1 { ? \use_none:nn } \q_stop
          }
          {
            \tl_if_head_is_group:nTF {#1}
              { \c_group_begin_token }
              { \c_space_token }
          }
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
\prg_generate_conditional_variant:Nnn \tl_if_head_eq_catcode:nN
  { o } { p , TF , T , F }
```

For \tl_if_head_eq_meaning:nN, again, detect special cases. In the normal case, use \tl_head:w, with no \exp_not:N this time, since \if_meaning:w causes no expansion. With an empty argument, the test is true, and \use_none:nnn removes #2 and the usual \prg_return_true: and \else:. In the special cases, we know that the first token is a character, hence \if_charcode:w and \if_catcode:w together are enough. We combine them in some order, hopefully faster than the reverse. Tests are not nested because the arguments may contain unmatched primitive conditionals.

```
\prg_new_conditional:Npnn \tl_if_head_eq_meaning:nN #1#2 { p , T , F , TF }
  {
    \tl_if_head_is_N_type:nTF { #1 ? }
      { \__tl_if_head_eq_meaning_normal:nN }
      { \__tl_if_head_eq_meaning_special:nN }
    {#1} #2
  }
\cs_new:Npn \__tl_if_head_eq_meaning_normal:nN #1 #2
  {
    \exp_after:wN \if_meaning:w
        \tl_head:w #1 { ?? \use_none:nnn } \q_stop #2
      \prg_return_true:
```

```
    \else:
      \prg_return_false:
    \fi:
  }
\cs_new:Npn \__tl_if_head_eq_meaning_special:nN #1 #2
  {
    \if_charcode:w \str_head:n {#1} \exp_not:N #2
      \exp_after:wN \use:n
    \else:
      \prg_return_false:
      \exp_after:wN \use_none:n
    \fi:
    {
      \if_catcode:w \exp_not:N #2
                    \tl_if_head_is_group:nTF {#1}
                      { \c_group_begin_token }
                      { \c_space_token }
        \prg_return_true:
      \else:
        \prg_return_false:
      \fi:
    }
  }
```

(*End definition for* `\tl_if_head_eq_meaning:nNTF` *and others. These functions are documented on page 50.*)

`\tl_if_head_is_N_type_p:n`
`\tl_if_head_is_N_type:nTF`
`\__tl_if_head_is_N_type:w`

A token list can be empty, can start with an explicit space character (catcode 10 and charcode 32), can start with a begin-group token (catcode 1), or start with an N-type argument. In the first two cases, the line involving `\__tl_if_head_is_N_type:w` produces ^ (and otherwise nothing). In the third case (begin-group token), the lines involving `\exp_after:wN` produce a single closing brace. The category code test is thus true exactly in the fourth case, which is what we want. One cannot optimize by moving one of the * to the beginning: if #1 contains primitive conditionals, all of its occurrences must be dealt with before the `\if_catcode:w` tries to skip the `true` branch of the conditional.

```
\prg_new_conditional:Npnn \tl_if_head_is_N_type:n #1 { p , T , F , TF }
  {
    \if_catcode:w
        \if_false: { \fi: \__tl_if_head_is_N_type:w ? #1 ~ }
        \exp_after:wN \use_none:n
          \exp_after:wN { \exp_after:wN { \token_to_str:N #1 ? } }
        * *
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
\cs_new:Npn \__tl_if_head_is_N_type:w #1 ~
  {
    \tl_if_empty:oTF { \use_none:n #1 } { ^ } { }
    \exp_after:wN \use_none:n \exp_after:wN { \if_false: } \fi:
  }
```

(*End definition for* `\tl_if_head_is_N_type:nTF` *and* `\__tl_if_head_is_N_type:w`*. This function is documented on page 50.*)

\tl_if_head_is_group_p:n
\tl_if_head_is_group:nTF

Pass the first token of `#1` through `\token_to_str:N`, then check for the brace balance. The extra `?` caters for an empty argument. This could be made faster, but we need all brace tricks to happen in one step of expansion, keeping the token list brace balanced at all times.

```
\prg_new_conditional:Npnn \tl_if_head_is_group:n #1 { p , T , F , TF }
  {
    \if_catcode:w
        \exp_after:wN \use_none:n
          \exp_after:wN { \exp_after:wN { \token_to_str:N #1 ? } }
        * *
      \prg_return_false:
    \else:
      \prg_return_true:
    \fi:
  }
```

(*End definition for* `\tl_if_head_is_group:nTF`*. This function is documented on page* 50*.*)

\tl_if_head_is_space_p:n
\tl_if_head_is_space:nTF
__tl_if_head_is_space:w

The auxiliary's argument is all that is before the first explicit space in `?#1?~`. If that is a single `?` the test yields `true`. Otherwise, that is more than one token, and the test yields `false`. The work is done within braces (with an `\if_false: { \fi: ... }` construction) both to hide potential alignment tab characters from TEX in a table, and to allow for removing what remains of the token list after its first space. The `\exp:w` and `\exp_end:` ensure that the result of a single step of expansion directly yields a balanced token list (no trailing closing brace).

```
\prg_new_conditional:Npnn \tl_if_head_is_space:n #1 { p , T , F , TF }
  {
    \exp:w \if_false: { \fi:
      \__tl_if_head_is_space:w ? #1 ? ~ }
  }
\cs_new:Npn \__tl_if_head_is_space:w #1 ~
  {
    \tl_if_empty:oTF { \use_none:n #1 }
      { \exp_after:wN \exp_end: \exp_after:wN \prg_return_true: }
      { \exp_after:wN \exp_end: \exp_after:wN \prg_return_false: }
    \exp_after:wN \use_none:n \exp_after:wN { \if_false: } \fi:
  }
```

(*End definition for* `\tl_if_head_is_space:nTF` *and* `\__tl_if_head_is_space:w`*. This function is documented on page* 50*.*)

7.12 Using a single item

\tl_item:nn
\tl_item:Nn
\tl_item:cn
__tl_item_aux:nn
__tl_item:nn

The idea here is to find the offset of the item from the left, then use a loop to grab the correct item. If the resulting offset is too large, then `\quark_if_recursion_tail_stop:n` terminates the loop, and returns nothing at all.

```
\cs_new:Npn \tl_item:nn #1#2
  {
    \exp_args:Nf \__tl_item:nn
      { \exp_args:Nf \__tl_item_aux:nn { \int_eval:n {#2} } {#1} }
    #1
    \q_recursion_tail
    \prg_break_point:
```

```
  }
\cs_new:Npn \__tl_item_aux:nn #1#2
  {
    \int_compare:nNnTF {#1} < 0
      { \int_eval:n { \tl_count:n {#2} + 1 + #1 } }
      {#1}
  }
\cs_new:Npn \__tl_item:nn #1#2
  {
    \quark_if_recursion_tail_break:nN {#2} \prg_break:
    \int_compare:nNnTF {#1} = 1
      { \prg_break:n { \exp_not:n {#2} } }
      { \exp_args:Nf \__tl_item:nn { \int_eval:n { #1 - 1 } } }
  }
\cs_new:Npn \tl_item:Nn { \exp_args:No \tl_item:nn }
\cs_generate_variant:Nn \tl_item:Nn { c }
```

(*End definition for* `\tl_item:nn` *and others. These functions are documented on page 51.*)

`\tl_rand_item:n`
`\tl_rand_item:N`
`\tl_rand_item:c`

Importantly `\tl_item:nn` only evaluates its argument once.

```
\cs_new:Npn \tl_rand_item:n #1
  {
    \tl_if_blank:nF {#1}
      { \tl_item:nn {#1} { \int_rand:nn { 1 } { \tl_count:n {#1} } } }
  }
\cs_new:Npn \tl_rand_item:N { \exp_args:No \tl_rand_item:n }
\cs_generate_variant:Nn \tl_rand_item:N { c }
```

(*End definition for* `\tl_rand_item:n` *and* `\tl_rand_item:N`*. These functions are documented on page 51.*)

`\tl_range:Nnn`
`\tl_range:cnn`
`\tl_range:nnn`
`\__tl_range:Nnnn`
`\__tl_range:nnnNn`
`\__tl_range:nnNn`
`\__tl_range_skip:w`
`\__tl_range:w`
`\__tl_range_skip_spaces:n`
`\__tl_range_collect:nn`
`\__tl_range_collect:ff`
`\__tl_range_collect_space:nw`
`\__tl_range_collect_N:nN`
`\__tl_range_collect_group:nN`

To avoid checking for the end of the token list at every step, start by counting the number l of items and "normalizing" the bounds, namely clamping them to the interval $[0, l]$ and dealing with negative indices. More precisely, `\__tl_range_items:nnNn` receives the number of items to skip at the beginning of the token list, the index of the last item to keep, a function which is either `\__tl_range:w` or the token list itself. If nothing should be kept, leave `{}`: this stops the `f`-expansion of `\tl_head:f` and that function produces an empty result. Otherwise, repeatedly call `\__tl_range_skip:w` to delete `#1` items from the input stream (the extra brace group avoids an off-by-one shift). For the braced version `\__tl_range_braced:w` sets up `\__tl_range_collect_braced:w` which stores items one by one in an argument after the semicolon. Depending on the first token of the tail, either just move it (if it is a space) or also decrement the number of items left to find. Eventually, the result is a brace group followed by the rest of the token list, and `\tl_head:f` cleans up and gives the result in `\exp_not:n`.

```
\cs_new:Npn \tl_range:Nnn { \exp_args:No \tl_range:nnn }
\cs_generate_variant:Nn \tl_range:Nnn { c }
\cs_new:Npn \tl_range:nnn { \__tl_range:Nnnn \__tl_range:w }
\cs_new:Npn \__tl_range:Nnnn #1#2#3#4
  {
    \tl_head:f
      {
        \exp_args:Nf \__tl_range:nnnNn
          { \tl_count:n {#2} } {#3} {#4} #1 {#2}
      }
```

```
    }
\cs_new:Npn \__tl_range:nnnNn #1#2#3
  {
    \exp_args:Nff \__tl_range:nnNn
      {
        \exp_args:Nf \__tl_range_normalize:nn
          { \int_eval:n { #2 - 1 } } {#1}
      }
      {
        \exp_args:Nf \__tl_range_normalize:nn
          { \int_eval:n {#3} } {#1}
      }
  }
\cs_new:Npn \__tl_range:nnNn #1#2#3#4
  {
    \if_int_compare:w #2 > #1 \exp_stop_f: \else:
      \exp_after:wN { \exp_after:wN }
    \fi:
    \exp_after:wN #3
    \int_value:w \int_eval:n { #2 - #1 } \exp_after:wN ;
    \exp_after:wN { \exp:w \__tl_range_skip:w #1 ; { } #4 }
  }
\cs_new:Npn \__tl_range_skip:w #1 ; #2
  {
    \if_int_compare:w #1 > 0 \exp_stop_f:
      \exp_after:wN \__tl_range_skip:w
      \int_value:w \int_eval:n { #1 - 1 } \exp_after:wN ;
    \else:
      \exp_after:wN \exp_end:
    \fi:
  }
\cs_new:Npn \__tl_range:w #1 ; #2
  {
    \exp_args:Nf \__tl_range_collect:nn
      { \__tl_range_skip_spaces:n {#2} } {#1}
  }
\cs_new:Npn \__tl_range_skip_spaces:n #1
  {
    \tl_if_head_is_space:nTF {#1}
      { \exp_args:Nf \__tl_range_skip_spaces:n {#1} }
      { { } #1 }
  }
\cs_new:Npn \__tl_range_collect:nn #1#2
  {
    \int_compare:nNnTF {#2} = 0
      {#1}
      {
        \exp_args:No \tl_if_head_is_space:nTF { \use_none:n #1 }
          {
            \exp_args:Nf \__tl_range_collect:nn
              { \__tl_range_collect_space:nw #1 }
              {#2}
          }
          {
```

```
              \__tl_range_collect:ff
                {
                  \exp_args:No \tl_if_head_is_N_type:nTF { \use_none:n #1 }
                    { \__tl_range_collect_N:nN }
                    { \__tl_range_collect_group:nn }
                  #1
                }
                { \int_eval:n { #2 - 1 } }
            }
        }
    }
\cs_new:Npn \__tl_range_collect_space:nw #1 ~ { { #1 ~ } }
\cs_new:Npn \__tl_range_collect_N:nN #1#2 { { #1 #2 } }
\cs_new:Npn \__tl_range_collect_group:nn #1#2 { { #1 {#2} } }
\cs_generate_variant:Nn \__tl_range_collect:nn { ff }
```

(*End definition for* `\tl_range:Nnn` *and others. These functions are documented on page 52.*)

`\__tl_range_normalize:nn`

This function converts an ⟨*index*⟩ argument into an explicit position in the token list (a result of 0 denoting "out of bounds"). Expects two explicit integer arguments: the ⟨*index*⟩ `#1` and the string count `#2`. If `#1` is negative, replace it by `#1` + `#2` + 1, then limit to the range [0, `#2`].

```
\cs_new:Npn \__tl_range_normalize:nn #1#2
  {
    \int_eval:n
      {
        \if_int_compare:w #1 < 0 \exp_stop_f:
          \if_int_compare:w #1 < -#2 \exp_stop_f:
            0
          \else:
            #1 + #2 + 1
          \fi:
        \else:
          \if_int_compare:w #1 < #2 \exp_stop_f:
            #1
          \else:
            #2
          \fi:
        \fi:
      }
  }
```

(*End definition for* `\__tl_range_normalize:nn`*.*)

7.13 Viewing token lists

`\tl_show:N`
`\tl_show:c`
`\tl_log:N`
`\tl_log:c`
`\__tl_show:NN`

Showing token list variables is done after checking that the variable is defined (see `\__kernel_register_show:N`).

```
\cs_new_protected:Npn \tl_show:N { \__tl_show:NN \tl_show:n }
\cs_generate_variant:Nn \tl_show:N { c }
\cs_new_protected:Npn \tl_log:N { \__tl_show:NN \tl_log:n }
\cs_generate_variant:Nn \tl_log:N { c }
\cs_new_protected:Npn \__tl_show:NN #1#2
  {
```

```
    \__kernel_chk_defined:NT #2
      { \exp_args:Nx #1 { \token_to_str:N #2 = \exp_not:o {#2} } }
  }
```

(*End definition for* `\tl_show:N`*,* `\tl_log:N`*, and* `\__tl_show:NN`*. These functions are documented on page 53.*)

`\tl_show:n` `\__tl_show:n` `\__tl_show:w` Many `show` functions are based on `\tl_show:n`. The argument of `\tl_show:n` is line-wrapped using `\iow_wrap:nnnN` but with a leading `>~` and trailing period, both removed before passing the wrapped text to the `\showtokens` primitive. This primitive shows the result with a leading `>~` and trailing period.

The token list `\l__tl_internal_a_tl` containing the result of all these manipulations is displayed to the terminal using `\tex_showtokens:D` and an odd `\exp_after:wN` which expand the closing brace to improve the output slightly. The calls to `\__kernel_iow_with:Nnn` ensure that the `\newlinechar` is set to 10 so that the `\iow_newline:` inserted by the line-wrapping code are correctly recognized by TeX, and that `\errorcontextlines` is -1 to avoid printing irrelevant context.

```
\cs_new_protected:Npn \tl_show:n #1
  { \iow_wrap:nnnN { >~ \tl_to_str:n {#1} . } { } { } \__tl_show:n }
\cs_new_protected:Npn \__tl_show:n #1
  {
    \tl_set:Nf \l__tl_internal_a_tl { \__tl_show:w #1 \q_stop }
    \__kernel_iow_with:Nnn \tex_newlinechar:D { 10 }
      {
        \__kernel_iow_with:Nnn \tex_errorcontextlines:D { -1 }
          {
            \tex_showtokens:D \exp_after:wN \exp_after:wN \exp_after:wN
              { \exp_after:wN \l__tl_internal_a_tl }
          }
      }
  }
\cs_new:Npn \__tl_show:w #1 > #2 . \q_stop {#2}
```

(*End definition for* `\tl_show:n`*,* `\__tl_show:n`*, and* `\__tl_show:w`*. This function is documented on page 53.*)

`\tl_log:n` Logging is much easier, simply line-wrap. The `>~` and trailing period is there to match the output of `\tl_show:n`.

```
\cs_new_protected:Npn \tl_log:n #1
  { \iow_wrap:nnnN { > ~ \tl_to_str:n {#1} . } { } { } \iow_log:n }
```

(*End definition for* `\tl_log:n`*. This function is documented on page 53.*)

7.14 Scratch token lists

`\g_tmpa_tl` `\g_tmpb_tl` Global temporary token list variables. They are supposed to be set and used immediately, with no delay between the definition and the use because you can't count on other macros not to redefine them from under you.

```
\tl_new:N \g_tmpa_tl
\tl_new:N \g_tmpb_tl
```

(*End definition for* `\g_tmpa_tl` *and* `\g_tmpb_tl`*. These variables are documented on page 54.*)

\l_tmpa_tl
\l_tmpb_tl

These are local temporary token list variables. Be sure not to assume that the value you put into them will survive for long—see discussion above.

```
\tl_new:N \l_tmpa_tl
\tl_new:N \l_tmpb_tl
```

(*End definition for* `\l_tmpa_tl` *and* `\l_tmpb_tl`. *These variables are documented on page* *54*.)

```
⟨/initex | package⟩
```

8 l3str implementation

```
⟨*initex | package⟩
⟨@@=str⟩
```

8.1 Creating and setting string variables

\str_new:N
\str_new:c
\str_use:N
\str_use:c
\str_clear:N
\str_clear:c
\str_gclear:N
\str_gclear:c
\str_clear_new:N
\str_clear_new:c
\str_gclear_new:N
\str_gclear_new:c
\str_set_eq:NN
\str_set_eq:cN
\str_set_eq:Nc
\str_set_eq:cc
\str_gset_eq:NN
\str_gset_eq:cN
\str_gset_eq:Nc
\str_gset_eq:cc
\str_concat:NNN
\str_concat:ccc
\str_gconcat:NNN
\str_gconcat:ccc

A string is simply a token list. The full mapping system isn't set up yet so do things by hand.

```
\group_begin:
  \cs_set_protected:Npn \__str_tmp:n #1
    {
      \tl_if_blank:nF {#1}
        {
          \cs_new_eq:cc { str_ #1 :N } { tl_ #1 :N }
          \exp_args:Nc \cs_generate_variant:Nn { str_ #1 :N } { c }
          \__str_tmp:n
        }
    }
  \__str_tmp:n
    { new }
    { use }
    { clear }
    { gclear }
    { clear_new }
    { gclear_new }
    { }
\group_end:
\cs_new_eq:NN \str_set_eq:NN \tl_set_eq:NN
\cs_new_eq:NN \str_gset_eq:NN \tl_gset_eq:NN
\cs_generate_variant:Nn \str_set_eq:NN  { c , Nc , cc }
\cs_generate_variant:Nn \str_gset_eq:NN { c , Nc , cc }
\cs_new_eq:NN \str_concat:NNN \tl_concat:NNN
\cs_new_eq:NN \str_gconcat:NNN \tl_gconcat:NNN
\cs_generate_variant:Nn \str_concat:NNN  { ccc }
\cs_generate_variant:Nn \str_gconcat:NNN { ccc }
```

(*End definition for* `\str_new:N` *and others. These functions are documented on page* *55*.)

\str_set:Nn
\str_set:NV
\str_set:Nx
\str_set:cn
\str_set:cV
\str_set:cx
\str_gset:Nn
\str_gset:NV
\str_gset:Nx
\str_gset:cn
\str_gset:cV
\str_gset:cx
\str_const:Nn
\str_const:NV
\str_const:Nx
\str_const:cn

Simply convert the token list inputs to ⟨*strings*⟩.

```
\group_begin:
  \cs_set_protected:Npn \__str_tmp:n #1
    {
      \tl_if_blank:nF {#1}
        {
```

```
          \cs_new_protected:cpx { str_ #1 :Nn } ##1##2
            {
              \exp_not:c { tl_ #1 :Nx } ##1
                { \exp_not:N \tl_to_str:n {##2} }
            }
          \cs_generate_variant:cn { str_ #1 :Nn } { NV , Nx , cn , cV , cx }
          \__str_tmp:n
        }
    }
  \__str_tmp:n
    { set }
    { gset }
    { const }
    { put_left }
    { gput_left }
    { put_right }
    { gput_right }
    { }
\group_end:
```

(*End definition for* `\str_set:Nn` *and others. These functions are documented on page* 56.)

8.2 Modifying string variables

\str_replace_all:Nn
\str_replace_all:cnn
\str_greplace_all:Nnn
\str_greplace_all:cnn
\str_replace_once:Nnn
\str_replace_once:cnn
\str_greplace_once:Nnn
\str_greplace_once:cnn
__str_replace:NNNnn
__str_replace_aux:NNNnnn
__str_replace_next:w

Start by applying `\tl_to_str:n` to convert the old and new token lists to strings, and also apply `\tl_to_str:N` to avoid any issues if we are fed a token list variable. Then the code is a much simplified version of the token list code because neither the delimiter nor the replacement can contain macro parameters or braces. The delimiter `\q_mark` cannot appear in the string to edit so it is used in all cases. Some x-expansion is unnecessary. There is no need to avoid losing braces nor to protect against expansion. The ending code is much simplified and does not need to hide in braces.

```
\cs_new_protected:Npn \str_replace_once:Nnn
  { \__str_replace:NNNnn \prg_do_nothing: \tl_set:Nx  }
\cs_new_protected:Npn \str_greplace_once:Nnn
  { \__str_replace:NNNnn \prg_do_nothing: \tl_gset:Nx }
\cs_new_protected:Npn \str_replace_all:Nnn
  { \__str_replace:NNNnn \__str_replace_next:w \tl_set:Nx  }
\cs_new_protected:Npn \str_greplace_all:Nnn
  { \__str_replace:NNNnn \__str_replace_next:w \tl_gset:Nx }
\cs_generate_variant:Nn \str_replace_once:Nnn  { c }
\cs_generate_variant:Nn \str_greplace_once:Nnn { c }
\cs_generate_variant:Nn \str_replace_all:Nnn   { c }
\cs_generate_variant:Nn \str_greplace_all:Nnn  { c }
\cs_new_protected:Npn \__str_replace:NNNnn #1#2#3#4#5
  {
    \tl_if_empty:nTF {#4}
      {
        \__kernel_msg_error:nnx { kernel } { empty-search-pattern } {#5}
      }
      {
        \use:x
          {
            \exp_not:n { \__str_replace_aux:NNNnnn #1 #2 #3 }
```

```
                { \tl_to_str:N #3 }
                { \tl_to_str:n {#4} } { \tl_to_str:n {#5} }
            }
        }
  }
\cs_new_protected:Npn \__str_replace_aux:NNNnnn #1#2#3#4#5#6
  {
    \cs_set:Npn \__str_replace_next:w ##1 #5 { ##1 #6 #1 }
    #2 #3
      {
        \__str_replace_next:w
        #4
        \use_none_delimit_by_q_stop:w
        #5
        \q_stop
      }
  }
\cs_new_eq:NN \__str_replace_next:w ?
```

(*End definition for* `\str_replace_all:Nnn` *and others. These functions are documented on page 57.*)

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

Removal is just a special case of replacement.

```
\cs_new_protected:Npn \str_remove_once:Nn #1#2
  { \str_replace_once:Nnn #1 {#2} { } }
\cs_new_protected:Npn \str_gremove_once:Nn #1#2
  { \str_greplace_once:Nnn #1 {#2} { } }
\cs_generate_variant:Nn \str_remove_once:Nn  { c }
\cs_generate_variant:Nn \str_gremove_once:Nn { c }
```

(*End definition for* `\str_remove_once:Nn` *and* `\str_gremove_once:Nn`*. These functions are documented on page 57.*)

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

Removal is just a special case of replacement.

```
\cs_new_protected:Npn \str_remove_all:Nn #1#2
  { \str_replace_all:Nnn #1 {#2} { } }
\cs_new_protected:Npn \str_gremove_all:Nn #1#2
  { \str_greplace_all:Nnn #1 {#2} { } }
\cs_generate_variant:Nn \str_remove_all:Nn  { c }
\cs_generate_variant:Nn \str_gremove_all:Nn { c }
```

(*End definition for* `\str_remove_all:Nn` *and* `\str_gremove_all:Nn`*. These functions are documented on page 57.*)

8.3 String comparisons

\str_if_empty_p:N
\str_if_empty_p:c
\str_if_empty:NTF
\str_if_empty:cTF
\str_if_exist_p:N
\str_if_exist_p:c
\str_if_exist:NTF
\str_if_exist:cTF

More copy-paste!

```
\prg_new_eq_conditional:NNn \str_if_exist:N \tl_if_exist:N
  { p , T , F , TF }
\prg_new_eq_conditional:NNn \str_if_exist:c \tl_if_exist:c
  { p , T , F , TF }
\prg_new_eq_conditional:NNn \str_if_empty:N \tl_if_empty:N
  { p , T , F , TF }
\prg_new_eq_conditional:NNn \str_if_empty:c \tl_if_empty:c
  { p , T , F , TF }
```

(*End definition for* `\str_if_empty:NTF` *and* `\str_if_exist:NTF`*. These functions are documented on page 58.*)

`\__str_if_eq:nn`
`\__str_escape:n`

String comparisons rely on the primitive `\(pdf)strcmp` if available: LuaTeX does not have it, so emulation is required. As the net result is that we do not *always* use the primitive, the correct approach is to wrap up in a function with defined behaviour. That's done by providing a wrapper and then redefining in the LuaTeX case. Note that the necessary Lua code is loaded in l3boostrap. The need to detokenize and force expansion of input arises from the case where a `#` token is used in the input, *e.g.* `\__str_if_eq:nn {#} { \tl_to_str:n {#} }`, which otherwise would fail as `\tex_luaescapestring:D` does not double such tokens.

```
\cs_new:Npn \__str_if_eq:nn #1#2 { \tex_strcmp:D {#1} {#2} }
\cs_if_exist:NT \tex_luatexversion:D
  {
    \cs_set_eq:NN \lua_escape:e \tex_luaescapestring:D
    \cs_set_eq:NN \lua_now:e    \tex_directlua:D
    \cs_set:Npn \__str_if_eq:nn #1#2
      {
        \lua_now:e
          {
            l3kernel.strcmp
              (
                " \__str_escape:n {#1} " ,
                " \__str_escape:n {#2} "
              )
          }
      }
    \cs_new:Npn \__str_escape:n #1
      {
        \lua_escape:e
          { \__kernel_tl_to_str:w \use:e { {#1} } }
      }
  }
```

(*End definition for* `\__str_if_eq:nn` *and* `\__str_escape:n`*.*)

`\str_if_eq_p:nn`
`\str_if_eq_p:Vn`
`\str_if_eq_p:on`
`\str_if_eq_p:nV`
`\str_if_eq_p:no`
`\str_if_eq_p:VV`
`\str_if_eq_p:ee`
`\str_if_eq:nnTF`
`\str_if_eq:VnTF`
`\str_if_eq:onTF`
`\str_if_eq:nVTF`
`\str_if_eq:noTF`
`\str_if_eq:VVTF`
`\str_if_eq:eeTF`

Modern engines provide a direct way of comparing two token lists, but returning a number. This set of conditionals therefore make life a bit clearer. The `nn` and `xx` versions are created directly as this is most efficient.

```
\prg_new_conditional:Npnn \str_if_eq:nn #1#2 { p , T , F , TF }
  {
    \if_int_compare:w
      \__str_if_eq:nn { \exp_not:n {#1} } { \exp_not:n {#2} }
      = 0 \exp_stop_f:
      \prg_return_true: \else: \prg_return_false: \fi:
  }
\prg_generate_conditional_variant:Nnn \str_if_eq:nn
  { V , v , o , nV , no , VV , nv } { p , T , F , TF }
\prg_new_conditional:Npnn \str_if_eq:ee #1#2 { p , T , F , TF }
  {
    \if_int_compare:w \__str_if_eq:nn {#1} {#2} = 0 \exp_stop_f:
      \prg_return_true: \else: \prg_return_false: \fi:
  }
```

(*End definition for* `\str_if_eq:nnTF`. *This function is documented on page 58.*)

`\str_if_eq_p:NN`
`\str_if_eq_p:Nc`
`\str_if_eq_p:cN`
`\str_if_eq_p:cc`
`\str_if_eq:NNTF`
`\str_if_eq:NcTF`
`\str_if_eq:cNTF`
`\str_if_eq:ccTF`

Note that `\str_if_eq:NN` is different from `\tl_if_eq:NN` because it needs to ignore category codes.

```
\prg_new_conditional:Npnn \str_if_eq:NN #1#2 { p , TF , T , F }
  {
    \if_int_compare:w
      \__str_if_eq:nn { \tl_to_str:N #1 } { \tl_to_str:N #2 }
      = 0 \exp_stop_f: \prg_return_true: \else: \prg_return_false: \fi:
  }
\prg_generate_conditional_variant:Nnn \str_if_eq:NN
  { c , Nc , cc } { T , F , TF , p }
```

(*End definition for* `\str_if_eq:NNTF`. *This function is documented on page 58.*)

`\str_if_in:NnTF`
`\str_if_in:cnTF`
`\str_if_in:nnTF`

Everything here needs to be detokenized but beyond that it is a simple token list test. It would be faster to fine-tune the `T`, `F`, `TF` variants by calling the appropriate variant of `\tl_if_in:nnTF` directly but that takes more code.

```
\prg_new_protected_conditional:Npnn \str_if_in:Nn #1#2 { T , F , TF }
  {
    \use:x
      { \tl_if_in:nnTF { \tl_to_str:N #1 } { \tl_to_str:n {#2} } }
      { \prg_return_true: } { \prg_return_false: }
  }
\prg_generate_conditional_variant:Nnn \str_if_in:Nn
  { c } { T , F , TF }
\prg_new_protected_conditional:Npnn \str_if_in:nn #1#2 { T , F , TF }
  {
    \use:x
      { \tl_if_in:nnTF { \tl_to_str:n {#1} } { \tl_to_str:n {#2} } }
      { \prg_return_true: } { \prg_return_false: }
  }
```

(*End definition for* `\str_if_in:NnTF` *and* `\str_if_in:nnTF`. *These functions are documented on page 58.*)

`\str_case:nn`
`\str_case:Vn`
`\str_case:on`
`\str_case:nV`
`\str_case:nv`
`\str_case:nnTF`
`\str_case:VnTF`
`\str_case:onTF`
`\str_case:nVTF`
`\str_case:nvTF`
`\str_case_e:nn`
`\str_case_e:nnTF`
`\__str_case:nnTF`
`\__str_case_e:nnTF`
`\__str_case:nw`
`\__str_case_e:nw`
`\__str_case_end:nw`

Much the same as `\tl_case:nn(TF)` here: just a change in the internal comparison.

```
\cs_new:Npn \str_case:nn #1#2
  {
    \exp:w
    \__str_case:nnTF {#1} {#2} { } { }
  }
\cs_new:Npn \str_case:nnT #1#2#3
  {
    \exp:w
    \__str_case:nnTF {#1} {#2} {#3} { }
  }
\cs_new:Npn \str_case:nnF #1#2
  {
    \exp:w
    \__str_case:nnTF {#1} {#2} { }
  }
\cs_new:Npn \str_case:nnTF #1#2
  {
```

```
    \exp:w
    \__str_case:nnTF {#1} {#2}
  }
\cs_new:Npn \__str_case:nnTF #1#2#3#4
  { \__str_case:nw {#1} #2 {#1} { } \q_mark {#3} \q_mark {#4} \q_stop }
\cs_generate_variant:Nn \str_case:nn   { V , o , nV , nv }
\prg_generate_conditional_variant:Nnn \str_case:nn
  { V , o , nV , nv } { T , F , TF }
\cs_new:Npn \__str_case:nw #1#2#3
  {
    \str_if_eq:nnTF {#1} {#2}
      { \__str_case_end:nw {#3} }
      { \__str_case:nw {#1} }
  }
\cs_new:Npn \str_case_e:nn #1#2
  {
    \exp:w
    \__str_case_e:nnTF {#1} {#2} { } { }
  }
\cs_new:Npn \str_case_e:nnT #1#2#3
  {
    \exp:w
    \__str_case_e:nnTF {#1} {#2} {#3} { }
  }
\cs_new:Npn \str_case_e:nnF #1#2
  {
    \exp:w
    \__str_case_e:nnTF {#1} {#2} { }
  }
\cs_new:Npn \str_case_e:nnTF #1#2
  {
    \exp:w
    \__str_case_e:nnTF {#1} {#2}
  }
\cs_new:Npn \__str_case_e:nnTF #1#2#3#4
  { \__str_case_e:nw {#1} #2 {#1} { } \q_mark {#3} \q_mark {#4} \q_stop }
\cs_new:Npn \__str_case_e:nw #1#2#3
  {
    \str_if_eq:eeTF {#1} {#2}
      { \__str_case_end:nw {#3} }
      { \__str_case_e:nw {#1} }
  }
\cs_new:Npn \__str_case_end:nw #1#2#3 \q_mark #4#5 \q_stop
  { \exp_end: #1 #4 }
```

(*End definition for* `\str_case:nnTF` *and others. These functions are documented on page 59.*)

8.4 Mapping to strings

`\str_map_function:NN`
`\str_map_function:cN`
`\str_map_function:nN`
`\str_map_inline:Nn`
`\str_map_inline:cn`
`\str_map_inline:nn`
`\str_map_variable:NNn`
`\str_map_variable:cNn`
`\str_map_variable:nNn`
`\str_map_break:`
`\str_map_break:n`
`\__str_map_function:w`
`\__str_map_function:Nn`
`\__str_map_inline:NN`
`\__str_map_variable:NnN`

The inline and variable mappings are similar to the usual token list mappings but start out by turning the argument to an "other string". Doing the same for the expandable function mapping would require `\__kernel_str_to_other:n`, quadratic in the string length. To deal with spaces in that case, `\__str_map_function:w` replaces the following space by a braced space and a further call to itself. These are received by `\__str_map_function:Nn`, which passes the space to `#1` and calls `\__str_map_function:w` to deal with the next space. The space before the braced space allows to optimize the `\q_recursion_tail` test. Of course we need to include a trailing space (the question mark is needed to avoid losing the space when TeX tokenizes the line). At the cost of about three more auxiliaries this code could get a 9 times speed up by testing only every 9-th character for whether it is `\q_recursion_tail` (also by converting 9 spaces at a time in the `\str_map_function:nN` case).

For the `map_variable` functions we use a string assignment to store each character because spaces are made catcode 12 before the loop.

```
\cs_new:Npn \str_map_function:nN #1#2
  {
    \exp_after:wN \__str_map_function:w
    \exp_after:wN \__str_map_function:Nn \exp_after:wN #2
      \__kernel_tl_to_str:w {#1}
      \q_recursion_tail ? ~
    \prg_break_point:Nn \str_map_break: { }
  }
\cs_new:Npn \str_map_function:NN
  { \exp_args:No \str_map_function:nN }
\cs_new:Npn \__str_map_function:w #1 ~
  { #1 { ~ { ~ } \__str_map_function:w } }
\cs_new:Npn \__str_map_function:Nn #1#2
  {
    \if_meaning:w \q_recursion_tail #2
      \exp_after:wN \str_map_break:
    \fi:
    #1 #2 \__str_map_function:Nn #1
  }
\cs_generate_variant:Nn \str_map_function:NN { c }
\cs_new_protected:Npn \str_map_inline:nn #1#2
  {
    \int_gincr:N \g__kernel_prg_map_int
    \cs_gset_protected:cpn
      { __str_map_ \int_use:N \g__kernel_prg_map_int :w } ##1 {#2}
    \use:x
      {
        \exp_not:N \__str_map_inline:NN
        \exp_not:c { __str_map_ \int_use:N \g__kernel_prg_map_int :w }
        \__kernel_str_to_other_fast:n {#1}
      }
      \q_recursion_tail
    \prg_break_point:Nn \str_map_break:
      { \int_gdecr:N \g__kernel_prg_map_int }
  }
\cs_new_protected:Npn \str_map_inline:Nn
  { \exp_args:No \str_map_inline:nn }
\cs_generate_variant:Nn \str_map_inline:Nn { c }
\cs_new:Npn \__str_map_inline:NN #1#2
  {
    \quark_if_recursion_tail_break:NN #2 \str_map_break:
    \exp_args:No #1 { \token_to_str:N #2 }
    \__str_map_inline:NN #1
```

```
  }
\cs_new_protected:Npn \str_map_variable:nNn #1#2#3
  {
    \use:x
      {
        \exp_not:n { \__str_map_variable:NnN #2 {#3} }
        \__kernel_str_to_other_fast:n {#1}
      }
      \q_recursion_tail
    \prg_break_point:Nn \str_map_break: { }
  }
\cs_new_protected:Npn \str_map_variable:NNn
  { \exp_args:No \str_map_variable:nNn }
\cs_new_protected:Npn \__str_map_variable:NnN #1#2#3
  {
    \quark_if_recursion_tail_break:NN #3 \str_map_break:
    \str_set:Nn #1 {#3}
    \use:n {#2}
    \__str_map_variable:NnN #1 {#2}
  }
\cs_generate_variant:Nn \str_map_variable:NNn { c }
\cs_new:Npn \str_map_break:
  { \prg_map_break:Nn \str_map_break: { } }
\cs_new:Npn \str_map_break:n
  { \prg_map_break:Nn \str_map_break: }
```

(*End definition for* `\str_map_function:NN` *and others. These functions are documented on page* *59**.*)

8.5 Accessing specific characters in a string

`\__kernel_str_to_other:n`
`\__str_to_other_loop:w`
`\__str_to_other_end:w`

First apply `\tl_to_str:n`, then replace all spaces by "other" spaces, 8 at a time, storing the converted part of the string between the `\q_mark` and `\q_stop` markers. The end is detected when `\__str_to_other_loop:w` finds one of the trailing `A`, distinguished from any contents of the initial token list by their category. Then `\__str_to_other_end:w` is called, and finds the result between `\q_mark` and the first `A` (well, there is also the need to remove a space).

```
\cs_new:Npn \__kernel_str_to_other:n #1
  {
    \exp_after:wN \__str_to_other_loop:w
      \tl_to_str:n {#1} ~ A ~ A ~ A ~ A ~ A ~ A ~ A ~ A ~ \q_mark \q_stop
  }
\group_begin:
\tex_lccode:D `\* = `\  %
\tex_lccode:D `\A = `\A %
\tex_lowercase:D
  {
    \group_end:
    \cs_new:Npn \__str_to_other_loop:w
      #1 ~ #2 ~ #3 ~ #4 ~ #5 ~ #6 ~ #7 ~ #8 ~ #9 \q_stop
      {
        \if_meaning:w A #8
          \__str_to_other_end:w
        \fi:
        \__str_to_other_loop:w
```

```
      #9 #1 * #2 * #3 * #4 * #5 * #6 * #7 * #8 * \q_stop
    }
  \cs_new:Npn \__str_to_other_end:w \fi: #1 \q_mark #2 * A #3 \q_stop
    { \fi: #2 }
}
```

(*End definition for* `\__kernel_str_to_other:n`, `\__str_to_other_loop:w`, *and* `\__str_to_other_end:w`.)

`\__kernel_str_to_other_fast:n`
`\__kernel_str_to_other_fast_loop:w`
`\__str_to_other_fast_end:w`

The difference with `\__kernel_str_to_other:n` is that the converted part is left in the input stream, making these commands only restricted-expandable.

```
\cs_new:Npn \__kernel_str_to_other_fast:n #1
  {
    \exp_after:wN \__str_to_other_fast_loop:w \tl_to_str:n {#1} ~
      A ~ A ~ A ~ A ~ A ~ A ~ A ~ A ~ A ~ \q_stop
  }
\group_begin:
\tex_lccode:D `\* = `\  %
\tex_lccode:D `\A = `\A %
\tex_lowercase:D
  {
    \group_end:
    \cs_new:Npn \__str_to_other_fast_loop:w
      #1 ~ #2 ~ #3 ~ #4 ~ #5 ~ #6 ~ #7 ~ #8 ~ #9 ~
      {
        \if_meaning:w A #9
          \__str_to_other_fast_end:w
        \fi:
        #1 * #2 * #3 * #4 * #5 * #6 * #7 * #8 * #9
        \__str_to_other_fast_loop:w *
      }
    \cs_new:Npn \__str_to_other_fast_end:w #1 * A #2 \q_stop {#1}
  }
```

(*End definition for* `\__kernel_str_to_other_fast:n`, `\__kernel_str_to_other_fast_loop:w`, *and* `\__str_to_other_fast_end:w`.)

`\str_item:Nn`
`\str_item:cn`
`\str_item:nn`
`\str_item_ignore_spaces:nn`
`\__str_item:nn`
`\__str_item:w`

The `\str_item:nn` hands its argument with spaces escaped to `\__str_item:nn`, and makes sure to turn the result back into a proper string (with category code 10 spaces) eventually. The `\str_item_ignore_spaces:nn` function does not escape spaces, which are thus ignored by `\__str_item:nn` since everything else is done with undelimited arguments. Evaluate the ⟨*index*⟩ argument #2 and count characters in the string, passing those two numbers to `\__str_item:w` for further analysis. If the ⟨*index*⟩ is negative, shift it by the ⟨*count*⟩ to know the how many character to discard, and if that is still negative give an empty result. If the ⟨*index*⟩ is larger than the ⟨*count*⟩, give an empty result, and otherwise discard $\langle index \rangle - 1$ characters before returning the following one. The shift by -1 is obtained by inserting an empty brace group before the string in that case: that brace group also covers the case where the ⟨*index*⟩ is zero.

```
\cs_new:Npn \str_item:Nn { \exp_args:No \str_item:nn }
\cs_generate_variant:Nn \str_item:Nn { c }
\cs_new:Npn \str_item:nn #1#2
  {
    \exp_args:Nf \tl_to_str:n
      {
```

```
        \exp_args:Nf \__str_item:nn
          { \__kernel_str_to_other:n {#1} } {#2}
      }
  }
\cs_new:Npn \str_item_ignore_spaces:nn #1
  { \exp_args:No \__str_item:nn { \tl_to_str:n {#1} } }
\cs_new:Npn \__str_item:nn #1#2
  {
    \exp_after:wN \__str_item:w
    \int_value:w \int_eval:n {#2} \exp_after:wN ;
    \int_value:w \__str_count:n {#1} ;
    #1 \q_stop
  }
\cs_new:Npn \__str_item:w #1; #2;
  {
    \int_compare:nNnTF {#1} < 0
      {
        \int_compare:nNnTF {#1} < {-#2}
          { \use_none_delimit_by_q_stop:w }
          {
            \exp_after:wN \use_i_delimit_by_q_stop:nw
            \exp:w \exp_after:wN \__str_skip_exp_end:w
              \int_value:w \int_eval:n { #1 + #2 } ;
          }
      }
      {
        \int_compare:nNnTF {#1} > {#2}
          { \use_none_delimit_by_q_stop:w }
          {
            \exp_after:wN \use_i_delimit_by_q_stop:nw
            \exp:w \__str_skip_exp_end:w #1 ; { }
          }
      }
  }
```

(*End definition for* `\str_item:Nn` *and others. These functions are documented on page 62.*)

`\__str_skip_exp_end:w`
`\__str_skip_loop:wNNNNNNNN`
`\__str_skip_end:w`
`\__str_skip_end:NNNNNNNN`

Removes `max(#1,0)` characters from the input stream, and then leaves `\exp_end:`. This should be expanded using `\exp:w`. We remove characters 8 at a time until there are at most 8 to remove. Then we do a dirty trick: the `\if_case:w` construction leaves between 0 and 8 times the `\or:` control sequence, and those `\or:` become arguments of `\__str_skip_end:NNNNNNNN`. If the number of characters to remove is 6, say, then there are two `\or:` left, and the 8 arguments of `\__str_skip_end:NNNNNNNN` are the two `\or:`, and 6 characters from the input stream, exactly what we wanted to remove. Then close the `\if_case:w` conditional with `\fi:`, and stop the initial expansion with `\exp_end:` (see places where `\__str_skip_exp_end:w` is called).

```
\cs_new:Npn \__str_skip_exp_end:w #1;
  {
    \if_int_compare:w #1 > 8 \exp_stop_f:
      \exp_after:wN \__str_skip_loop:wNNNNNNNN
    \else:
      \exp_after:wN \__str_skip_end:w
      \int_value:w \int_eval:w
    \fi:
```

```
    #1 ;
  }
\cs_new:Npn \__str_skip_loop:wNNNNNNNN #1; #2#3#4#5#6#7#8#9
  {
    \exp_after:wN \__str_skip_exp_end:w
      \int_value:w \int_eval:n { #1 - 8 } ;
  }
\cs_new:Npn \__str_skip_end:w #1 ;
  {
    \exp_after:wN \__str_skip_end:NNNNNNNN
    \if_case:w #1 \exp_stop_f: \or: \or: \or: \or: \or: \or: \or: \or:
  }
\cs_new:Npn \__str_skip_end:NNNNNNNN #1#2#3#4#5#6#7#8 { \fi: \exp_end: }
```

(*End definition for* `\__str_skip_exp_end:w` *and others.*)

`\str_range:Nnn`
`\str_range:nnn`
`\str_range_ignore_spaces:nnn`
`\__str_range:nnn`
`\__str_range:w`
`\__str_range:nnw`

Sanitize the string. Then evaluate the arguments. At this stage we also decrement the ⟨*start index*⟩, since our goal is to know how many characters should be removed. Then limit the range to be non-negative and at most the length of the string (this avoids needing to check for the end of the string when grabbing characters), shifting negative numbers by the appropriate amount. Afterwards, skip characters, then keep some more, and finally drop the end of the string.

```
\cs_new:Npn \str_range:Nnn { \exp_args:No \str_range:nnn }
\cs_generate_variant:Nn \str_range:Nnn { c }
\cs_new:Npn \str_range:nnn #1#2#3
  {
    \exp_args:Nf \tl_to_str:n
      {
        \exp_args:Nf \__str_range:nnn
          { \__kernel_str_to_other:n {#1} } {#2} {#3}
      }
  }
\cs_new:Npn \str_range_ignore_spaces:nnn #1
  { \exp_args:No \__str_range:nnn { \tl_to_str:n {#1} } }
\cs_new:Npn \__str_range:nnn #1#2#3
  {
    \exp_after:wN \__str_range:w
    \int_value:w \__str_count:n {#1} \exp_after:wN ;
    \int_value:w \int_eval:n { (#2) - 1 } \exp_after:wN ;
    \int_value:w \int_eval:n {#3} ;
    #1 \q_stop
  }
\cs_new:Npn \__str_range:w #1; #2; #3;
  {
    \exp_args:Nf \__str_range:nnw
      { \__str_range_normalize:nn {#2} {#1} }
      { \__str_range_normalize:nn {#3} {#1} }
  }
\cs_new:Npn \__str_range:nnw #1#2
  {
    \exp_after:wN \__str_collect_delimit_by_q_stop:w
    \int_value:w \int_eval:n { #2 - #1 } \exp_after:wN ;
    \exp:w \__str_skip_exp_end:w #1 ;
  }
```

(*End definition for* `\str_range:Nnn` *and others. These functions are documented on page 63.*)

`\__str_range_normalize:nn`

This function converts an ⟨*index*⟩ argument into an explicit position in the string (a result of 0 denoting "out of bounds"). Expects two explicit integer arguments: the ⟨*index*⟩ `#1` and the string count `#2`. If `#1` is negative, replace it by `#1` + `#2` + 1, then limit to the range [0, `#2`].

```
\cs_new:Npn \__str_range_normalize:nn #1#2
  {
    \int_eval:n
      {
        \if_int_compare:w #1 < 0 \exp_stop_f:
          \if_int_compare:w #1 < -#2 \exp_stop_f:
            0
          \else:
            #1 + #2 + 1
          \fi:
        \else:
          \if_int_compare:w #1 < #2 \exp_stop_f:
            #1
          \else:
            #2
          \fi:
        \fi:
      }
  }
```

(*End definition for* `\__str_range_normalize:nn`*.*)

`\__str_collect_delimit_by_q_stop:w`
`\__str_collect_loop:wn`
`\__str_collect_loop:wnNNNNNNN`
`\__str_collect_end:wn`
`\__str_collect_end:nnnnnnnnw`

Collects `max(#1,0)` characters, and removes everything else until `\q_stop`. This is somewhat similar to `\__str_skip_exp_end:w`, but accepts integer expression arguments. This time we can only grab 7 characters at a time. At the end, we use an `\if_case:w` trick again, so that the 8 first arguments of `\__str_collect_end:nnnnnnnnw` are some `\or:`, followed by an `\fi:`, followed by `#1` characters from the input stream. Simply leaving this in the input stream closes the conditional properly and the `\or:` disappear.

```
\cs_new:Npn \__str_collect_delimit_by_q_stop:w #1;
  { \__str_collect_loop:wn #1 ; { } }
\cs_new:Npn \__str_collect_loop:wn #1 ;
  {
    \if_int_compare:w #1 > 7 \exp_stop_f:
      \exp_after:wN \__str_collect_loop:wnNNNNNNN
    \else:
      \exp_after:wN \__str_collect_end:wn
    \fi:
    #1 ;
  }
\cs_new:Npn \__str_collect_loop:wnNNNNNNN #1; #2 #3#4#5#6#7#8#9
  {
    \exp_after:wN \__str_collect_loop:wn
    \int_value:w \int_eval:n { #1 - 7 } ;
    { #2 #3#4#5#6#7#8#9 }
  }
\cs_new:Npn \__str_collect_end:wn #1 ;
  {
```

```
    \exp_after:wN \__str_collect_end:nnnnnnnnw
    \if_case:w \if_int_compare:w #1 > 0 \exp_stop_f:
      #1 \else: 0 \fi: \exp_stop_f:
      \or: \or: \or: \or: \or: \or: \fi:
  }
\cs_new:Npn \__str_collect_end:nnnnnnnnw #1#2#3#4#5#6#7#8 #9 \q_stop
  { #1#2#3#4#5#6#7#8 }
```

(*End definition for* `\__str_collect_delimit_by_q_stop:w` *and others.*)

8.6 Counting characters

\str_count_spaces:N
\str_count_spaces:c
\str_count_spaces:n
__str_count_spaces_loop:w

To speed up this function, we grab and discard 9 space-delimited arguments in each iteration of the loop. The loop stops when the last argument is one of the trailing X⟨*number*⟩, and that ⟨*number*⟩ is added to the sum of 9 that precedes, to adjust the result.

```
\cs_new:Npn \str_count_spaces:N
  { \exp_args:No \str_count_spaces:n }
\cs_generate_variant:Nn \str_count_spaces:N { c }
\cs_new:Npn \str_count_spaces:n #1
  {
    \int_eval:n
      {
        \exp_after:wN \__str_count_spaces_loop:w
        \tl_to_str:n {#1} ~
        X 7 ~ X 6 ~ X 5 ~ X 4 ~ X 3 ~ X 2 ~ X 1 ~ X 0 ~ X -1 ~
        \q_stop
      }
  }
\cs_new:Npn \__str_count_spaces_loop:w #1~#2~#3~#4~#5~#6~#7~#8~#9~
  {
    \if_meaning:w X #9
      \use_i_delimit_by_q_stop:nw
    \fi:
    9 + \__str_count_spaces_loop:w
  }
```

(*End definition for* `\str_count_spaces:N`*,* `\str_count_spaces:n`*, and* `\__str_count_spaces_loop:w`*. These functions are documented on page 61.*)

\str_count:N
\str_count:c
\str_count:n
\str_count_ignore_spaces:n
__str_count:n
__str_count_aux:n
__str_count_loop:NNNNNNNNN

To count characters in a string we could first escape all spaces using `\__kernel_str_to_other:n`, then pass the result to `\tl_count:n`. However, the escaping step would be quadratic in the number of characters in the string, and we can do better. Namely, sum the number of spaces (`\str_count_spaces:n`) and the result of `\tl_count:n`, which ignores spaces. Since strings tend to be longer than token lists, we use specialized functions to count characters ignoring spaces. Namely, loop, grabbing 9 non-space characters at each step, and end as soon as we reach one of the 9 trailing items. The internal function `\__str_count:n`, used in `\str_item:nn` and `\str_range:nnn`, is similar to `\str_count_ignore_spaces:n` but expects its argument to already be a string or a string with spaces escaped.

```
\cs_new:Npn \str_count:N { \exp_args:No \str_count:n }
\cs_generate_variant:Nn \str_count:N { c }
\cs_new:Npn \str_count:n #1
```

```
  {
    \__str_count_aux:n
      {
        \str_count_spaces:n {#1}
        + \exp_after:wN \__str_count_loop:NNNNNNNNN \tl_to_str:n {#1}
      }
  }
\cs_new:Npn \__str_count:n #1
  {
    \__str_count_aux:n
      { \__str_count_loop:NNNNNNNNN #1 }
  }
\cs_new:Npn \str_count_ignore_spaces:n #1
  {
    \__str_count_aux:n
      { \exp_after:wN \__str_count_loop:NNNNNNNNN \tl_to_str:n {#1} }
  }
\cs_new:Npn \__str_count_aux:n #1
  {
    \int_eval:n
      {
        #1
        { X 8 } { X 7 } { X 6 }
        { X 5 } { X 4 } { X 3 }
        { X 2 } { X 1 } { X 0 }
        \q_stop
      }
  }
\cs_new:Npn \__str_count_loop:NNNNNNNNN #1#2#3#4#5#6#7#8#9
  {
    \if_meaning:w X #9
      \exp_after:wN \use_none_delimit_by_q_stop:w
    \fi:
    9 + \__str_count_loop:NNNNNNNNN
  }
```

(*End definition for* `\str_count:N` *and others. These functions are documented on page 61.*)

8.7 The first character in a string

`\str_head:N`
`\str_head:c`
`\str_head:n`
`\str_head_ignore_spaces:n`
`\__str_head:w`

The `_ignore_spaces` variant applies `\tl_to_str:n` then grabs the first item, thus skipping spaces. As usual, `\str_head:N` expands its argument and hands it to `\str_head:n`. To circumvent the fact that TEX skips spaces when grabbing undelimited macro parameters, `\__str_head:w` takes an argument delimited by a space. If `#1` starts with a non-space character, `\use_i_delimit_by_q_stop:nw` leaves that in the input stream. On the other hand, if `#1` starts with a space, the `\__str_head:w` takes an empty argument, and the single (initially braced) space in the definition of `\__str_head:w` makes its way to the output. Finally, for an empty argument, the (braced) empty brace group in the definition of `\str_head:n` gives an empty result after passing through `\use_i_delimit_by_q_stop:nw`.

```
\cs_new:Npn \str_head:N { \exp_args:No \str_head:n }
\cs_generate_variant:Nn \str_head:N { c }
\cs_new:Npn \str_head:n #1
```

```
  {
    \exp_after:wN \__str_head:w
    \tl_to_str:n {#1}
    { { } } ~ \q_stop
  }
\cs_new:Npn \__str_head:w #1 ~ %
  { \use_i_delimit_by_q_stop:nw #1 { ~ } }
\cs_new:Npn \str_head_ignore_spaces:n #1
  {
    \exp_after:wN \use_i_delimit_by_q_stop:nw
    \tl_to_str:n {#1} { } \q_stop
  }
```

(*End definition for* `\str_head:N` *and others. These functions are documented on page 62.*)

`\str_tail:N`
`\str_tail:c`
`\str_tail:n`
`\str_tail_ignore_spaces:n`
`\__str_tail_auxi:w`
`\__str_tail_auxii:w`

Getting the tail is a little bit more convoluted than the head of a string. We hit the front of the string with `\reverse_if:N` `\if_charcode:w` `\scan_stop:`. This removes the first character, and necessarily makes the test true, since the character cannot match `\scan_stop:`. The auxiliary function then inserts the required `\fi:` to close the conditional, and leaves the tail of the string in the input stream. The details are such that an empty string has an empty tail (this requires in particular that the end-marker `X` be unexpandable and not a control sequence). The `_ignore_spaces` is rather simpler: after converting the input to a string, `\__str_tail_auxii:w` removes one undelimited argument and leaves everything else until an end-marker `\q_mark`. One can check that an empty (or blank) string yields an empty tail.

```
\cs_new:Npn \str_tail:N { \exp_args:No \str_tail:n }
\cs_generate_variant:Nn \str_tail:N { c }
\cs_new:Npn \str_tail:n #1
  {
    \exp_after:wN \__str_tail_auxi:w
    \reverse_if:N \if_charcode:w
        \scan_stop: \tl_to_str:n {#1} X X \q_stop
  }
\cs_new:Npn \__str_tail_auxi:w #1 X #2 \q_stop { \fi: #1 }
\cs_new:Npn \str_tail_ignore_spaces:n #1
  {
    \exp_after:wN \__str_tail_auxii:w
    \tl_to_str:n {#1} \q_mark \q_mark \q_stop
  }
\cs_new:Npn \__str_tail_auxii:w #1 #2 \q_mark #3 \q_stop { #2 }
```

(*End definition for* `\str_tail:N` *and others. These functions are documented on page 62.*)

8.8 String manipulation

`\str_fold_case:n`
`\str_fold_case:V`
`\str_lower_case:n`
`\str_lower_case:f`
`\str_upper_case:n`
`\str_upper_case:f`
`\__str_change_case:nn`
`\__str_change_case_aux:nn`
`\__str_change_case_result:n`
`\__str_change_case_output:nw`
`\__str_change_case_output:fw`
`\__str_change_case_end:nw`
`\__str_change_case_loop:nw`
`\__str_change_case_space:n`
`\__str_change_case_char:nN`

Case changing for programmatic reasons is done by first detokenizing input then doing a simple loop that only has to worry about spaces and everything else. The output is detokenized to allow data sharing with text-based case changing.

```
\cs_new:Npn \str_fold_case:n  #1 { \__str_change_case:nn {#1} { fold } }
\cs_new:Npn \str_lower_case:n #1 { \__str_change_case:nn {#1} { lower } }
\cs_new:Npn \str_upper_case:n #1 { \__str_change_case:nn {#1} { upper } }
\cs_generate_variant:Nn \str_fold_case:n  { V }
\cs_generate_variant:Nn \str_lower_case:n { f }
```

```
\cs_generate_variant:Nn \str_upper_case:n { f }
\cs_new:Npn \__str_change_case:nn #1
  {
    \exp_after:wN \__str_change_case_aux:nn \exp_after:wN
      { \tl_to_str:n {#1} }
  }
\cs_new:Npn \__str_change_case_aux:nn #1#2
  {
    \__str_change_case_loop:nw {#2} #1 \q_recursion_tail \q_recursion_stop
      \__str_change_case_result:n { }
  }
\cs_new:Npn \__str_change_case_output:nw #1#2 \__str_change_case_result:n #3
  { #2 \__str_change_case_result:n { #3 #1 } }
\cs_generate_variant:Nn  \__str_change_case_output:nw { f }
\cs_new:Npn \__str_change_case_end:wn #1 \__str_change_case_result:n #2
  { \tl_to_str:n {#2} }
\cs_new:Npn \__str_change_case_loop:nw #1#2 \q_recursion_stop
  {
    \tl_if_head_is_space:nTF {#2}
      { \__str_change_case_space:n }
      { \__str_change_case_char:nN }
    {#1} #2 \q_recursion_stop
  }
\exp_last_unbraced:NNNNo
  \cs_new:Npn \__str_change_case_space:n #1 \c_space_tl
  {
    \__str_change_case_output:nw { ~ }
    \__str_change_case_loop:nw {#1}
  }
\cs_new:Npn \__str_change_case_char:nN #1#2
  {
    \quark_if_recursion_tail_stop_do:Nn #2
      { \__str_change_case_end:wn }
    \__str_change_case_output:fw
      { \use:c { char_str_ #1 _case:N } #2 }
    \__str_change_case_loop:nw {#1}
  }
```

(*End definition for* `\str_fold_case:n` *and others. These functions are documented on page* *65*.)

\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

For all of those strings, use `\cs_to_str:N` to get characters with the correct category code without worries

```
\str_const:Nx \c_ampersand_str   { \cs_to_str:N \& }
\str_const:Nx \c_atsign_str      { \cs_to_str:N \@ }
\str_const:Nx \c_backslash_str   { \cs_to_str:N \\ }
\str_const:Nx \c_left_brace_str  { \cs_to_str:N \{ }
\str_const:Nx \c_right_brace_str { \cs_to_str:N \} }
\str_const:Nx \c_circumflex_str  { \cs_to_str:N \^ }
\str_const:Nx \c_colon_str       { \cs_to_str:N \: }
\str_const:Nx \c_dollar_str      { \cs_to_str:N \$ }
\str_const:Nx \c_hash_str        { \cs_to_str:N \# }
\str_const:Nx \c_percent_str     { \cs_to_str:N \% }
\str_const:Nx \c_tilde_str       { \cs_to_str:N \~ }
\str_const:Nx \c_underscore_str  { \cs_to_str:N \_ }
```

(*End definition for* `\c_ampersand_str` *and others. These variables are documented on page* 66.)

`\l_tmpa_str`
`\l_tmpb_str`
`\g_tmpa_str`
`\g_tmpb_str`

Scratch strings.

```
\str_new:N \l_tmpa_str
\str_new:N \l_tmpb_str
\str_new:N \g_tmpa_str
\str_new:N \g_tmpb_str
```

(*End definition for* `\l_tmpa_str` *and others. These variables are documented on page* 66.)

8.9 Viewing strings

`\str_show:n`
`\str_show:N`
`\str_show:c`
`\str_log:n`
`\str_log:N`
`\str_log:c`

Displays a string on the terminal.

```
\cs_new_eq:NN \str_show:n \tl_show:n
\cs_new_eq:NN \str_show:N \tl_show:N
\cs_generate_variant:Nn \str_show:N { c }
\cs_new_eq:NN \str_log:n \tl_log:n
\cs_new_eq:NN \str_log:N \tl_log:N
\cs_generate_variant:Nn \str_log:N { c }
```

(*End definition for* `\str_show:n` *and others. These functions are documented on page* 65.)

```
⟨/initex | package⟩
```

9 l3str-convert implementation

```
⟨*initex | package⟩
⟨@@=str⟩
```

9.1 Helpers

9.1.1 Variables and constants

`\__str_tmp:w`
`\l__str_internal_int`
`\l__str_internal_tl`

Internal scratch space for some functions.

```
\cs_new_protected:Npn \__str_tmp:w { }
\tl_new:N \l__str_internal_tl
\int_new:N \l__str_internal_int
```

(*End definition for* `\__str_tmp:w` *,* `\l__str_internal_int` *, and* `\l__str_internal_tl`*.*)

`\g__str_result_tl`

The `\g__str_result_tl` variable is used to hold the result of various internal string operations (mostly conversions) which are typically performed in a group. The variable is global so that it remains defined outside the group, to be assigned to a user-provided variable.

```
\tl_new:N \g__str_result_tl
```

(*End definition for* `\g__str_result_tl`*.*)

`\c__str_replacement_char_int`

When converting, invalid bytes are replaced by the Unicode replacement character "FFFD.

```
\int_const:Nn \c__str_replacement_char_int { "FFFD }
```

(*End definition for* `\c__str_replacement_char_int`*.*)

\c__str_max_byte_int

The maximal byte number.

```
\int_const:Nn \c__str_max_byte_int { 255 }
```

(*End definition for* `\c__str_max_byte_int`.)

\g__str_alias_prop

To avoid needing one file per encoding/escaping alias, we keep track of those in a property list.

```
\prop_new:N \g__str_alias_prop
\prop_gput:Nnn \g__str_alias_prop { latin1 } { iso88591 }
\prop_gput:Nnn \g__str_alias_prop { latin2 } { iso88592 }
\prop_gput:Nnn \g__str_alias_prop { latin3 } { iso88593 }
\prop_gput:Nnn \g__str_alias_prop { latin4 } { iso88594 }
\prop_gput:Nnn \g__str_alias_prop { latin5 } { iso88599 }
\prop_gput:Nnn \g__str_alias_prop { latin6 } { iso885910 }
\prop_gput:Nnn \g__str_alias_prop { latin7 } { iso885913 }
\prop_gput:Nnn \g__str_alias_prop { latin8 } { iso885914 }
\prop_gput:Nnn \g__str_alias_prop { latin9 } { iso885915 }
\prop_gput:Nnn \g__str_alias_prop { latin10 } { iso885916 }
\prop_gput:Nnn \g__str_alias_prop { utf16le } { utf16 }
\prop_gput:Nnn \g__str_alias_prop { utf16be } { utf16 }
\prop_gput:Nnn \g__str_alias_prop { utf32le } { utf32 }
\prop_gput:Nnn \g__str_alias_prop { utf32be } { utf32 }
\prop_gput:Nnn \g__str_alias_prop { hexadecimal } { hex }
```

(*End definition for* `\g__str_alias_prop`.)

\g__str_error_bool

In conversion functions with a built-in conditional, errors are not reported directly to the user, but the information is collected in this boolean, used at the end to decide on which branch of the conditional to take.

```
\bool_new:N \g__str_error_bool
```

(*End definition for* `\g__str_error_bool`.)

str_byte
str_error

Conversions from one ⟨*encoding*⟩/⟨*escaping*⟩ pair to another are done within `x`-expanding assignments. Errors are signalled by raising the relevant flag.

```
\flag_new:n { str_byte }
\flag_new:n { str_error }
```

(*End definition for* `str_byte` *and* `str_error`. *These variables are documented on page* **??**.)

9.2 String conditionals

__str_if_contains_char:NNT
__str_if_contains_char:NNTF
__str_if_contains_char:nNTF
__str_if_contains_char_aux:NN
__str_if_contains_char_true:

`\__str_if_contains_char:nNTF {⟨token list⟩} ⟨char⟩`

Expects the ⟨*token list*⟩ to be an ⟨*other string*⟩: the caller is responsible for ensuring that no (too-)special catcodes remain. Spaces with catcode 10 are ignored. Loop over the characters of the string, comparing character codes. The loop is broken if character codes match. Otherwise we return "false".

```
\prg_new_conditional:Npnn \__str_if_contains_char:NN #1#2 { T , TF }
  {
    \exp_after:wN \__str_if_contains_char_aux:NN \exp_after:wN #2
      #1 { \prg_break:n { ? \fi: } }
    \prg_break_point:
    \prg_return_false:
```

```
  }
\prg_new_conditional:Npnn \__str_if_contains_char:nN #1#2 { TF }
  {
    \__str_if_contains_char_aux:NN #2 #1 { \prg_break:n { ? \fi: } }
    \prg_break_point:
    \prg_return_false:
  }
\cs_new:Npn \__str_if_contains_char_aux:NN #1#2
  {
    \if_charcode:w #1 #2
      \exp_after:wN \__str_if_contains_char_true:
    \fi:
    \__str_if_contains_char_aux:NN #1
  }
\cs_new:Npn \__str_if_contains_char_true:
  { \prg_break:n { \prg_return_true: \use_none:n } }
```

(*End definition for* `\__str_if_contains_char:NNT` *and others.*)

`\__str_octal_use:NTF`

`\__str_octal_use:NTF` ⟨*token*⟩ {⟨*true code*⟩} {⟨*false code*⟩}

If the ⟨*token*⟩ is an octal digit, it is left in the input stream, *followed* by the ⟨*true code*⟩. Otherwise, the ⟨*false code*⟩ is left in the input stream.

TEXhackers note: This function will fail if the escape character is an octal digit. We are thus careful to set the escape character to a known value before using it. TEX dutifully detects

octal digits for us: if `#1` is an octal digit, then the right-hand side of the comparison is `'1#1`, greater than 1. Otherwise, the right-hand side stops as `'1`, and the conditional takes the `false` branch.

```
\prg_new_conditional:Npnn \__str_octal_use:N #1 { TF }
  {
    \if_int_compare:w 1 < '1 \token_to_str:N #1 \exp_stop_f:
      #1 \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
```

(*End definition for* `\__str_octal_use:NTF`*.*)

`\__str_hexadecimal_use:NTF`

TEX detects uppercase hexadecimal digits for us (see `\__str_octal_use:NTF`), but not the lowercase letters, which we need to detect and replace by their uppercase counterpart.

```
\prg_new_conditional:Npnn \__str_hexadecimal_use:N #1 { TF }
  {
    \if_int_compare:w 1 < "1 \token_to_str:N #1 \exp_stop_f:
      #1 \prg_return_true:
    \else:
      \if_case:w \int_eval:n { \exp_after:wN ` \token_to_str:N #1 - `a }
           A
      \or: B
      \or: C
      \or: D
      \or: E
      \or: F
```

```
      \else:
        \prg_return_false:
        \exp_after:wN \use_none:n
      \fi:
      \prg_return_true:
    \fi:
  }
```

(*End definition for* `\__str_hexadecimal_use:NTF`.)

9.3 Conversions

9.3.1 Producing one byte or character

`\c__str_byte_0_tl`
`\c__str_byte_1_tl`
`\c__str_byte_255_tl`
`\c__str_byte_-1_tl`

For each integer N in the range $[0, 255]$, we create a constant token list which holds three character tokens with category code other: the character with character code N, followed by the representation of N as two hexadecimal digits. The value -1 is given a default token list which ensures that later functions give an empty result for the input -1.

```
\group_begin:
  \tl_set:Nx \l__str_internal_tl { \tl_to_str:n { 0123456789ABCDEF } }
   \tl_map_inline:Nn \l__str_internal_tl
     {
        \tl_map_inline:Nn \l__str_internal_tl
          {
            \tl_const:cx { c__str_byte_ \int_eval:n {"#1##1} _tl }
               { \char_generate:nn { "#1##1 } { 12 } #1 ##1 }
          }
     }
\group_end:
\tl_const:cn { c__str_byte_-1_tl } { { } \use_none:n { } }
```

(*End definition for* `\c__str_byte_0_tl` *and others.*)

`\__str_output_byte:n`
`\__str_output_byte:w`
`\__str_output_hexadecimal:n`
`\__str_output_end:`

Those functions must be used carefully: feeding them a value outside the range $[-1, 255]$ will attempt to use the undefined token list variable `\c__str_byte_⟨number⟩_tl`. Assuming that the argument is in the right range, we expand the corresponding token list, and pick either the byte (first token) or the hexadecimal representations (second and third tokens). The value -1 produces an empty result in both cases.

```
\cs_new:Npn \__str_output_byte:n #1
  { \__str_output_byte:w #1 \__str_output_end: }
\cs_new:Npn \__str_output_byte:w
  {
    \exp_after:wN \exp_after:wN
    \exp_after:wN \use_i:nnn
    \cs:w c__str_byte_ \int_eval:w
  }
\cs_new:Npn \__str_output_hexadecimal:n #1
  {
    \exp_after:wN \exp_after:wN
    \exp_after:wN \use_none:n
    \cs:w c__str_byte_ \int_eval:n {#1} _tl \cs_end:
  }
\cs_new:Npn \__str_output_end:
  { \scan_stop: _tl \cs_end: }
```

(*End definition for* `\__str_output_byte:n` *and others.*)

`\__str_output_byte_pair_be:n` `\__str_output_byte_pair_le:n` `\__str_output_byte_pair:nnN`

Convert a number in the range $[0, 65535]$ to a pair of bytes, either big-endian or little-endian.

```
\cs_new:Npn \__str_output_byte_pair_be:n #1
  {
    \exp_args:Nf \__str_output_byte_pair:nnN
      { \int_div_truncate:nn { #1 } { "100 } } {#1} \use:nn
  }
\cs_new:Npn \__str_output_byte_pair_le:n #1
  {
    \exp_args:Nf \__str_output_byte_pair:nnN
      { \int_div_truncate:nn { #1 } { "100 } } {#1} \use_ii_i:nn
  }
\cs_new:Npn \__str_output_byte_pair:nnN #1#2#3
  {
    #3
      { \__str_output_byte:n { #1 } }
      { \__str_output_byte:n { #2 - #1 * "100 } }
  }
```

(*End definition for* `\__str_output_byte_pair_be:n`*,* `\__str_output_byte_pair_le:n`*, and* `\__str_output_byte_pair:nnN`*.*)

9.3.2 Mapping functions for conversions

`\__str_convert_gmap:N` `\__str_convert_gmap_loop:NN`

This maps the function `#1` over all characters in `\g__str_result_tl`, which should be a byte string in most cases, sometimes a native string.

```
\cs_new_protected:Npn \__str_convert_gmap:N #1
  {
    \tl_gset:Nx \g__str_result_tl
      {
        \exp_after:wN \__str_convert_gmap_loop:NN
        \exp_after:wN #1
          \g__str_result_tl { ? \prg_break: }
        \prg_break_point:
      }
  }
\cs_new:Npn \__str_convert_gmap_loop:NN #1#2
  {
    \use_none:n #2
    #1#2
    \__str_convert_gmap_loop:NN #1
  }
```

(*End definition for* `\__str_convert_gmap:N` *and* `\__str_convert_gmap_loop:NN`*.*)

`\__str_convert_gmap_internal:N` `\__str_convert_gmap_internal_loop:Nw`

This maps the function `#1` over all character codes in `\g__str_result_tl`, which must be in the internal representation.

```
\cs_new_protected:Npn \__str_convert_gmap_internal:N #1
  {
    \tl_gset:Nx \g__str_result_tl
      {
        \exp_after:wN \__str_convert_gmap_internal_loop:Nww
```

```
        \exp_after:wN #1
          \g__str_result_tl \s__tl \q_stop \prg_break: \s__tl
        \prg_break_point:
      }
  }
\cs_new:Npn \__str_convert_gmap_internal_loop:Nww #1 #2 \s__tl #3 \s__tl
  {
    \use_none_delimit_by_q_stop:w #3 \q_stop
    #1 {#3}
    \__str_convert_gmap_internal_loop:Nww #1
  }
```

(*End definition for* `\__str_convert_gmap_internal:N` *and* `\__str_convert_gmap_internal_loop:Nw`.)

9.3.3 Error-reporting during conversion

`\__str_if_flag_error:nnx`
`\__str_if_flag_no_error:nnx`

When converting using the function `\str_set_convert:Nnnn`, errors should be reported to the user after each step in the conversion. Errors are signalled by raising some flag (typically `@@_error`), so here we test that flag: if it is raised, give the user an error, otherwise remove the arguments. On the other hand, in the conditional functions `\str_set_convert:NnnnTF`, errors should be suppressed. This is done by changing `\__str_if_flag_error:nnx` into `\__str_if_flag_no_error:nnx` locally.

```
\cs_new_protected:Npn \__str_if_flag_error:nnx #1
  {
    \flag_if_raised:nTF {#1}
      { \__kernel_msg_error:nnx { str } }
      { \use_none:nn }
  }
\cs_new_protected:Npn \__str_if_flag_no_error:nnx #1#2#3
  { \flag_if_raised:nT {#1} { \bool_gset_true:N \g__str_error_bool } }
```

(*End definition for* `\__str_if_flag_error:nnx` *and* `\__str_if_flag_no_error:nnx`.)

`\__str_if_flag_times:nT`

At the end of each conversion step, we raise all relevant errors as one error message, built on the fly. The height of each flag indicates how many times a given error was encountered. This function prints `#2` followed by the number of occurrences of an error if it occurred, nothing otherwise.

```
\cs_new:Npn \__str_if_flag_times:nT #1#2
  { \flag_if_raised:nT {#1} { #2~(x \flag_height:n {#1} ) } }
```

(*End definition for* `\__str_if_flag_times:nT`.)

9.3.4 Framework for conversions

Most functions in this module expect to be working with "native" strings. Strings can also be stored as bytes, in one of many encodings, for instance UTF8. The bytes themselves can be expressed in various ways in terms of TeX tokens, for instance as pairs of hexadecimal digits. The questions of going from arbitrary Unicode code points to bytes, and from bytes to tokens are mostly independent.

Conversions are done in four steps:

- "unescape" produces a string of bytes;

- "decode" takes in a string of bytes, and converts it to a list of Unicode characters in an internal representation, with items of the form

  ⟨*bytes*⟩ `\s__tl` ⟨*Unicode code point*⟩ `\s__tl`

  where we have collected the ⟨*bytes*⟩ which combined to form this particular Unicode character, and the ⟨*Unicode code point*⟩ is in the range [0, "10FFFF].
- "encode" encodes the internal list of code points as a byte string in the new encoding;
- "escape" escapes bytes as requested.

The process is modified in case one of the encoding is empty (or the conversion function has been set equal to the empty encoding because it was not found): then the unescape or escape step is ignored, and the decode or encode steps work on tokens instead of bytes. Otherwise, each step must ensure that it passes a correct byte string or internal string to the next step.

`\str_set_convert:Nnnn`
`\str_gset_convert:Nnnn`
`\str_set_convert:Nnnn`*TF*
`\str_gset_convert:Nnnn`*TF*
`\__str_convert:nNNnnn`

The input string is stored in `\g__str_result_tl`, then we: unescape and decode; encode and escape; exit the group and store the result in the user's variable. The various conversion functions all act on `\g__str_result_tl`. Errors are silenced for the conditional functions by redefining `\__str_if_flag_error:nnx` locally.

```
\cs_new_protected:Npn \str_set_convert:Nnnn
  { \__str_convert:nNNnnn { } \tl_set_eq:NN }
\cs_new_protected:Npn \str_gset_convert:Nnnn
  { \__str_convert:nNNnnn { } \tl_gset_eq:NN }
\prg_new_protected_conditional:Npnn
    \str_set_convert:Nnnn #1#2#3#4 { T , F , TF }
  {
    \bool_gset_false:N \g__str_error_bool
    \__str_convert:nNNnnn
      { \cs_set_eq:NN \__str_if_flag_error:nnx \__str_if_flag_no_error:nnx }
      \tl_set_eq:NN #1 {#2} {#3} {#4}
    \bool_if:NTF \g__str_error_bool \prg_return_false: \prg_return_true:
  }
\prg_new_protected_conditional:Npnn
    \str_gset_convert:Nnnn #1#2#3#4 { T , F , TF }
  {
    \bool_gset_false:N \g__str_error_bool
    \__str_convert:nNNnnn
      { \cs_set_eq:NN \__str_if_flag_error:nnx \__str_if_flag_no_error:nnx }
      \tl_gset_eq:NN #1 {#2} {#3} {#4}
    \bool_if:NTF \g__str_error_bool \prg_return_false: \prg_return_true:
  }
\cs_new_protected:Npn \__str_convert:nNNnnn #1#2#3#4#5#6
  {
    \group_begin:
      #1
      \tl_gset:Nx \g__str_result_tl { \__kernel_str_to_other_fast:n {#4} }
      \exp_after:wN \__str_convert:wwwnn
        \tl_to_str:n {#5} /// \q_stop
        { decode } { unescape }
        \prg_do_nothing:
```

```
      \__str_convert_decode_:
    \exp_after:wN \__str_convert:wwwnn
      \tl_to_str:n {#6} /// \q_stop
      { encode } { escape }
      \use_ii_i:nn
      \__str_convert_encode_:
  \group_end:
  #2 #3 \g__str_result_tl
}
```

(*End definition for* `\str_set_convert:Nnnn` *and others. These functions are documented on page 67.*)

`\__str_convert:wwwnn`
`\__str_convert:NNnNN`

The task of `\__str_convert:wwwnn` is to split ⟨*encoding*⟩/⟨*escaping*⟩ pairs into their components, `#1` and `#2`. Calls to `\__str_convert:nnn` ensure that the corresponding conversion functions are defined. The third auxiliary does the main work.

- `#1` is the encoding conversion function;
- `#2` is the escaping function;
- `#3` is the escaping name for use in an error message;
- `#4` is `\prg_do_nothing:` for unescaping/decoding, and `\use_ii_i:nn` for encoding/escaping;
- `#5` is the default encoding function (either "decode" or "encode"), for which there should be no escaping.

Let us ignore the native encoding for a second. In the unescaping/decoding phase, we want to do `#2#1` in this order, and in the encoding/escaping phase, the order should be reversed: `#4#2#1` does exactly that. If one of the encodings is the default (native), then the escaping should be ignored, with an error if any was given, and only the encoding, `#1`, should be performed.

```
\cs_new_protected:Npn \__str_convert:wwwnn
    #1 / #2 // #3 \q_stop #4#5
  {
    \__str_convert:nnn {enc} {#4} {#1}
    \__str_convert:nnn {esc} {#5} {#2}
    \exp_args:Ncc \__str_convert:NNnNN
      { __str_convert_#4_#1: } { __str_convert_#5_#2: } {#2}
  }
\cs_new_protected:Npn \__str_convert:NNnNN #1#2#3#4#5
  {
    \if_meaning:w #1 #5
      \tl_if_empty:nF {#3}
        { \__kernel_msg_error:nnx { str } { native-escaping } {#3} }
      #1
    \else:
      #4 #2 #1
    \fi:
  }
```

(*End definition for* `\__str_convert:wwwnn` *and* `\__str_convert:NNnNN`.)

`\__str_convert:nnn` `\__str_convert:nnnn` The arguments of `\__str_convert:nnn` are: `enc` or `esc`, used to build filenames, the type of the conversion (unescape, decode, encode, escape), and the encoding or escaping name. If the function is already defined, no need to do anything. Otherwise, filter out all non-alphanumerics in the name, and lowercase it. Feed that, and the same three arguments, to `\__str_convert:nnnn`. The task is then to make sure that the conversion function `#3_#1` corresponding to the type `#3` and filtered name `#1` is defined, then set our initial conversion function `#3_#4` equal to that.

How do we get the `#3_#1` conversion to be defined if it isn't? Two main cases.

First, if `#1` is a key in `\g__str_alias_prop`, then the value `\l__str_internal_tl` tells us what file to load. Loading is skipped if the file was already read, *i.e.*, if the conversion command based on `\l__str_internal_tl` already exists. Otherwise, try to load the file; if that fails, there is an error, use the default empty name instead.

Second, `#1` may be absent from the property list. The `\cs_if_exist:cF` test is automatically false, and we search for a file defining the encoding or escaping `#1` (this should allow third-party `.def` files). If the file is not found, there is an error, use the default empty name instead.

In all cases, the conversion based on `\l__str_internal_tl` is defined, so we can set the `#3_#1` function equal to that. In some cases (*e.g.*, `utf16be`), the `#3_#1` function is actually defined within the file we just loaded, and it is different from the `\l__str_internal_tl`-based function: we mustn't clobber that different definition.

```
\cs_new_protected:Npn \__str_convert:nnn #1#2#3
  {
    \cs_if_exist:cF { __str_convert_#2_#3: }
      {
        \exp_args:Nx \__str_convert:nnnn
          { \__str_convert_lowercase_alphanum:n {#3} }
          {#1} {#2} {#3}
      }
  }
\cs_new_protected:Npn \__str_convert:nnnn #1#2#3#4
  {
    \cs_if_exist:cF { __str_convert_#3_#1: }
      {
        \prop_get:NnNF \g__str_alias_prop {#1} \l__str_internal_tl
          { \tl_set:Nn \l__str_internal_tl {#1} }
        \cs_if_exist:cF { __str_convert_#3_ \l__str_internal_tl : }
          {
            \file_if_exist:nTF { l3str-#2- \l__str_internal_tl .def }
              {
                \group_begin:
                  \__str_load_catcodes:
                  \file_input:n { l3str-#2- \l__str_internal_tl .def }
                \group_end:
              }
              {
                \tl_clear:N \l__str_internal_tl
                \__kernel_msg_error:nnxx { str } { unknown-#2 } {#4} {#1}
              }
          }
        \cs_if_exist:cF { __str_convert_#3_#1: }
          {
            \cs_gset_eq:cc { __str_convert_#3_#1: }
```

```
              { __str_convert_#3_ \l__str_internal_tl : }
          }
      }
    \cs_gset_eq:cc { __str_convert_#3_#4: } { __str_convert_#3_#1: }
  }
```

(*End definition for* `\__str_convert:nnn` *and* `\__str_convert:nnnn`.)

`\__str_convert_lowercase_alphanum:n`
`\__str_convert_lowercase_alphanum_loop:N`

This function keeps only letters and digits, with upper case letters converted to lower case.

```
\cs_new:Npn \__str_convert_lowercase_alphanum:n #1
  {
    \exp_after:wN \__str_convert_lowercase_alphanum_loop:N
      \tl_to_str:n {#1} { ? \prg_break: }
    \prg_break_point:
  }
\cs_new:Npn \__str_convert_lowercase_alphanum_loop:N #1
  {
    \use_none:n #1
    \if_int_compare:w `#1 > `Z \exp_stop_f:
      \if_int_compare:w `#1 > `z \exp_stop_f: \else:
        \if_int_compare:w `#1 < `a \exp_stop_f: \else:
          #1
        \fi:
      \fi:
    \else:
      \if_int_compare:w `#1 < `A \exp_stop_f:
        \if_int_compare:w 1 < 1#1 \exp_stop_f:
          #1
        \fi:
      \else:
        \__str_output_byte:n { `#1 + `a - `A }
      \fi:
    \fi:
    \__str_convert_lowercase_alphanum_loop:N
  }
```

(*End definition for* `\__str_convert_lowercase_alphanum:n` *and* `\__str_convert_lowercase_alphanum_loop:N`.)

`\__str_load_catcodes:`

Since encoding files may be loaded at arbitrary places in a TEX document, including within verbatim mode, we set the catcodes of all characters appearing in any encoding definition file.

```
\cs_new_protected:Npn \__str_load_catcodes:
  {
    \char_set_catcode_escape:N \\
    \char_set_catcode_group_begin:N \{
    \char_set_catcode_group_end:N \}
    \char_set_catcode_math_toggle:N \$
    \char_set_catcode_alignment:N \&
    \char_set_catcode_parameter:N \#
    \char_set_catcode_math_superscript:N \^
    \char_set_catcode_ignore:N \ %
    \char_set_catcode_space:N \~
```

```
    \tl_map_function:nN { abcdefghijklmnopqrstuvwxyz_:ABCDEFILNPSTUX }
      \char_set_catcode_letter:N
    \tl_map_function:nN { 0123456789"'?*+-.(),`!/<>[];= }
      \char_set_catcode_other:N
    \char_set_catcode_comment:N \%
    \int_set:Nn \tex_endlinechar:D {32}
  }
```

(*End definition for* `\__str_load_catcodes:`.)

9.3.5 Byte unescape and escape

Strings of bytes may need to be stored in auxiliary files in safe "escaping" formats. Each such escaping is only loaded as needed. By default, on input any non-byte is filtered out, while the output simply consists in letting bytes through.

`\__str_filter_bytes:n`
`\__str_filter_bytes_aux:N`

In the case of 8-bit engines, every character is a byte. For Unicode-aware engines, test the character code; non-bytes cause us to raise the flag `str_byte`. Spaces have already been given the correct category code when this function is called.

```
\bool_lazy_any:nTF
  {
    \sys_if_engine_luatex_p:
    \sys_if_engine_xetex_p:
  }
  {
    \cs_new:Npn \__str_filter_bytes:n #1
      {
        \__str_filter_bytes_aux:N #1
          { ? \prg_break: }
        \prg_break_point:
      }
    \cs_new:Npn \__str_filter_bytes_aux:N #1
      {
        \use_none:n #1
        \if_int_compare:w `#1 < 256 \exp_stop_f:
          #1
        \else:
          \flag_raise:n { str_byte }
        \fi:
        \__str_filter_bytes_aux:N
      }
  }
  { \cs_new_eq:NN \__str_filter_bytes:n \use:n }
```

(*End definition for* `\__str_filter_bytes:n` *and* `\__str_filter_bytes_aux:N`.)

`\__str_convert_unescape_:`
`\__str_convert_unescape_bytes:`

The simplest unescaping method removes non-bytes from `\g__str_result_tl`.

```
\bool_lazy_any:nTF
  {
    \sys_if_engine_luatex_p:
    \sys_if_engine_xetex_p:
  }
  {
    \cs_new_protected:Npn \__str_convert_unescape_:
```

```
      {
        \flag_clear:n { str_byte }
        \tl_gset:Nx \g__str_result_tl
          { \exp_args:No \__str_filter_bytes:n \g__str_result_tl }
        \__str_if_flag_error:nnx { str_byte } { non-byte } { bytes }
      }
  }
  { \cs_new_protected:Npn \__str_convert_unescape_: { } }
\cs_new_eq:NN \__str_convert_unescape_bytes: \__str_convert_unescape_:
```

(*End definition for* `\__str_convert_unescape_:` *and* `\__str_convert_unescape_bytes:`.)

`\__str_convert_escape_:`
`\__str_convert_escape_bytes:`

The simplest form of escape leaves the bytes from the previous step of the conversion unchanged.

```
\cs_new_protected:Npn \__str_convert_escape_: { }
\cs_new_eq:NN \__str_convert_escape_bytes: \__str_convert_escape_:
```

(*End definition for* `\__str_convert_escape_:` *and* `\__str_convert_escape_bytes:`.)

9.3.6 Native strings

`\__str_convert_decode_:`
`\__str_decode_native_char:N`

Convert each character to its character code, one at a time.

```
\cs_new_protected:Npn \__str_convert_decode_:
  { \__str_convert_gmap:N \__str_decode_native_char:N }
\cs_new:Npn \__str_decode_native_char:N #1
  { #1 \s__tl \int_value:w `#1 \s__tl }
```

(*End definition for* `\__str_convert_decode_:` *and* `\__str_decode_native_char:N`.)

`\__str_convert_encode_:`
`\__str_encode_native_char:n`

The conversion from an internal string to native character tokens basically maps `\char_generate:nn` through the code-points, but in non-Unicode-aware engines we use a fallback character `?` rather than nothing when given a character code outside $[0, 255]$. We detect the presence of bad characters using a flag and only produce a single error after the `x`-expanding assignment.

```
\bool_lazy_any:nTF
  {
    \sys_if_engine_luatex_p:
    \sys_if_engine_xetex_p:
  }
  {
    \cs_new_protected:Npn \__str_convert_encode_:
      { \__str_convert_gmap_internal:N \__str_encode_native_char:n }
    \cs_new:Npn \__str_encode_native_char:n #1
      { \char_generate:nn {#1} {12} }
  }
  {
    \cs_new_protected:Npn \__str_convert_encode_:
      {
        \flag_clear:n { str_error }
        \__str_convert_gmap_internal:N \__str_encode_native_char:n
        \__str_if_flag_error:nnx { str_error }
          { native-overflow } { }
      }
    \cs_new:Npn \__str_encode_native_char:n #1
```

```
    {
      \if_int_compare:w #1 > \c__str_max_byte_int
        \flag_raise:n { str_error }
        ?
      \else:
        \char_generate:nn {#1} {12}
      \fi:
    }
  \__kernel_msg_new:nnnn { str } { native-overflow }
    { Character~code~too~large~for~this~engine. }
    {
      This~engine~only~support~8-bit~characters:~
      valid~character~codes~are~in~the~range~[0,255].~
      To~manipulate~arbitrary~Unicode,~use~LuaTeX~or~XeTeX.
    }
}
```

(*End definition for* `\__str_convert_encode_:` *and* `\__str_encode_native_char:n`*.*)

9.3.7 `clist`

`\__str_convert_decode_clist:`
`\__str_decode_clist_char:n`

Convert each integer to the internal form. We first turn `\g__str_result_tl` into a clist variable, as this avoids problems with leading or trailing commas.

```
\cs_new_protected:Npn \__str_convert_decode_clist:
  {
    \clist_gset:No \g__str_result_tl \g__str_result_tl
    \tl_gset:Nx \g__str_result_tl
      {
        \exp_args:No \clist_map_function:nN
          \g__str_result_tl \__str_decode_clist_char:n
      }
  }
\cs_new:Npn \__str_decode_clist_char:n #1
  { #1 \s__tl \int_eval:n {#1} \s__tl }
```

(*End definition for* `\__str_convert_decode_clist:` *and* `\__str_decode_clist_char:n`*.*)

`\__str_convert_encode_clist:`
`\__str_encode_clist_char:n`

Convert the internal list of character codes to a comma-list of character codes. The first line produces a comma-list with a leading comma, removed in the next step (this also works in the empty case, since `\tl_tail:N` does not trigger an error in this case).

```
\cs_new_protected:Npn \__str_convert_encode_clist:
  {
    \__str_convert_gmap_internal:N \__str_encode_clist_char:n
    \tl_gset:Nx \g__str_result_tl { \tl_tail:N \g__str_result_tl }
  }
\cs_new:Npn \__str_encode_clist_char:n #1 { , #1 }
```

(*End definition for* `\__str_convert_encode_clist:` *and* `\__str_encode_clist_char:n`*.*)

9.3.8 8-bit encodings

This section will be entirely rewritten: it is not yet clear in what situations 8-bit encodings are used, hence I don't know what exactly should be optimized. The current approach is reasonably efficient to convert long strings, and it scales well when using many different encodings. An approach based on csnames would have a smaller constant load time for each individual conversion, but has a large hash table cost. Using a range of `\count` registers works for decoding, but not for encoding: one possibility there would be to use a binary tree for the mapping of Unicode characters to bytes, stored as a box, one per encoding.

Since the section is going to be rewritten, documentation lacks.

All the 8-bit encodings which l3str supports rely on the same internal functions.

\str_declare_eight_bit_encoding:nnn

All the 8-bit encoding definition file start with `\str_declare_eight_bit_encoding:nnn` `{`⟨*encoding name*⟩`}` `{`⟨*mapping*⟩`}` `{`⟨*missing bytes*⟩`}`. The ⟨*mapping*⟩ argument is a token list of pairs `{`⟨*byte*⟩`}` `{`⟨*Unicode*⟩`}` expressed in uppercase hexadecimal notation. The ⟨*missing*⟩ argument is a token list of `{`⟨*byte*⟩`}`. Every ⟨*byte*⟩ which does not appear in the ⟨*mapping*⟩ nor the ⟨*missing*⟩ lists maps to the same code point in Unicode.

```
\cs_new_protected:Npn \str_declare_eight_bit_encoding:nnn #1#2#3
  {
    \tl_set:Nn \l__str_internal_tl {#1}
    \cs_new_protected:cpn { __str_convert_decode_#1: }
      { \__str_convert_decode_eight_bit:n {#1} }
    \cs_new_protected:cpn { __str_convert_encode_#1: }
      { \__str_convert_encode_eight_bit:n {#1} }
    \tl_const:cn { c__str_encoding_#1_tl } {#2}
    \tl_const:cn { c__str_encoding_#1_missing_tl } {#3}
  }
```

(*End definition for* `\str_declare_eight_bit_encoding:nnn`. *This function is documented on page 69.*)

__str_convert_decode_eight_bit:n
__str_decode_eight_bit_load:nn
__str_decode_eight_bit_load_missing:n
__str_decode_eight_bit_char:N

```
\cs_new_protected:Npn \__str_convert_decode_eight_bit:n #1
  {
    \group_begin:
      \int_zero:N \l__str_internal_int
      \exp_last_unbraced:Nx \__str_decode_eight_bit_load:nn
        { \tl_use:c { c__str_encoding_#1_tl } }
        { \q_stop \prg_break: } { }
      \prg_break_point:
      \exp_last_unbraced:Nx \__str_decode_eight_bit_load_missing:n
        { \tl_use:c { c__str_encoding_#1_missing_tl } }
        { \q_stop \prg_break: }
      \prg_break_point:
      \flag_clear:n { str_error }
      \__str_convert_gmap:N \__str_decode_eight_bit_char:N
      \__str_if_flag_error:nnx { str_error } { decode-8-bit } {#1}
    \group_end:
  }
\cs_new_protected:Npn \__str_decode_eight_bit_load:nn #1#2
  {
    \use_none_delimit_by_q_stop:w #1 \q_stop
    \tex_dimen:D "#1 = \l__str_internal_int sp \scan_stop:
    \tex_skip:D \l__str_internal_int = "#1 sp \scan_stop:
    \tex_toks:D \l__str_internal_int \exp_after:wN { \int_value:w "#2 }
    \int_incr:N \l__str_internal_int
    \__str_decode_eight_bit_load:nn
  }
```

```
\cs_new_protected:Npn \__str_decode_eight_bit_load_missing:n #1
  {
    \use_none_delimit_by_q_stop:w #1 \q_stop
    \tex_dimen:D "#1 = \l__str_internal_int sp \scan_stop:
    \tex_skip:D \l__str_internal_int = "#1 sp \scan_stop:
    \tex_toks:D \l__str_internal_int \exp_after:wN
      { \int_use:N \c__str_replacement_char_int }
    \int_incr:N \l__str_internal_int
    \__str_decode_eight_bit_load_missing:n
  }
\cs_new:Npn \__str_decode_eight_bit_char:N #1
  {
    #1 \s__tl
    \if_int_compare:w \tex_dimen:D `#1 < \l__str_internal_int
      \if_int_compare:w \tex_skip:D \tex_dimen:D `#1 = `#1 \exp_stop_f:
        \tex_the:D \tex_toks:D \tex_dimen:D
      \fi:
    \fi:
    \int_value:w `#1 \s__tl
  }
```

(*End definition for* `\__str_convert_decode_eight_bit:n` *and others.*)

__str_convert_encode_eight_bit:n
__str_encode_eight_bit_load:nn
__str_encode_eight_bit_char:n
__str_encode_eight_bit_char_aux:n

```
\cs_new_protected:Npn \__str_convert_encode_eight_bit:n #1
  {
    \group_begin:
      \int_zero:N \l__str_internal_int
      \exp_last_unbraced:Nx \__str_encode_eight_bit_load:nn
        { \tl_use:c { c__str_encoding_#1_tl } }
        { \q_stop \prg_break: } { }
      \prg_break_point:
      \flag_clear:n { str_error }
      \__str_convert_gmap_internal:N \__str_encode_eight_bit_char:n
      \__str_if_flag_error:nnx { str_error } { encode-8-bit } {#1}
    \group_end:
  }
\cs_new_protected:Npn \__str_encode_eight_bit_load:nn #1#2
  {
    \use_none_delimit_by_q_stop:w #1 \q_stop
    \tex_dimen:D "#2 = \l__str_internal_int sp \scan_stop:
    \tex_skip:D \l__str_internal_int = "#2 sp \scan_stop:
    \exp_args:NNf \tex_toks:D \l__str_internal_int
      { \__str_output_byte:n { "#1 } }
    \int_incr:N \l__str_internal_int
    \__str_encode_eight_bit_load:nn
  }
\cs_new:Npn \__str_encode_eight_bit_char:n #1
  {
    \if_int_compare:w #1 > \c_max_register_int
      \flag_raise:n { str_error }
    \else:
      \if_int_compare:w \tex_dimen:D #1 < \l__str_internal_int
        \if_int_compare:w \tex_skip:D \tex_dimen:D #1 = #1 \exp_stop_f:
```

```
          \tex_the:D \tex_toks:D \tex_dimen:D #1 \exp_stop_f:
          \exp_after:wN \exp_after:wN \exp_after:wN \use_none:nn
        \fi:
      \fi:
      \__str_encode_eight_bit_char_aux:n {#1}
    \fi:
  }
\cs_new:Npn \__str_encode_eight_bit_char_aux:n #1
  {
    \if_int_compare:w #1 > \c__str_max_byte_int
      \flag_raise:n { str_error }
    \else:
      \__str_output_byte:n {#1}
    \fi:
  }
```

(*End definition for* `\__str_convert_encode_eight_bit:n` *and others.*)

9.4 Messages

General messages, and messages for the encodings and escapings loaded by default ("native", and "bytes").

```
\__kernel_msg_new:nnn { str } { unknown-esc }
  { Escaping~scheme~'#1'~(filtered:~'#2')~unknown. }
\__kernel_msg_new:nnn { str } { unknown-enc }
  { Encoding~scheme~'#1'~(filtered:~'#2')~unknown. }
\__kernel_msg_new:nnnn { str } { native-escaping }
  { The~'native'~encoding~scheme~does~not~support~any~escaping. }
  {
    Since~native~strings~do~not~consist~in~bytes,~
    none~of~the~escaping~methods~make~sense.~
    The~specified~escaping,~'#1',~will be ignored.
  }
\__kernel_msg_new:nnn { str } { file-not-found }
  { File~'l3str-#1.def'~not~found. }
```

Message used when the "bytes" unescaping fails because the string given to `\str_set_convert:Nnnn` contains a non-byte. This cannot happen for the -8-bit engines. Messages used for other escapings and encodings are defined in each definition file.

```
\bool_lazy_any:nT
  {
    \sys_if_engine_luatex_p:
    \sys_if_engine_xetex_p:
  }
  {
    \__kernel_msg_new:nnnn { str } { non-byte }
      { String~invalid~in~escaping~'#1':~it~may~only~contain~bytes. }
      {
        Some~characters~in~the~string~you~asked~to~convert~are~not~
        8-bit~characters.~Perhaps~the~string~is~a~'native'~Unicode~string?~
        If~it~is,~try~using\\
        \\
        \iow_indent:n
          {
```

```
            \iow_char:N\\str_set_convert:Nnnn \\
            \ \ <str~var>~\{~<string>~\}~\{~native~\}~\{~<target~encoding>~\}
          }
      }
  }
```

Those messages are used when converting to and from 8-bit encodings.

```
\__kernel_msg_new:nnnn { str } { decode-8-bit }
  { Invalid~string~in~encoding~'#1'. }
  {
    LaTeX~came~across~a~byte~which~is~not~defined~to~represent~
    any~character~in~the~encoding~'#1'.
  }
\__kernel_msg_new:nnnn { str } { encode-8-bit }
  { Unicode~string~cannot~be~converted~to~encoding~'#1'. }
  {
    The~encoding~'#1'~only~contains~a~subset~of~all~Unicode~characters.~
    LaTeX~was~asked~to~convert~a~string~to~that~encoding,~but~that~
    string~contains~a~character~that~'#1'~does~not~support.
  }
```

9.5 Escaping definitions

Several of those encodings are defined by the pdf file format. The following byte storage methods are defined:

- `bytes` (default), non-bytes are filtered out, and bytes are left untouched (this is defined by default);
- `hex` or `hexadecimal`, as per the pdfTEX primitive `\pdfescapehex`
- `name`, as per the pdfTEX primitive `\pdfescapename`
- `string`, as per the pdfTEX primitive `\pdfescapestring`
- `url`, as per the percent encoding of urls.

9.5.1 Unescape methods

`\__str_convert_unescape_hex:`
`\__str_unescape_hex_auxi:N`
`\__str_unescape_hex_auxii:N`

Take chars two by two, and interpret each pair as the hexadecimal code for a byte. Anything else than hexadecimal digits is ignored, raising the flag. A string which contains an odd number of hexadecimal digits gets `0` appended to it: this is equivalent to appending a `0` in all cases, and dropping it if it is alone.

```
\cs_new_protected:Npn \__str_convert_unescape_hex:
  {
    \group_begin:
      \flag_clear:n { str_error }
      \int_set:Nn \tex_escapechar:D { 92 }
      \tl_gset:Nx \g__str_result_tl
        {
          \__str_output_byte:w "
            \exp_last_unbraced:Nf \__str_unescape_hex_auxi:N
              { \tl_to_str:N \g__str_result_tl }
            0 { ? 0 - 1 \prg_break: }
```

```
            \prg_break_point:
          \__str_output_end:
        }
      \__str_if_flag_error:nnx { str_error } { unescape-hex } { }
    \group_end:
  }
\cs_new:Npn \__str_unescape_hex_auxi:N #1
  {
    \use_none:n #1
    \__str_hexadecimal_use:NTF #1
      { \__str_unescape_hex_auxii:N }
      {
        \flag_raise:n { str_error }
        \__str_unescape_hex_auxi:N
      }
  }
\cs_new:Npn \__str_unescape_hex_auxii:N #1
  {
    \use_none:n #1
    \__str_hexadecimal_use:NTF #1
      {
        \__str_output_end:
        \__str_output_byte:w " \__str_unescape_hex_auxi:N
      }
      {
        \flag_raise:n { str_error }
        \__str_unescape_hex_auxii:N
      }
  }
\__kernel_msg_new:nnnn { str } { unescape-hex }
  { String~invalid~in~escaping~'hex':~only~hexadecimal~digits~allowed. }
  {
    Some~characters~in~the~string~you~asked~to~convert~are~not~
    hexadecimal~digits~(0-9,~A-F,~a-f)~nor~spaces.
  }
```

(*End definition for* `\__str_convert_unescape_hex:`, `\__str_unescape_hex_auxi:N`, *and* `\__str_unescape_hex_auxii:N`.)

`\__str_convert_unescape_name:`
`\__str_unescape_name_loop:wNN`
`\__str_convert_unescape_url:`
`\__str_unescape_url_loop:wNN`

The `\__str_convert_unescape_name:` function replaces each occurrence of `#` followed by two hexadecimal digits in `\g__str_result_tl` by the corresponding byte. The `url` function is identical, with escape character `%` instead of `#`. Thus we define the two together. The arguments of `\__str_tmp:w` are the character code of `#` or `%` in hexadecimal, the name of the main function to define, and the name of the auxiliary which performs the loop.

The looping auxiliary `#3` finds the next escape character, reads the following two characters, and tests them. The test `\__str_hexadecimal_use:NTF` leaves the uppercase digit in the input stream, hence we surround the test with `\__str_output_byte:w "` and `\__str_output_end:`. If both characters are hexadecimal digits, they should be removed before looping: this is done by `\use_i:nnn`. If one of the characters is not a hexadecimal digit, then feed `"#1` to `\__str_output_byte:w` to produce the escape character, raise the flag, and call the looping function followed by the two characters (remove `\use_i:nnn`).

```
\cs_set_protected:Npn \__str_tmp:w #1#2#3
  {
    \cs_new_protected:cpn { __str_convert_unescape_#2: }
      {
        \group_begin:
          \flag_clear:n { str_byte }
          \flag_clear:n { str_error }
          \int_set:Nn \tex_escapechar:D { 92 }
          \tl_gset:Nx \g__str_result_tl
            {
              \exp_after:wN #3 \g__str_result_tl
                #1 ? { ? \prg_break: }
              \prg_break_point:
            }
          \__str_if_flag_error:nnx { str_byte } { non-byte } { #2 }
          \__str_if_flag_error:nnx { str_error } { unescape-#2 } { }
        \group_end:
      }
    \cs_new:Npn #3 ##1#1##2##3
      {
        \__str_filter_bytes:n {##1}
        \use_none:n ##3
        \__str_output_byte:w "
          \__str_hexadecimal_use:NTF ##2
            {
              \__str_hexadecimal_use:NTF ##3
                { }
                {
                  \flag_raise:n { str_error }
                  * 0 + `#1 \use_i:nn
                }
            }
            {
              \flag_raise:n { str_error }
              0 + `#1 \use_i:nn
            }
        \__str_output_end:
        \use_i:nnn #3 ##2##3
      }
    \__kernel_msg_new:nnnn { str } { unescape-#2 }
      { String~invalid~in~escaping~'#2'. }
      {
        LaTeX~came~across~the~escape~character~'#1'~not~followed~by~
        two~hexadecimal~digits.~This~is~invalid~in~the~escaping~'#2'.
      }
  }
\exp_after:wN \__str_tmp:w \c_hash_str { name }
  \__str_unescape_name_loop:wNN
\exp_after:wN \__str_tmp:w \c_percent_str { url }
  \__str_unescape_url_loop:wNN
```

(*End definition for* `\__str_convert_unescape_name:` *and others.*)

`\__str_convert_unescape_string:`
`\__str_unescape_string_newlines:wN`
`\__str_unescape_string_loop:wNNN`
`\__str_unescape_string_repeat:NNNNNN`

The `string` escaping is somewhat similar to the `name` and `url` escapings, with escape character `\`. The first step is to convert all three line endings, `^^J`, `^^M`, and `^^M^^J` to the common ^^J, as per the PDF specification. This step cannot raise the flag.

Then the following escape sequences are decoded.

\n Line feed (10)

\r Carriage return (13)

\t Horizontal tab (9)

\b Backspace (8)

\f Form feed (12)

\(Left parenthesis

\) Right parenthesis

\\ Backslash

\ddd (backslash followed by 1 to 3 octal digits) Byte ddd (octal), subtracting 256 in case of overflow.

If followed by an end-of-line character, the backslash and the end-of-line are ignored. If followed by anything else, the backslash is ignored, raising the error flag.

```
\group_begin:
  \char_set_catcode_other:N \^^J
  \char_set_catcode_other:N \^^M
  \cs_set_protected:Npn \__str_tmp:w #1
    {
      \cs_new_protected:Npn \__str_convert_unescape_string:
        {
          \group_begin:
            \flag_clear:n { str_byte }
            \flag_clear:n { str_error }
            \int_set:Nn \tex_escapechar:D { 92 }
            \tl_gset:Nx \g__str_result_tl
              {
                \exp_after:wN \__str_unescape_string_newlines:wN
                  \g__str_result_tl \prg_break: ^^M ?
                \prg_break_point:
              }
            \tl_gset:Nx \g__str_result_tl
              {
                \exp_after:wN \__str_unescape_string_loop:wNNN
                  \g__str_result_tl #1 ?? { ? \prg_break: }
                \prg_break_point:
              }
            \__str_if_flag_error:nnx { str_byte } { non-byte } { string }
            \__str_if_flag_error:nnx { str_error } { unescape-string } { }
          \group_end:
        }
    }
  \exp_args:No \__str_tmp:w { \c_backslash_str }
  \exp_last_unbraced:NNNNo
    \cs_new:Npn \__str_unescape_string_loop:wNNN #1 \c_backslash_str #2#3#4
        {
```

```
        \__str_filter_bytes:n {#1}
        \use_none:n #4
        \__str_output_byte:w '
          \__str_octal_use:NTF #2
            {
              \__str_octal_use:NTF #3
                {
                  \__str_octal_use:NTF #4
                    {
                      \if_int_compare:w #2 > 3 \exp_stop_f:
                        - 256
                      \fi:
                      \__str_unescape_string_repeat:NNNNNN
                    }
                    { \__str_unescape_string_repeat:NNNNNN ? }
                }
                { \__str_unescape_string_repeat:NNNNNN ?? }
            }
            {
              \str_case_e:nnF {#2}
                {
                  { \c_backslash_str } { 134 }
                  { ( } { 50 }
                  { ) } { 51 }
                  { r } { 15 }
                  { f } { 14 }
                  { n } { 12 }
                  { t } { 11 }
                  { b } { 10 }
                  { ^^J } { 0 - 1 }
                }
                {
                  \flag_raise:n { str_error }
                  0 - 1 \use_i:nn
                }
            }
        \__str_output_end:
        \use_i:nn \__str_unescape_string_loop:wNNN #2#3#4
      }
\cs_new:Npn \__str_unescape_string_repeat:NNNNNN #1#2#3#4#5#6
  { \__str_output_end: \__str_unescape_string_loop:wNNN }
\cs_new:Npn \__str_unescape_string_newlines:wN #1 ^^M #2
  {
    #1
    \if_charcode:w ^^J #2 \else: ^^J \fi:
    \__str_unescape_string_newlines:wN #2
  }
\__kernel_msg_new:nnnn { str } { unescape-string }
  { String~invalid~in~escaping~'string'. }
  {
    LaTeX~came~across~an~escape~character~'\c_backslash_str'~
    not~followed~by~any~of:~'n',~'r',~'t',~'b',~'f',~'(',~')',~
    '\c_backslash_str',~one~to~three~octal~digits,~or~the~end~
    of~a~line.
```

```
    }
\group_end:
```

(*End definition for* `\__str_convert_unescape_string:` *and others.*)

9.5.2 Escape methods

Currently, none of the escape methods can lead to errors, assuming that their input is made out of bytes.

`\__str_convert_escape_hex:`
`\__str_escape_hex_char:N`

Loop and convert each byte to hexadecimal.

```
\cs_new_protected:Npn \__str_convert_escape_hex:
  { \__str_convert_gmap:N \__str_escape_hex_char:N }
\cs_new:Npn \__str_escape_hex_char:N #1
  { \__str_output_hexadecimal:n { `#1 } }
```

(*End definition for* `\__str_convert_escape_hex:` *and* `\__str_escape_hex_char:N`*.*)

`\__str_convert_escape_name:`
`\__str_escape_name_char:N`
`\__str_if_escape_name:NTF`
`\c__str_escape_name_str`
`\c__str_escape_name_not_str`

For each byte, test whether it should be output as is, or be "hash-encoded". Roughly, bytes outside the range ["2A, "7E] are hash-encoded. We keep two lists of exceptions: characters in `\c__str_escape_name_not_str` are not hash-encoded, and characters in the `\c__str_escape_name_str` are encoded.

```
\str_const:Nn \c__str_escape_name_not_str { ! " $ & ' } %$
\str_const:Nn \c__str_escape_name_str { {}/<>[] }
\cs_new_protected:Npn \__str_convert_escape_name:
  { \__str_convert_gmap:N \__str_escape_name_char:N }
\cs_new:Npn \__str_escape_name_char:N #1
  {
    \__str_if_escape_name:NTF #1 {#1}
      { \c_hash_str \__str_output_hexadecimal:n {`#1} }
  }
\prg_new_conditional:Npnn \__str_if_escape_name:N #1 { TF }
  {
    \if_int_compare:w `#1 < "2A \exp_stop_f:
      \__str_if_contains_char:NNTF \c__str_escape_name_not_str #1
        \prg_return_true: \prg_return_false:
    \else:
      \if_int_compare:w `#1 > "7E \exp_stop_f:
        \prg_return_false:
      \else:
        \__str_if_contains_char:NNTF \c__str_escape_name_str #1
          \prg_return_false: \prg_return_true:
      \fi:
    \fi:
  }
```

(*End definition for* `\__str_convert_escape_name:` *and others.*)

`\__str_convert_escape_string:`
`\__str_escape_string_char:N`
`\__str_if_escape_string:NTF`
`\c__str_escape_string_str`

Any character below (and including) space, and any character above (and including) `del`, are converted to octal. One backslash is added before each parenthesis and backslash.

```
\str_const:Nx \c__str_escape_string_str
  { \c_backslash_str ( ) }
\cs_new_protected:Npn \__str_convert_escape_string:
  { \__str_convert_gmap:N \__str_escape_string_char:N }
```

```
\cs_new:Npn \__str_escape_string_char:N #1
  {
    \__str_if_escape_string:NTF #1
      {
        \__str_if_contains_char:NNT
          \c__str_escape_string_str #1
          { \c_backslash_str }
        #1
      }
      {
        \c_backslash_str
        \int_div_truncate:nn {`#1} {64}
        \int_mod:nn { \int_div_truncate:nn {`#1} { 8 } } { 8 }
        \int_mod:nn {`#1} { 8 }
      }
  }
\prg_new_conditional:Npnn \__str_if_escape_string:N #1 { TF }
  {
    \if_int_compare:w `#1 < "21 \exp_stop_f:
      \prg_return_false:
    \else:
      \if_int_compare:w `#1 > "7E \exp_stop_f:
        \prg_return_false:
      \else:
        \prg_return_true:
      \fi:
    \fi:
  }
```

(*End definition for* `\__str_convert_escape_string:` *and others.*)

`\__str_convert_escape_url:`
`\__str_escape_url_char:N`
`\__str_if_escape_url:NTF`

This function is similar to `\__str_convert_escape_name:`, escaping different characters.

```
\cs_new_protected:Npn \__str_convert_escape_url:
  { \__str_convert_gmap:N \__str_escape_url_char:N }
\cs_new:Npn \__str_escape_url_char:N #1
  {
    \__str_if_escape_url:NTF #1 {#1}
      { \c_percent_str \__str_output_hexadecimal:n { `#1 } }
  }
\prg_new_conditional:Npnn \__str_if_escape_url:N #1 { TF }
  {
    \if_int_compare:w `#1 < "41 \exp_stop_f:
      \__str_if_contains_char:nNTF { "-.<> } #1
        \prg_return_true: \prg_return_false:
    \else:
      \if_int_compare:w `#1 > "7E \exp_stop_f:
        \prg_return_false:
      \else:
        \__str_if_contains_char:nNTF { [ ] } #1
          \prg_return_false: \prg_return_true:
      \fi:
    \fi:
  }
```

(*End definition for* `\__str_convert_escape_url:`, `\__str_escape_url_char:N`, *and* `\__str_if_escape_url:NTF`.)

9.6 Encoding definitions

The `native` encoding is automatically defined. Other encodings are loaded as needed. The following encodings are supported:

- UTF-8;
- UTF-16, big-, little-endian, or with byte order mark;
- UTF-32, big-, little-endian, or with byte order mark;
- the ISO 8859 code pages, numbered from 1 to 16, skipping the inexistent ISO 8859-12.

9.6.1 utf-8 support

`\__str_convert_encode_utf8:`
`\__str_encode_utf_viii_char:n`
`\__str_encode_utf_viii_loop:wwnnw`

Loop through the internal string, and convert each character to its UTF-8 representation. The representation is built from the right-most (least significant) byte to the left-most (most significant) byte. Continuation bytes are in the range $[128, 191]$, taking 64 different values, hence we roughly want to express the character code in base 64, shifting the first digit in the representation by some number depending on how many continuation bytes there are. In the range $[0, 127]$, output the corresponding byte directly. In the range $[128, 2047]$, output the remainder modulo 64, plus 128 as a continuation byte, then output the quotient (which is in the range $[0, 31]$), shifted by 192. In the next range, $[2048, 65535]$, split the character code into residue and quotient modulo 64, output the residue as a first continuation byte, then repeat; this leaves us with a quotient in the range $[0, 15]$, which we output shifted by 224. The last range, $[65536, 1114111]$, follows the same pattern: once we realize that dividing twice by 64 leaves us with a number larger than 15, we repeat, producing a last continuation byte, and offset the quotient by 240 for the leading byte.

How is that implemented? `\__str_encode_utf_vii_loop:wwnnw` takes successive quotients as its first argument, the quotient from the previous step as its second argument (except in step 1), the bound for quotients that trigger one more step or not, and finally the offset used if this step should produce the leading byte. Leading bytes can be in the ranges $[0, 127]$, $[192, 223]$, $[224, 239]$, and $[240, 247]$ (really, that last limit should be 244 because Unicode stops at the code point 1114111). At each step, if the quotient `#1` is less than the limit `#3` for that range, output the leading byte (`#1` shifted by `#4`) and stop. Otherwise, we need one more step: use the quotient of `#1` by 64, and `#1` as arguments for the looping auxiliary, and output the continuation byte corresponding to the remainder `#2`-64`#1`$+128$. The bizarre construction `- 1 + 0 *` removes the spurious initial continuation byte (better methods welcome).

```
\cs_new_protected:cpn { __str_convert_encode_utf8: }
  { \__str_convert_gmap_internal:N \__str_encode_utf_viii_char:n }
\cs_new:Npn \__str_encode_utf_viii_char:n #1
  {
    \__str_encode_utf_viii_loop:wwnnw #1 ; - 1 + 0 * ;
      { 128 } {       0 }
      {  32 } {     192 }
      {  16 } {     224 }
```

```
      {   8 } {     240 }
    \q_stop
  }
\cs_new:Npn \__str_encode_utf_viii_loop:wwnnw #1; #2; #3#4 #5 \q_stop
  {
    \if_int_compare:w #1 < #3 \exp_stop_f:
      \__str_output_byte:n { #1 + #4 }
      \exp_after:wN \use_none_delimit_by_q_stop:w
    \fi:
    \exp_after:wN \__str_encode_utf_viii_loop:wwnnw
      \int_value:w \int_div_truncate:nn {#1} {64} ; #1 ;
      #5 \q_stop
    \__str_output_byte:n { #2 - 64 * ( #1 - 2 ) }
  }
```

(*End definition for* `\__str_convert_encode_utf8:`*,* `\__str_encode_utf_viii_char:n`*, and* `\__str_encode_utf_viii_loop:wwnnw`*.*)

`\l__str_missing_flag`
`\l__str_extra_flag`
`\l__str_overlong_flag`
`\l__str_overflow_flag`

When decoding a string that is purportedly in the UTF-8 encoding, four different errors can occur, signalled by a specific flag for each (we define those flags using `\flag_clear_new:n` rather than `\flag_new:n`, because they are shared with other encoding definition files).

- "Missing continuation byte": a leading byte is not followed by the right number of continuation bytes.
- "Extra continuation byte": a continuation byte appears where it was not expected, *i.e.*, not after an appropriate leading byte.
- "Overlong": a Unicode character is expressed using more bytes than necessary, for instance, "C0"80 for the code point 0, instead of a single null byte.
- "Overflow": this occurs when decoding produces Unicode code points greater than 1114111.

We only raise one LaTeX3 error message, combining all the errors which occurred. In the short message, the leading comma must be removed to get a grammatically correct sentence. In the long text, first remind the user what a correct UTF-8 string should look like, then add error-specific information.

```
\flag_clear_new:n { str_missing }
\flag_clear_new:n { str_extra }
\flag_clear_new:n { str_overlong }
\flag_clear_new:n { str_overflow }
\__kernel_msg_new:nnnn { str } { utf8-decode }
  {
    Invalid~UTF-8~string:
    \exp_last_unbraced:Nf \use_none:n
      {
        \__str_if_flag_times:nT { str_missing }  { ,~missing~continuation~byte }
        \__str_if_flag_times:nT { str_extra }    { ,~extra~continuation~byte }
        \__str_if_flag_times:nT { str_overlong } { ,~overlong~form }
        \__str_if_flag_times:nT { str_overflow } { ,~code~point~too~large }
      }
    .
  }
```

```
  {
    In~the~UTF-8~encoding,~each~Unicode~character~consists~in~
    1~to~4~bytes,~with~the~following~bit~pattern: \\
    \iow_indent:n
      {
        Code~point~\ \ \ \ <~128:~0xxxxxxx \\
        Code~point~\ \ \  <~2048:~110xxxxx~10xxxxxx \\
        Code~point~\ \   <~65536:~1110xxxx~10xxxxxx~10xxxxxx \\
        Code~point~    <~1114112:~11110xxx~10xxxxxx~10xxxxxx~10xxxxxx \\
      }
    Bytes~of~the~form~10xxxxxx~are~called~continuation~bytes.
    \flag_if_raised:nT { str_missing }
      {
        \\\\
        A~leading~byte~(in~the~range~[192,255])~was~not~followed~by~
        the~appropriate~number~of~continuation~bytes.
      }
    \flag_if_raised:nT { str_extra }
      {
        \\\\
        LaTeX~came~across~a~continuation~byte~when~it~was~not~expected.
      }
    \flag_if_raised:nT { str_overlong }
      {
        \\\\
        Every~Unicode~code~point~must~be~expressed~in~the~shortest~
        possible~form.~For~instance,~'0xC0'~'0x83'~is~not~a~valid~
        representation~for~the~code~point~3.
      }
    \flag_if_raised:nT { str_overflow }
      {
        \\\\
        Unicode~limits~code~points~to~the~range~[0,1114111].
      }
  }
```

(*End definition for* `\l__str_missing_flag` *and others.*)

`\__str_convert_decode_utf8:`
`\__str_decode_utf_viii_start:N`
`\__str_decode_utf_viii_continuation:wwN`
`\__str_decode_utf_viii_aux:wNnnwN`
`\__str_decode_utf_viii_overflow:w`
`\__str_decode_utf_viii_end:`

Decoding is significantly harder than encoding. As before, lower some flags, which are tested at the end (in bulk, to trigger at most one LaTeX3 error, as explained above). We expect successive multi-byte sequences of the form ⟨*start byte*⟩ ⟨*continuation bytes*⟩. The `_start` auxiliary tests the first byte:

- [0, "7F]: the byte stands alone, and is converted to its own character code;
- ["80, "BF]: unexpected continuation byte, raise the appropriate flag, and convert that byte to the replacement character "FFFD;
- ["C0, "FF]: this byte should be followed by some continuation byte(s).

In the first two cases, `\use_none_delimit_by_q_stop:w` removes data that only the third case requires, namely the limits of ranges of Unicode characters which can be expressed with 1, 2, 3, or 4 bytes.

We can now concentrate on the multi-byte case and the `_continuation` auxiliary. We expect `#3` to be in the range ["80, "BF]. The test for this goes as follows: if the character code is less than "80, we compare it to −"C0, yielding `false`; otherwise to "C0, yielding `true` in the range ["80, "BF] and `false` otherwise. If we find that the byte is not a continuation range, stop the current slew of bytes, output the replacement character, and continue parsing with the `_start` auxiliary, starting at the byte we just tested. Once we know that the byte is a continuation byte, leave it behind us in the input stream, compute what code point the bytes read so far would produce, and feed that number to the `_aux` function.

The `_aux` function tests whether we should look for more continuation bytes or not. If the number it receives as `#1` is less than the maximum `#4` for the current range, then we are done: check for an overlong representation by comparing `#1` with the maximum `#3` for the previous range. Otherwise, we call the `_continuation` auxiliary again, after shifting the "current code point" by `#4` (maximum from the range we just checked).

Two additional tests are needed: if we reach the end of the list of range maxima and we are still not done, then we are faced with an overflow. Clean up, and again insert the code point "FFFD for the replacement character. Also, every time we read a byte, we need to check whether we reached the end of the string. In a correct UTF-8 string, this happens automatically when the `_start` auxiliary leaves its first argument in the input stream: the end-marker begins with `\prg_break:`, which ends the loop. On the other hand, if the end is reached when looking for a continuation byte, the `\use_none:n #3` construction removes the first token from the end-marker, and leaves the `_end` auxiliary, which raises the appropriate error flag before ending the mapping.

```
\cs_new_protected:cpn { __str_convert_decode_utf8: }
  {
    \flag_clear:n { str_error }
    \flag_clear:n { str_missing }
    \flag_clear:n { str_extra }
    \flag_clear:n { str_overlong }
    \flag_clear:n { str_overflow }
    \tl_gset:Nx \g__str_result_tl
      {
        \exp_after:wN \__str_decode_utf_viii_start:N \g__str_result_tl
          { \prg_break: \__str_decode_utf_viii_end: }
        \prg_break_point:
      }
    \__str_if_flag_error:nnx { str_error } { utf8-decode } { }
  }
\cs_new:Npn \__str_decode_utf_viii_start:N #1
  {
    #1
    \if_int_compare:w `#1 < "C0 \exp_stop_f:
      \s__tl
      \if_int_compare:w `#1 < "80 \exp_stop_f:
        \int_value:w `#1
      \else:
        \flag_raise:n { str_extra }
        \flag_raise:n { str_error }
        \int_use:N \c__str_replacement_char_int
      \fi:
    \else:
      \exp_after:wN \__str_decode_utf_viii_continuation:wwN
      \int_value:w \int_eval:n { `#1 - "C0 } \exp_after:wN
    \fi:
```

```
    \s__tl
    \use_none_delimit_by_q_stop:w {"80} {"800} {"10000} {"110000} \q_stop
    \__str_decode_utf_viii_start:N
  }
\cs_new:Npn \__str_decode_utf_viii_continuation:wwN
    #1 \s__tl #2 \__str_decode_utf_viii_start:N #3
  {
    \use_none:n #3
    \if_int_compare:w `#3 <
          \if_int_compare:w `#3 < "80 \exp_stop_f: - \fi:
          "C0 \exp_stop_f:
      #3
      \exp_after:wN \__str_decode_utf_viii_aux:wNnnwN
      \int_value:w \int_eval:n { #1 * "40 + `#3 - "80 } \exp_after:wN
    \else:
      \s__tl
      \flag_raise:n { str_missing }
      \flag_raise:n { str_error }
      \int_use:N \c__str_replacement_char_int
    \fi:
    \s__tl
    #2
    \__str_decode_utf_viii_start:N #3
  }
\cs_new:Npn \__str_decode_utf_viii_aux:wNnnwN
    #1 \s__tl #2#3#4 #5 \__str_decode_utf_viii_start:N #6
  {
    \if_int_compare:w #1 < #4 \exp_stop_f:
      \s__tl
      \if_int_compare:w #1 < #3 \exp_stop_f:
        \flag_raise:n { str_overlong }
        \flag_raise:n { str_error }
        \int_use:N \c__str_replacement_char_int
      \else:
        #1
      \fi:
    \else:
      \if_meaning:w \q_stop #5
        \__str_decode_utf_viii_overflow:w #1
      \fi:
      \exp_after:wN \__str_decode_utf_viii_continuation:wwN
      \int_value:w \int_eval:n { #1 - #4 } \exp_after:wN
    \fi:
    \s__tl
    #2 {#4} #5
    \__str_decode_utf_viii_start:N
  }
\cs_new:Npn \__str_decode_utf_viii_overflow:w #1 \fi: #2 \fi:
  {
    \fi: \fi:
    \flag_raise:n { str_overflow }
    \flag_raise:n { str_error }
    \int_use:N \c__str_replacement_char_int
  }
```

```
\cs_new:Npn \__str_decode_utf_viii_end:
  {
    \s__tl
    \flag_raise:n { str_missing }
    \flag_raise:n { str_error }
    \int_use:N \c__str_replacement_char_int \s__tl
    \prg_break:
  }
```

(*End definition for* `\__str_convert_decode_utf8:` *and others.*)

9.6.2 utf-16 support

The definitions are done in a category code regime where the bytes 254 and 255 used by the byte order mark have catcode 12.

```
\group_begin:
  \char_set_catcode_other:N \^^fe
  \char_set_catcode_other:N \^^ff
```

`\__str_convert_encode_utf16:`
`\__str_convert_encode_utf16be:`
`\__str_convert_encode_utf16le:`
`\__str_encode_utf_xvi_aux:N`
`\__str_encode_utf_xvi_char:n`

When the endianness is not specified, it is big-endian by default, and we add a byte-order mark. Convert characters one by one in a loop, with different behaviours depending on the character code.

- [0, "D7FF]: converted to two bytes;
- ["D800, "DFFF] are used as surrogates: they cannot be converted and are replaced by the replacement character;
- ["E000, "FFFF]: converted to two bytes;
- ["10000, "10FFFF]: converted to a pair of surrogates, each two bytes. The magic "D7C0 is "D800 − "10000/"400.

For the duration of this operation, `\__str_tmp:w` is defined as a function to convert a number in the range [0, "FFFF] to a pair of bytes (either big endian or little endian), by feeding the quotient of the division of `#1` by "100, followed by `#1` to `\__str_encode_utf_xvi_be:nn` or its `le` analog: those compute the remainder, and output two bytes for the quotient and remainder.

```
  \cs_new_protected:cpn { __str_convert_encode_utf16: }
    {
      \__str_encode_utf_xvi_aux:N \__str_output_byte_pair_be:n
      \tl_gput_left:Nx \g__str_result_tl { ^^fe ^^ff }
    }
  \cs_new_protected:cpn { __str_convert_encode_utf16be: }
    { \__str_encode_utf_xvi_aux:N \__str_output_byte_pair_be:n }
  \cs_new_protected:cpn { __str_convert_encode_utf16le: }
    { \__str_encode_utf_xvi_aux:N \__str_output_byte_pair_le:n }
  \cs_new_protected:Npn \__str_encode_utf_xvi_aux:N #1
    {
      \flag_clear:n { str_error }
      \cs_set_eq:NN \__str_tmp:w #1
      \__str_convert_gmap_internal:N \__str_encode_utf_xvi_char:n
      \__str_if_flag_error:nnx { str_error } { utf16-encode } { }
    }
```

```
\cs_new:Npn \__str_encode_utf_xvi_char:n #1
  {
    \if_int_compare:w #1 < "D800 \exp_stop_f:
      \__str_tmp:w {#1}
    \else:
      \if_int_compare:w #1 < "10000 \exp_stop_f:
        \if_int_compare:w #1 < "E000 \exp_stop_f:
          \flag_raise:n { str_error }
          \__str_tmp:w { \c__str_replacement_char_int }
        \else:
          \__str_tmp:w {#1}
        \fi:
      \else:
        \exp_args:Nf \__str_tmp:w { \int_div_truncate:nn {#1} {"400} + "D7C0 }
        \exp_args:Nf \__str_tmp:w { \int_mod:nn {#1} {"400} + "DC00 }
      \fi:
    \fi:
  }
```

(*End definition for* `\__str_convert_encode_utf16:` *and others.*)

`\l__str_missing_flag` `\l__str_extra_flag` `\l__str_end_flag`

When encoding a Unicode string to UTF-16, only one error can occur: code points in the range ["D800, "DFFF], corresponding to surrogates, cannot be encoded. We use the all-purpose flag `@@_error` to signal that error.

When decoding a Unicode string which is purportedly in UTF-16, three errors can occur: a missing trail surrogate, an unexpected trail surrogate, and a string containing an odd number of bytes.

```
\flag_clear_new:n { str_missing }
\flag_clear_new:n { str_extra }
\flag_clear_new:n { str_end }
\__kernel_msg_new:nnnn { str } { utf16-encode }
  { Unicode~string~cannot~be~expressed~in~UTF-16:~surrogate. }
  {
    Surrogate~code~points~(in~the~range~[U+D800,~U+DFFF])~
    can~be~expressed~in~the~UTF-8~and~UTF-32~encodings,~
    but~not~in~the~UTF-16~encoding.
  }
\__kernel_msg_new:nnnn { str } { utf16-decode }
  {
    Invalid~UTF-16~string:
    \exp_last_unbraced:Nf \use_none:n
      {
        \__str_if_flag_times:nT { str_missing }  { ,~missing~trail~surrogate }
        \__str_if_flag_times:nT { str_extra }    { ,~extra~trail~surrogate }
        \__str_if_flag_times:nT { str_end }      { ,~odd~number~of~bytes }
      }
    .
  }
  {
    In~the~UTF-16~encoding,~each~Unicode~character~is~encoded~as~
    2~or~4~bytes: \\
    \iow_indent:n
      {
        Code~point~in~[U+0000,~U+D7FF]:~two~bytes \\
```

```
        Code~point~in~[U+D800,~U+DFFF]:~illegal \\
        Code~point~in~[U+E000,~U+FFFF]:~two~bytes \\
        Code~point~in~[U+10000,~U+10FFFF]:~
          a~lead~surrogate~and~a~trail~surrogate \\
      }
    Lead~surrogates~are~pairs~of~bytes~in~the~range~[0xD800,~0xDBFF],~
    and~trail~surrogates~are~in~the~range~[0xDC00,~0xDFFF].
    \flag_if_raised:nT { str_missing }
      {
        \\\\
        A~lead~surrogate~was~not~followed~by~a~trail~surrogate.
      }
    \flag_if_raised:nT { str_extra }
      {
        \\\\
        LaTeX~came~across~a~trail~surrogate~when~it~was~not~expected.
      }
    \flag_if_raised:nT { str_end }
      {
        \\\\
        The~string~contained~an~odd~number~of~bytes.~This~is~invalid:~
        the~basic~code~unit~for~UTF-16~is~16~bits~(2~bytes).
      }
  }
```

(*End definition for* `\l__str_missing_flag`*,* `\l__str_extra_flag`*, and* `\l__str_end_flag`*.*)

`\__str_convert_decode_utf16:`
`\__str_convert_decode_utf16be:`
`\__str_convert_decode_utf16le:`
`\__str_decode_utf_xvi_bom:NN`
`\__str_decode_utf_xvi:Nw`

As for UTF-8, decoding UTF-16 is harder than encoding it. If the endianness is unknown, check the first two bytes: if those are "FE and "FF in either order, remove them and use the corresponding endianness, otherwise assume big-endianness. The three endianness cases are based on a common auxiliary whose first argument is 1 for big-endian and 2 for little-endian, and whose second argument, delimited by the scan mark `\s_stop`, is expanded once (the string may be long; passing `\g__str_result_tl` as an argument before expansion is cheaper).

The `\__str_decode_utf_xvi:Nw` function defines `\__str_tmp:w` to take two arguments and return the character code of the first one if the string is big-endian, and the second one if the string is little-endian, then loops over the string using `\__str_decode_utf_xvi_pair:NN` described below.

```
\cs_new_protected:cpn { __str_convert_decode_utf16be: }
  { \__str_decode_utf_xvi:Nw 1 \g__str_result_tl \s_stop }
\cs_new_protected:cpn { __str_convert_decode_utf16le: }
  { \__str_decode_utf_xvi:Nw 2 \g__str_result_tl \s_stop }
\cs_new_protected:cpn { __str_convert_decode_utf16: }
  {
    \exp_after:wN \__str_decode_utf_xvi_bom:NN
      \g__str_result_tl \s_stop \s_stop \s_stop
  }
\cs_new_protected:Npn \__str_decode_utf_xvi_bom:NN #1#2
  {
    \str_if_eq:nnTF { #1#2 } { ^^ff ^^fe }
      { \__str_decode_utf_xvi:Nw 2 }
      {
        \str_if_eq:nnTF { #1#2 } { ^^fe ^^ff }
```

```
            { \__str_decode_utf_xvi:Nw 1 }
            { \__str_decode_utf_xvi:Nw 1 #1#2 }
        }
    }
  \cs_new_protected:Npn \__str_decode_utf_xvi:Nw #1#2 \s_stop
    {
      \flag_clear:n { str_error }
      \flag_clear:n { str_missing }
      \flag_clear:n { str_extra }
      \flag_clear:n { str_end }
      \cs_set:Npn \__str_tmp:w ##1 ##2 { ` ## #1 }
      \tl_gset:Nx \g__str_result_tl
        {
          \exp_after:wN \__str_decode_utf_xvi_pair:NN
            #2 \q_nil \q_nil
          \prg_break_point:
        }
      \__str_if_flag_error:nnx { str_error } { utf16-decode } { }
    }
```

(*End definition for* `\__str_convert_decode_utf16:` *and others.*)

`\__str_decode_utf_xvi_pair:NN`
`\__str_decode_utf_xvi_quad:NNwNN`
`\__str_decode_utf_xvi_pair_end:Nw`
`\__str_decode_utf_xvi_error:nNN`
`\__str_decode_utf_xvi_extra:NNw`

Bytes are read two at a time. At this stage, `\@@_tmp:w #1#2` expands to the character code of the most significant byte, and we distinguish cases depending on which range it lies in:

- ["D8, "DB] signals a lead surrogate, and the integer expression yields 1 (ε-TeX rounds ties away from zero);
- ["DC, "DF] signals a trail surrogate, unexpected here, and the integer expression yields 2;
- any other value signals a code point in the Basic Multilingual Plane, which stands for itself, and the `\if_case:w` construction expands to nothing (cases other than 1 or 2), leaving the relevant material in the input stream, followed by another call to the `_pair` auxiliary.

The case of a lead surrogate is treated by the `_quad` auxiliary, whose arguments `#1`, `#2`, `#4` and `#5` are the four bytes. We expect the most significant byte of `#4#5` to be in the range ["DC, "DF] (trail surrogate). The test is similar to the test used for continuation bytes in the UTF-8 decoding functions. In the case where `#4#5` is indeed a trail surrogate, leave `#1#2#4#5 \s__tl` ⟨*code point*⟩ `\s__tl`, and remove the pair `#4#5` before looping with `\__str_decode_utf_xvi_pair:NN`. Otherwise, of course, complain about the missing surrogate.

The magic number "D7F7 is such that "D7F7∗"400 = "D800∗"400+"DC00−"10000.

Every time we read a pair of bytes, we test for the end-marker `\q_nil`. When reaching the end, we additionally check that the string had an even length. Also, if the end is reached when expecting a trail surrogate, we treat that as a missing surrogate.

```
  \cs_new:Npn \__str_decode_utf_xvi_pair:NN #1#2
    {
      \if_meaning:w \q_nil #2
        \__str_decode_utf_xvi_pair_end:Nw #1
      \fi:
      \if_case:w
```

```
        \int_eval:n { ( \__str_tmp:w #1#2 - "D6 ) / 4 } \scan_stop:
      \or: \exp_after:wN \__str_decode_utf_xvi_quad:NNwNN
      \or: \exp_after:wN \__str_decode_utf_xvi_extra:NNw
      \fi:
      #1#2 \s__tl
      \int_eval:n { "100 * \__str_tmp:w #1#2 + \__str_tmp:w #2#1 } \s__tl
      \__str_decode_utf_xvi_pair:NN
    }
  \cs_new:Npn \__str_decode_utf_xvi_quad:NNwNN
      #1#2 #3 \__str_decode_utf_xvi_pair:NN #4#5
    {
      \if_meaning:w \q_nil #5
        \__str_decode_utf_xvi_error:nNN { missing } #1#2
        \__str_decode_utf_xvi_pair_end:Nw #4
      \fi:
      \if_int_compare:w
          \if_int_compare:w \__str_tmp:w #4#5 < "DC \exp_stop_f:
            0 = 1
          \else:
            \__str_tmp:w #4#5 < "E0
          \fi:
          \exp_stop_f:
        #1 #2 #4 #5 \s__tl
        \int_eval:n
          {
            ( "100 * \__str_tmp:w #1#2 + \__str_tmp:w #2#1 - "D7F7 ) * "400
            + "100 * \__str_tmp:w #4#5 + \__str_tmp:w #5#4
          }
        \s__tl
        \exp_after:wN \use_i:nnn
      \else:
        \__str_decode_utf_xvi_error:nNN { missing } #1#2
      \fi:
      \__str_decode_utf_xvi_pair:NN #4#5
    }
  \cs_new:Npn \__str_decode_utf_xvi_pair_end:Nw #1 \fi:
    {
      \fi:
      \if_meaning:w \q_nil #1
      \else:
        \__str_decode_utf_xvi_error:nNN { end } #1 \prg_do_nothing:
      \fi:
      \prg_break:
    }
  \cs_new:Npn \__str_decode_utf_xvi_extra:NNw #1#2 \s__tl #3 \s__tl
    { \__str_decode_utf_xvi_error:nNN { extra } #1#2 }
  \cs_new:Npn \__str_decode_utf_xvi_error:nNN #1#2#3
    {
      \flag_raise:n { str_error }
      \flag_raise:n { str_#1 }
      #2 #3 \s__tl
      \int_use:N \c__str_replacement_char_int \s__tl
    }
```

(*End definition for* `\__str_decode_utf_xvi_pair:NN` *and others.*)

Restore the original catcodes of bytes 254 and 255.

```
\group_end:
```

9.6.3 utf-32 support

The definitions are done in a category code regime where the bytes 0, 254 and 255 used by the byte order mark have catcode "other".

```
\group_begin:
  \char_set_catcode_other:N \^^00
  \char_set_catcode_other:N \^^fe
  \char_set_catcode_other:N \^^ff
```

__str_convert_encode_utf32:
__str_convert_encode_utf32be:
__str_convert_encode_utf32le:
__str_encode_utf_xxxii_be:n
__str_encode_utf_xxxii_be_aux:nn
__str_encode_utf_xxxii_le:n
__str_encode_utf_xxxii_le_aux:nn

Convert each integer in the comma-list `\g__str_result_tl` to a sequence of four bytes. The functions for big-endian and little-endian encodings are very similar, but the `\__str_output_byte:n` instructions are reversed.

```
  \cs_new_protected:cpn { __str_convert_encode_utf32: }
    {
      \__str_convert_gmap_internal:N \__str_encode_utf_xxxii_be:n
      \tl_gput_left:Nx \g__str_result_tl { ^^00 ^^00 ^^fe ^^ff }
    }
  \cs_new_protected:cpn { __str_convert_encode_utf32be: }
    { \__str_convert_gmap_internal:N \__str_encode_utf_xxxii_be:n }
  \cs_new_protected:cpn { __str_convert_encode_utf32le: }
    { \__str_convert_gmap_internal:N \__str_encode_utf_xxxii_le:n }
  \cs_new:Npn \__str_encode_utf_xxxii_be:n #1
    {
      \exp_args:Nf \__str_encode_utf_xxxii_be_aux:nn
        { \int_div_truncate:nn {#1} { "100 } } {#1}
    }
  \cs_new:Npn \__str_encode_utf_xxxii_be_aux:nn #1#2
    {
      ^^00
      \__str_output_byte_pair_be:n {#1}
      \__str_output_byte:n { #2 - #1 * "100 }
    }
  \cs_new:Npn \__str_encode_utf_xxxii_le:n #1
    {
      \exp_args:Nf \__str_encode_utf_xxxii_le_aux:nn
        { \int_div_truncate:nn {#1} { "100 } } {#1}
    }
  \cs_new:Npn \__str_encode_utf_xxxii_le_aux:nn #1#2
    {
      \__str_output_byte:n { #2 - #1 * "100 }
      \__str_output_byte_pair_le:n {#1}
      ^^00
    }
```

(*End definition for* `\__str_convert_encode_utf32:` *and others.*)

str_overflow
str_end

There can be no error when encoding in UTF-32. When decoding, the string may not have length $4n$, or it may contain code points larger than "10FFFF. The latter case often happens if the encoding was in fact not UTF-32, because most arbitrary strings are not valid in UTF-32.

```
\flag_clear_new:n { str_overflow }
\flag_clear_new:n { str_end }
\__kernel_msg_new:nnnn { str } { utf32-decode }
  {
    Invalid~UTF-32~string:
    \exp_last_unbraced:Nf \use_none:n
      {
        \__str_if_flag_times:nT { str_overflow } { ,~code~point~too~large }
        \__str_if_flag_times:nT { str_end }      { ,~truncated~string }
      }
    .
  }
  {
    In~the~UTF-32~encoding,~every~Unicode~character~
    (in~the~range~[U+0000,~U+10FFFF])~is~encoded~as~4~bytes.
    \flag_if_raised:nT { str_overflow }
      {
        \\\\
        LaTeX~came~across~a~code~point~larger~than~1114111,~
        the~maximum~code~point~defined~by~Unicode.~
        Perhaps~the~string~was~not~encoded~in~the~UTF-32~encoding?
      }
    \flag_if_raised:nT { str_end }
      {
        \\\\
        The~length~of~the~string~is~not~a~multiple~of~4.~
        Perhaps~the~string~was~truncated?
      }
  }
```

(*End definition for* `str_overflow` *and* `str_end`. *These variables are documented on page* **??**.)

`\__str_convert_decode_utf32:`
`\__str_convert_decode_utf32be:`
`\__str_convert_decode_utf32le:`
`\__str_decode_utf_xxxii_bom:NNNN`
`\__str_decode_utf_xxxii:Nw`
`\__str_decode_utf_xxxii_loop:NNNN`
`\__str_decode_utf_xxxii_end:w`

The structure is similar to UTF-16 decoding functions. If the endianness is not given, test the first 4 bytes of the string (possibly `\s_stop` if the string is too short) for the presence of a byte-order mark. If there is a byte-order mark, use that endianness, and remove the 4 bytes, otherwise default to big-endian, and leave the 4 bytes in place. The `\__str_decode_utf_xxxii:Nw` auxiliary receives 1 or 2 as its first argument indicating endianness, and the string to convert as its second argument (expanded or not). It sets `\__str_tmp:w` to expand to the character code of either of its two arguments depending on endianness, then triggers the `_loop` auxiliary inside an `x`-expanding assignment to `\g__str_result_tl`.

The `_loop` auxiliary first checks for the end-of-string marker `\s_stop`, calling the `_end` auxiliary if appropriate. Otherwise, leave the ⟨*4 bytes*⟩ `\s__tl` behind, then check that the code point is not overflowing: the leading byte must be 0, and the following byte at most 16.

In the ending code, we check that there remains no byte: there should be nothing left until the first `\s_stop`. Break the map.

```
\cs_new_protected:cpn { __str_convert_decode_utf32be: }
  { \__str_decode_utf_xxxii:Nw 1 \g__str_result_tl \s_stop }
\cs_new_protected:cpn { __str_convert_decode_utf32le: }
  { \__str_decode_utf_xxxii:Nw 2 \g__str_result_tl \s_stop }
\cs_new_protected:cpn { __str_convert_decode_utf32: }
  {
```

```
    \exp_after:wN \__str_decode_utf_xxxii_bom:NNNN \g__str_result_tl
      \s_stop \s_stop \s_stop \s_stop \s_stop
  }
\cs_new_protected:Npn \__str_decode_utf_xxxii_bom:NNNN #1#2#3#4
  {
    \str_if_eq:nnTF { #1#2#3#4 } { ^^ff ^^fe ^^00 ^^00 }
      { \__str_decode_utf_xxxii:Nw 2 }
      {
        \str_if_eq:nnTF { #1#2#3#4 } { ^^00 ^^00 ^^fe ^^ff }
          { \__str_decode_utf_xxxii:Nw 1 }
          { \__str_decode_utf_xxxii:Nw 1 #1#2#3#4 }
      }
  }
\cs_new_protected:Npn \__str_decode_utf_xxxii:Nw #1#2 \s_stop
  {
    \flag_clear:n { str_overflow }
    \flag_clear:n { str_end }
    \flag_clear:n { str_error }
    \cs_set:Npn \__str_tmp:w ##1 ##2 { ` ## #1 }
    \tl_gset:Nx \g__str_result_tl
      {
        \exp_after:wN \__str_decode_utf_xxxii_loop:NNNN
          #2 \s_stop \s_stop \s_stop \s_stop
        \prg_break_point:
      }
    \__str_if_flag_error:nnx { str_error } { utf32-decode } { }
  }
\cs_new:Npn \__str_decode_utf_xxxii_loop:NNNN #1#2#3#4
  {
    \if_meaning:w \s_stop #4
      \exp_after:wN \__str_decode_utf_xxxii_end:w
    \fi:
    #1#2#3#4 \s__tl
    \if_int_compare:w \__str_tmp:w #1#4 > 0 \exp_stop_f:
      \flag_raise:n { str_overflow }
      \flag_raise:n { str_error }
      \int_use:N \c__str_replacement_char_int
    \else:
      \if_int_compare:w \__str_tmp:w #2#3 > 16 \exp_stop_f:
        \flag_raise:n { str_overflow }
        \flag_raise:n { str_error }
        \int_use:N \c__str_replacement_char_int
      \else:
        \int_eval:n
          { \__str_tmp:w #2#3*"10000 + \__str_tmp:w #3#2*"100 + \__str_tmp:w #4#1 }
      \fi:
    \fi:
    \s__tl
    \__str_decode_utf_xxxii_loop:NNNN
  }
\cs_new:Npn \__str_decode_utf_xxxii_end:w #1 \s_stop
  {
    \tl_if_empty:nF {#1}
      {
```

```
          \flag_raise:n { str_end }
          \flag_raise:n { str_error }
          #1 \s__tl
          \int_use:N \c__str_replacement_char_int \s__tl
        }
      \prg_break:
    }
```

(*End definition for* `\__str_convert_decode_utf32:` *and others.*)

Restore the original catcodes of bytes 0, 254 and 255.

```
\group_end:
⟨/initex | package⟩
```

9.6.4 iso 8859 support

The ISO-8859-1 encoding exactly matches with the 256 first Unicode characters. For other 8-bit encodings of the ISO-8859 family, we keep track only of differences, and of unassigned bytes.

```
⟨*iso88591⟩
\str_declare_eight_bit_encoding:nnn { iso88591 }
  {
  }
  {
  }
⟨/iso88591⟩
```

```
⟨*iso88592⟩
\str_declare_eight_bit_encoding:nnn { iso88592 }
  {
    { A1 } { 0104 }
    { A2 } { 02D8 }
    { A3 } { 0141 }
    { A5 } { 013D }
    { A6 } { 015A }
    { A9 } { 0160 }
    { AA } { 015E }
    { AB } { 0164 }
    { AC } { 0179 }
    { AE } { 017D }
    { AF } { 017B }
    { B1 } { 0105 }
    { B2 } { 02DB }
    { B3 } { 0142 }
    { B5 } { 013E }
    { B6 } { 015B }
    { B7 } { 02C7 }
    { B9 } { 0161 }
    { BA } { 015F }
    { BB } { 0165 }
    { BC } { 017A }
    { BD } { 02DD }
    { BE } { 017E }
    { BF } { 017C }
    { C0 } { 0154 }
```

```
    { C3 } { 0102 }
    { C5 } { 0139 }
    { C6 } { 0106 }
    { C8 } { 010C }
    { CA } { 0118 }
    { CC } { 011A }
    { CF } { 010E }
    { D0 } { 0110 }
    { D1 } { 0143 }
    { D2 } { 0147 }
    { D5 } { 0150 }
    { D8 } { 0158 }
    { D9 } { 016E }
    { DB } { 0170 }
    { DE } { 0162 }
    { E0 } { 0155 }
    { E3 } { 0103 }
    { E5 } { 013A }
    { E6 } { 0107 }
    { E8 } { 010D }
    { EA } { 0119 }
    { EC } { 011B }
    { EF } { 010F }
    { F0 } { 0111 }
    { F1 } { 0144 }
    { F2 } { 0148 }
    { F5 } { 0151 }
    { F8 } { 0159 }
    { F9 } { 016F }
    { FB } { 0171 }
    { FE } { 0163 }
    { FF } { 02D9 }
  }
  {
  }
⟨/iso88592⟩
⟨*iso88593⟩
\str_declare_eight_bit_encoding:nnn { iso88593 }
  {
    { A1 } { 0126 }
    { A2 } { 02D8 }
    { A6 } { 0124 }
    { A9 } { 0130 }
    { AA } { 015E }
    { AB } { 011E }
    { AC } { 0134 }
    { AF } { 017B }
    { B1 } { 0127 }
    { B6 } { 0125 }
    { B9 } { 0131 }
    { BA } { 015F }
    { BB } { 011F }
    { BC } { 0135 }
    { BF } { 017C }
```

```
    { C5 } { 010A }
    { C6 } { 0108 }
    { D5 } { 0120 }
    { D8 } { 011C }
    { DD } { 016C }
    { DE } { 015C }
    { E5 } { 010B }
    { E6 } { 0109 }
    { F5 } { 0121 }
    { F8 } { 011D }
    { FD } { 016D }
    { FE } { 015D }
    { FF } { 02D9 }
  }
  {
    { A5 }
    { AE }
    { BE }
    { C3 }
    { D0 }
    { E3 }
    { F0 }
  }
⟨/iso88593⟩
⟨*iso88594⟩
\str_declare_eight_bit_encoding:nnn { iso88594 }
  {
    { A1 } { 0104 }
    { A2 } { 0138 }
    { A3 } { 0156 }
    { A5 } { 0128 }
    { A6 } { 013B }
    { A9 } { 0160 }
    { AA } { 0112 }
    { AB } { 0122 }
    { AC } { 0166 }
    { AE } { 017D }
    { B1 } { 0105 }
    { B2 } { 02DB }
    { B3 } { 0157 }
    { B5 } { 0129 }
    { B6 } { 013C }
    { B7 } { 02C7 }
    { B9 } { 0161 }
    { BA } { 0113 }
    { BB } { 0123 }
    { BC } { 0167 }
    { BD } { 014A }
    { BE } { 017E }
    { BF } { 014B }
    { C0 } { 0100 }
    { C7 } { 012E }
    { C8 } { 010C }
    { CA } { 0118 }
```

```
    { CC } { 0116 }
    { CF } { 012A }
    { D0 } { 0110 }
    { D1 } { 0145 }
    { D2 } { 014C }
    { D3 } { 0136 }
    { D9 } { 0172 }
    { DD } { 0168 }
    { DE } { 016A }
    { E0 } { 0101 }
    { E7 } { 012F }
    { E8 } { 010D }
    { EA } { 0119 }
    { EC } { 0117 }
    { EF } { 012B }
    { F0 } { 0111 }
    { F1 } { 0146 }
    { F2 } { 014D }
    { F3 } { 0137 }
    { F9 } { 0173 }
    { FD } { 0169 }
    { FE } { 016B }
    { FF } { 02D9 }
  }
  {
  }
```

⟨/iso88594⟩

⟨*iso88595⟩

```
\str_declare_eight_bit_encoding:nnn { iso88595 }
  {
    { A1 } { 0401 }
    { A2 } { 0402 }
    { A3 } { 0403 }
    { A4 } { 0404 }
    { A5 } { 0405 }
    { A6 } { 0406 }
    { A7 } { 0407 }
    { A8 } { 0408 }
    { A9 } { 0409 }
    { AA } { 040A }
    { AB } { 040B }
    { AC } { 040C }
    { AE } { 040E }
    { AF } { 040F }
    { B0 } { 0410 }
    { B1 } { 0411 }
    { B2 } { 0412 }
    { B3 } { 0413 }
    { B4 } { 0414 }
    { B5 } { 0415 }
    { B6 } { 0416 }
    { B7 } { 0417 }
    { B8 } { 0418 }
    { B9 } { 0419 }
```

```
{ BA } { 041A }
{ BB } { 041B }
{ BC } { 041C }
{ BD } { 041D }
{ BE } { 041E }
{ BF } { 041F }
{ C0 } { 0420 }
{ C1 } { 0421 }
{ C2 } { 0422 }
{ C3 } { 0423 }
{ C4 } { 0424 }
{ C5 } { 0425 }
{ C6 } { 0426 }
{ C7 } { 0427 }
{ C8 } { 0428 }
{ C9 } { 0429 }
{ CA } { 042A }
{ CB } { 042B }
{ CC } { 042C }
{ CD } { 042D }
{ CE } { 042E }
{ CF } { 042F }
{ D0 } { 0430 }
{ D1 } { 0431 }
{ D2 } { 0432 }
{ D3 } { 0433 }
{ D4 } { 0434 }
{ D5 } { 0435 }
{ D6 } { 0436 }
{ D7 } { 0437 }
{ D8 } { 0438 }
{ D9 } { 0439 }
{ DA } { 043A }
{ DB } { 043B }
{ DC } { 043C }
{ DD } { 043D }
{ DE } { 043E }
{ DF } { 043F }
{ E0 } { 0440 }
{ E1 } { 0441 }
{ E2 } { 0442 }
{ E3 } { 0443 }
{ E4 } { 0444 }
{ E5 } { 0445 }
{ E6 } { 0446 }
{ E7 } { 0447 }
{ E8 } { 0448 }
{ E9 } { 0449 }
{ EA } { 044A }
{ EB } { 044B }
{ EC } { 044C }
{ ED } { 044D }
{ EE } { 044E }
{ EF } { 044F }
```

```
    { F0 } { 2116 }
    { F1 } { 0451 }
    { F2 } { 0452 }
    { F3 } { 0453 }
    { F4 } { 0454 }
    { F5 } { 0455 }
    { F6 } { 0456 }
    { F7 } { 0457 }
    { F8 } { 0458 }
    { F9 } { 0459 }
    { FA } { 045A }
    { FB } { 045B }
    { FC } { 045C }
    { FD } { 00A7 }
    { FE } { 045E }
    { FF } { 045F }
  }
  {
  }
⟨/iso88595⟩
⟨*iso88596⟩
\str_declare_eight_bit_encoding:nnn { iso88596 }
  {
    { AC } { 060C }
    { BB } { 061B }
    { BF } { 061F }
    { C1 } { 0621 }
    { C2 } { 0622 }
    { C3 } { 0623 }
    { C4 } { 0624 }
    { C5 } { 0625 }
    { C6 } { 0626 }
    { C7 } { 0627 }
    { C8 } { 0628 }
    { C9 } { 0629 }
    { CA } { 062A }
    { CB } { 062B }
    { CC } { 062C }
    { CD } { 062D }
    { CE } { 062E }
    { CF } { 062F }
    { D0 } { 0630 }
    { D1 } { 0631 }
    { D2 } { 0632 }
    { D3 } { 0633 }
    { D4 } { 0634 }
    { D5 } { 0635 }
    { D6 } { 0636 }
    { D7 } { 0637 }
    { D8 } { 0638 }
    { D9 } { 0639 }
    { DA } { 063A }
    { E0 } { 0640 }
    { E1 } { 0641 }
```

```
    { E2 } { 0642 }
    { E3 } { 0643 }
    { E4 } { 0644 }
    { E5 } { 0645 }
    { E6 } { 0646 }
    { E7 } { 0647 }
    { E8 } { 0648 }
    { E9 } { 0649 }
    { EA } { 064A }
    { EB } { 064B }
    { EC } { 064C }
    { ED } { 064D }
    { EE } { 064E }
    { EF } { 064F }
    { F0 } { 0650 }
    { F1 } { 0651 }
    { F2 } { 0652 }
  }
  {
    { A1 }
    { A2 }
    { A3 }
    { A5 }
    { A6 }
    { A7 }
    { A8 }
    { A9 }
    { AA }
    { AB }
    { AE }
    { AF }
    { B0 }
    { B1 }
    { B2 }
    { B3 }
    { B4 }
    { B5 }
    { B6 }
    { B7 }
    { B8 }
    { B9 }
    { BA }
    { BC }
    { BD }
    { BE }
    { C0 }
    { DB }
    { DC }
    { DD }
    { DE }
    { DF }
  }
```
⟨/iso88596⟩

⟨*iso88597⟩

```
\str_declare_eight_bit_encoding:nnn { iso88597 }
  {
    { A1 } { 2018 }
    { A2 } { 2019 }
    { A4 } { 20AC }
    { A5 } { 20AF }
    { AA } { 037A }
    { AF } { 2015 }
    { B4 } { 0384 }
    { B5 } { 0385 }
    { B6 } { 0386 }
    { B8 } { 0388 }
    { B9 } { 0389 }
    { BA } { 038A }
    { BC } { 038C }
    { BE } { 038E }
    { BF } { 038F }
    { C0 } { 0390 }
    { C1 } { 0391 }
    { C2 } { 0392 }
    { C3 } { 0393 }
    { C4 } { 0394 }
    { C5 } { 0395 }
    { C6 } { 0396 }
    { C7 } { 0397 }
    { C8 } { 0398 }
    { C9 } { 0399 }
    { CA } { 039A }
    { CB } { 039B }
    { CC } { 039C }
    { CD } { 039D }
    { CE } { 039E }
    { CF } { 039F }
    { D0 } { 03A0 }
    { D1 } { 03A1 }
    { D3 } { 03A3 }
    { D4 } { 03A4 }
    { D5 } { 03A5 }
    { D6 } { 03A6 }
    { D7 } { 03A7 }
    { D8 } { 03A8 }
    { D9 } { 03A9 }
    { DA } { 03AA }
    { DB } { 03AB }
    { DC } { 03AC }
    { DD } { 03AD }
    { DE } { 03AE }
    { DF } { 03AF }
    { E0 } { 03B0 }
    { E1 } { 03B1 }
    { E2 } { 03B2 }
    { E3 } { 03B3 }
    { E4 } { 03B4 }
    { E5 } { 03B5 }
```

```
    { E6 } { 03B6 }
    { E7 } { 03B7 }
    { E8 } { 03B8 }
    { E9 } { 03B9 }
    { EA } { 03BA }
    { EB } { 03BB }
    { EC } { 03BC }
    { ED } { 03BD }
    { EE } { 03BE }
    { EF } { 03BF }
    { F0 } { 03C0 }
    { F1 } { 03C1 }
    { F2 } { 03C2 }
    { F3 } { 03C3 }
    { F4 } { 03C4 }
    { F5 } { 03C5 }
    { F6 } { 03C6 }
    { F7 } { 03C7 }
    { F8 } { 03C8 }
    { F9 } { 03C9 }
    { FA } { 03CA }
    { FB } { 03CB }
    { FC } { 03CC }
    { FD } { 03CD }
    { FE } { 03CE }
  }
  {
    { AE }
    { D2 }
  }
⟨/iso88597⟩
⟨*iso88598⟩
\str_declare_eight_bit_encoding:nnn { iso88598 }
  {
    { AA } { 00D7 }
    { BA } { 00F7 }
    { DF } { 2017 }
    { E0 } { 05D0 }
    { E1 } { 05D1 }
    { E2 } { 05D2 }
    { E3 } { 05D3 }
    { E4 } { 05D4 }
    { E5 } { 05D5 }
    { E6 } { 05D6 }
    { E7 } { 05D7 }
    { E8 } { 05D8 }
    { E9 } { 05D9 }
    { EA } { 05DA }
    { EB } { 05DB }
    { EC } { 05DC }
    { ED } { 05DD }
    { EE } { 05DE }
    { EF } { 05DF }
    { F0 } { 05E0 }
```

```
    { F1 } { 05E1 }
    { F2 } { 05E2 }
    { F3 } { 05E3 }
    { F4 } { 05E4 }
    { F5 } { 05E5 }
    { F6 } { 05E6 }
    { F7 } { 05E7 }
    { F8 } { 05E8 }
    { F9 } { 05E9 }
    { FA } { 05EA }
    { FD } { 200E }
    { FE } { 200F }
  }
  {
    { A1 }
    { BF }
    { C0 }
    { C1 }
    { C2 }
    { C3 }
    { C4 }
    { C5 }
    { C6 }
    { C7 }
    { C8 }
    { C9 }
    { CA }
    { CB }
    { CC }
    { CD }
    { CE }
    { CF }
    { D0 }
    { D1 }
    { D2 }
    { D3 }
    { D4 }
    { D5 }
    { D6 }
    { D7 }
    { D8 }
    { D9 }
    { DA }
    { DB }
    { DC }
    { DD }
    { DE }
    { FB }
    { FC }
  }
⟨/iso88598⟩
⟨*iso88599⟩
\str_declare_eight_bit_encoding:nnn { iso88599 }
  {
```

```
    { D0 } { 011E }
    { DD } { 0130 }
    { DE } { 015E }
    { F0 } { 011F }
    { FD } { 0131 }
    { FE } { 015F }
  }
  {
  }
```

⟨/iso88599⟩

⟨*iso885910⟩

```
\str_declare_eight_bit_encoding:nnn { iso885910 }
  {
    { A1 } { 0104 }
    { A2 } { 0112 }
    { A3 } { 0122 }
    { A4 } { 012A }
    { A5 } { 0128 }
    { A6 } { 0136 }
    { A8 } { 013B }
    { A9 } { 0110 }
    { AA } { 0160 }
    { AB } { 0166 }
    { AC } { 017D }
    { AE } { 016A }
    { AF } { 014A }
    { B1 } { 0105 }
    { B2 } { 0113 }
    { B3 } { 0123 }
    { B4 } { 012B }
    { B5 } { 0129 }
    { B6 } { 0137 }
    { B8 } { 013C }
    { B9 } { 0111 }
    { BA } { 0161 }
    { BB } { 0167 }
    { BC } { 017E }
    { BD } { 2015 }
    { BE } { 016B }
    { BF } { 014B }
    { C0 } { 0100 }
    { C7 } { 012E }
    { C8 } { 010C }
    { CA } { 0118 }
    { CC } { 0116 }
    { D1 } { 0145 }
    { D2 } { 014C }
    { D7 } { 0168 }
    { D9 } { 0172 }
    { E0 } { 0101 }
    { E7 } { 012F }
    { E8 } { 010D }
    { EA } { 0119 }
    { EC } { 0117 }
```

```
    { F1 } { 0146 }
    { F2 } { 014D }
    { F7 } { 0169 }
    { F9 } { 0173 }
    { FF } { 0138 }
  }
  {
  }
⟨/iso885910⟩
⟨*iso885911⟩
\str_declare_eight_bit_encoding:nnn { iso885911 }
  {
    { A1 } { 0E01 }
    { A2 } { 0E02 }
    { A3 } { 0E03 }
    { A4 } { 0E04 }
    { A5 } { 0E05 }
    { A6 } { 0E06 }
    { A7 } { 0E07 }
    { A8 } { 0E08 }
    { A9 } { 0E09 }
    { AA } { 0E0A }
    { AB } { 0E0B }
    { AC } { 0E0C }
    { AD } { 0E0D }
    { AE } { 0E0E }
    { AF } { 0E0F }
    { B0 } { 0E10 }
    { B1 } { 0E11 }
    { B2 } { 0E12 }
    { B3 } { 0E13 }
    { B4 } { 0E14 }
    { B5 } { 0E15 }
    { B6 } { 0E16 }
    { B7 } { 0E17 }
    { B8 } { 0E18 }
    { B9 } { 0E19 }
    { BA } { 0E1A }
    { BB } { 0E1B }
    { BC } { 0E1C }
    { BD } { 0E1D }
    { BE } { 0E1E }
    { BF } { 0E1F }
    { C0 } { 0E20 }
    { C1 } { 0E21 }
    { C2 } { 0E22 }
    { C3 } { 0E23 }
    { C4 } { 0E24 }
    { C5 } { 0E25 }
    { C6 } { 0E26 }
    { C7 } { 0E27 }
    { C8 } { 0E28 }
    { C9 } { 0E29 }
    { CA } { 0E2A }
```

```
    { CB } { 0E2B }
    { CC } { 0E2C }
    { CD } { 0E2D }
    { CE } { 0E2E }
    { CF } { 0E2F }
    { D0 } { 0E30 }
    { D1 } { 0E31 }
    { D2 } { 0E32 }
    { D3 } { 0E33 }
    { D4 } { 0E34 }
    { D5 } { 0E35 }
    { D6 } { 0E36 }
    { D7 } { 0E37 }
    { D8 } { 0E38 }
    { D9 } { 0E39 }
    { DA } { 0E3A }
    { DF } { 0E3F }
    { E0 } { 0E40 }
    { E1 } { 0E41 }
    { E2 } { 0E42 }
    { E3 } { 0E43 }
    { E4 } { 0E44 }
    { E5 } { 0E45 }
    { E6 } { 0E46 }
    { E7 } { 0E47 }
    { E8 } { 0E48 }
    { E9 } { 0E49 }
    { EA } { 0E4A }
    { EB } { 0E4B }
    { EC } { 0E4C }
    { ED } { 0E4D }
    { EE } { 0E4E }
    { EF } { 0E4F }
    { F0 } { 0E50 }
    { F1 } { 0E51 }
    { F2 } { 0E52 }
    { F3 } { 0E53 }
    { F4 } { 0E54 }
    { F5 } { 0E55 }
    { F6 } { 0E56 }
    { F7 } { 0E57 }
    { F8 } { 0E58 }
    { F9 } { 0E59 }
    { FA } { 0E5A }
    { FB } { 0E5B }
  }
  {
    { DB }
    { DC }
    { DD }
    { DE }
  }
⟨/iso885911⟩
⟨*iso885913⟩
```

```
\str_declare_eight_bit_encoding:nnn { iso885913 }
  {
    { A1 } { 201D }
    { A5 } { 201E }
    { A8 } { 00D8 }
    { AA } { 0156 }
    { AF } { 00C6 }
    { B4 } { 201C }
    { B8 } { 00F8 }
    { BA } { 0157 }
    { BF } { 00E6 }
    { C0 } { 0104 }
    { C1 } { 012E }
    { C2 } { 0100 }
    { C3 } { 0106 }
    { C6 } { 0118 }
    { C7 } { 0112 }
    { C8 } { 010C }
    { CA } { 0179 }
    { CB } { 0116 }
    { CC } { 0122 }
    { CD } { 0136 }
    { CE } { 012A }
    { CF } { 013B }
    { D0 } { 0160 }
    { D1 } { 0143 }
    { D2 } { 0145 }
    { D4 } { 014C }
    { D8 } { 0172 }
    { D9 } { 0141 }
    { DA } { 015A }
    { DB } { 016A }
    { DD } { 017B }
    { DE } { 017D }
    { E0 } { 0105 }
    { E1 } { 012F }
    { E2 } { 0101 }
    { E3 } { 0107 }
    { E6 } { 0119 }
    { E7 } { 0113 }
    { E8 } { 010D }
    { EA } { 017A }
    { EB } { 0117 }
    { EC } { 0123 }
    { ED } { 0137 }
    { EE } { 012B }
    { EF } { 013C }
    { F0 } { 0161 }
    { F1 } { 0144 }
    { F2 } { 0146 }
    { F4 } { 014D }
    { F8 } { 0173 }
    { F9 } { 0142 }
    { FA } { 015B }
```

```
    { FB } { 016B }
    { FD } { 017C }
    { FE } { 017E }
    { FF } { 2019 }
  }
  {
  }
⟨/iso885913⟩
⟨*iso885914⟩
\str_declare_eight_bit_encoding:nnn { iso885914 }
  {
    { A1 } { 1E02 }
    { A2 } { 1E03 }
    { A4 } { 010A }
    { A5 } { 010B }
    { A6 } { 1E0A }
    { A8 } { 1E80 }
    { AA } { 1E82 }
    { AB } { 1E0B }
    { AC } { 1EF2 }
    { AF } { 0178 }
    { B0 } { 1E1E }
    { B1 } { 1E1F }
    { B2 } { 0120 }
    { B3 } { 0121 }
    { B4 } { 1E40 }
    { B5 } { 1E41 }
    { B7 } { 1E56 }
    { B8 } { 1E81 }
    { B9 } { 1E57 }
    { BA } { 1E83 }
    { BB } { 1E60 }
    { BC } { 1EF3 }
    { BD } { 1E84 }
    { BE } { 1E85 }
    { BF } { 1E61 }
    { D0 } { 0174 }
    { D7 } { 1E6A }
    { DE } { 0176 }
    { F0 } { 0175 }
    { F7 } { 1E6B }
    { FE } { 0177 }
  }
  {
  }
⟨/iso885914⟩
⟨*iso885915⟩
\str_declare_eight_bit_encoding:nnn { iso885915 }
  {
    { A4 } { 20AC }
    { A6 } { 0160 }
    { A8 } { 0161 }
    { B4 } { 017D }
```

```
    { B8 } { 017E }
    { BC } { 0152 }
    { BD } { 0153 }
    { BE } { 0178 }
  }
  {
  }
```
⟨/iso885915⟩

⟨*iso885916⟩
```
\str_declare_eight_bit_encoding:nnn { iso885916 }
  {
    { A1 } { 0104 }
    { A2 } { 0105 }
    { A3 } { 0141 }
    { A4 } { 20AC }
    { A5 } { 201E }
    { A6 } { 0160 }
    { A8 } { 0161 }
    { AA } { 0218 }
    { AC } { 0179 }
    { AE } { 017A }
    { AF } { 017B }
    { B2 } { 010C }
    { B3 } { 0142 }
    { B4 } { 017D }
    { B5 } { 201D }
    { B8 } { 017E }
    { B9 } { 010D }
    { BA } { 0219 }
    { BC } { 0152 }
    { BD } { 0153 }
    { BE } { 0178 }
    { BF } { 017C }
    { C3 } { 0102 }
    { C5 } { 0106 }
    { D0 } { 0110 }
    { D1 } { 0143 }
    { D5 } { 0150 }
    { D7 } { 015A }
    { D8 } { 0170 }
    { DD } { 0118 }
    { DE } { 021A }
    { E3 } { 0103 }
    { E5 } { 0107 }
    { F0 } { 0111 }
    { F1 } { 0144 }
    { F5 } { 0151 }
    { F7 } { 015B }
    { F8 } { 0171 }
    { FD } { 0119 }
    { FE } { 021B }
  }
  {
  }
```

```
⟨/iso885916⟩
```

10 l3quark implementation

The following test files are used for this code: m3quark001.lvt.

```
⟨*initex | package⟩
```

10.1 Quarks

```
⟨@@=quark⟩
```

\quark_new:N Allocate a new quark.

```
\cs_new_protected:Npn \quark_new:N #1
  {
    \__kernel_chk_if_free_cs:N #1
    \cs_gset_nopar:Npn #1 {#1}
  }
```

(*End definition for \quark_new:N. This function is documented on page 70.*)

\q_nil \q_mark \q_no_value \q_stop Some "public" quarks. \q_stop is an "end of argument" marker, \q_nil is a empty value and \q_no_value marks an empty argument.

```
\quark_new:N \q_nil
\quark_new:N \q_mark
\quark_new:N \q_no_value
\quark_new:N \q_stop
```

(*End definition for \q_nil and others. These variables are documented on page 71.*)

\q_recursion_tail \q_recursion_stop Quarks for ending recursions. Only ever used there! \q_recursion_tail is appended to whatever list structure we are doing recursion on, meaning it is added as a proper list item with whatever list separator is in use. \q_recursion_stop is placed directly after the list.

```
\quark_new:N \q_recursion_tail
\quark_new:N \q_recursion_stop
```

(*End definition for \q_recursion_tail and \q_recursion_stop. These variables are documented on page 71.*)

\quark_if_recursion_tail_stop:N \quark_if_recursion_tail_stop_do:Nn When doing recursions, it is easy to spend a lot of time testing if the end marker has been found. To avoid this, a dedicated end marker is used each time a recursion is set up. Thus if the marker is found everything can be wrapper up and finished off. The simple case is when the test can guarantee that only a single token is being tested. In this case, there is just a dedicated copy of the standard quark test. Both a gobbling version and one inserting end code are provided.

```
\cs_new:Npn \quark_if_recursion_tail_stop:N #1
  {
    \if_meaning:w \q_recursion_tail #1
      \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
    \fi:
  }
\cs_new:Npn \quark_if_recursion_tail_stop_do:Nn #1
  {
```

```
    \if_meaning:w \q_recursion_tail #1
      \exp_after:wN \use_i_delimit_by_q_recursion_stop:nw
    \else:
      \exp_after:wN \use_none:n
    \fi:
  }
```

(*End definition for* `\quark_if_recursion_tail_stop:N` *and* `\quark_if_recursion_tail_stop_do:Nn`*. These functions are documented on page 72.*)

`\quark_if_recursion_tail_stop:n`
`\quark_if_recursion_tail_stop:o`
`\quark_if_recursion_tail_stop_do:nn`
`\quark_if_recursion_tail_stop_do:on`
`\__quark_if_recursion_tail:w`

See `\quark_if_nil:nTF` for the details. Expanding `\__quark_if_recursion_tail:w` once in front of the tokens chosen here gives an empty result if and only if `#1` is exactly `\q_recursion_tail`.

```
\cs_new:Npn \quark_if_recursion_tail_stop:n #1
  {
    \tl_if_empty:oTF
      { \__quark_if_recursion_tail:w {} #1 {} ?! \q_recursion_tail ??! }
      { \use_none_delimit_by_q_recursion_stop:w }
      { }
  }
\cs_new:Npn \quark_if_recursion_tail_stop_do:nn #1
  {
    \tl_if_empty:oTF
      { \__quark_if_recursion_tail:w {} #1 {} ?! \q_recursion_tail ??! }
      { \use_i_delimit_by_q_recursion_stop:nw }
      { \use_none:n }
  }
\cs_new:Npn \__quark_if_recursion_tail:w
    #1 \q_recursion_tail #2 ? #3 ?! { #1 #2 }
\cs_generate_variant:Nn \quark_if_recursion_tail_stop:n { o }
\cs_generate_variant:Nn \quark_if_recursion_tail_stop_do:nn { o }
```

(*End definition for* `\quark_if_recursion_tail_stop:n`*,* `\quark_if_recursion_tail_stop_do:nn`*, and* `\__quark_if_recursion_tail:w`*. These functions are documented on page 72.*)

`\quark_if_recursion_tail_break:NN`
`\quark_if_recursion_tail_break:nN`

Analogues of the `\quark_if_recursion_tail_stop...` functions. Break the mapping using `#2`.

```
\cs_new:Npn \quark_if_recursion_tail_break:NN #1#2
  {
    \if_meaning:w \q_recursion_tail #1
      \exp_after:wN #2
    \fi:
  }
\cs_new:Npn \quark_if_recursion_tail_break:nN #1#2
  {
    \tl_if_empty:oT
      { \__quark_if_recursion_tail:w {} #1 {} ?! \q_recursion_tail ??! }
      {#2}
  }
```

(*End definition for* `\quark_if_recursion_tail_break:NN` *and* `\quark_if_recursion_tail_break:nN`*. These functions are documented on page 72.*)

\quark_if_nil_p:N
\quark_if_nil:NTF
\quark_if_no_value_p:N
\quark_if_no_value_p:c
\quark_if_no_value:NTF
\quark_if_no_value:cTF

Here we test if we found a special quark as the first argument. We better start with `\q_no_value` as the first argument since the whole thing may otherwise loop if `#1` is wrongly given a string like `aabc` instead of a single token.[9]

```
\prg_new_conditional:Npnn \quark_if_nil:N #1 { p, T , F , TF }
  {
    \if_meaning:w \q_nil #1
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
\prg_new_conditional:Npnn \quark_if_no_value:N #1 { p, T , F , TF }
  {
    \if_meaning:w \q_no_value #1
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
\prg_generate_conditional_variant:Nnn \quark_if_no_value:N
  { c } { p , T , F , TF }
```

(*End definition for* `\quark_if_nil:NTF` *and* `\quark_if_no_value:NTF`*. These functions are documented on page 71.*)

\quark_if_nil_p:n
\quark_if_nil_p:V
\quark_if_nil_p:o
\quark_if_nil:nTF
\quark_if_nil:VTF
\quark_if_nil:oTF
\quark_if_no_value_p:n
\quark_if_no_value:nTF
__quark_if_nil:w
__quark_if_no_value:w
__quark_if_empty_if:o

Let us explain `\quark_if_nil:n(TF)`. Expanding `\__quark_if_nil:w` once is safe thanks to the trailing `\q_nil ??!`. The result of expanding once is empty if and only if both delimited arguments `#1` and `#2` are empty and `#3` is delimited by the last tokens `?!`. Thanks to the leading `{}`, the argument `#1` is empty if and only if the argument of `\quark_if_nil:n` starts with `\q_nil`. The argument `#2` is empty if and only if this `\q_nil` is followed immediately by `?` or by `{}?`, coming either from the trailing tokens in the definition of `\quark_if_nil:n`, or from its argument. In the first case, `\__quark_if_nil:w` is followed by `{}\q_nil {}? !\q_nil ??!`, hence `#3` is delimited by the final `?!`, and the test returns `true` as wanted. In the second case, the result is not empty since the first `?!` in the definition of `\quark_if_nil:n` stop `#3`. The auxiliary here is the same as `\__tl_if_empty_if:o`, with the same comments applying.

```
\prg_new_conditional:Npnn \quark_if_nil:n #1 { p, T , F , TF }
  {
    \__quark_if_empty_if:o
      { \__quark_if_nil:w {} #1 {} ? ! \q_nil ? ? ! }
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
\cs_new:Npn \__quark_if_nil:w #1 \q_nil #2 ? #3 ? ! { #1 #2 }
\prg_new_conditional:Npnn \quark_if_no_value:n #1 { p, T , F , TF }
  {
    \__quark_if_empty_if:o
      { \__quark_if_no_value:w {} #1 {} ? ! \q_no_value ? ? ! }
      \prg_return_true:
```

[9] It may still loop in special circumstances however!

```
    \else:
      \prg_return_false:
    \fi:
  }
\cs_new:Npn \__quark_if_no_value:w #1 \q_no_value #2 ? #3 ? ! { #1 #2 }
\prg_generate_conditional_variant:Nnn \quark_if_nil:n
  { V , o } { p , TF , T , F }
\cs_new:Npn \__quark_if_empty_if:o #1
  {
    \exp_after:wN \if_meaning:w \exp_after:wN \q_nil
      \__kernel_tl_to_str:w \exp_after:wN {#1} \q_nil
  }
```

(*End definition for* `\quark_if_nil:nTF` *and others. These functions are documented on page 71.*)

10.2 Scan marks

```
⟨@@=scan⟩
```

`\g__scan_marks_tl` The list of all scan marks currently declared.

```
\tl_new:N \g__scan_marks_tl
```

(*End definition for* `\g__scan_marks_tl`.)

`\scan_new:N` Check whether the variable is already a scan mark, then declare it to be equal to `\scan_stop:` globally.

```
\cs_new_protected:Npn \scan_new:N #1
  {
    \tl_if_in:NnTF \g__scan_marks_tl { #1 }
      {
        \__kernel_msg_error:nnx { kernel } { scanmark-already-defined }
          { \token_to_str:N #1 }
      }
      {
        \tl_gput_right:Nn \g__scan_marks_tl {#1}
        \cs_new_eq:NN #1 \scan_stop:
      }
  }
```

(*End definition for* `\scan_new:N`. *This function is documented on page 73.*)

`\s_stop` We only declare one scan mark here, more can be defined by specific modules.

```
\scan_new:N \s_stop
```

(*End definition for* `\s_stop`. *This variable is documented on page 74.*)

`\use_none_delimit_by_s_stop:w` Similar to `\use_none_delimit_by_q_stop:w`.

```
\cs_new:Npn \use_none_delimit_by_s_stop:w #1 \s_stop { }
```

(*End definition for* `\use_none_delimit_by_s_stop:w`. *This function is documented on page 74.*)

```
⟨/initex | package⟩
```

11 l3seq implementation

The following test files are used for this code: m3seq002,m3seq003.

```
⟨*initex | package⟩
⟨@@=seq⟩
```

A sequence is a control sequence whose top-level expansion is of the form "`\s__seq \__seq_item:n {⟨item₁⟩} ...\__seq_item:n {⟨itemₙ⟩}`", with a leading scan mark followed by n items of the same form. An earlier implementation used the structure "`\seq_elt:w ⟨item₁⟩ \seq_elt_end: ...\seq_elt:w ⟨itemₙ⟩ \seq_elt_end:`". This allowed rapid searching using a delimited function, but was not suitable for items containing `{`, `}` and `#` tokens, and also lead to the loss of surrounding braces around items

`\__seq_item:n` ⋆

`\__seq_item:n {⟨item⟩}`

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 {⟨code⟩}`

Saves the definition of `\__seq_item:n` and redefines it to accept one parameter and expand to ⟨*code*⟩. 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`.

`\s__seq` This private scan mark.

```
\scan_new:N \s__seq
```

(*End definition for* `\s__seq`.)

`\__seq_item:n` The delimiter is always defined, but when used incorrectly simply removes its argument and hits an undefined control sequence to raise an error.

```
\cs_new:Npn \__seq_item:n
  {
    \__kernel_msg_expandable_error:nn { kernel } { misused-sequence }
    \use_none:n
  }
```

(*End definition for* `\__seq_item:n`.)

`\l__seq_internal_a_tl`
`\l__seq_internal_b_tl`

Scratch space for various internal uses.

```
\tl_new:N \l__seq_internal_a_tl
\tl_new:N \l__seq_internal_b_tl
```

(*End definition for* `\l__seq_internal_a_tl` *and* `\l__seq_internal_b_tl`.)

`\__seq_tmp:w` Scratch function for internal use.

```
\cs_new_eq:NN \__seq_tmp:w ?
```

(*End definition for* `\__seq_tmp:w`.)

`\c_empty_seq` A sequence with no item, following the structure mentioned above.

```
\tl_const:Nn \c_empty_seq { \s__seq }
```

(*End definition for* `\c_empty_seq`. *This variable is documented on page 85.*)

11.1 Allocation and initialisation

`\seq_new:N` `\seq_new:c` Sequences are initialized to `\c_empty_seq`.

```
\cs_new_protected:Npn \seq_new:N #1
  {
    \__kernel_chk_if_free_cs:N #1
    \cs_gset_eq:NN #1 \c_empty_seq
  }
\cs_generate_variant:Nn \seq_new:N { c }
```

(*End definition for* `\seq_new:N`. *This function is documented on page 75.*)

`\seq_clear:N` `\seq_clear:c` `\seq_gclear:N` `\seq_gclear:c` Clearing a sequence is similar to setting it equal to the empty one.

```
\cs_new_protected:Npn \seq_clear:N  #1
  { \seq_set_eq:NN #1 \c_empty_seq }
\cs_generate_variant:Nn \seq_clear:N  { c }
\cs_new_protected:Npn \seq_gclear:N #1
  { \seq_gset_eq:NN #1 \c_empty_seq }
\cs_generate_variant:Nn \seq_gclear:N { c }
```

(*End definition for* `\seq_clear:N` *and* `\seq_gclear:N`. *These functions are documented on page 75.*)

`\seq_clear_new:N` `\seq_clear_new:c` `\seq_gclear_new:N` `\seq_gclear_new:c` Once again we copy code from the token list functions.

```
\cs_new_protected:Npn \seq_clear_new:N  #1
  { \seq_if_exist:NTF #1 { \seq_clear:N #1 } { \seq_new:N #1 } }
\cs_generate_variant:Nn \seq_clear_new:N  { c }
\cs_new_protected:Npn \seq_gclear_new:N #1
  { \seq_if_exist:NTF #1 { \seq_gclear:N #1 } { \seq_new:N #1 } }
\cs_generate_variant:Nn \seq_gclear_new:N { c }
```

(*End definition for* `\seq_clear_new:N` *and* `\seq_gclear_new:N`. *These functions are documented on page 75.*)

`\seq_set_eq:NN` `\seq_set_eq:cN` `\seq_set_eq:Nc` `\seq_set_eq:cc` `\seq_gset_eq:NN` `\seq_gset_eq:cN` `\seq_gset_eq:Nc` `\seq_gset_eq:cc` Copying a sequence is the same as copying the underlying token list.

```
\cs_new_eq:NN \seq_set_eq:NN  \tl_set_eq:NN
\cs_new_eq:NN \seq_set_eq:Nc  \tl_set_eq:Nc
\cs_new_eq:NN \seq_set_eq:cN  \tl_set_eq:cN
\cs_new_eq:NN \seq_set_eq:cc  \tl_set_eq:cc
\cs_new_eq:NN \seq_gset_eq:NN \tl_gset_eq:NN
\cs_new_eq:NN \seq_gset_eq:Nc \tl_gset_eq:Nc
\cs_new_eq:NN \seq_gset_eq:cN \tl_gset_eq:cN
\cs_new_eq:NN \seq_gset_eq:cc \tl_gset_eq:cc
```

(*End definition for* `\seq_set_eq:NN` *and* `\seq_gset_eq:NN`. *These functions are documented on page 75.*)

\seq_set_from_clist:NN
\seq_set_from_clist:cN
\seq_set_from_clist:Nc
\seq_set_from_clist:cc
\seq_set_from_clist:Nn
\seq_set_from_clist:cn
\seq_gset_from_clist:NN
\seq_gset_from_clist:cN
\seq_gset_from_clist:Nc
\seq_gset_from_clist:cc
\seq_gset_from_clist:Nn
\seq_gset_from_clist:cn

Setting a sequence from a comma-separated list is done using a simple mapping.

```
\cs_new_protected:Npn \seq_set_from_clist:NN #1#2
  {
    \tl_set:Nx #1
      { \s__seq \clist_map_function:NN #2 \__seq_wrap_item:n }
  }
\cs_new_protected:Npn \seq_set_from_clist:Nn #1#2
  {
    \tl_set:Nx #1
      { \s__seq \clist_map_function:nN {#2} \__seq_wrap_item:n }
  }
\cs_new_protected:Npn \seq_gset_from_clist:NN #1#2
  {
    \tl_gset:Nx #1
      { \s__seq \clist_map_function:NN #2 \__seq_wrap_item:n }
  }
\cs_new_protected:Npn \seq_gset_from_clist:Nn #1#2
  {
    \tl_gset:Nx #1
      { \s__seq \clist_map_function:nN {#2} \__seq_wrap_item:n }
  }
\cs_generate_variant:Nn \seq_set_from_clist:NN  {     Nc }
\cs_generate_variant:Nn \seq_set_from_clist:NN  { c , cc }
\cs_generate_variant:Nn \seq_set_from_clist:Nn  { c      }
\cs_generate_variant:Nn \seq_gset_from_clist:NN {     Nc }
\cs_generate_variant:Nn \seq_gset_from_clist:NN { c , cc }
\cs_generate_variant:Nn \seq_gset_from_clist:Nn { c      }
```

(*End definition for* `\seq_set_from_clist:NN` *and others. These functions are documented on page 75.*)

\seq_const_from_clist:Nn
\seq_const_from_clist:cn

Almost identical to `\seq_set_from_clist:Nn`.

```
\cs_new_protected:Npn \seq_const_from_clist:Nn #1#2
  {
    \tl_const:Nx #1
      { \s__seq \clist_map_function:nN {#2} \__seq_wrap_item:n }
  }
\cs_generate_variant:Nn \seq_const_from_clist:Nn { c }
```

(*End definition for* `\seq_const_from_clist:Nn`*. This function is documented on page 76.*)

\seq_set_split:Nnn
\seq_set_split:NnV
\seq_gset_split:Nnn
\seq_gset_split:NnV
__seq_set_split:NNnn
__seq_set_split_auxi:w
__seq_set_split_auxii:w
__seq_set_split_end:

When the separator is empty, everything is very simple, just map `\__seq_wrap_item:n` through the items of the last argument. For non-trivial separators, the goal is to split a given token list at the marker, strip spaces from each item, and remove one set of outer braces if after removing leading and trailing spaces the item is enclosed within braces. After `\tl_replace_all:Nnn`, the token list `\l__seq_internal_a_tl` is a repetition of the pattern `\__seq_set_split_auxi:w \prg_do_nothing:` ⟨*item with spaces*⟩ `\__seq_set_split_end:`. Then, x-expansion causes `\__seq_set_split_auxi:w` to trim spaces, and leaves its result as `\__seq_set_split_auxii:w` ⟨*trimmed item*⟩ `\__seq_set_split_end:`. This is then converted to the l3seq internal structure by another x-expansion. In the first step, we insert `\prg_do_nothing:` to avoid losing braces too early: that would cause space trimming to act within those lost braces. The second step is solely there to strip braces which are outermost after space trimming.

```
\cs_new_protected:Npn \seq_set_split:Nnn
```

```
  { \__seq_set_split:NNnn \tl_set:Nx }
\cs_new_protected:Npn \seq_gset_split:Nnn
  { \__seq_set_split:NNnn \tl_gset:Nx }
\cs_new_protected:Npn \__seq_set_split:NNnn #1#2#3#4
  {
    \tl_if_empty:nTF {#3}
      {
        \tl_set:Nn \l__seq_internal_a_tl
          { \tl_map_function:nN {#4} \__seq_wrap_item:n }
      }
      {
        \tl_set:Nn \l__seq_internal_a_tl
          {
            \__seq_set_split_auxi:w \prg_do_nothing:
            #4
            \__seq_set_split_end:
          }
        \tl_replace_all:Nnn \l__seq_internal_a_tl { #3 }
          {
            \__seq_set_split_end:
            \__seq_set_split_auxi:w \prg_do_nothing:
          }
        \tl_set:Nx \l__seq_internal_a_tl { \l__seq_internal_a_tl }
      }
    #1 #2 { \s__seq \l__seq_internal_a_tl }
  }
\cs_new:Npn \__seq_set_split_auxi:w #1 \__seq_set_split_end:
  {
    \exp_not:N \__seq_set_split_auxii:w
    \exp_args:No \tl_trim_spaces:n {#1}
    \exp_not:N \__seq_set_split_end:
  }
\cs_new:Npn \__seq_set_split_auxii:w #1 \__seq_set_split_end:
  { \__seq_wrap_item:n {#1} }
\cs_generate_variant:Nn \seq_set_split:Nnn  { NnV }
\cs_generate_variant:Nn \seq_gset_split:Nnn { NnV }
```

(*End definition for* `\seq_set_split:Nnn` *and others. These functions are documented on page 76.*)

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

When concatenating sequences, one must remove the leading `\s__seq` of the second sequence. The result starts with `\s__seq` (of the first sequence), which stops `f`-expansion.

```
\cs_new_protected:Npn \seq_concat:NNN #1#2#3
  { \tl_set:Nf #1 { \exp_after:wN \use_i:nn \exp_after:wN #2 #3 } }
\cs_new_protected:Npn \seq_gconcat:NNN #1#2#3
  { \tl_gset:Nf #1 { \exp_after:wN \use_i:nn \exp_after:wN #2 #3 } }
\cs_generate_variant:Nn \seq_concat:NNN  { ccc }
\cs_generate_variant:Nn \seq_gconcat:NNN { ccc }
```

(*End definition for* `\seq_concat:NNN` *and* `\seq_gconcat:NNN`*. These functions are documented on page 76.*)

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

Copies of the `cs` functions defined in l3basics.

```
\prg_new_eq_conditional:NNn \seq_if_exist:N \cs_if_exist:N
  { TF , T , F , p }
\prg_new_eq_conditional:NNn \seq_if_exist:c \cs_if_exist:c
```

```
  { TF , T , F , p }
```

(*End definition for* \seq_if_exist:NTF. *This function is documented on page 76.*)

11.2 Appending data to either end

\seq_put_left:Nn
\seq_put_left:NV
\seq_put_left:Nv
\seq_put_left:No
\seq_put_left:Nx
\seq_put_left:cn
\seq_put_left:cV
\seq_put_left:cv
\seq_put_left:co
\seq_put_left:cx
\seq_gput_left:Nn
\seq_gput_left:NV
\seq_gput_left:Nv
\seq_gput_left:No
\seq_gput_left:Nx
\seq_gput_left:cn
\seq_gput_left:cV
\seq_gput_left:cv
\seq_gput_left:co
\seq_gput_left:cx
__seq_put_left_aux:w

When adding to the left of a sequence, remove \s__seq. This is done by __seq_put_left_aux:w, which also stops f-expansion.

```
\cs_new_protected:Npn \seq_put_left:Nn #1#2
  {
    \tl_set:Nx #1
      {
        \exp_not:n { \s__seq \__seq_item:n {#2} }
        \exp_not:f { \exp_after:wN \__seq_put_left_aux:w #1 }
      }
  }
\cs_new_protected:Npn \seq_gput_left:Nn #1#2
  {
    \tl_gset:Nx #1
      {
        \exp_not:n { \s__seq \__seq_item:n {#2} }
        \exp_not:f { \exp_after:wN \__seq_put_left_aux:w #1 }
      }
  }
\cs_new:Npn \__seq_put_left_aux:w \s__seq { \exp_stop_f: }
\cs_generate_variant:Nn \seq_put_left:Nn  {     NV , Nv , No , Nx }
\cs_generate_variant:Nn \seq_put_left:Nn  { c , cV , cv , co , cx }
\cs_generate_variant:Nn \seq_gput_left:Nn  {     NV , Nv , No , Nx }
\cs_generate_variant:Nn \seq_gput_left:Nn  { c , cV , cv , co , cx }
```

(*End definition for* \seq_put_left:Nn, \seq_gput_left:Nn, *and* __seq_put_left_aux:w. *These functions are documented on page 76.*)

\seq_put_right:Nn
\seq_put_right:NV
\seq_put_right:Nv
\seq_put_right:No
\seq_put_right:Nx
\seq_put_right:cn
\seq_put_right:cV
\seq_put_right:cv
\seq_put_right:co
\seq_put_right:cx
\seq_gput_right:Nn
\seq_gput_right:NV
\seq_gput_right:Nv
\seq_gput_right:No
\seq_gput_right:Nx
\seq_gput_right:cn
\seq_gput_right:cV
\seq_gput_right:cv
\seq_gput_right:co
\seq_gput_right:cx

Since there is no trailing marker, adding an item to the right of a sequence simply means wrapping it in __seq_item:n.

```
\cs_new_protected:Npn \seq_put_right:Nn #1#2
  { \tl_put_right:Nn #1 { \__seq_item:n {#2} } }
\cs_new_protected:Npn \seq_gput_right:Nn #1#2
  { \tl_gput_right:Nn #1 { \__seq_item:n {#2} } }
\cs_generate_variant:Nn \seq_gput_right:Nn {     NV , Nv , No , Nx }
\cs_generate_variant:Nn \seq_gput_right:Nn { c , cV , cv , co , cx }
\cs_generate_variant:Nn \seq_put_right:Nn {     NV , Nv , No , Nx }
\cs_generate_variant:Nn \seq_put_right:Nn { c , cV , cv , co , cx }
```

(*End definition for* \seq_put_right:Nn *and* \seq_gput_right:Nn. *These functions are documented on page 76.*)

11.3 Modifying sequences

__seq_wrap_item:n

This function converts its argument to a proper sequence item in an x-expansion context.

```
\cs_new:Npn \__seq_wrap_item:n #1 { \exp_not:n { \__seq_item:n {#1} } }
```

(*End definition for* __seq_wrap_item:n.)

\l__seq_remove_seq

An internal sequence for the removal routines.

```
\seq_new:N \l__seq_remove_seq
```

(*End definition for \l__seq_remove_seq.*)

\seq_remove_duplicates:N
\seq_remove_duplicates:c
\seq_gremove_duplicates:N
\seq_gremove_duplicates:c
__seq_remove_duplicates:NN

Removing duplicates means making a new list then copying it.

```
\cs_new_protected:Npn \seq_remove_duplicates:N
  { \__seq_remove_duplicates:NN \seq_set_eq:NN }
\cs_new_protected:Npn \seq_gremove_duplicates:N
  { \__seq_remove_duplicates:NN \seq_gset_eq:NN }
\cs_new_protected:Npn \__seq_remove_duplicates:NN #1#2
  {
    \seq_clear:N \l__seq_remove_seq
    \seq_map_inline:Nn #2
      {
        \seq_if_in:NnF \l__seq_remove_seq {##1}
          { \seq_put_right:Nn \l__seq_remove_seq {##1} }
      }
    #1 #2 \l__seq_remove_seq
  }
\cs_generate_variant:Nn \seq_remove_duplicates:N  { c }
\cs_generate_variant:Nn \seq_gremove_duplicates:N { c }
```

(*End definition for \seq_remove_duplicates:N, \seq_gremove_duplicates:N, and __seq_remove_-duplicates:NN. These functions are documented on page 79.*)

\seq_remove_all:Nn
\seq_remove_all:cn
\seq_gremove_all:Nn
\seq_gremove_all:cn
__seq_remove_all_aux:NNn

The idea of the code here is to avoid a relatively expensive addition of items one at a time to an intermediate sequence. The approach taken is therefore similar to that in __seq_-pop_right:NNN, using a "flexible" x-type expansion to do most of the work. As \tl_-if_eq:nnT is not expandable, a two-part strategy is needed. First, the x-type expansion uses \str_if_eq:nnT to find potential matches. If one is found, the expansion is halted and the necessary set up takes place to use the \tl_if_eq:NNT test. The x-type is started again, including all of the items copied already. This happens repeatedly until the entire sequence has been scanned. The code is set up to avoid needing and intermediate scratch list: the lead-off x-type expansion (#1 #2 {#2}) ensures that nothing is lost.

```
\cs_new_protected:Npn \seq_remove_all:Nn
  { \__seq_remove_all_aux:NNn \tl_set:Nx }
\cs_new_protected:Npn \seq_gremove_all:Nn
  { \__seq_remove_all_aux:NNn \tl_gset:Nx }
\cs_new_protected:Npn \__seq_remove_all_aux:NNn #1#2#3
  {
    \__seq_push_item_def:n
      {
        \str_if_eq:nnT {##1} {#3}
          {
            \if_false: { \fi: }
            \tl_set:Nn \l__seq_internal_b_tl {##1}
            #1 #2
               { \if_false: } \fi:
                 \exp_not:o {#2}
                 \tl_if_eq:NNT \l__seq_internal_a_tl \l__seq_internal_b_tl
                   { \use_none:nn }
          }
        \__seq_wrap_item:n {##1}
```

```
    }
  \tl_set:Nn \l__seq_internal_a_tl {#3}
  #1 #2 {#2}
  \__seq_pop_item_def:
 }
\cs_generate_variant:Nn \seq_remove_all:Nn  { c }
\cs_generate_variant:Nn \seq_gremove_all:Nn { c }
```

(End definition for `\seq_remove_all:Nn` *,* `\seq_gremove_all:Nn` *, and* `\__seq_remove_all_aux:NNn`*. These functions are documented on page 79.)*

`\seq_reverse:N`
`\seq_reverse:c`
`\seq_greverse:N`
`\seq_greverse:c`
`\__seq_reverse:NN`
`\__seq_reverse_item:nwn`

Previously, `\seq_reverse:N` was coded by collecting the items in reverse order after an `\exp_stop_f:` marker.

```
\cs_new_protected:Npn \seq_reverse:N #1
  {
    \cs_set_eq:NN \@@_item:n \@@_reverse_item:nw
    \tl_set:Nf #2 { #2 \exp_stop_f: }
  }
\cs_new:Npn \@@_reverse_item:nw #1 #2 \exp_stop_f:
  {
    #2 \exp_stop_f:
    \@@_item:n {#1}
  }
```

At first, this seems optimal, since we can forget about each item as soon as it is placed after `\exp_stop_f:`. Unfortunately, TeX's usual tail recursion does not take place in this case: since the following `\__seq_reverse_item:nw` only reads tokens until `\exp_stop_f:`, and never reads the `\@@_item:n {#1}` left by the previous call, TeX cannot remove that previous call from the stack, and in particular must retain the various macro parameters in memory, until the end of the replacement text is reached. The stack is thus only flushed after all the `\__seq_reverse_item:nw` are expanded. Keeping track of the arguments of all those calls uses up a memory quadratic in the length of the sequence. TeX can then not cope with more than a few thousand items.

Instead, we collect the items in the argument of `\exp_not:n`. The previous calls are cleanly removed from the stack, and the memory consumption becomes linear.

```
\cs_new_protected:Npn \seq_reverse:N
  { \__seq_reverse:NN \tl_set:Nx }
\cs_new_protected:Npn \seq_greverse:N
  { \__seq_reverse:NN \tl_gset:Nx }
\cs_new_protected:Npn \__seq_reverse:NN #1 #2
  {
    \cs_set_eq:NN \__seq_tmp:w \__seq_item:n
    \cs_set_eq:NN \__seq_item:n \__seq_reverse_item:nwn
    #1 #2 { #2 \exp_not:n { } }
    \cs_set_eq:NN \__seq_item:n \__seq_tmp:w
  }
\cs_new:Npn \__seq_reverse_item:nwn #1 #2 \exp_not:n #3
  {
    #2
    \exp_not:n { \__seq_item:n {#1} #3 }
  }
\cs_generate_variant:Nn \seq_reverse:N  { c }
\cs_generate_variant:Nn \seq_greverse:N { c }
```

(*End definition for* `\seq_reverse:N` *and others. These functions are documented on page 79.*)

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

Implemented in l3sort.

(*End definition for* `\seq_sort:Nn` *and* `\seq_gsort:Nn`*. These functions are documented on page 79.*)

11.4 Sequence conditionals

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

Similar to token lists, we compare with the empty sequence.

```
\prg_new_conditional:Npnn \seq_if_empty:N #1 { p , T , F , TF }
  {
    \if_meaning:w #1 \c_empty_seq
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
\prg_generate_conditional_variant:Nnn \seq_if_empty:N
  { c } { p , T , F , TF }
```

(*End definition for* `\seq_if_empty:NTF`*. This function is documented on page 80.*)

`\seq_shuffle:N` `\seq_shuffle:c` `\seq_gshuffle:N` `\seq_gshuffle:c` `\__seq_shuffle:NN` `\__seq_shuffle_item:n` `\g__seq_internal_seq`

We apply the Fisher–Yates shuffle, storing items in `\toks` registers. We use the primitive `\tex_uniformdeviate:D` for speed reasons. Its non-uniformity is of order its argument divided by 2^{28}, not too bad for small lists. For sequences with more than 13 elements there are more possible permutations than possible seeds ($13! > 2^{28}$) so the question of uniformity is somewhat moot. The integer variables are declared in l3int: load-order issues.

```
\cs_if_exist:NTF \tex_uniformdeviate:D
  {
    \seq_new:N \g__seq_internal_seq
    \cs_new_protected:Npn \seq_shuffle:N { \__seq_shuffle:NN \seq_set_eq:NN }
    \cs_new_protected:Npn \seq_gshuffle:N { \__seq_shuffle:NN \seq_gset_eq:NN }
    \cs_new_protected:Npn \__seq_shuffle:NN #1#2
      {
        \int_compare:nNnTF { \seq_count:N #2 } > \c_max_register_int
          {
            \__kernel_msg_error:nnx { kernel } { shuffle-too-large }
              { \token_to_str:N #2 }
          }
          {
            \group_begin:
              \cs_set_eq:NN \__seq_item:n \__seq_shuffle_item:n
              \int_zero:N \l__seq_internal_a_int
              #2
              \seq_gset_from_inline_x:Nnn \g__seq_internal_seq
                { \int_step_function:nN { \l__seq_internal_a_int } }
                { \tex_the:D \tex_toks:D ##1 }
            \group_end:
            #1 #2 \g__seq_internal_seq
            \seq_gclear:N \g__seq_internal_seq
          }
      }
    \cs_new_protected:Npn \__seq_shuffle_item:n
```

```
      {
        \int_incr:N \l__seq_internal_a_int
        \int_set:Nn \l__seq_internal_b_int
          { 1 + \tex_uniformdeviate:D \l__seq_internal_a_int }
        \tex_toks:D \l__seq_internal_a_int
          = \tex_toks:D \l__seq_internal_b_int
        \tex_toks:D \l__seq_internal_b_int
      }
  }
  {
    \cs_new_protected:Npn \seq_shuffle:N #1
      {
        \__kernel_msg_error:nnn { kernel } { fp-no-random }
          { \seq_shuffle:N #1 }
      }
    \cs_new_eq:NN \seq_gshuffle:N \seq_shuffle:N
  }
\cs_generate_variant:Nn \seq_shuffle:N { c }
\cs_generate_variant:Nn \seq_gshuffle:N { c }
```

(*End definition for* `\seq_shuffle:N` *and others. These functions are documented on page 80.*)

`\seq_if_in:NnTF` `\seq_if_in:NVTF` `\seq_if_in:NvTF` `\seq_if_in:NoTF` `\seq_if_in:NxTF` `\seq_if_in:cnTF` `\seq_if_in:cVTF` `\seq_if_in:cvTF` `\seq_if_in:coTF` `\seq_if_in:cxTF` `\__seq_if_in:`

The approach here is to define `\__seq_item:n` to compare its argument with the test sequence. If the two items are equal, the mapping is terminated and `\group_end: \prg_return_true:` is inserted after skipping over the rest of the recursion. On the other hand, if there is no match then the loop breaks, returning `\prg_return_false:`. Everything is inside a group so that `\__seq_item:n` is preserved in nested situations.

```
\prg_new_protected_conditional:Npnn \seq_if_in:Nn #1#2
  { T , F , TF }
  {
    \group_begin:
      \tl_set:Nn \l__seq_internal_a_tl {#2}
      \cs_set_protected:Npn \__seq_item:n ##1
        {
          \tl_set:Nn \l__seq_internal_b_tl {##1}
          \if_meaning:w \l__seq_internal_a_tl \l__seq_internal_b_tl
            \exp_after:wN \__seq_if_in:
          \fi:
        }
      #1
    \group_end:
    \prg_return_false:
    \prg_break_point:
  }
\cs_new:Npn \__seq_if_in:
  { \prg_break:n { \group_end: \prg_return_true: } }
\prg_generate_conditional_variant:Nnn \seq_if_in:Nn
  { NV , Nv , No , Nx , c , cV , cv , co , cx } { T , F , TF }
```

(*End definition for* `\seq_if_in:NnTF` *and* `\__seq_if_in:`*. This function is documented on page 80.*)

11.5 Recovering data from sequences

__seq_pop:NNNN
__seq_pop_TF:NNNN

The two pop functions share their emptiness tests. We also use a common emptiness test for all branching get and pop functions.

```
\cs_new_protected:Npn \__seq_pop:NNNN #1#2#3#4
  {
    \if_meaning:w #3 \c_empty_seq
      \tl_set:Nn #4 { \q_no_value }
    \else:
      #1#2#3#4
    \fi:
  }
\cs_new_protected:Npn \__seq_pop_TF:NNNN #1#2#3#4
  {
    \if_meaning:w #3 \c_empty_seq
      % \tl_set:Nn #4 { \q_no_value }
      \prg_return_false:
    \else:
      #1#2#3#4
      \prg_return_true:
    \fi:
  }
```

(*End definition for* __seq_pop:NNNN *and* __seq_pop_TF:NNNN.)

\seq_get_left:NN
\seq_get_left:cN
__seq_get_left:wnw

Getting an item from the left of a sequence is pretty easy: just trim off the first item after __seq_item:n at the start. We append a \q_no_value item to cover the case of an empty sequence

```
\cs_new_protected:Npn \seq_get_left:NN #1#2
  {
    \tl_set:Nx #2
      {
        \exp_after:wN \__seq_get_left:wnw
        #1 \__seq_item:n { \q_no_value } \q_stop
      }
  }
\cs_new:Npn \__seq_get_left:wnw #1 \__seq_item:n #2#3 \q_stop
  { \exp_not:n {#2} }
\cs_generate_variant:Nn \seq_get_left:NN { c }
```

(*End definition for* \seq_get_left:NN *and* __seq_get_left:wnw. *This function is documented on page 77.*)

\seq_pop_left:NN
\seq_pop_left:cN
\seq_gpop_left:NN
\seq_gpop_left:cN
__seq_pop_left:NNN
__seq_pop_left:wnwNNN

The approach to popping an item is pretty similar to that to get an item, with the only difference being that the sequence itself has to be redefined. This makes it more sensible to use an auxiliary function for the local and global cases.

```
\cs_new_protected:Npn \seq_pop_left:NN
  { \__seq_pop:NNNN \__seq_pop_left:NNN \tl_set:Nn }
\cs_new_protected:Npn \seq_gpop_left:NN
  { \__seq_pop:NNNN \__seq_pop_left:NNN \tl_gset:Nn }
\cs_new_protected:Npn \__seq_pop_left:NNN #1#2#3
  { \exp_after:wN \__seq_pop_left:wnwNNN #2 \q_stop #1#2#3 }
\cs_new_protected:Npn \__seq_pop_left:wnwNNN
    #1 \__seq_item:n #2#3 \q_stop #4#5#6
```

```
  {
    #4 #5 { #1 #3 }
    \tl_set:Nn #6 {#2}
  }
\cs_generate_variant:Nn \seq_pop_left:NN  { c }
\cs_generate_variant:Nn \seq_gpop_left:NN { c }
```

(*End definition for* `\seq_pop_left:NN` *and others. These functions are documented on page 77.*)

`\seq_get_right:NN`
`\seq_get_right:cN`
`\__seq_get_right_loop:nw`
`\__seq_get_right_end:NnN`

First remove `\s__seq` and prepend `\q_no_value`. The first argument of `\__seq_get_right_loop:nw` is the last item found, and the second argument is empty until the end of the loop, where it is code that applies `\exp_not:n` to the last item and ends the loop.

```
\cs_new_protected:Npn \seq_get_right:NN #1#2
  {
    \tl_set:Nx #2
      {
        \exp_after:wN \use_i_ii:nnn
        \exp_after:wN \__seq_get_right_loop:nw
        \exp_after:wN \q_no_value
        #1
        \__seq_get_right_end:NnN \__seq_item:n
      }
  }
\cs_new:Npn \__seq_get_right_loop:nw #1#2 \__seq_item:n
  {
    #2 \use_none:n {#1}
    \__seq_get_right_loop:nw
  }
\cs_new:Npn \__seq_get_right_end:NnN #1#2#3 { \exp_not:n {#2} }
\cs_generate_variant:Nn \seq_get_right:NN { c }
```

(*End definition for* `\seq_get_right:NN`*,* `\__seq_get_right_loop:nw`*, and* `\__seq_get_right_end:NnN`*. This function is documented on page 77.*)

`\seq_pop_right:NN`
`\seq_pop_right:cN`
`\seq_gpop_right:NN`
`\seq_gpop_right:cN`
`\__seq_pop_right:NNN`
`\__seq_pop_right_loop:nn`

The approach to popping from the right is a bit more involved, but does use some of the same ideas as getting from the right. What is needed is a "flexible length" way to set a token list variable. This is supplied by the `{ \if_false: } \fi:` …`\if_false: { \fi: }` construct. Using an x-type expansion and a "non-expanding" definition for `\__seq_item:n`, the left-most $n-1$ entries in a sequence of n items are stored back in the sequence. That needs a loop of unknown length, hence using the strange `\if_false:` way of including braces. When the last item of the sequence is reached, the closing brace for the assignment is inserted, and `\tl_set:Nn #3` is inserted in front of the final entry. This therefore does the pop assignment. One more iteration is performed, with an empty argument and `\use_none:nn`, which finally stops the loop.

```
\cs_new_protected:Npn \seq_pop_right:NN
  { \__seq_pop:NNNN \__seq_pop_right:NNN \tl_set:Nx }
\cs_new_protected:Npn \seq_gpop_right:NN
  { \__seq_pop:NNNN \__seq_pop_right:NNN \tl_gset:Nx }
\cs_new_protected:Npn \__seq_pop_right:NNN #1#2#3
  {
    \cs_set_eq:NN \__seq_tmp:w \__seq_item:n
    \cs_set_eq:NN \__seq_item:n \scan_stop:
    #1 #2
      { \if_false: } \fi: \s__seq
```

```
        \exp_after:wN \use_i:nnn
        \exp_after:wN \__seq_pop_right_loop:nn
        #2
        {
          \if_false: { \fi: }
          \tl_set:Nx #3
        }
        { } \use_none:nn
    \cs_set_eq:NN \__seq_item:n \__seq_tmp:w
  }
\cs_new:Npn \__seq_pop_right_loop:nn #1#2
  {
    #2 { \exp_not:n {#1} }
    \__seq_pop_right_loop:nn
  }
\cs_generate_variant:Nn \seq_pop_right:NN  { c }
\cs_generate_variant:Nn \seq_gpop_right:NN { c }
```

(*End definition for* `\seq_pop_right:NN` *and others. These functions are documented on page 77.*)

`\seq_get_left:NNTF`
`\seq_get_left:cNTF`
`\seq_get_right:NNTF`
`\seq_get_right:cNTF`

Getting from the left or right with a check on the results. The first argument to `\__seq_pop_TF:NNNN` is left unused.

```
\prg_new_protected_conditional:Npnn \seq_get_left:NN #1#2 { T , F , TF }
  { \__seq_pop_TF:NNNN \prg_do_nothing: \seq_get_left:NN #1#2 }
\prg_new_protected_conditional:Npnn \seq_get_right:NN #1#2 { T , F , TF }
  { \__seq_pop_TF:NNNN \prg_do_nothing: \seq_get_right:NN #1#2 }
\prg_generate_conditional_variant:Nnn \seq_get_left:NN
  { c } { T , F , TF }
\prg_generate_conditional_variant:Nnn \seq_get_right:NN
  { c } { T , F , TF }
```

(*End definition for* `\seq_get_left:NNTF` *and* `\seq_get_right:NNTF`*. These functions are documented on page 78.*)

`\seq_pop_left:NNTF`
`\seq_pop_left:cNTF`
`\seq_gpop_left:NNTF`
`\seq_gpop_left:cNTF`
`\seq_pop_right:NNTF`
`\seq_pop_right:cNTF`
`\seq_gpop_right:NNTF`
`\seq_gpop_right:cNTF`

More or less the same for popping.

```
\prg_new_protected_conditional:Npnn \seq_pop_left:NN #1#2
  { T , F , TF }
  { \__seq_pop_TF:NNNN \__seq_pop_left:NNN \tl_set:Nn #1 #2 }
\prg_new_protected_conditional:Npnn \seq_gpop_left:NN #1#2
  { T , F , TF }
  { \__seq_pop_TF:NNNN \__seq_pop_left:NNN \tl_gset:Nn #1 #2 }
\prg_new_protected_conditional:Npnn \seq_pop_right:NN #1#2
  { T , F , TF }
  { \__seq_pop_TF:NNNN \__seq_pop_right:NNN \tl_set:Nx #1 #2 }
\prg_new_protected_conditional:Npnn \seq_gpop_right:NN #1#2
  { T , F , TF }
  { \__seq_pop_TF:NNNN \__seq_pop_right:NNN \tl_gset:Nx #1 #2 }
\prg_generate_conditional_variant:Nnn \seq_pop_left:NN { c }
  { T , F , TF }
\prg_generate_conditional_variant:Nnn \seq_gpop_left:NN { c }
  { T , F , TF }
\prg_generate_conditional_variant:Nnn \seq_pop_right:NN { c }
  { T , F , TF }
\prg_generate_conditional_variant:Nnn \seq_gpop_right:NN { c }
  { T , F , TF }
```

(*End definition for* `\seq_pop_left:NNTF` *and others. These functions are documented on page 78.*)

`\seq_item:Nn` `\seq_item:cn` `\__seq_item:wNn` `\__seq_item:nN` `\__seq_item:nwn`

The idea here is to find the offset of the item from the left, then use a loop to grab the correct item. If the resulting offset is too large, then the argument delimited by `\__seq_item:n` is `\prg_break:` instead of being empty, terminating the loop and returning nothing at all.

```
\cs_new:Npn \seq_item:Nn #1
  { \exp_after:wN \__seq_item:wNn #1 \q_stop #1 }
\cs_new:Npn \__seq_item:wNn \s__seq #1 \q_stop #2#3
  {
    \exp_args:Nf \__seq_item:nwn
      { \exp_args:Nf \__seq_item:nN { \int_eval:n {#3} } #2 }
    #1
    \prg_break: \__seq_item:n { }
    \prg_break_point:
  }
\cs_new:Npn \__seq_item:nN #1#2
  {
    \int_compare:nNnTF {#1} < 0
      { \int_eval:n { \seq_count:N #2 + 1 + #1 } }
      {#1}
  }
\cs_new:Npn \__seq_item:nwn #1#2 \__seq_item:n #3
  {
    #2
    \int_compare:nNnTF {#1} = 1
      { \prg_break:n { \exp_not:n {#3} } }
      { \exp_args:Nf \__seq_item:nwn { \int_eval:n { #1 - 1 } } }
  }
\cs_generate_variant:Nn \seq_item:Nn { c }
```

(*End definition for* `\seq_item:Nn` *and others. This function is documented on page 77.*)

`\seq_rand_item:N` `\seq_rand_item:c`

Importantly, `\seq_item:Nn` only evaluates its argument once.

```
\cs_new:Npn \seq_rand_item:N #1
  {
    \seq_if_empty:NF #1
      { \seq_item:Nn #1 { \int_rand:nn { 1 } { \seq_count:N #1 } } }
  }
\cs_generate_variant:Nn \seq_rand_item:N { c }
```

(*End definition for* `\seq_rand_item:N`*. This function is documented on page 78.*)

11.6 Mapping to sequences

`\seq_map_break:` `\seq_map_break:n`

To break a function, the special token `\prg_break_point:Nn` is used to find the end of the code. Any ending code is then inserted before the return value of `\seq_map_break:n` is inserted.

```
\cs_new:Npn \seq_map_break:
  { \prg_map_break:Nn \seq_map_break: { } }
\cs_new:Npn \seq_map_break:n
  { \prg_map_break:Nn \seq_map_break: }
```

(*End definition for* `\seq_map_break:` *and* `\seq_map_break:n`. *These functions are documented on page 81.*)

`\seq_map_function:NN` `\seq_map_function:cN` `\__seq_map_function:NNn`

The idea here is to apply the code of `#2` to each item in the sequence without altering the definition of `\__seq_item:n`. The argument delimited by `\__seq_item:n` is almost always empty, except at the end of the loop where it is `\prg_break:`. This allows to break the loop without needing to do a (relatively-expensive) quark test.

```
\cs_new:Npn \seq_map_function:NN #1#2
  {
    \exp_after:wN \use_i_ii:nnn
    \exp_after:wN \__seq_map_function:Nw
    \exp_after:wN #2
    #1
    \prg_break: \__seq_item:n { } \prg_break_point:
    \prg_break_point:Nn \seq_map_break: { }
  }
\cs_new:Npn \__seq_map_function:Nw #1#2 \__seq_item:n #3
  {
    #2
    #1 {#3}
    \__seq_map_function:Nw #1
  }
\cs_generate_variant:Nn \seq_map_function:NN { c }
```

(*End definition for* `\seq_map_function:NN` *and* `\__seq_map_function:NNn`. *This function is documented on page 80.*)

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

The definition of `\__seq_item:n` needs to be saved and restored at various points within the mapping and manipulation code. That is handled here: as always, this approach uses global assignments.

```
\cs_new_protected:Npn \__seq_push_item_def:n
  {
    \__seq_push_item_def:
    \cs_gset:Npn \__seq_item:n ##1
  }
\cs_new_protected:Npn \__seq_push_item_def:x
  {
    \__seq_push_item_def:
    \cs_gset:Npx \__seq_item:n ##1
  }
\cs_new_protected:Npn \__seq_push_item_def:
  {
    \int_gincr:N \g__kernel_prg_map_int
    \cs_gset_eq:cN { __seq_map_ \int_use:N \g__kernel_prg_map_int :w }
      \__seq_item:n
  }
\cs_new_protected:Npn \__seq_pop_item_def:
  {
    \cs_gset_eq:Nc \__seq_item:n
      { __seq_map_ \int_use:N \g__kernel_prg_map_int :w }
    \int_gdecr:N \g__kernel_prg_map_int
  }
```

(*End definition for* `\__seq_push_item_def:n`, `\__seq_push_item_def:`, *and* `\__seq_pop_item_def:`.)

\seq_map_inline:Nn
\seq_map_inline:cn

The idea here is that __seq_item:n is already "applied" to each item in a sequence, and so an in-line mapping is just a case of redefining __seq_item:n.

```
\cs_new_protected:Npn \seq_map_inline:Nn #1#2
  {
    \__seq_push_item_def:n {#2}
    #1
    \prg_break_point:Nn \seq_map_break: { \__seq_pop_item_def: }
  }
\cs_generate_variant:Nn \seq_map_inline:Nn { c }
```

(*End definition for* \seq_map_inline:Nn*. This function is documented on page 80.*)

\seq_map_tokens:Nn
\seq_map_tokens:cn
__seq_map_tokens:nw

This is based on the function mapping but using the same tricks as described for \prop_map_tokens:Nn. The idea is to remove the leading \s__seq and apply the tokens such that they are safe with the break points, hence the \use:n.

```
\cs_new:Npn \seq_map_tokens:Nn #1#2
  {
    \exp_last_unbraced:Nno
      \use_i:nn { \__seq_map_tokens:nw {#2} } #1
    \prg_break: \__seq_item:n { } \prg_break_point:
    \prg_break_point:Nn \seq_map_break: { }
  }
\cs_generate_variant:Nn \seq_map_tokens:Nn { c }
\cs_new:Npn \__seq_map_tokens:nw #1#2 \__seq_item:n #3
  {
    #2
    \use:n {#1} {#3}
    \__seq_map_tokens:nw {#1}
  }
```

(*End definition for* \seq_map_tokens:Nn *and* __seq_map_tokens:nw*. This function is documented on page 81.*)

\seq_map_variable:NNn
\seq_map_variable:Ncn
\seq_map_variable:cNn
\seq_map_variable:ccn

This is just a specialised version of the in-line mapping function, using an x-type expansion for the code set up so that the number of # tokens required is as expected.

```
\cs_new_protected:Npn \seq_map_variable:NNn #1#2#3
  {
    \__seq_push_item_def:x
      {
        \tl_set:Nn \exp_not:N #2 {##1}
        \exp_not:n {#3}
      }
    #1
    \prg_break_point:Nn \seq_map_break: { \__seq_pop_item_def: }
  }
\cs_generate_variant:Nn \seq_map_variable:NNn {     Nc }
\cs_generate_variant:Nn \seq_map_variable:NNn { c , cc }
```

(*End definition for* \seq_map_variable:NNn*. This function is documented on page 81.*)

\seq_count:N
\seq_count:c
__seq_count:w
__seq_count_end:w

Since counting the items in a sequence is quite common, we optimize it by grabbing 8 items at a time and correspondingly adding 8 to an integer expression. At the end of the loop, #9 is __seq_count_end:w instead of being empty. It removes 8+ and instead places the number of __seq_item:n that __seq_count:w grabbed before reaching the end of the sequence.

```
\cs_new:Npn \seq_count:N #1
  {
    \int_eval:n
      {
        \exp_after:wN \use_i:nn
        \exp_after:wN \__seq_count:w
        #1
        \__seq_count_end:w \__seq_item:n 7
        \__seq_count_end:w \__seq_item:n 6
        \__seq_count_end:w \__seq_item:n 5
        \__seq_count_end:w \__seq_item:n 4
        \__seq_count_end:w \__seq_item:n 3
        \__seq_count_end:w \__seq_item:n 2
        \__seq_count_end:w \__seq_item:n 1
        \__seq_count_end:w \__seq_item:n 0
        \prg_break_point:
      }
  }
\cs_new:Npn \__seq_count:w
    #1 \__seq_item:n #2 \__seq_item:n #3 \__seq_item:n #4 \__seq_item:n
    #5 \__seq_item:n #6 \__seq_item:n #7 \__seq_item:n #8 #9 \__seq_item:n
  { #9 8 + \__seq_count:w }
\cs_new:Npn \__seq_count_end:w 8 + \__seq_count:w #1#2 \prg_break_point: {#1}
\cs_generate_variant:Nn \seq_count:N { c }
```

(*End definition for* \seq_count:N*,* __seq_count:w*, and* __seq_count_end:w*. This function is documented on page* *82**.*)

11.7 Using sequences

\seq_use:Nnnn
\seq_use:cnnn
__seq_use:NNnNnn
__seq_use_setup:w
__seq_use:nwwwwnwn
__seq_use:nwwn
\seq_use:Nn
\seq_use:cn

See \clist_use:Nnnn for a general explanation. The main difference is that we use __seq_item:n as a delimiter rather than commas. We also need to add __seq_item:n at various places, and \s__seq.

```
\cs_new:Npn \seq_use:Nnnn #1#2#3#4
  {
    \seq_if_exist:NTF #1
      {
        \int_case:nnF { \seq_count:N #1 }
          {
            { 0 } { }
            { 1 } { \exp_after:wN \__seq_use:NNnNnn #1 ? { } { } }
            { 2 } { \exp_after:wN \__seq_use:NNnNnn #1 {#2} }
          }
          {
            \exp_after:wN \__seq_use_setup:w #1 \__seq_item:n
            \q_mark { \__seq_use:nwwwwnwn {#3} }
            \q_mark { \__seq_use:nwwn {#4} }
            \q_stop { }
          }
      }
      {
        \__kernel_msg_expandable_error:nnn
```

```
        { kernel } { bad-variable } {#1}
      }
  }
\cs_generate_variant:Nn \seq_use:Nnnn { c }
\cs_new:Npn \__seq_use:NNnNnn #1#2#3#4#5#6 { \exp_not:n { #3 #6 #5 } }
\cs_new:Npn \__seq_use_setup:w \s__seq { \__seq_use:nwwwwnwn { } }
\cs_new:Npn \__seq_use:nwwwwnwn
    #1 \__seq_item:n #2 \__seq_item:n #3 \__seq_item:n #4#5
    \q_mark #6#7 \q_stop #8
  {
    #6 \__seq_item:n {#3} \__seq_item:n {#4} #5
    \q_mark {#6} #7 \q_stop { #8 #1 #2 }
  }
\cs_new:Npn \__seq_use:nwwn #1 \__seq_item:n #2 #3 \q_stop #4
  { \exp_not:n { #4 #1 #2 } }
\cs_new:Npn \seq_use:Nn #1#2
  { \seq_use:Nnnn #1 {#2} {#2} {#2} }
\cs_generate_variant:Nn \seq_use:Nn { c }
```

(*End definition for* `\seq_use:Nnnn` *and others. These functions are documented on page 82.*)

11.8 Sequence stacks

The same functions as for sequences, but with the correct naming.

\seq_push:Nn
\seq_push:NV
\seq_push:Nv
\seq_push:No
\seq_push:Nx
\seq_push:cn
\seq_push:cV
\seq_push:cV
\seq_push:co
\seq_push:cx
\seq_gpush:Nn
\seq_gpush:NV
\seq_gpush:Nv
\seq_gpush:No
\seq_gpush:Nx
\seq_gpush:cn
\seq_gpush:cV
\seq_gpush:cv
\seq_gpush:co
\seq_gpush:cx

Pushing to a sequence is the same as adding on the left.

```
\cs_new_eq:NN \seq_push:Nn  \seq_put_left:Nn
\cs_new_eq:NN \seq_push:NV  \seq_put_left:NV
\cs_new_eq:NN \seq_push:Nv  \seq_put_left:Nv
\cs_new_eq:NN \seq_push:No  \seq_put_left:No
\cs_new_eq:NN \seq_push:Nx  \seq_put_left:Nx
\cs_new_eq:NN \seq_push:cn  \seq_put_left:cn
\cs_new_eq:NN \seq_push:cV  \seq_put_left:cV
\cs_new_eq:NN \seq_push:cv  \seq_put_left:cv
\cs_new_eq:NN \seq_push:co  \seq_put_left:co
\cs_new_eq:NN \seq_push:cx  \seq_put_left:cx
\cs_new_eq:NN \seq_gpush:Nn \seq_gput_left:Nn
\cs_new_eq:NN \seq_gpush:NV \seq_gput_left:NV
\cs_new_eq:NN \seq_gpush:Nv \seq_gput_left:Nv
\cs_new_eq:NN \seq_gpush:No \seq_gput_left:No
\cs_new_eq:NN \seq_gpush:Nx \seq_gput_left:Nx
\cs_new_eq:NN \seq_gpush:cn \seq_gput_left:cn
\cs_new_eq:NN \seq_gpush:cV \seq_gput_left:cV
\cs_new_eq:NN \seq_gpush:cv \seq_gput_left:cv
\cs_new_eq:NN \seq_gpush:co \seq_gput_left:co
\cs_new_eq:NN \seq_gpush:cx \seq_gput_left:cx
```

(*End definition for* `\seq_push:Nn` *and* `\seq_gpush:Nn`*. These functions are documented on page 84.*)

\seq_get:NN
\seq_get:cN
\seq_pop:NN
\seq_pop:cN
\seq_gpop:NN
\seq_gpop:cN

In most cases, getting items from the stack does not need to specify that this is from the left. So alias are provided.

```
\cs_new_eq:NN \seq_get:NN \seq_get_left:NN
\cs_new_eq:NN \seq_get:cN \seq_get_left:cN
\cs_new_eq:NN \seq_pop:NN \seq_pop_left:NN
```

```
\cs_new_eq:NN \seq_pop:cN \seq_pop_left:cN
\cs_new_eq:NN \seq_gpop:NN \seq_gpop_left:NN
\cs_new_eq:NN \seq_gpop:cN \seq_gpop_left:cN
```

(*End definition for* `\seq_get:NN`*,* `\seq_pop:NN`*, and* `\seq_gpop:NN`*. These functions are documented on page 83.*)

`\seq_get:NNTF`
`\seq_get:cNTF`
`\seq_pop:NNTF`
`\seq_pop:cNTF`
`\seq_gpop:NNTF`
`\seq_gpop:cNTF`

More copies.

```
\prg_new_eq_conditional:NNn \seq_get:NN  \seq_get_left:NN  { T , F , TF }
\prg_new_eq_conditional:NNn \seq_get:cN  \seq_get_left:cN  { T , F , TF }
\prg_new_eq_conditional:NNn \seq_pop:NN  \seq_pop_left:NN  { T , F , TF }
\prg_new_eq_conditional:NNn \seq_pop:cN  \seq_pop_left:cN  { T , F , TF }
\prg_new_eq_conditional:NNn \seq_gpop:NN \seq_gpop_left:NN { T , F , TF }
\prg_new_eq_conditional:NNn \seq_gpop:cN \seq_gpop_left:cN { T , F , TF }
```

(*End definition for* `\seq_get:NNTF`*,* `\seq_pop:NNTF`*, and* `\seq_gpop:NNTF`*. These functions are documented on page 83.*)

11.9 Viewing sequences

`\seq_show:N`
`\seq_show:c`
`\seq_log:N`
`\seq_log:c`
`\__seq_show:NN`

Apply the general `\msg_show:nnnnnn`.

```
\cs_new_protected:Npn \seq_show:N { \__seq_show:NN \msg_show:nnxxxx }
\cs_generate_variant:Nn \seq_show:N { c }
\cs_new_protected:Npn \seq_log:N { \__seq_show:NN \msg_log:nnxxxx }
\cs_generate_variant:Nn \seq_log:N { c }
\cs_new_protected:Npn \__seq_show:NN #1#2
  {
    \__kernel_chk_defined:NT #2
      {
        #1 { LaTeX/kernel } { show-seq }
          { \token_to_str:N #2 }
          { \seq_map_function:NN #2 \msg_show_item:n }
          { } { }
      }
  }
```

(*End definition for* `\seq_show:N`*,* `\seq_log:N`*, and* `\__seq_show:NN`*. These functions are documented on page 86.*)

11.10 Scratch sequences

`\l_tmpa_seq`
`\l_tmpb_seq`
`\g_tmpa_seq`
`\g_tmpb_seq`

Temporary comma list variables.

```
\seq_new:N \l_tmpa_seq
\seq_new:N \l_tmpb_seq
\seq_new:N \g_tmpa_seq
\seq_new:N \g_tmpb_seq
```

(*End definition for* `\l_tmpa_seq` *and others. These variables are documented on page 86.*)

```
⟨/initex | package⟩
```

12 l3int implementation

```
⟨*initex | package⟩
⟨@@=int⟩
```

The following test files are used for this code: m3int001,m3int002,m3int03.

\c_max_register_int Done in l3basics.

(*End definition for* \c_max_register_int. *This variable is documented on page 99.*)

__int_to_roman:w \if_int_compare:w Done in l3basics.

(*End definition for* __int_to_roman:w *and* \if_int_compare:w. *This function is documented on page 100.*)

\or: Done in l3basics.

(*End definition for* \or:. *This function is documented on page 100.*)

\int_value:w __int_eval:w __int_eval_end: \if_int_odd:w \if_case:w Here are the remaining primitives for number comparisons and expressions.

```
\cs_new_eq:NN \int_value:w      \tex_number:D
\cs_new_eq:NN \__int_eval:w      \tex_numexpr:D
\cs_new_eq:NN \__int_eval_end:   \tex_relax:D
\cs_new_eq:NN \if_int_odd:w     \tex_ifodd:D
\cs_new_eq:NN \if_case:w        \tex_ifcase:D
```

(*End definition for* \int_value:w *and others. These functions are documented on page 100.*)

12.1 Integer expressions

\int_eval:n \int_eval:w Wrapper for __int_eval:w: can be used in an integer expression or directly in the input stream. When debugging, use parentheses to catch early termination.

```
\cs_new:Npn \int_eval:n #1
  { \int_value:w \__int_eval:w #1 \__int_eval_end: }
\cs_new:Npn \int_eval:w { \int_value:w \__int_eval:w }
```

(*End definition for* \int_eval:n *and* \int_eval:w. *These functions are documented on page 88.*)

\int_sign:n __int_sign:Nw See \int_abs:n. Evaluate the expression once (and when debugging is enabled, check that the expression is well-formed), then test the first character to determine the sign. This is wrapped in \int_value:w ... \exp_stop_f: to ensure a fixed number of expansions and to avoid dealing with closing the conditionals.

```
\cs_new:Npn \int_sign:n #1
  {
    \int_value:w \exp_after:wN \__int_sign:Nw
      \int_value:w \__int_eval:w #1 \__int_eval_end: ;
    \exp_stop_f:
  }
\cs_new:Npn \__int_sign:Nw #1#2 ;
  {
    \if_meaning:w 0 #1
      0
    \else:
      \if_meaning:w - #1 - \fi: 1
    \fi:
  }
```

(*End definition for* `\int_sign:n` *and* `\__int_sign:Nw`*. This function is documented on page* 89*.*)

`\int_abs:n`
`\__int_abs:N`
`\int_max:nn`
`\int_min:nn`
`\__int_maxmin:wwN`

Functions for min, max, and absolute value with only one evaluation. The absolute value is obtained by removing a leading sign if any. All three functions expand in two steps.

```
\cs_new:Npn \int_abs:n #1
  {
    \int_value:w \exp_after:wN \__int_abs:N
      \int_value:w \__int_eval:w #1 \__int_eval_end:
    \exp_stop_f:
  }
\cs_new:Npn \__int_abs:N #1
  { \if_meaning:w - #1 \else: \exp_after:wN #1 \fi: }
\cs_set:Npn \int_max:nn #1#2
  {
    \int_value:w \exp_after:wN \__int_maxmin:wwN
      \int_value:w \__int_eval:w #1 \exp_after:wN ;
      \int_value:w \__int_eval:w #2 ;
      >
    \exp_stop_f:
  }
\cs_set:Npn \int_min:nn #1#2
  {
    \int_value:w \exp_after:wN \__int_maxmin:wwN
      \int_value:w \__int_eval:w #1 \exp_after:wN ;
      \int_value:w \__int_eval:w #2 ;
      <
    \exp_stop_f:
  }
\cs_new:Npn \__int_maxmin:wwN #1 ; #2 ; #3
  {
    \if_int_compare:w #1 #3 #2 ~
      #1
    \else:
      #2
    \fi:
  }
```

(*End definition for* `\int_abs:n` *and others. These functions are documented on page* 89*.*)

`\int_div_truncate:nn`
`\int_div_round:nn`
`\int_mod:nn`
`\__int_div_truncate:NwNw`
`\__int_mod:ww`

As `\__int_eval:w` rounds the result of a division we also provide a version that truncates the result. We use an auxiliary to make sure numerator and denominator are only evaluated once: this comes in handy when those are more expressions are expensive to evaluate (*e.g.*, `\tl_count:n`). If the numerator `#1#2` is 0, then we divide 0 by the denominator (this ensures that 0/0 is correctly reported as an error). Otherwise, shift the numerator `#1#2` towards 0 by $(|\texttt{\#3\#4}|-1)/2$, which we round away from zero. It turns out that this quantity exactly compensates the difference between ε-TeX's rounding and the truncating behaviour that we want. The details are thanks to Heiko Oberdiek: getting things right in all cases is not so easy.

```
\cs_new:Npn \int_div_truncate:nn #1#2
  {
    \int_value:w \__int_eval:w
      \exp_after:wN \__int_div_truncate:NwNw
      \int_value:w \__int_eval:w #1 \exp_after:wN ;
```

```
      \int_value:w \__int_eval:w #2 ;
    \__int_eval_end:
  }
\cs_new:Npn \__int_div_truncate:NwNw #1#2; #3#4;
  {
    \if_meaning:w 0 #1
      0
    \else:
      (
        #1#2
        \if_meaning:w - #1 + \else: - \fi:
        ( \if_meaning:w - #3 - \fi: #3#4 - 1 ) / 2
      )
    \fi:
    / #3#4
  }
```

For the sake of completeness:

```
\cs_new:Npn \int_div_round:nn #1#2
  { \int_value:w \__int_eval:w ( #1 ) / ( #2 ) \__int_eval_end: }
```

Finally there's the modulus operation.

```
\cs_new:Npn \int_mod:nn #1#2
  {
    \int_value:w \__int_eval:w \exp_after:wN \__int_mod:ww
      \int_value:w \__int_eval:w #1 \exp_after:wN ;
      \int_value:w \__int_eval:w #2 ;
    \__int_eval_end:
  }
\cs_new:Npn \__int_mod:ww #1; #2;
  { #1 - ( \__int_div_truncate:NwNw #1 ; #2 ; ) * #2 }
```

(*End definition for* `\int_div_truncate:nn` *and others. These functions are documented on page 89.*)

`\__kernel_int_add:nnn`

Equivalent to `\int_eval:n {#1+#2+#3}` except that overflow only occurs if the final result overflows $[-2^{31}+1, 2^{31}-1]$. The idea is to choose the order in which the three numbers are added together. If `#1` and `#2` have opposite signs (one is in $[-2^{31}+1, -1]$ and the other in $[0, 2^{31}-1]$) then `#1+#2` cannot overflow so we compute the result as `#1+#2+#3`. If they have the same sign, then either `#3` has the same sign and the order does not matter, or `#3` has the opposite sign and any order in which `#3` is not last will work. We use `#1+#3+#2`.

```
\cs_new:Npn \__kernel_int_add:nnn #1#2#3
  {
    \int_value:w \__int_eval:w #1
      \if_int_compare:w #2 < \c_zero_int \exp_after:wN \reverse_if:N \fi:
      \if_int_compare:w #1 < \c_zero_int + #2 + #3 \else: + #3 + #2 \fi:
    \__int_eval_end:
  }
```

(*End definition for* `\__kernel_int_add:nnn`.)

12.2 Creating and initialising integers

\int_new:N
\int_new:c

Two ways to do this: one for the format and one for the LaTeX 2ε package. In plain TeX, `\newcount` (and other allocators) are `\outer`: to allow the code here to work in "generic" mode this is therefore accessed by name. (The same applies to `\newbox`, `\newdimen` and so on.)

```
⟨*package⟩
\cs_new_protected:Npn \int_new:N #1
  {
    \__kernel_chk_if_free_cs:N #1
    \cs:w newcount \cs_end: #1
  }
⟨/package⟩
\cs_generate_variant:Nn \int_new:N { c }
```

(*End definition for* `\int_new:N`. *This function is documented on page 89.*)

\int_const:Nn
\int_const:cn
__int_constdef:Nw
\c__int_max_constdef_int

As stated, most constants can be defined as `\chardef` or `\mathchardef` but that's engine dependent. As a result, there is some set up code to determine what can be done. No full engine testing just yet so everything is a little awkward. We cannot use `\int_gset:Nn` because (when `check-declarations` is enabled) this runs some checks that constants would fail.

```
\cs_new_protected:Npn \int_const:Nn #1#2
  {
    \int_compare:nNnTF {#2} < \c_zero_int
      {
        \int_new:N #1
        \tex_global:D
      }
      {
        \int_compare:nNnTF {#2} > \c__int_max_constdef_int
          {
            \int_new:N #1
            \tex_global:D
          }
          {
            \__kernel_chk_if_free_cs:N #1
            \tex_global:D \__int_constdef:Nw
          }
      }
    #1 = \__int_eval:w #2 \__int_eval_end:
  }
\cs_generate_variant:Nn \int_const:Nn { c }
\if_int_odd:w 0
  \cs_if_exist:NT \tex_luatexversion:D  { 1 }
  \cs_if_exist:NT \tex_disablecjktoken:D
    { \if_int_compare:w \tex_jis:D "2121 = "3000 ~ 1 \fi: }
  \cs_if_exist:NT \tex_XeTeXversion:D    { 1 } ~
    \cs_if_exist:NTF \tex_disablecjktoken:D
      { \cs_new_eq:NN \__int_constdef:Nw \tex_kchardef:D }
      { \cs_new_eq:NN \__int_constdef:Nw \tex_chardef:D }
    \__int_constdef:Nw \c__int_max_constdef_int 1114111 ~
\else:
  \cs_new_eq:NN \__int_constdef:Nw \tex_mathchardef:D
```

```
    \tex_mathchardef:D \c__int_max_constdef_int 32767 ~
  \fi:
```

(*End definition for* `\int_const:Nn`*,* `\__int_constdef:Nw`*, and* `\c__int_max_constdef_int`*. This function is documented on page 90.*)

`\int_zero:N`
`\int_zero:c`
`\int_gzero:N`
`\int_gzero:c`

Functions that reset an ⟨*integer*⟩ register to zero.

```
\cs_new_protected:Npn \int_zero:N  #1 { #1 = \c_zero_int }
\cs_new_protected:Npn \int_gzero:N #1 { \tex_global:D #1 = \c_zero_int }
\cs_generate_variant:Nn \int_zero:N  { c }
\cs_generate_variant:Nn \int_gzero:N { c }
```

(*End definition for* `\int_zero:N` *and* `\int_gzero:N`*. These functions are documented on page 90.*)

`\int_zero_new:N`
`\int_zero_new:c`
`\int_gzero_new:N`
`\int_gzero_new:c`

Create a register if needed, otherwise clear it.

```
\cs_new_protected:Npn \int_zero_new:N  #1
  { \int_if_exist:NTF #1 { \int_zero:N #1 } { \int_new:N #1 } }
\cs_new_protected:Npn \int_gzero_new:N #1
  { \int_if_exist:NTF #1 { \int_gzero:N #1 } { \int_new:N #1 } }
\cs_generate_variant:Nn \int_zero_new:N  { c }
\cs_generate_variant:Nn \int_gzero_new:N { c }
```

(*End definition for* `\int_zero_new:N` *and* `\int_gzero_new:N`*. These functions are documented on page 90.*)

`\int_set_eq:NN`
`\int_set_eq:cN`
`\int_set_eq:Nc`
`\int_set_eq:cc`
`\int_gset_eq:NN`
`\int_gset_eq:cN`
`\int_gset_eq:Nc`
`\int_gset_eq:cc`

Setting equal means using one integer inside the set function of another. Check that assigned integer is local/global. No need to check that the other one is defined as TeX does it for us.

```
\cs_new_protected:Npn \int_set_eq:NN #1#2 { #1 = #2 }
\cs_generate_variant:Nn \int_set_eq:NN { c , Nc , cc }
\cs_new_protected:Npn \int_gset_eq:NN #1#2 { \tex_global:D #1 = #2 }
\cs_generate_variant:Nn \int_gset_eq:NN { c , Nc , cc }
```

(*End definition for* `\int_set_eq:NN` *and* `\int_gset_eq:NN`*. These functions are documented on page 90.*)

`\int_if_exist_p:N`
`\int_if_exist_p:c`
`\int_if_exist:NTF`
`\int_if_exist:cTF`

Copies of the `cs` functions defined in l3basics.

```
\prg_new_eq_conditional:NNn \int_if_exist:N \cs_if_exist:N
  { TF , T , F , p }
\prg_new_eq_conditional:NNn \int_if_exist:c \cs_if_exist:c
  { TF , T , F , p }
```

(*End definition for* `\int_if_exist:NTF`*. This function is documented on page 90.*)

12.3 Setting and incrementing integers

`\int_add:Nn`
`\int_add:cn`
`\int_gadd:Nn`
`\int_gadd:cn`
`\int_sub:Nn`
`\int_sub:cn`
`\int_gsub:Nn`
`\int_gsub:cn`

Adding and subtracting to and from a counter.

```
\cs_new_protected:Npn \int_add:Nn #1#2
  { \tex_advance:D #1 by \__int_eval:w #2 \__int_eval_end: }
\cs_new_protected:Npn \int_sub:Nn #1#2
  { \tex_advance:D #1 by - \__int_eval:w #2 \__int_eval_end: }
\cs_new_protected:Npn \int_gadd:Nn #1#2
  { \tex_global:D \tex_advance:D #1 by \__int_eval:w #2 \__int_eval_end: }
\cs_new_protected:Npn \int_gsub:Nn #1#2
  { \tex_global:D \tex_advance:D #1 by - \__int_eval:w #2 \__int_eval_end: }
```

```
\cs_generate_variant:Nn \int_add:Nn  { c }
\cs_generate_variant:Nn \int_gadd:Nn { c }
\cs_generate_variant:Nn \int_sub:Nn  { c }
\cs_generate_variant:Nn \int_gsub:Nn { c }
```

(*End definition for* `\int_add:Nn` *and others. These functions are documented on page 90.*)

`\int_incr:N` `\int_incr:c` `\int_gincr:N` `\int_gincr:c` `\int_decr:N` `\int_decr:c` `\int_gdecr:N` `\int_gdecr:c`

Incrementing and decrementing of integer registers is done with the following functions.

```
\cs_new_protected:Npn \int_incr:N #1
  { \tex_advance:D #1 \c_one_int }
\cs_new_protected:Npn \int_decr:N #1
  { \tex_advance:D #1 - \c_one_int }
\cs_new_protected:Npn \int_gincr:N #1
  { \tex_global:D \tex_advance:D #1 \c_one_int }
\cs_new_protected:Npn \int_gdecr:N #1
  { \tex_global:D \tex_advance:D #1 - \c_one_int }
\cs_generate_variant:Nn \int_incr:N  { c }
\cs_generate_variant:Nn \int_decr:N  { c }
\cs_generate_variant:Nn \int_gincr:N { c }
\cs_generate_variant:Nn \int_gdecr:N { c }
```

(*End definition for* `\int_incr:N` *and others. These functions are documented on page 90.*)

`\int_set:Nn` `\int_set:cn` `\int_gset:Nn` `\int_gset:cn`

As integers are register-based TeX issues an error if they are not defined.

```
\cs_new_protected:Npn \int_set:Nn #1#2
  { #1 ~ \__int_eval:w #2 \__int_eval_end: }
\cs_new_protected:Npn \int_gset:Nn #1#2
  { \tex_global:D #1 ~ \__int_eval:w #2 \__int_eval_end: }
\cs_generate_variant:Nn \int_set:Nn  { c }
\cs_generate_variant:Nn \int_gset:Nn { c }
```

(*End definition for* `\int_set:Nn` *and* `\int_gset:Nn`*. These functions are documented on page 91.*)

12.4 Using integers

`\int_use:N` `\int_use:c`

Here is how counters are accessed:

```
\cs_new_eq:NN \int_use:N \tex_the:D
```

We hand-code this for some speed gain:

```
%\cs_generate_variant:Nn \int_use:N { c }
\cs_new:Npn \int_use:c #1 { \tex_the:D \cs:w #1 \cs_end: }
```

(*End definition for* `\int_use:N`*. This function is documented on page 91.*)

12.5 Integer expression conditionals

`\__int_compare_error:` `\__int_compare_error:Nw`

Those functions are used for comparison tests which use a simple syntax where only one set of braces is required and additional operators such as `!=` and `>=` are supported. The tests first evaluate their left-hand side, with a trailing `\__int_compare_error:`. This marker is normally not expanded, but if the relation symbol is missing from the test's argument, then the marker inserts `=` (and itself) after triggering the relevant TeX error. If the first token which appears after evaluating and removing the left-hand side is not a known relation symbol, then a judiciously placed `\__int_compare_error:Nw` gets expanded, cleaning up the end of the test and telling the user what the problem was.

```
\cs_new_protected:Npn \__int_compare_error:
  {
    \if_int_compare:w \c_zero_int \c_zero_int \fi:
    =
    \__int_compare_error:
  }
\cs_new:Npn \__int_compare_error:Nw
    #1#2 \q_stop
  {
    { }
    \c_zero_int \fi:
    \__kernel_msg_expandable_error:nnn
      { kernel } { unknown-comparison } {#1}
    \prg_return_false:
  }
```

(*End definition for* `\__int_compare_error:` *and* `\__int_compare_error:Nw`.)

`\int_compare_p:n`
`\int_compare:nTF`
`\__int_compare:w`
`\__int_compare:Nw`
`\__int_compare:NNw`
`\__int_compare:nnN`
`\__int_compare_end_=:NNw`
`\__int_compare_=:NNw`
`\__int_compare_<:NNw`
`\__int_compare_>:NNw`
`\__int_compare_==:NNw`
`\__int_compare_!=:NNw`
`\__int_compare_<=:NNw`
`\__int_compare_>=:NNw`

Comparison tests using a simple syntax where only one set of braces is required, additional operators such as `!=` and `>=` are supported, and multiple comparisons can be performed at once, for instance `0 < 5 <= 1`. The idea is to loop through the argument, finding one operand at a time, and comparing it to the previous one. The looping auxiliary `\__int_compare:Nw` reads one ⟨*operand*⟩ and one ⟨*comparison*⟩ symbol, and leaves roughly

> ⟨*operand*⟩ `\prg_return_false: \fi:`
> `\reverse_if:N \if_int_compare:w` ⟨*operand*⟩ ⟨*comparison*⟩
> `\__int_compare:Nw`

in the input stream. Each call to this auxiliary provides the second operand of the last call's `\if_int_compare:w`. If one of the ⟨*comparisons*⟩ is `false`, the `true` branch of the TeX conditional is taken (because of `\reverse_if:N`), immediately returning `false` as the result of the test. There is no TeX conditional waiting the first operand, so we add an `\if_false:` and expand by hand with `\int_value:w`, thus skipping `\prg_return_false:` on the first iteration.

Before starting the loop, the first step is to make sure that there is at least one relation symbol. We first let TeX evaluate this left hand side of the (in)equality using `\__int_eval:w`. Since the relation symbols `<`, `>`, `=` and `!` are not allowed in integer expressions, they would terminate the expression. If the argument contains no relation symbol, `\__int_compare_error:` is expanded, inserting `=` and itself after an error. In all cases, `\__int_compare:w` receives as its argument an integer, a relation symbol, and some more tokens. We then setup the loop, which is ended by the two odd-looking items `e` and `{=nd_}`, with a trailing `\q_stop` used to grab the entire argument when necessary.

```
\prg_new_conditional:Npnn \int_compare:n #1 { p , T , F , TF }
  {
    \exp_after:wN \__int_compare:w
    \int_value:w \__int_eval:w #1 \__int_compare_error:
  }
\cs_new:Npn \__int_compare:w #1 \__int_compare_error:
  {
    \exp_after:wN \if_false: \int_value:w
      \__int_compare:Nw #1 e { = nd_ } \q_stop
  }
```

The goal here is to find an ⟨*operand*⟩ and a ⟨*comparison*⟩. The ⟨*operand*⟩ is already evaluated, but we cannot yet grab it as an argument. To access the following relation symbol, we remove the number by applying `\__int_to_roman:w`, after making sure that the argument becomes non-positive: its roman numeral representation is then empty. Then probe the first two tokens with `\__int_compare:NNw` to determine the relation symbol, building a control sequence from it (`\token_to_str:N` gives better errors if `#1` is not a character). All the extended forms have an extra `=` hence the test for that as a second token. If the relation symbol is unknown, then the control sequence is turned by TeX into `\scan_stop:`, ignored thanks to `\unexpanded`, and `\__int_compare_error:Nw` raises an error.

```
\cs_new:Npn \__int_compare:Nw #1#2 \q_stop
  {
    \exp_after:wN \__int_compare:NNw
      \__int_to_roman:w - 0 #2 \q_mark
    #1#2 \q_stop
  }
\cs_new:Npn \__int_compare:NNw #1#2#3 \q_mark
  {
    \__kernel_exp_not:w
    \use:c
      {
        __int_compare_ \token_to_str:N #1
        \if_meaning:w = #2 =  \fi:
        :NNw
      }
      \__int_compare_error:Nw #1
  }
```

When the last ⟨*operand*⟩ is seen, `\__int_compare:NNw` receives `e` and `=nd_` as arguments, hence calling `\__int_compare_end_=:NNw` to end the loop: return the result of the last comparison (involving the operand that we just found). When a normal relation is found, the appropriate auxiliary calls `\__int_compare:nnN` where `#1` is `\if_int_compare:w` or `\reverse_if:N \if_int_compare:w`, `#2` is the ⟨*operand*⟩, and `#3` is one of `<`, `=`, or `>`. As announced earlier, we leave the ⟨*operand*⟩ for the previous conditional. If this conditional is true the result of the test is known, so we remove all tokens and return `false`. Otherwise, we apply the conditional `#1` to the ⟨*operand*⟩ `#2` and the comparison `#3`, and call `\__int_compare:Nw` to look for additional operands, after evaluating the following expression.

```
\cs_new:cpn { __int_compare_end_=:NNw } #1#2#3 e #4 \q_stop
  {
    {#3} \exp_stop_f:
    \prg_return_false: \else: \prg_return_true: \fi:
  }
\cs_new:Npn \__int_compare:nnN #1#2#3
  {
        {#2} \exp_stop_f:
      \prg_return_false: \exp_after:wN \use_none_delimit_by_q_stop:w
    \fi:
    #1 #2 #3 \exp_after:wN \__int_compare:Nw \int_value:w \__int_eval:w
  }
```

The actual comparisons are then simple function calls, using the relation as delimiter for a delimited argument and discarding `\__int_compare_error:Nw` ⟨*token*⟩ responsible for error detection.

```
\cs_new:cpn { __int_compare_=:NNw } #1#2#3 =
  { \__int_compare:nnN { \reverse_if:N \if_int_compare:w } {#3} = }
\cs_new:cpn { __int_compare_<:NNw } #1#2#3 <
  { \__int_compare:nnN { \reverse_if:N \if_int_compare:w } {#3} < }
\cs_new:cpn { __int_compare_>:NNw } #1#2#3 >
  { \__int_compare:nnN { \reverse_if:N \if_int_compare:w } {#3} > }
\cs_new:cpn { __int_compare_==:NNw } #1#2#3 ==
  { \__int_compare:nnN { \reverse_if:N \if_int_compare:w } {#3} = }
\cs_new:cpn { __int_compare_!=:NNw } #1#2#3 !=
  { \__int_compare:nnN { \if_int_compare:w } {#3} = }
\cs_new:cpn { __int_compare_<=:NNw } #1#2#3 <=
  { \__int_compare:nnN { \if_int_compare:w } {#3} > }
\cs_new:cpn { __int_compare_>=:NNw } #1#2#3 >=
  { \__int_compare:nnN { \if_int_compare:w } {#3} < }
```

(End definition for `\int_compare:nTF` *and others. This function is documented on page 92.)*

`\int_compare_p:nNn`
`\int_compare:nNnTF`

More efficient but less natural in typing.

```
\prg_new_conditional:Npnn \int_compare:nNn #1#2#3 { p , T , F , TF }
  {
    \if_int_compare:w \__int_eval:w #1 #2 \__int_eval:w #3 \__int_eval_end:
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
```

(End definition for `\int_compare:nNnTF`*. This function is documented on page 91.)*

`\int_case:nn`
`\int_case:nnTF`
`\__int_case:nnTF`
`\__int_case:nw`
`\__int_case_end:nw`

For integer cases, the first task to fully expand the check condition. The over all idea is then much the same as for `\tl_case:nn(TF)` as described in l3tl.

```
\cs_new:Npn \int_case:nnTF #1
  {
    \exp:w
    \exp_args:Nf \__int_case:nnTF { \int_eval:n {#1} }
  }
\cs_new:Npn \int_case:nnT #1#2#3
  {
    \exp:w
    \exp_args:Nf \__int_case:nnTF { \int_eval:n {#1} } {#2} {#3} { }
  }
\cs_new:Npn \int_case:nnF #1#2
  {
    \exp:w
    \exp_args:Nf \__int_case:nnTF { \int_eval:n {#1} } {#2} { }
  }
\cs_new:Npn \int_case:nn #1#2
  {
    \exp:w
    \exp_args:Nf \__int_case:nnTF { \int_eval:n {#1} } {#2} { } { }
  }
\cs_new:Npn \__int_case:nnTF #1#2#3#4
  { \__int_case:nw {#1} #2 {#1} { } \q_mark {#3} \q_mark {#4} \q_stop }
```

```
\cs_new:Npn \__int_case:nw #1#2#3
  {
    \int_compare:nNnTF {#1} = {#2}
      { \__int_case_end:nw {#3} }
      { \__int_case:nw {#1} }
  }
\cs_new:Npn \__int_case_end:nw #1#2#3 \q_mark #4#5 \q_stop
  { \exp_end: #1 #4 }
```

(*End definition for* `\int_case:nnTF` *and others. This function is documented on page 93.*)

`\int_if_odd_p:n`
`\int_if_odd:nTF`
`\int_if_even_p:n`
`\int_if_even:nTF`

A predicate function.

```
\prg_new_conditional:Npnn \int_if_odd:n #1 { p , T , F , TF}
  {
    \if_int_odd:w \__int_eval:w #1 \__int_eval_end:
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
\prg_new_conditional:Npnn \int_if_even:n #1 { p , T , F , TF}
  {
    \reverse_if:N \if_int_odd:w \__int_eval:w #1 \__int_eval_end:
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
```

(*End definition for* `\int_if_odd:nTF` *and* `\int_if_even:nTF`*. These functions are documented on page 93.*)

12.6 Integer expression loops

`\int_while_do:nn`
`\int_until_do:nn`
`\int_do_while:nn`
`\int_do_until:nn`

These are quite easy given the above functions. The `while` versions test first and then execute the body. The `do_while` does it the other way round.

```
\cs_new:Npn \int_while_do:nn #1#2
  {
    \int_compare:nT {#1}
      {
        #2
        \int_while_do:nn {#1} {#2}
      }
  }
\cs_new:Npn \int_until_do:nn #1#2
  {
    \int_compare:nF {#1}
      {
        #2
        \int_until_do:nn {#1} {#2}
      }
  }
\cs_new:Npn \int_do_while:nn #1#2
  {
```

```
    #2
    \int_compare:nT {#1}
      { \int_do_while:nn {#1} {#2} }
  }
\cs_new:Npn \int_do_until:nn #1#2
  {
    #2
    \int_compare:nF {#1}
      { \int_do_until:nn {#1} {#2} }
  }
```

(*End definition for* `\int_while_do:nn` *and others. These functions are documented on page 94.*)

`\int_while_do:nNnn`
`\int_until_do:nNnn`
`\int_do_while:nNnn`
`\int_do_until:nNnn`

As above but not using the more natural syntax.

```
\cs_new:Npn \int_while_do:nNnn #1#2#3#4
  {
    \int_compare:nNnT {#1} #2 {#3}
      {
        #4
        \int_while_do:nNnn {#1} #2 {#3} {#4}
      }
  }
\cs_new:Npn \int_until_do:nNnn #1#2#3#4
  {
    \int_compare:nNnF {#1} #2 {#3}
      {
        #4
        \int_until_do:nNnn {#1} #2 {#3} {#4}
      }
  }
\cs_new:Npn \int_do_while:nNnn #1#2#3#4
  {
    #4
    \int_compare:nNnT {#1} #2 {#3}
      { \int_do_while:nNnn {#1} #2 {#3} {#4} }
  }
\cs_new:Npn \int_do_until:nNnn #1#2#3#4
  {
    #4
    \int_compare:nNnF {#1} #2 {#3}
      { \int_do_until:nNnn {#1} #2 {#3} {#4} }
  }
```

(*End definition for* `\int_while_do:nNnn` *and others. These functions are documented on page 94.*)

12.7 Integer step functions

`\int_step_function:nnnN`
`\__int_step:wwwN`
`\__int_step:NwnnN`
`\int_step_function:nN`
`\int_step_function:nnN`

Before all else, evaluate the initial value, step, and final value. Repeating a function by steps first needs a check on the direction of the steps. After that, do the function for the start value then step and loop around. It would be more symmetrical to test for a step size of zero before checking the sign, but we optimize for the most frequent case (positive step).

```
\cs_new:Npn \int_step_function:nnnN #1#2#3
  {
```

```
    \exp_after:wN \__int_step:wwwN
    \int_value:w \__int_eval:w #1 \exp_after:wN ;
    \int_value:w \__int_eval:w #2 \exp_after:wN ;
    \int_value:w \__int_eval:w #3 ;
  }
\cs_new:Npn \__int_step:wwwN #1; #2; #3; #4
  {
    \int_compare:nNnTF {#2} > \c_zero_int
      { \__int_step:NwnnN > }
      {
        \int_compare:nNnTF {#2} = \c_zero_int
          {
            \__kernel_msg_expandable_error:nnn
              { kernel } { zero-step } {#4}
            \prg_break:
          }
          { \__int_step:NwnnN < }
      }
      #1 ; {#2} {#3} #4
    \prg_break_point:
  }
\cs_new:Npn \__int_step:NwnnN #1#2 ; #3#4#5
  {
    \if_int_compare:w #2 #1 #4 \exp_stop_f:
      \prg_break:n
    \fi:
    #5 {#2}
    \exp_after:wN \__int_step:NwnnN
    \exp_after:wN #1
    \int_value:w \__int_eval:w #2 + #3 ; {#3} {#4} #5
  }
\cs_new:Npn \int_step_function:nN
  { \int_step_function:nnnN { 1 } { 1 } }
\cs_new:Npn \int_step_function:nnN #1
  { \int_step_function:nnnN {#1} { 1 } }
```

(*End definition for* `\int_step_function:nnnN` *and others. These functions are documented on page 95.*)

`\int_step_inline:nn`
`\int_step_inline:nnn`
`\int_step_inline:nnnn`
`\int_step_variable:nNn`
`\int_step_variable:nnNn`
`\int_step_variable:nnnNn`
`\__int_step:NNnnnn`

The approach here is to build a function, with a global integer required to make the nesting safe (as seen in other in line functions), and map that function using `\int_step_function:nnnN`. We put a `\prg_break_point:Nn` so that `map_break` functions from other modules correctly decrement `\g__kernel_prg_map_int` before looking for their own break point. The first argument is `\scan_stop:`, so that no breaking function recognizes this break point as its own.

```
\cs_new_protected:Npn \int_step_inline:nn
  { \int_step_inline:nnnn { 1 } { 1 } }
\cs_new_protected:Npn \int_step_inline:nnn #1
  { \int_step_inline:nnnn {#1} { 1 } }
\cs_new_protected:Npn \int_step_inline:nnnn
  {
    \int_gincr:N \g__kernel_prg_map_int
    \exp_args:NNc \__int_step:NNnnnn
      \cs_gset_protected:Npn
      { __int_map_ \int_use:N \g__kernel_prg_map_int :w }
```

```
  }
\cs_new_protected:Npn \int_step_variable:nNn
  { \int_step_variable:nnnNn { 1 } { 1 } }
\cs_new_protected:Npn \int_step_variable:nnNn #1
  { \int_step_variable:nnnNn {#1} { 1 } }
\cs_new_protected:Npn \int_step_variable:nnnNn #1#2#3#4#5
  {
    \int_gincr:N \g__kernel_prg_map_int
    \exp_args:NNc \__int_step:NNnnnn
      \cs_gset_protected:Npx
      { __int_map_ \int_use:N \g__kernel_prg_map_int :w }
      {#1}{#2}{#3}
      {
        \tl_set:Nn \exp_not:N #4 {##1}
        \exp_not:n {#5}
      }
  }
\cs_new_protected:Npn \__int_step:NNnnnn #1#2#3#4#5#6
  {
    #1 #2 ##1 {#6}
    \int_step_function:nnnN {#3} {#4} {#5} #2
    \prg_break_point:Nn \scan_stop: { \int_gdecr:N \g__kernel_prg_map_int }
  }
```

(*End definition for* `\int_step_inline:nn` *and others. These functions are documented on page* *95**.*)

12.8 Formatting integers

`\int_to_arabic:n`

Nothing exciting here.

```
\cs_new_eq:NN \int_to_arabic:n \int_eval:n
```

(*End definition for* `\int_to_arabic:n`*. This function is documented on page* *96**.*)

`\int_to_symbols:nnn`
`\__int_to_symbols:nnnn`

For conversion of integers to arbitrary symbols the method is in general as follows. The input number (`#1`) is compared to the total number of symbols available at each place (`#2`). If the input is larger than the total number of symbols available then the modulus is needed, with one added so that the positions don't have to number from zero. Using an `f`-type expansion, this is done so that the system is recursive. The actual conversion function therefore gets a 'nice' number at each stage. Of course, if the initial input was small enough then there is no problem and everything is easy.

```
\cs_new:Npn \int_to_symbols:nnn #1#2#3
  {
    \int_compare:nNnTF {#1} > {#2}
      {
        \exp_args:NNo \exp_args:No \__int_to_symbols:nnnn
          {
            \int_case:nn
              { 1 + \int_mod:nn { #1 - 1 } {#2} }
              {#3}
          }
          {#1} {#2} {#3}
      }
      { \int_case:nn {#1} {#3} }
  }
```

```
\cs_new:Npn \__int_to_symbols:nnnn #1#2#3#4
  {
    \exp_args:Nf \int_to_symbols:nnn
      { \int_div_truncate:nn { #2 - 1 } {#3} } {#3} {#4}
    #1
  }
```

(*End definition for* `\int_to_symbols:nnn` *and* `\__int_to_symbols:nnnn`*. This function is documented on page 96.*)

`\int_to_alph:n` `\int_to_Alph:n` These both use the above function with input functions that make sense for the alphabet in English.

```
\cs_new:Npn \int_to_alph:n #1
  {
    \int_to_symbols:nnn {#1} { 26 }
      {
        {  1 } { a }
        {  2 } { b }
        {  3 } { c }
        {  4 } { d }
        {  5 } { e }
        {  6 } { f }
        {  7 } { g }
        {  8 } { h }
        {  9 } { i }
        { 10 } { j }
        { 11 } { k }
        { 12 } { l }
        { 13 } { m }
        { 14 } { n }
        { 15 } { o }
        { 16 } { p }
        { 17 } { q }
        { 18 } { r }
        { 19 } { s }
        { 20 } { t }
        { 21 } { u }
        { 22 } { v }
        { 23 } { w }
        { 24 } { x }
        { 25 } { y }
        { 26 } { z }
      }
  }
\cs_new:Npn \int_to_Alph:n #1
  {
    \int_to_symbols:nnn {#1} { 26 }
      {
        {  1 } { A }
        {  2 } { B }
        {  3 } { C }
        {  4 } { D }
        {  5 } { E }
        {  6 } { F }
```

```
          { 7 } { G }
          { 8 } { H }
          { 9 } { I }
          { 10 } { J }
          { 11 } { K }
          { 12 } { L }
          { 13 } { M }
          { 14 } { N }
          { 15 } { O }
          { 16 } { P }
          { 17 } { Q }
          { 18 } { R }
          { 19 } { S }
          { 20 } { T }
          { 21 } { U }
          { 22 } { V }
          { 23 } { W }
          { 24 } { X }
          { 25 } { Y }
          { 26 } { Z }
        }
    }
```

(*End definition for* `\int_to_alph:n` *and* `\int_to_Alph:n`*. These functions are documented on page* *96*.)

`\int_to_base:nn`
`\int_to_Base:nn`
`\__int_to_base:nn`
`\__int_to_Base:nn`
`\__int_to_base:nnN`
`\__int_to_Base:nnN`
`\__int_to_base:nnnN`
`\__int_to_Base:nnnN`
`\__int_to_letter:n`
`\__int_to_Letter:n`

Converting from base ten (`#1`) to a second base (`#2`) starts with computing `#1`: if it is a complicated calculation, we shouldn't perform it twice. Then check the sign, store it, either `-` or `\c_empty_tl`, and feed the absolute value to the next auxiliary function.

```
\cs_new:Npn \int_to_base:nn #1
  { \exp_args:Nf \__int_to_base:nn { \int_eval:n {#1} } }
\cs_new:Npn \int_to_Base:nn #1
  { \exp_args:Nf \__int_to_Base:nn { \int_eval:n {#1} } }
\cs_new:Npn \__int_to_base:nn #1#2
  {
    \int_compare:nNnTF {#1} < 0
      { \exp_args:No \__int_to_base:nnN { \use_none:n #1 } {#2} - }
      { \__int_to_base:nnN {#1} {#2} \c_empty_tl }
  }
\cs_new:Npn \__int_to_Base:nn #1#2
  {
    \int_compare:nNnTF {#1} < 0
      { \exp_args:No \__int_to_Base:nnN { \use_none:n #1 } {#2} - }
      { \__int_to_Base:nnN {#1} {#2} \c_empty_tl }
  }
```

Here, the idea is to provide a recursive system to deal with the input. The output is built up after the end of the function. At each pass, the value in `#1` is checked to see if it is less than the new base (`#2`). If it is, then it is converted directly, putting the sign back in front. On the other hand, if the value to convert is greater than or equal to the new base then the modulus and remainder values are found. The modulus is converted to a symbol and put on the right, and the remainder is carried forward to the next round.

```
\cs_new:Npn \__int_to_base:nnN #1#2#3
  {
    \int_compare:nNnTF {#1} < {#2}
```

```
      { \exp_last_unbraced:Nf #3 { \__int_to_letter:n {#1} } }
      {
        \exp_args:Nf \__int_to_base:nnnN
          { \__int_to_letter:n { \int_mod:nn {#1} {#2} } }
          {#1}
          {#2}
          #3
      }
  }
\cs_new:Npn \__int_to_base:nnnN #1#2#3#4
  {
    \exp_args:Nf \__int_to_base:nnN
      { \int_div_truncate:nn {#2} {#3} }
      {#3}
      #4
    #1
  }
\cs_new:Npn \__int_to_Base:nnN #1#2#3
  {
    \int_compare:nNnTF {#1} < {#2}
      { \exp_last_unbraced:Nf #3 { \__int_to_Letter:n {#1} } }
      {
        \exp_args:Nf \__int_to_Base:nnnN
          { \__int_to_Letter:n { \int_mod:nn {#1} {#2} } }
          {#1}
          {#2}
          #3
      }
  }
\cs_new:Npn \__int_to_Base:nnnN #1#2#3#4
  {
    \exp_args:Nf \__int_to_Base:nnN
      { \int_div_truncate:nn {#2} {#3} }
      {#3}
      #4
    #1
  }
```

Convert to a letter only if necessary, otherwise simply return the value unchanged. It would be cleaner to use `\int_case:nn`, but in our case, the cases are contiguous, so it is forty times faster to use the `\if_case:w` primitive. The first `\exp_after:wN` expands the conditional, jumping to the correct case, the second one expands after the resulting character to close the conditional. Since `#1` might be an expression, and not directly a single digit, we need to evaluate it properly, and expand the trailing `\fi:`.

```
\cs_new:Npn \__int_to_letter:n #1
  {
    \exp_after:wN \exp_after:wN
    \if_case:w \__int_eval:w #1 - 10 \__int_eval_end:
         a
    \or: b
    \or: c
    \or: d
    \or: e
    \or: f
```

```
    \or: g
    \or: h
    \or: i
    \or: j
    \or: k
    \or: l
    \or: m
    \or: n
    \or: o
    \or: p
    \or: q
    \or: r
    \or: s
    \or: t
    \or: u
    \or: v
    \or: w
    \or: x
    \or: y
    \or: z
    \else: \int_value:w \__int_eval:w #1 \exp_after:wN \__int_eval_end:
    \fi:
  }
\cs_new:Npn \__int_to_Letter:n #1
  {
    \exp_after:wN \exp_after:wN
    \if_case:w \__int_eval:w #1 - 10 \__int_eval_end:
         A
    \or: B
    \or: C
    \or: D
    \or: E
    \or: F
    \or: G
    \or: H
    \or: I
    \or: J
    \or: K
    \or: L
    \or: M
    \or: N
    \or: O
    \or: P
    \or: Q
    \or: R
    \or: S
    \or: T
    \or: U
    \or: V
    \or: W
    \or: X
    \or: Y
    \or: Z
    \else: \int_value:w \__int_eval:w #1 \exp_after:wN \__int_eval_end:
```

```
    \fi:
  }
```

(*End definition for* `\int_to_base:nn` *and others. These functions are documented on page 97.*)

`\int_to_bin:n`
`\int_to_hex:n`
`\int_to_Hex:n`
`\int_to_oct:n`

Wrappers around the generic function.

```
\cs_new:Npn \int_to_bin:n #1
  { \int_to_base:nn {#1} { 2 } }
\cs_new:Npn \int_to_hex:n #1
  { \int_to_base:nn {#1} { 16 } }
\cs_new:Npn \int_to_Hex:n #1
  { \int_to_Base:nn {#1} { 16 } }
\cs_new:Npn \int_to_oct:n #1
  { \int_to_base:nn {#1} { 8 } }
```

(*End definition for* `\int_to_bin:n` *and others. These functions are documented on page 97.*)

`\int_to_roman:n`
`\int_to_Roman:n`
`\__int_to_roman:N`
`\__int_to_roman:N`
`\__int_to_roman_i:w`
`\__int_to_roman_v:w`
`\__int_to_roman_x:w`
`\__int_to_roman_l:w`
`\__int_to_roman_c:w`
`\__int_to_roman_d:w`
`\__int_to_roman_m:w`
`\__int_to_roman_Q:w`
`\__int_to_Roman_i:w`
`\__int_to_Roman_v:w`
`\__int_to_Roman_x:w`
`\__int_to_Roman_l:w`
`\__int_to_Roman_c:w`
`\__int_to_Roman_d:w`
`\__int_to_Roman_m:w`
`\__int_to_Roman_Q:w`

The `\__int_to_roman:w` primitive creates tokens of category code 12 (other). Usually, what is actually wanted is letters. The approach here is to convert the output of the primitive into letters using appropriate control sequence names. That keeps everything expandable. The loop is terminated by the conversion of the `Q`.

```
\cs_new:Npn \int_to_roman:n #1
  {
    \exp_after:wN \__int_to_roman:N
      \__int_to_roman:w \int_eval:n {#1} Q
  }
\cs_new:Npn \__int_to_roman:N #1
  {
    \use:c { __int_to_roman_ #1 :w }
    \__int_to_roman:N
  }
\cs_new:Npn \int_to_Roman:n #1
  {
    \exp_after:wN \__int_to_Roman_aux:N
      \__int_to_roman:w \int_eval:n {#1} Q
  }
\cs_new:Npn \__int_to_Roman_aux:N #1
  {
    \use:c { __int_to_Roman_ #1 :w }
    \__int_to_Roman_aux:N
  }
\cs_new:Npn \__int_to_roman_i:w { i }
\cs_new:Npn \__int_to_roman_v:w { v }
\cs_new:Npn \__int_to_roman_x:w { x }
\cs_new:Npn \__int_to_roman_l:w { l }
\cs_new:Npn \__int_to_roman_c:w { c }
\cs_new:Npn \__int_to_roman_d:w { d }
\cs_new:Npn \__int_to_roman_m:w { m }
\cs_new:Npn \__int_to_roman_Q:w #1 { }
\cs_new:Npn \__int_to_Roman_i:w { I }
\cs_new:Npn \__int_to_Roman_v:w { V }
\cs_new:Npn \__int_to_Roman_x:w { X }
\cs_new:Npn \__int_to_Roman_l:w { L }
\cs_new:Npn \__int_to_Roman_c:w { C }
```

```
\cs_new:Npn \__int_to_Roman_d:w { D }
\cs_new:Npn \__int_to_Roman_m:w { M }
\cs_new:Npn \__int_to_Roman_Q:w #1 { }
```

(*End definition for* `\int_to_roman:n` *and others. These functions are documented on page 97.*)

12.9 Converting from other formats to integers

`\__int_pass_signs:wn`
`\__int_pass_signs_end:wn`

Called as `\__int_pass_signs:wn` ⟨*signs and digits*⟩ `\q_stop {`⟨*code*⟩`}`, this function leaves in the input stream any sign it finds, then inserts the ⟨*code*⟩ before the first non-sign token (and removes `\q_stop`). More precisely, it deletes any `+` and passes any `-` to the input stream, hence should be called in an integer expression.

```
\cs_new:Npn \__int_pass_signs:wn #1
  {
    \if:w + \if:w - \exp_not:N #1 + \fi: \exp_not:N #1
      \exp_after:wN \__int_pass_signs:wn
    \else:
      \exp_after:wN \__int_pass_signs_end:wn
      \exp_after:wN #1
    \fi:
  }
\cs_new:Npn \__int_pass_signs_end:wn #1 \q_stop #2 { #2 #1 }
```

(*End definition for* `\__int_pass_signs:wn` *and* `\__int_pass_signs_end:wn`*.*)

`\int_from_alph:n`
`\__int_from_alph:nN`
`\__int_from_alph:N`

First take care of signs then loop through the input using the `recursion` quarks. The `\__int_from_alph:nN` auxiliary collects in its first argument the value obtained so far, and the auxiliary `\__int_from_alph:N` converts one letter to an expression which evaluates to the correct number.

```
\cs_new:Npn \int_from_alph:n #1
  {
    \int_eval:n
      {
        \exp_after:wN \__int_pass_signs:wn \tl_to_str:n {#1}
          \q_stop { \__int_from_alph:nN { 0 } }
        \q_recursion_tail \q_recursion_stop
      }
  }
\cs_new:Npn \__int_from_alph:nN #1#2
  {
    \quark_if_recursion_tail_stop_do:Nn #2 {#1}
    \exp_args:Nf \__int_from_alph:nN
      { \int_eval:n { #1 * 26 + \__int_from_alph:N #2 } }
  }
\cs_new:Npn \__int_from_alph:N #1
  { `#1 - \int_compare:nNnTF { `#1 } < { 91 } { 64 } { 96 } }
```

(*End definition for* `\int_from_alph:n`*,* `\__int_from_alph:nN`*, and* `\__int_from_alph:N`*. This function is documented on page 97.*)

`\int_from_base:nn`
`\__int_from_base:nnN`
`\__int_from_base:N`

Leave the signs into the integer expression, then loop through characters, collecting the value found so far in the first argument of `\__int_from_base:nnN`. To convert a single character, `\__int_from_base:N` checks first for digits, then distinguishes lower from upper case letters, turning them into the appropriate number. Note that this auxiliary does not use `\int_eval:n`, hence is not safe for general use.

```
\cs_new:Npn \int_from_base:nn #1#2
  {
    \int_eval:n
      {
        \exp_after:wN \__int_pass_signs:wn \tl_to_str:n {#1}
          \q_stop { \__int_from_base:nnN { 0 } {#2} }
        \q_recursion_tail \q_recursion_stop
      }
  }
\cs_new:Npn \__int_from_base:nnN #1#2#3
  {
    \quark_if_recursion_tail_stop_do:Nn #3 {#1}
    \exp_args:Nf \__int_from_base:nnN
      { \int_eval:n { #1 * #2 + \__int_from_base:N #3 } }
      {#2}
  }
\cs_new:Npn \__int_from_base:N #1
  {
    \int_compare:nNnTF { `#1 } < { 58 }
      {#1}
      { `#1 - \int_compare:nNnTF { `#1 } < { 91 } { 55 } { 87 } }
  }
```

(*End definition for* `\int_from_base:nn`*,* `\__int_from_base:nnN`*, and* `\__int_from_base:N`*. This function is documented on page 98.*)

`\int_from_bin:n`
`\int_from_hex:n`
`\int_from_oct:n`

Wrappers around the generic function.

```
\cs_new:Npn \int_from_bin:n #1
  { \int_from_base:nn {#1} { 2 } }
\cs_new:Npn \int_from_hex:n #1
  { \int_from_base:nn {#1} { 16 } }
\cs_new:Npn \int_from_oct:n #1
  { \int_from_base:nn {#1} { 8 } }
```

(*End definition for* `\int_from_bin:n`*,* `\int_from_hex:n`*, and* `\int_from_oct:n`*. These functions are documented on page 98.*)

`\c__int_from_roman_i_int`
`\c__int_from_roman_v_int`
`\c__int_from_roman_x_int`
`\c__int_from_roman_l_int`
`\c__int_from_roman_c_int`
`\c__int_from_roman_d_int`
`\c__int_from_roman_m_int`
`\c__int_from_roman_I_int`
`\c__int_from_roman_V_int`
`\c__int_from_roman_X_int`
`\c__int_from_roman_L_int`
`\c__int_from_roman_C_int`
`\c__int_from_roman_D_int`
`\c__int_from_roman_M_int`

Constants used to convert from Roman numerals to integers.

```
\int_const:cn { c__int_from_roman_i_int } { 1 }
\int_const:cn { c__int_from_roman_v_int } { 5 }
\int_const:cn { c__int_from_roman_x_int } { 10 }
\int_const:cn { c__int_from_roman_l_int } { 50 }
\int_const:cn { c__int_from_roman_c_int } { 100 }
\int_const:cn { c__int_from_roman_d_int } { 500 }
\int_const:cn { c__int_from_roman_m_int } { 1000 }
\int_const:cn { c__int_from_roman_I_int } { 1 }
\int_const:cn { c__int_from_roman_V_int } { 5 }
\int_const:cn { c__int_from_roman_X_int } { 10 }
\int_const:cn { c__int_from_roman_L_int } { 50 }
\int_const:cn { c__int_from_roman_C_int } { 100 }
\int_const:cn { c__int_from_roman_D_int } { 500 }
\int_const:cn { c__int_from_roman_M_int } { 1000 }
```

(*End definition for* `\c__int_from_roman_i_int` *and others.*)

`\int_from_roman:n`
`\__int_from_roman:NN`
`\__int_from_roman_error:w`

The method here is to iterate through the input, finding the appropriate value for each letter and building up a sum. This is then evaluated by TeX. If any unknown letter is found, skip to the closing parenthesis and insert `*0-1` afterwards, to replace the value by −1.

```
\cs_new:Npn \int_from_roman:n #1
  {
    \int_eval:n
      {
        (
          0
          \exp_after:wN \__int_from_roman:NN \tl_to_str:n {#1}
          \q_recursion_tail \q_recursion_tail \q_recursion_stop
        )
      }
  }
\cs_new:Npn \__int_from_roman:NN #1#2
  {
    \quark_if_recursion_tail_stop:N #1
    \int_if_exist:cF { c__int_from_roman_ #1 _int }
      { \__int_from_roman_error:w }
    \quark_if_recursion_tail_stop_do:Nn #2
      { + \use:c { c__int_from_roman_ #1 _int } }
    \int_if_exist:cF { c__int_from_roman_ #2 _int }
      { \__int_from_roman_error:w }
    \int_compare:nNnTF
      { \use:c { c__int_from_roman_ #1 _int } }
      <
      { \use:c { c__int_from_roman_ #2 _int } }
      {
        + \use:c { c__int_from_roman_ #2 _int }
        - \use:c { c__int_from_roman_ #1 _int }
        \__int_from_roman:NN
      }
      {
        + \use:c { c__int_from_roman_ #1 _int }
        \__int_from_roman:NN #2
      }
  }
\cs_new:Npn \__int_from_roman_error:w #1 \q_recursion_stop #2
  { #2 * 0 - 1 }
```

(*End definition for* `\int_from_roman:n`*,* `\__int_from_roman:NN`*, and* `\__int_from_roman_error:w`*. This function is documented on page 98.*)

12.10 Viewing integer

`\int_show:N`
`\int_show:c`
`\__int_show:nN`

Diagnostics.

```
\cs_new_eq:NN \int_show:N \__kernel_register_show:N
\cs_generate_variant:Nn \int_show:N { c }
```

(*End definition for* `\int_show:N` *and* `\__int_show:nN`*. This function is documented on page 99.*)

\int_show:n We don't use the TeX primitive \showthe to show integer expressions: this gives a more unified output.

```
\cs_new_protected:Npn \int_show:n
  { \msg_show_eval:Nn \int_eval:n }
```

(*End definition for* \int_show:n. *This function is documented on page 99.*)

\int_log:N \int_log:c Diagnostics.

```
\cs_new_eq:NN \int_log:N \__kernel_register_log:N
\cs_generate_variant:Nn \int_log:N { c }
```

(*End definition for* \int_log:N. *This function is documented on page 99.*)

\int_log:n Similar to \int_show:n.

```
\cs_new_protected:Npn \int_log:n
  { \msg_log_eval:Nn \int_eval:n }
```

(*End definition for* \int_log:n. *This function is documented on page 99.*)

12.11 Random integers

\int_rand:nn Defined in l3fp-random.

(*End definition for* \int_rand:nn. *This function is documented on page 98.*)

12.12 Constant integers

\c_zero_int \c_one_int The zero is defined in l3basics.

```
\int_const:Nn \c_one_int { 1 }
```

(*End definition for* \c_zero_int *and* \c_one_int. *These variables are documented on page 99.*)

\c_max_int The largest number allowed is $2^{31} - 1$

```
\int_const:Nn \c_max_int { 2 147 483 647 }
```

(*End definition for* \c_max_int. *This variable is documented on page 99.*)

\c_max_char_int The largest character code is 1114111 (hexadecimal 10FFFF) in XeTeX and LuaTeX and 255 in other engines. In many places pTeX and upTeX support larger character codes but for instance the values of \lccode are restricted to $[0, 255]$.

```
\int_const:Nn \c_max_char_int
  {
    \if_int_odd:w 0
      \cs_if_exist:NT \tex_luatexversion:D  { 1 }
      \cs_if_exist:NT \tex_XeTeXversion:D   { 1 } ~
      "10FFFF
    \else:
      "FF
    \fi:
  }
```

(*End definition for* \c_max_char_int. *This variable is documented on page 99.*)

12.13 Scratch integers

\l_tmpa_int
\l_tmpb_int
\g_tmpa_int
\g_tmpb_int

We provide two local and two global scratch counters, maybe we need more or less.

```
\int_new:N \l_tmpa_int
\int_new:N \l_tmpb_int
\int_new:N \g_tmpa_int
\int_new:N \g_tmpb_int
```

(*End definition for `\l_tmpa_int` and others. These variables are documented on page* *99*.)

12.14 Integers for earlier modules

<@@=seq>

\l__int_internal_a_int
\l__int_internal_b_int

```
\int_new:N \l__int_internal_a_int
\int_new:N \l__int_internal_b_int
```

(*End definition for `\l__int_internal_a_int` and `\l__int_internal_b_int`.*)

```
⟨/initex | package⟩
```

13 l3flag implementation

```
⟨*initex | package⟩
⟨@@=flag⟩
```

The following test files are used for this code: m3flag001.

13.1 Non-expandable flag commands

The height h of a flag (initially zero) is stored by setting control sequences of the form `\flag` ⟨*name*⟩ ⟨*integer*⟩ to `\relax` for $0 \leq \langle integer \rangle < h$. When a flag is raised, a "trap" function `\flag` ⟨*name*⟩ is called. The existence of this function is also used to test for the existence of a flag.

\flag_new:n

For each flag, we define a "trap" function, which by default simply increases the flag by 1 by letting the appropriate control sequence to `\relax`. This can be done expandably!

```
\cs_new_protected:Npn \flag_new:n #1
  {
    \cs_new:cpn { flag~#1 } ##1 ;
      { \exp_after:wN \use_none:n \cs:w flag~#1~##1 \cs_end: }
  }
```

(*End definition for `\flag_new:n`. This function is documented on page* *102*.)

\flag_clear:n
__flag_clear:wn

Undefine control sequences, starting from the `0` flag, upwards, until reaching an undefined control sequence. We don't use `\cs_undefine:c` because that would act globally. When the option `check-declarations` is used, check for the function defined by `\flag_new:n`.

```
\cs_new_protected:Npn \flag_clear:n #1 { \__flag_clear:wn 0 ; {#1} }
\cs_new_protected:Npn \__flag_clear:wn #1 ; #2
  {
    \if_cs_exist:w flag~#2~#1 \cs_end:
      \cs_set_eq:cN { flag~#2~#1 } \tex_undefined:D
      \exp_after:wN \__flag_clear:wn
```

```
      \int_value:w \int_eval:w 1 + #1
    \else:
      \use_i:nnn
    \fi:
    ; {#2}
  }
```

(*End definition for* `\flag_clear:n` *and* `\__flag_clear:wn`. *This function is documented on page 102.*)

`\flag_clear_new:n` As for other datatypes, clear the ⟨*flag*⟩ or create a new one, as appropriate.

```
\cs_new_protected:Npn \flag_clear_new:n #1
  { \flag_if_exist:nTF {#1} { \flag_clear:n } { \flag_new:n } {#1} }
```

(*End definition for* `\flag_clear_new:n`. *This function is documented on page 102.*)

`\flag_show:n`
`\flag_log:n`
`\__flag_show:Nn`

Show the height (terminal or log file) using appropriate l3msg auxiliaries.

```
\cs_new_protected:Npn \flag_show:n { \__flag_show:Nn \tl_show:n }
\cs_new_protected:Npn \flag_log:n { \__flag_show:Nn \tl_log:n }
\cs_new_protected:Npn \__flag_show:Nn #1#2
  {
    \exp_args:Nc \__kernel_chk_defined:NT { flag~#2 }
      {
        \exp_args:Nx #1
          { \tl_to_str:n { flag~#2~height } = \flag_height:n {#2} }
      }
  }
```

(*End definition for* `\flag_show:n`, `\flag_log:n`, *and* `\__flag_show:Nn`. *These functions are documented on page 102.*)

13.2 Expandable flag commands

`\flag_if_exist_p:n`
`\flag_if_exist:nTF`

A flag exist if the corresponding trap `\flag` ⟨*flag name*⟩`:n` is defined.

```
\prg_new_conditional:Npnn \flag_if_exist:n #1 { p , T , F , TF }
  {
    \cs_if_exist:cTF { flag~#1 }
      { \prg_return_true: } { \prg_return_false: }
  }
```

(*End definition for* `\flag_if_exist:nTF`. *This function is documented on page 103.*)

`\flag_if_raised_p:n`
`\flag_if_raised:nTF`

Test if the flag has a non-zero height, by checking the `0` control sequence.

```
\prg_new_conditional:Npnn \flag_if_raised:n #1 { p , T , F , TF }
  {
    \if_cs_exist:w flag~#1~0 \cs_end:
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
```

(*End definition for* `\flag_if_raised:nTF`. *This function is documented on page 103.*)

\flag_height:n
__flag_height_loop:wn
__flag_height_end:wn

Extract the value of the flag by going through all of the control sequences starting from 0.

```
\cs_new:Npn \flag_height:n #1 { \__flag_height_loop:wn 0; {#1} }
\cs_new:Npn \__flag_height_loop:wn #1 ; #2
  {
    \if_cs_exist:w flag~#2~#1 \cs_end:
      \exp_after:wN \__flag_height_loop:wn \int_value:w \int_eval:w 1 +
    \else:
      \exp_after:wN \__flag_height_end:wn
    \fi:
    #1 ; {#2}
  }
\cs_new:Npn \__flag_height_end:wn #1 ; #2 {#1}
```

(*End definition for* `\flag_height:n`*,* `\__flag_height_loop:wn`*, and* `\__flag_height_end:wn`*. This function is documented on page 103.*)

\flag_raise:n

Simply apply the trap to the height, after expanding the latter.

```
\cs_new:Npn \flag_raise:n #1
  {
    \cs:w flag~#1 \exp_after:wN \cs_end:
    \int_value:w \flag_height:n {#1} ;
  }
```

(*End definition for* `\flag_raise:n`*. This function is documented on page 103.*)

```
⟨/initex | package⟩
```

14 l3prg implementation

The following test files are used for this code: m3prg001.lvt,m3prg002.lvt,m3prg003.lvt.

```
⟨*initex | package⟩
```

14.1 Primitive conditionals

\if_bool:N
\if_predicate:w

Those two primitive TeX conditionals are synonyms.

```
\cs_new_eq:NN \if_bool:N      \tex_ifodd:D
\cs_new_eq:NN \if_predicate:w \tex_ifodd:D
```

(*End definition for* `\if_bool:N` *and* `\if_predicate:w`*. These functions are documented on page 112.*)

14.2 Defining a set of conditional functions

\prg_set_conditional:Npnn
\prg_new_conditional:Npnn
\prg_set_protected_conditional:Npnn
\prg_new_protected_conditional:Npnn
\prg_set_conditional:Nnn
\prg_new_conditional:Nnn
\prg_set_protected_conditional:Nnn
\prg_new_protected_conditional:Nnn
\prg_set_eq_conditional:NNn
\prg_new_eq_conditional:NNn
\prg_return_true:
\prg_return_false:

These are all defined in l3basics, as they are needed "early". This is just a reminder!

(*End definition for* `\prg_set_conditional:Npnn` *and others. These functions are documented on page 104.*)

14.3 The boolean data type

```
⟨@@=bool⟩
```

\bool_new:N
\bool_new:c

Boolean variables have to be initiated when they are created. Other than that there is not much to say here.

```
\cs_new_protected:Npn \bool_new:N #1 { \cs_new_eq:NN #1 \c_false_bool }
\cs_generate_variant:Nn \bool_new:N { c }
```

(*End definition for* `\bool_new:N`. *This function is documented on page 106.*)

\bool_const:Nn
\bool_const:cn

A merger between `\tl_const:Nn` and `\bool_set:Nn`.

```
\cs_new_protected:Npn \bool_const:Nn #1#2
  {
    \__kernel_chk_if_free_cs:N #1
    \tex_global:D \tex_chardef:D #1 = \bool_if_p:n {#2}
  }
\cs_generate_variant:Nn \bool_const:Nn { c }
```

(*End definition for* `\bool_const:Nn`. *This function is documented on page 107.*)

\bool_set_true:N
\bool_set_true:c
\bool_gset_true:N
\bool_gset_true:c
\bool_set_false:N
\bool_set_false:c
\bool_gset_false:N
\bool_gset_false:c

Setting is already pretty easy. When `check-declarations` is active, the definitions are patched to make sure the boolean exists. This is needed because booleans are not based on token lists nor on TeX registers.

```
\cs_new_protected:Npn \bool_set_true:N #1
  { \cs_set_eq:NN #1 \c_true_bool }
\cs_new_protected:Npn \bool_set_false:N #1
  { \cs_set_eq:NN #1 \c_false_bool }
\cs_new_protected:Npn \bool_gset_true:N #1
  { \cs_gset_eq:NN #1 \c_true_bool }
\cs_new_protected:Npn \bool_gset_false:N #1
  { \cs_gset_eq:NN #1 \c_false_bool }
\cs_generate_variant:Nn \bool_set_true:N   { c }
\cs_generate_variant:Nn \bool_set_false:N  { c }
\cs_generate_variant:Nn \bool_gset_true:N  { c }
\cs_generate_variant:Nn \bool_gset_false:N { c }
```

(*End definition for* `\bool_set_true:N` *and others. These functions are documented on page 107.*)

\bool_set_eq:NN
\bool_set_eq:cN
\bool_set_eq:Nc
\bool_set_eq:cc
\bool_gset_eq:NN
\bool_gset_eq:cN
\bool_gset_eq:Nc
\bool_gset_eq:cc

The usual copy code. While it would be cleaner semantically to copy the `\cs_set_eq:NN` family of functions, we copy `\tl_set_eq:NN` because that has the correct checking code.

```
\cs_new_eq:NN \bool_set_eq:NN  \tl_set_eq:NN
\cs_new_eq:NN \bool_gset_eq:NN \tl_gset_eq:NN
\cs_generate_variant:Nn \bool_set_eq:NN { Nc, cN, cc }
\cs_generate_variant:Nn \bool_gset_eq:NN { Nc, cN, cc }
```

(*End definition for* `\bool_set_eq:NN` *and* `\bool_gset_eq:NN`. *These functions are documented on page 107.*)

\bool_set:Nn
\bool_set:cn
\bool_gset:Nn
\bool_gset:cn

This function evaluates a boolean expression and assigns the first argument the meaning `\c_true_bool` or `\c_false_bool`. Again, we include some checking code. It is important to evaluate the expression before applying the `\chardef` primitive, because that primitive sets the left-hand side to `\scan_stop:` before looking for the right-hand side.

```
\cs_new_protected:Npn \bool_set:Nn #1#2
  {
```

```
    \exp_last_unbraced:NNNf
      \tex_chardef:D #1 = { \bool_if_p:n {#2} }
  }
\cs_new_protected:Npn \bool_gset:Nn #1#2
  {
    \exp_last_unbraced:NNNNf
      \tex_global:D \tex_chardef:D #1 = { \bool_if_p:n {#2} }
  }
\cs_generate_variant:Nn \bool_set:Nn  { c }
\cs_generate_variant:Nn \bool_gset:Nn { c }
```

(*End definition for* `\bool_set:Nn` *and* `\bool_gset:Nn`*. These functions are documented on page 107.*)

`\bool_if_p:N`
`\bool_if_p:c`
`\bool_if:NTF`
`\bool_if:cTF`

Straight forward here. We could optimize here if we wanted to as the boolean can just be input directly.

```
\prg_new_conditional:Npnn \bool_if:N #1 { p , T , F , TF }
  {
    \if_bool:N #1
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
\prg_generate_conditional_variant:Nnn \bool_if:N { c } { p , T , F , TF }
```

(*End definition for* `\bool_if:NTF`*. This function is documented on page 107.*)

`\bool_show:n`
`\bool_log:n`
`\__bool_to_str:n`

Show the truth value of the boolean, as `true` or `false`.

```
\cs_new_protected:Npn \bool_show:n
  { \msg_show_eval:Nn \__bool_to_str:n }
\cs_new_protected:Npn \bool_log:n
  { \msg_log_eval:Nn \__bool_to_str:n }
\cs_new:Npn \__bool_to_str:n #1
  { \bool_if:nTF {#1} { true } { false } }
```

(*End definition for* `\bool_show:n`*,* `\bool_log:n`*, and* `\__bool_to_str:n`*. These functions are documented on page 107.*)

`\bool_show:N`
`\bool_show:c`
`\bool_log:N`
`\bool_log:c`
`\__bool_show:NN`

Show the truth value of the boolean, as `true` or `false`.

```
\cs_new_protected:Npn \bool_show:N { \__bool_show:NN \tl_show:n }
\cs_generate_variant:Nn \bool_show:N { c }
\cs_new_protected:Npn \bool_log:N { \__bool_show:NN \tl_log:n }
\cs_generate_variant:Nn \bool_log:N { c }
\cs_new_protected:Npn \__bool_show:NN #1#2
  {
    \__kernel_chk_defined:NT #2
      { \exp_args:Nx #1 { \token_to_str:N #2 = \__bool_to_str:n {#2} } }
  }
```

(*End definition for* `\bool_show:N`*,* `\bool_log:N`*, and* `\__bool_show:NN`*. These functions are documented on page 107.*)

`\l_tmpa_bool`
`\l_tmpb_bool`
`\g_tmpa_bool`
`\g_tmpb_bool`

A few booleans just if you need them.

```
\bool_new:N \l_tmpa_bool
\bool_new:N \l_tmpb_bool
\bool_new:N \g_tmpa_bool
\bool_new:N \g_tmpb_bool
```

(*End definition for* `\l_tmpa_bool` *and others. These variables are documented on page* 108.)

`\bool_if_exist_p:N`
`\bool_if_exist_p:c`
`\bool_if_exist:NTF`
`\bool_if_exist:cTF`

Copies of the `cs` functions defined in l3basics.

```
\prg_new_eq_conditional:NNn \bool_if_exist:N \cs_if_exist:N
  { TF , T , F , p }
\prg_new_eq_conditional:NNn \bool_if_exist:c \cs_if_exist:c
  { TF , T , F , p }
```

(*End definition for* `\bool_if_exist:NTF`*. This function is documented on page* 108.)

14.4 Boolean expressions

`\bool_if_p:n`
`\bool_if:nTF`

Evaluating the truth value of a list of predicates is done using an input syntax somewhat similar to the one found in other programming languages with `(` and `)` for grouping, `!` for logical "Not", `&&` for logical "And" and `||` for logical "Or". However, they perform eager evaluation. We shall use the terms Not, And, Or, Open and Close for these operations.

Any expression is terminated by a Close operation. Evaluation happens from left to right in the following manner using a GetNext function:

- If an Open is seen, start evaluating a new expression using the Eval function and call GetNext again.
- If a Not is seen, remove the `!` and call a GetNext function with the logic reversed.
- If none of the above, reinsert the token found (this is supposed to be a predicate function) in front of an Eval function, which evaluates it to the boolean value ⟨*true*⟩ or ⟨*false*⟩.

The Eval function then contains a post-processing operation which grabs the instruction following the predicate. This is either And, Or or Close. In each case the truth value is used to determine where to go next. The following situations can arise:

⟨*true*⟩And Current truth value is true, logical And seen, continue with GetNext to examine truth value of next boolean (sub-)expression.

⟨*false*⟩And Current truth value is false, logical And seen, stop using the values of predicates within this sub-expression until the next Close. Then return ⟨*false*⟩.

⟨*true*⟩Or Current truth value is true, logical Or seen, stop using the values of predicates within this sub-expression until the nearest Close. Then return ⟨*true*⟩.

⟨*false*⟩Or Current truth value is false, logical Or seen, continue with GetNext to examine truth value of next boolean (sub-)expression.

⟨*true*⟩Close Current truth value is true, Close seen, return ⟨*true*⟩.

⟨*false*⟩Close Current truth value is false, Close seen, return ⟨*false*⟩.

```
\prg_new_conditional:Npnn \bool_if:n #1 { T , F , TF }
  {
    \if_predicate:w \bool_if_p:n {#1}
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
```

(*End definition for* `\bool_if:nTF`. *This function is documented on page* 109.)

`\bool_if_p:n` `\__bool_if_p:n` `\__bool_if_p_aux:w` To speed up the case of a single predicate, `f`-expand and check whether the result is one token (possibly surrounded by spaces), which must be `\c_true_bool` or `\c_false_bool`. We use a version of `\tl_if_single:nTF` optimized for speed since we know that an empty `#1` is an error. The auxiliary `\__bool_if_p_aux:w` removes the trailing parenthesis and gets rid of any space. For the general case, first issue a `\group_align_safe_begin:` as we are using `&&` as syntax shorthand for the And operation and we need to hide it for TeX. This group is closed after `\__bool_get_next:NN` returns `\c_true_bool` or `\c_false_bool`. That function requires the trailing parenthesis to know where the expression ends.

```
\cs_new:Npn \bool_if_p:n { \exp_args:Nf \__bool_if_p:n }
\cs_new:Npn \__bool_if_p:n #1
  {
    \tl_if_empty:oT { \use_none:nn #1 . } { \__bool_if_p_aux:w }
    \group_align_safe_begin:
    \exp_after:wN
    \group_align_safe_end:
    \exp:w \exp_end_continue_f:w % (
    \__bool_get_next:NN \use_i:nnnn #1 )
  }
\cs_new:Npn \__bool_if_p_aux:w #1 \use_i:nnnn #2#3 {#2}
```

(*End definition for* `\bool_if_p:n`, `\__bool_if_p:n`, *and* `\__bool_if_p_aux:w`. *This function is documented on page* 109.)

`\__bool_get_next:NN` The GetNext operation. Its first argument is `\use_i:nnnn`, `\use_ii:nnnn`, `\use_iii:nnnn`, or `\use_iv:nnnn` (we call these "states"). In the first state, this function eventually expand to the truth value `\c_true_bool` or `\c_false_bool` of the expression which follows until the next unmatched closing parenthesis. For instance "`\__bool_get_next:NN \use_i:nnnn \c_true_bool && \c_true_bool )`" (including the closing parenthesis) expands to `\c_true_bool`. In the second state (after a `!`) the logic is reversed. We call these two states "normal" and the next two "skipping". In the third state (after `\c_true_bool||`) it always returns `\c_true_bool`. In the fourth state (after `\c_false_bool&&`) it always returns `\c_false_bool` and also stops when encountering `||`, not only parentheses. This code itself is a switch: if what follows is neither `!` nor `(`, we assume it is a predicate.

```
\cs_new:Npn \__bool_get_next:NN #1#2
  {
    \use:c
      {
        __bool_
        \if_meaning:w !#2 ! \else: \if_meaning:w (#2 ( \else: p \fi: \fi:
        :Nw
      }
      #1 #2
  }
```

(*End definition for* `\__bool_get_next:NN`.)

`\__bool_!:Nw` The Not operation reverses the logic: it discards the `!` token and calls the GetNext operation with the appropriate first argument. Namely the first and second states are interchanged, but after `\c_true_bool||` or `\c_false_bool&&` the `!` is ignored.

```
\cs_new:cpn { __bool_!:Nw } #1#2
  {
    \exp_after:wN \__bool_get_next:NN
    #1 \use_ii:nnnn \use_i:nnnn \use_iii:nnnn \use_iv:nnnn
  }
```

(*End definition for* `\__bool_!:Nw`.)

`\__bool_(:Nw`

The Open operation starts a sub-expression after discarding the open parenthesis. This is done by calling GetNext (which eventually discards the corresponding closing parenthesis), with a post-processing step which looks for And, Or or Close after the group.

```
\cs_new:cpn { __bool_(:Nw } #1#2
  {
    \exp_after:wN \__bool_choose:NNN \exp_after:wN #1
    \int_value:w \__bool_get_next:NN \use_i:nnnn
  }
```

(*End definition for* `\__bool_(:Nw`.)

`\__bool_p:Nw`

If what follows GetNext is neither `!` nor `(`, evaluate the predicate using the primitive `\int_value:w`. The canonical `true` and `false` values have numerical values 1 and 0 respectively. Look for And, Or or Close afterwards.

```
\cs_new:cpn { __bool_p:Nw } #1
  { \exp_after:wN \__bool_choose:NNN \exp_after:wN #1 \int_value:w }
```

(*End definition for* `\__bool_p:Nw`.)

`\__bool_choose:NNN`
`\__bool_)_0:`
`\__bool_)_1:`
`\__bool_)_2:`
`\__bool_&_0:`
`\__bool_&_1:`
`\__bool_&_2:`
`\__bool_|_0:`
`\__bool_|_1:`
`\__bool_|_2:`

The arguments are `#1`: a function such as `\use_i:nnnn`, `#2`: 0 or 1 encoding the current truth value, `#3`: the next operation, And, Or or Close. We distinguish three cases according to a combination of `#1` and `#2`. Case 2 is when `#1` is `\use_iii:nnnn` (state 3), namely after `\c_true_bool ||`. Case 1 is when `#1` is `\use_i:nnnn` and `#2` is `true` or when `#1` is `\use_ii:nnnn` and `#2` is `false`, for instance for `!\c_false_bool`. Case 0 includes the same with `true`/`false` interchanged and the case where `#1` is `\use_iv:nnnn` namely after `\c_false_bool &&`.

When seeing `)` the current subexpression is done, leave the appropriate boolean. When seeing `&` in case 0 go into state 4, equivalent to having seen `\c_false_bool &&`. In case 1, namely when the argument is `true` and we are in a normal state continue in the normal state 1. In case 2, namely when skipping alternatives in an Or, continue in the same state. When seeing `|` in case 0, continue in a normal state; in particular stop skipping for `\c_false_bool &&` because that binds more tightly than `||`. In the other two cases start skipping for `\c_true_bool ||`.

```
\cs_new:Npn \__bool_choose:NNN #1#2#3
  {
    \use:c
      {
        __bool_ \token_to_str:N #3 _
        #1 #2 { \if_meaning:w 0 #2 1 \else: 0 \fi: } 2 0 :
      }
  }
\cs_new:cpn { __bool_)_0: } { \c_false_bool }
\cs_new:cpn { __bool_)_1: } { \c_true_bool }
\cs_new:cpn { __bool_)_2: } { \c_true_bool }
\cs_new:cpn { __bool_&_0: } & { \__bool_get_next:NN \use_iv:nnnn }
```

```
\cs_new:cpn { __bool_&_1: } & { \__bool_get_next:NN \use_i:nnnn }
\cs_new:cpn { __bool_&_2: } & { \__bool_get_next:NN \use_iii:nnnn }
\cs_new:cpn { __bool_|_0: } | { \__bool_get_next:NN \use_i:nnnn }
\cs_new:cpn { __bool_|_1: } | { \__bool_get_next:NN \use_iii:nnnn }
\cs_new:cpn { __bool_|_2: } | { \__bool_get_next:NN \use_iii:nnnn }
```

(*End definition for* `\__bool_choose:NNN` *and others.*)

`\bool_lazy_all_p:n`
`\bool_lazy_all:nTF`
`\__bool_lazy_all:n`

Go through the list of expressions, stopping whenever an expression is `false`. If the end is reached without finding any `false` expression, then the result is `true`.

```
\cs_new:Npn \bool_lazy_all_p:n #1
  { \__bool_lazy_all:n #1 \q_recursion_tail \q_recursion_stop }
\prg_new_conditional:Npnn \bool_lazy_all:n #1 { T , F , TF }
  {
    \if_predicate:w \bool_lazy_all_p:n {#1}
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
\cs_new:Npn \__bool_lazy_all:n #1
  {
    \quark_if_recursion_tail_stop_do:nn {#1} { \c_true_bool }
    \bool_if:nF {#1}
      { \use_i_delimit_by_q_recursion_stop:nw { \c_false_bool } }
    \__bool_lazy_all:n
  }
```

(*End definition for* `\bool_lazy_all:nTF` *and* `\__bool_lazy_all:n`*. This function is documented on page* *109.*)

`\bool_lazy_and_p:nn`
`\bool_lazy_and:nnTF`

Only evaluate the second expression if the first is `true`. Note that `#2` must be removed as an argument, not just by skipping to the `\else:` branch of the conditional since `#2` may contain unbalanced TeX conditionals.

```
\prg_new_conditional:Npnn \bool_lazy_and:nn #1#2 { p , T , F , TF }
  {
    \if_predicate:w
        \bool_if:nTF {#1} { \bool_if_p:n {#2} } { \c_false_bool }
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
```

(*End definition for* `\bool_lazy_and:nnTF`*. This function is documented on page* *109.*)

`\bool_lazy_any_p:n`
`\bool_lazy_any:nTF`
`\__bool_lazy_any:n`

Go through the list of expressions, stopping whenever an expression is `true`. If the end is reached without finding any `true` expression, then the result is `false`.

```
\cs_new:Npn \bool_lazy_any_p:n #1
  { \__bool_lazy_any:n #1 \q_recursion_tail \q_recursion_stop }
\prg_new_conditional:Npnn \bool_lazy_any:n #1 { T , F , TF }
  {
    \if_predicate:w \bool_lazy_any_p:n {#1}
      \prg_return_true:
```

```
    \else:
      \prg_return_false:
    \fi:
  }
\cs_new:Npn \__bool_lazy_any:n #1
  {
    \quark_if_recursion_tail_stop_do:nn {#1} { \c_false_bool }
    \bool_if:nT {#1}
      { \use_i_delimit_by_q_recursion_stop:nw { \c_true_bool } }
    \__bool_lazy_any:n
  }
```

(*End definition for* `\bool_lazy_any:nTF` *and* `\__bool_lazy_any:n`*. This function is documented on page 110.*)

`\bool_lazy_or_p:nn`
`\bool_lazy_or:nnTF`

Only evaluate the second expression if the first is `false`.

```
\prg_new_conditional:Npnn \bool_lazy_or:nn #1#2 { p , T , F , TF }
  {
    \if_predicate:w
        \bool_if:nTF {#1} { \c_true_bool } { \bool_if_p:n {#2} }
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
```

(*End definition for* `\bool_lazy_or:nnTF`*. This function is documented on page 110.*)

`\bool_not_p:n`

The Not variant just reverses the outcome of `\bool_if_p:n`. Can be optimized but this is nice and simple and according to the implementation plan. Not even particularly useful to have it when the infix notation is easier to use.

```
\cs_new:Npn \bool_not_p:n #1 { \bool_if_p:n { ! ( #1 ) } }
```

(*End definition for* `\bool_not_p:n`*. This function is documented on page 110.*)

`\bool_xor_p:nn`
`\bool_xor:nnTF`

Exclusive or. If the boolean expressions have same truth value, return `false`, otherwise return `true`.

```
\prg_new_conditional:Npnn \bool_xor:nn #1#2 { p , T , F , TF }
  {
    \bool_if:nT {#1} \reverse_if:N
    \if_predicate:w \bool_if_p:n {#2}
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
```

(*End definition for* `\bool_xor:nnTF`*. This function is documented on page 110.*)

14.5 Logical loops

\bool_while_do:Nn
\bool_while_do:cn
\bool_until_do:Nn
\bool_until_do:cn

A while loop where the boolean is tested before executing the statement. The "while" version executes the code as long as the boolean is true; the "until" version executes the code as long as the boolean is false.

```
\cs_new:Npn \bool_while_do:Nn #1#2
  { \bool_if:NT #1 { #2 \bool_while_do:Nn #1 {#2} } }
\cs_new:Npn \bool_until_do:Nn #1#2
  { \bool_if:NF #1 { #2 \bool_until_do:Nn #1 {#2} } }
\cs_generate_variant:Nn \bool_while_do:Nn { c }
\cs_generate_variant:Nn \bool_until_do:Nn { c }
```

(*End definition for* `\bool_while_do:Nn` *and* `\bool_until_do:Nn`. *These functions are documented on page 110.*)

\bool_do_while:Nn
\bool_do_while:cn
\bool_do_until:Nn
\bool_do_until:cn

A do-while loop where the body is performed at least once and the boolean is tested after executing the body. Otherwise identical to the above functions.

```
\cs_new:Npn \bool_do_while:Nn #1#2
  { #2 \bool_if:NT #1 { \bool_do_while:Nn #1 {#2} } }
\cs_new:Npn \bool_do_until:Nn #1#2
  { #2 \bool_if:NF #1 { \bool_do_until:Nn #1 {#2} } }
\cs_generate_variant:Nn \bool_do_while:Nn { c }
\cs_generate_variant:Nn \bool_do_until:Nn { c }
```

(*End definition for* `\bool_do_while:Nn` *and* `\bool_do_until:Nn`. *These functions are documented on page 110.*)

\bool_while_do:nn
\bool_do_while:nn
\bool_until_do:nn
\bool_do_until:nn

Loop functions with the test either before or after the first body expansion.

```
\cs_new:Npn \bool_while_do:nn #1#2
  {
    \bool_if:nT {#1}
      {
        #2
        \bool_while_do:nn {#1} {#2}
      }
  }
\cs_new:Npn \bool_do_while:nn #1#2
  {
    #2
    \bool_if:nT {#1} { \bool_do_while:nn {#1} {#2} }
  }
\cs_new:Npn \bool_until_do:nn #1#2
  {
    \bool_if:nF {#1}
      {
        #2
        \bool_until_do:nn {#1} {#2}
      }
  }
\cs_new:Npn \bool_do_until:nn #1#2
  {
    #2
    \bool_if:nF {#1} { \bool_do_until:nn {#1} {#2}  }
  }
```

(*End definition for* `\bool_while_do:nn` *and others. These functions are documented on page 111.*)

14.6 Producing multiple copies

```
⟨@@=prg⟩
```

\prg_replicate:nn
__prg_replicate:N
__prg_replicate_first:N
__prg_replicate_
__prg_replicate_0:n
__prg_replicate_1:n
__prg_replicate_2:n
__prg_replicate_3:n
__prg_replicate_4:n
__prg_replicate_5:n
__prg_replicate_6:n
__prg_replicate_7:n
__prg_replicate_8:n
__prg_replicate_9:n
__prg_replicate_first_-:n
__prg_replicate_first_0:n
__prg_replicate_first_1:n
__prg_replicate_first_2:n
__prg_replicate_first_3:n
__prg_replicate_first_4:n
__prg_replicate_first_5:n
__prg_replicate_first_6:n
__prg_replicate_first_7:n
__prg_replicate_first_8:n
__prg_replicate_first_9:n

This function uses a cascading csname technique by David Kastrup (who else :-)

The idea is to make the input `25` result in first adding five, and then 20 copies of the code to be replicated. The technique uses cascading csnames which means that we start building several csnames so we end up with a list of functions to be called in reverse order. This is important here (and other places) because it means that we can for instance make the function that inserts five copies of something to also hand down ten to the next function in line. This is exactly what happens here: in the example with `25` then the next function is the one that inserts two copies but it sees the ten copies handed down by the previous function. In order to avoid the last function to insert say, 100 copies of the original argument just to gobble them again we define separate functions to be inserted first. These functions also close the expansion of `\exp:w`, which ensures that `\prg_replicate:nn` only requires two steps of expansion.

This function has one flaw though: Since it constantly passes down ten copies of its previous argument it severely affects the main memory once you start demanding hundreds of thousands of copies. Now I don't think this is a real limitation for any ordinary use, and if necessary, it is possible to write `\prg_replicate:nn {1000} { \prg_replicate:nn {1000} {`⟨*code*⟩`} }`. An alternative approach is to create a string of `m`'s with `\exp:w` which can be done with just four macros but that method has its own problems since it can exhaust the string pool. Also, it is considerably slower than what we use here so the few extra csnames are well spent I would say.

```
\cs_new:Npn \prg_replicate:nn #1
  {
    \exp:w
      \exp_after:wN \__prg_replicate_first:N
      \int_value:w \int_eval:n {#1}
      \cs_end:
  }
\cs_new:Npn \__prg_replicate:N #1
  { \cs:w __prg_replicate_#1 :n \__prg_replicate:N }
\cs_new:Npn \__prg_replicate_first:N #1
  { \cs:w __prg_replicate_first_ #1 :n \__prg_replicate:N }
```

Then comes all the functions that do the hard work of inserting all the copies. The first function takes `:n` as a parameter.

```
\cs_new:Npn \__prg_replicate_ :n #1 { \cs_end: }
\cs_new:cpn { __prg_replicate_0:n } #1
  { \cs_end: {#1#1#1#1#1#1#1#1#1#1} }
\cs_new:cpn { __prg_replicate_1:n } #1
  { \cs_end: {#1#1#1#1#1#1#1#1#1#1} #1 }
\cs_new:cpn { __prg_replicate_2:n } #1
  { \cs_end: {#1#1#1#1#1#1#1#1#1#1} #1#1 }
\cs_new:cpn { __prg_replicate_3:n } #1
  { \cs_end: {#1#1#1#1#1#1#1#1#1#1} #1#1#1 }
\cs_new:cpn { __prg_replicate_4:n } #1
  { \cs_end: {#1#1#1#1#1#1#1#1#1#1} #1#1#1#1 }
\cs_new:cpn { __prg_replicate_5:n } #1
  { \cs_end: {#1#1#1#1#1#1#1#1#1#1} #1#1#1#1#1 }
\cs_new:cpn { __prg_replicate_6:n } #1
  { \cs_end: {#1#1#1#1#1#1#1#1#1#1} #1#1#1#1#1#1 }
```

```
\cs_new:cpn { __prg_replicate_7:n } #1
  { \cs_end: {#1#1#1#1#1#1#1#1#1#1} #1#1#1#1#1#1#1 }
\cs_new:cpn { __prg_replicate_8:n } #1
  { \cs_end: {#1#1#1#1#1#1#1#1#1#1} #1#1#1#1#1#1#1#1 }
\cs_new:cpn { __prg_replicate_9:n } #1
  { \cs_end: {#1#1#1#1#1#1#1#1#1#1} #1#1#1#1#1#1#1#1#1 }
```

Users shouldn't ask for something to be replicated once or even not at all but...

```
\cs_new:cpn { __prg_replicate_first_-:n } #1
  {
    \exp_end:
    \__kernel_msg_expandable_error:nn { kernel } { negative-replication }
  }
\cs_new:cpn { __prg_replicate_first_0:n } #1 { \exp_end: }
\cs_new:cpn { __prg_replicate_first_1:n } #1 { \exp_end: #1 }
\cs_new:cpn { __prg_replicate_first_2:n } #1 { \exp_end: #1#1 }
\cs_new:cpn { __prg_replicate_first_3:n } #1 { \exp_end: #1#1#1 }
\cs_new:cpn { __prg_replicate_first_4:n } #1 { \exp_end: #1#1#1#1 }
\cs_new:cpn { __prg_replicate_first_5:n } #1 { \exp_end: #1#1#1#1#1 }
\cs_new:cpn { __prg_replicate_first_6:n } #1 { \exp_end: #1#1#1#1#1#1 }
\cs_new:cpn { __prg_replicate_first_7:n } #1 { \exp_end: #1#1#1#1#1#1#1 }
\cs_new:cpn { __prg_replicate_first_8:n } #1 { \exp_end: #1#1#1#1#1#1#1#1 }
\cs_new:cpn { __prg_replicate_first_9:n } #1
  { \exp_end: #1#1#1#1#1#1#1#1#1 }
```

(*End definition for* `\prg_replicate:nn` *and others. This function is documented on page 111.*)

14.7 Detecting TeX's mode

`\mode_if_vertical_p:`
`\mode_if_vertical:TF`

For testing vertical mode. Strikes me here on the bus with David, that as long as we are just talking about returning true and false states, we can just use the primitive conditionals for this and gobbling the `\exp_end:` in the input stream. However this requires knowledge of the implementation so we keep things nice and clean and use the return statements.

```
\prg_new_conditional:Npnn \mode_if_vertical: { p , T , F , TF }
  { \if_mode_vertical: \prg_return_true: \else: \prg_return_false: \fi: }
```

(*End definition for* `\mode_if_vertical:TF`*. This function is documented on page 112.*)

`\mode_if_horizontal_p:`
`\mode_if_horizontal:TF`

For testing horizontal mode.

```
\prg_new_conditional:Npnn \mode_if_horizontal: { p , T , F , TF }
  { \if_mode_horizontal: \prg_return_true: \else: \prg_return_false: \fi: }
```

(*End definition for* `\mode_if_horizontal:TF`*. This function is documented on page 111.*)

`\mode_if_inner_p:`
`\mode_if_inner:TF`

For testing inner mode.

```
\prg_new_conditional:Npnn \mode_if_inner: { p , T , F , TF }
  { \if_mode_inner: \prg_return_true: \else: \prg_return_false: \fi: }
```

(*End definition for* `\mode_if_inner:TF`*. This function is documented on page 111.*)

`\mode_if_math_p:`
`\mode_if_math:TF`

For testing math mode. At the beginning of an alignment cell, this should be used only inside a non-expandable function.

```
\prg_new_conditional:Npnn \mode_if_math: { p , T , F , TF }
  { \if_mode_math: \prg_return_true: \else: \prg_return_false: \fi: }
```

(*End definition for* `\mode_if_math:TF`*. This function is documented on page 111.*)

14.8 Internal programming functions

\group_align_safe_begin:
\group_align_safe_end:

TeX's alignment structures present many problems. As Knuth says himself in *TeX: The Program*: "It's sort of a miracle whenever `\halign` or `\valign` work, [...]" One problem relates to commands that internally issues a `\cr` but also peek ahead for the next character for use in, say, an optional argument. If the next token happens to be a `&` with category code 4 we get some sort of weird error message because the underlying `\futurelet` stores the token at the end of the alignment template. This could be a $\&_4$ giving a message like `! Misplaced \cr.` or even worse: it could be the `\endtemplate` token causing even more trouble! To solve this we have to open a special group so that TeX still thinks it's on safe ground but at the same time we don't want to introduce any brace group that may find its way to the output. The following functions help with this by using code documented only in Appendix D of *The TeXbook*... We place the `\if_false: { \fi:` part at that place so that the successive expansions of `\group_align_safe_begin/end:` are always brace balanced.

```
\cs_new:Npn \group_align_safe_begin:
  { \if_int_compare:w \if_false: { \fi: `} = \c_zero_int \fi: }
\cs_new:Npn \group_align_safe_end:
  { \if_int_compare:w `{ = \c_zero_int } \fi: }
```

(*End definition for* `\group_align_safe_begin:` *and* `\group_align_safe_end:`. *These functions are documented on page 113.*)

```
⟨@@=prg⟩
```

\g__kernel_prg_map_int

A nesting counter for mapping.

```
\int_new:N \g__kernel_prg_map_int
```

(*End definition for* `\g__kernel_prg_map_int`.)

\prg_break_point:Nn
\prg_map_break:Nn

These are defined in l3basics, as they are needed "early". This is just a reminder that is the case!

(*End definition for* `\prg_break_point:Nn` *and* `\prg_map_break:Nn`. *These functions are documented on page 112.*)

\prg_break_point:
\prg_break:
\prg_break:n

Also done in l3basics as in format mode these are needed within l3alloc.

(*End definition for* `\prg_break_point:` , `\prg_break:` , *and* `\prg_break:n`. *These functions are documented on page 113.*)

```
⟨/initex | package⟩
```

15 l3sys implementation

```
⟨*initex | package⟩
⟨@@=sys⟩
```

15.1 The name of the job

\c_sys_jobname_str

Inherited from the LaTeX3 name for the primitive: this needs to actually contain the text of the job name rather than the name of the primitive, of course.

```
⟨*initex⟩
\tex_everyjob:D \exp_after:wN
  {
```

```
    \tex_the:D \tex_everyjob:D
    \str_const:Nx \c_sys_jobname_str { \tex_jobname:D }
  }
⟨/initex⟩
⟨*package⟩
\str_const:Nx \c_sys_jobname_str { \tex_jobname:D }
⟨/package⟩
```

(*End definition for* `\c_sys_jobname_str`. *This variable is documented on page* *114*.)

15.2 Detecting the engine

`\__sys_const:nn`

Set the T, F, TF, p forms of #1 to be constants equal to the result of evaluating the boolean expression #2.

```
\cs_new_protected:Npn \__sys_const:nn #1#2
  {
    \bool_if:nTF {#2}
      {
        \cs_new_eq:cN { #1 :T }  \use:n
        \cs_new_eq:cN { #1 :F }  \use_none:n
        \cs_new_eq:cN { #1 :TF } \use_i:nn
        \cs_new_eq:cN { #1 _p: } \c_true_bool
      }
      {
        \cs_new_eq:cN { #1 :T }  \use_none:n
        \cs_new_eq:cN { #1 :F }  \use:n
        \cs_new_eq:cN { #1 :TF } \use_ii:nn
        \cs_new_eq:cN { #1 _p: } \c_false_bool
      }
  }
```

(*End definition for* `\__sys_const:nn`.)

`\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`
`\c_sys_engine_str`

Set up the engine tests on the basis exactly one test should be true. Mainly a case of looking for the appropriate marker primitive. For upTEX, there is a complexity in that setting `-kanji-internal=sjis` or `-kanji-internal=euc` effective makes it more like pTEX. In those cases we therefore report pTEX rather than upTEX.

```
\str_const:Nx \c_sys_engine_str
  {
    \cs_if_exist:NT \tex_luatexversion:D { luatex }
    \cs_if_exist:NT \tex_pdftexversion:D { pdftex }
    \cs_if_exist:NT \tex_kanjiskip:D
      {
        \bool_lazy_and:nnTF
          { \cs_if_exist_p:N \tex_disablecjktoken:D }
          { \int_compare_p:nNn { \tex_jis:D "2121 } = { "3000 } }
          { uptex }
          { ptex }
      }
    \cs_if_exist:NT \tex_XeTeXversion:D { xetex }
  }
\tl_map_inline:nn { { luatex } { pdftex } { ptex } { uptex } { xetex } }
  {
    \__sys_const:nn { sys_if_engine_ #1 }
```

```
      { \str_if_eq_p:Vn \c_sys_engine_str {#1} }
  }
```

(*End definition for* `\sys_if_engine_luatex:TF` *and others. These functions are documented on page 114.*)

15.3 Time and date

`\c_sys_minute_int`
`\c_sys_hour_int`
`\c_sys_day_int`
`\c_sys_month_int`
`\c_sys_year_int`

Copies of the information provided by TEX. There is a lot of defensive code in package mode: someone may have moved the primitives, and they can only be recovered if we have `\primitive` and it is working correctly.

```
⟨*initex⟩
\int_const:Nn \c_sys_minute_int
  { \int_mod:nn { \tex_time:D } { 60 } }
\int_const:Nn \c_sys_hour_int
  { \int_div_truncate:nn { \tex_time:D } { 60 } }
\int_const:Nn \c_sys_day_int   { \tex_day:D }
\int_const:Nn \c_sys_month_int { \tex_month:D }
\int_const:Nn \c_sys_year_int  { \tex_year:D }
⟨/initex⟩
⟨*package⟩
\group_begin:
  \cs_set:Npn \__sys_tmp:w #1
    {
      \str_if_eq:eeTF { \cs_meaning:N #1 } { \token_to_str:N #1 }
        { #1 }
        {
          \cs_if_exist:NTF \tex_primitive:D
            {
              \bool_lazy_and:nnTF
                { \sys_if_engine_xetex_p: }
                {
                  \int_compare_p:nNn
                    { \exp_after:wN \use_none:n \tex_XeTeXrevision:D }
                      < { 99999 }
                }
                { 0 }
                { \tex_primitive:D #1 }
            }
            { 0 }
        }
    }
  \int_const:Nn \c_sys_minute_int
    { \int_mod:nn { \__sys_tmp:w \time } { 60 } }
  \int_const:Nn \c_sys_hour_int
    { \int_div_truncate:nn { \__sys_tmp:w \time } { 60 } }
  \int_const:Nn \c_sys_day_int   { \__sys_tmp:w \day }
  \int_const:Nn \c_sys_month_int { \__sys_tmp:w \month }
  \int_const:Nn \c_sys_year_int  { \__sys_tmp:w \year }
\group_end:
⟨/package⟩
```

(*End definition for* `\c_sys_minute_int` *and others. These variables are documented on page 114.*)

15.4 Detecting the output

\sys_if_output_dvi_p:
\sys_if_output_dvi:TF
\sys_if_output_pdf_p:
\sys_if_output_pdf:TF
\c_sys_output_str

This is a simple enough concept: the two views here are complementary.

```
\str_const:Nx \c_sys_output_str
  {
    \int_compare:nNnTF
      { \cs_if_exist_use:NF \tex_pdfoutput:D { 0 } } > { 0 }
      { pdf }
      { dvi }
  }
\__sys_const:nn { sys_if_output_dvi }
  { \str_if_eq_p:Vn \c_sys_output_str { dvi } }
\__sys_const:nn { sys_if_output_pdf }
  { \str_if_eq_p:Vn \c_sys_output_str { pdf } }
```

(*End definition for* `\sys_if_output_dvi:TF`*,* `\sys_if_output_pdf:TF`*, and* `\c_sys_output_str`*. These functions are documented on page 115.*)

15.5 Randomness

This candidate function is placed there because `\sys_if_rand_exist:TF` is used in l3fp-rand.

\sys_if_rand_exist_p:
\sys_if_rand_exist:TF

Currently, randomness exists under pdfTeX, LuaTeX, pTeX and upTeX.

```
\__sys_const:nn { sys_if_rand_exist }
  { \cs_if_exist_p:N \tex_uniformdeviate:D }
```

(*End definition for* `\sys_if_rand_exist:TF`*. This function is documented on page 263.*)

15.6 Platform

\sys_if_platform_unix_p:
\sys_if_platform_unix:TF
\sys_if_platform_windows_p:
\sys_if_platform_windows:TF
\c_sys_platform_str

Setting these up requires the file module (file lookup), so is actually implemented there.

(*End definition for* `\sys_if_platform_unix:TF`*,* `\sys_if_platform_windows:TF`*, and* `\c_sys_platform_str`*. These functions are documented on page 115.*)

15.7 Random numbers

\sys_rand_seed:

Unpack the primitive. When random numbers are not available, we return zero after an error (and incidentally make sure the number of expansions needed is the same as with random numbers available).

```
\sys_if_rand_exist:TF
  { \cs_new:Npn \sys_rand_seed: { \tex_the:D \tex_randomseed:D } }
  {
    \cs_new:Npn \sys_rand_seed:
      {
        \int_value:w
        \__kernel_msg_expandable_error:nnn { kernel } { fp-no-random }
          { \sys_rand_seed: }
        \c_zero_int
      }
  }
```

(*End definition for* `\sys_rand_seed:`*. This function is documented on page 115.*)

\sys_gset_rand_seed:n The primitive always assigns the seed globally.

```
\sys_if_rand_exist:TF
  {
    \cs_new_protected:Npn \sys_gset_rand_seed:n #1
      { \tex_setrandomseed:D \int_eval:n {#1} \exp_stop_f: }
  }
  {
    \cs_new_protected:Npn \sys_gset_rand_seed:n #1
      {
        \__kernel_msg_error:nnn { kernel } { fp-no-random }
          { \sys_gset_rand_seed:n {#1} }
      }
  }
```

(*End definition for* `\sys_gset_rand_seed:n`. *This function is documented on page 115.*)

15.8 Access to the shell

\c_sys_shell_escape_int Expose the engine's shell escape status to the user.

```
\int_const:Nn \c_sys_shell_escape_int
  {
    \sys_if_engine_luatex:TF
      {
        \tex_directlua:D
          { tex.sprint(status.shell_escape~or~os.execute()) }
      }
      {
        \tex_shellescape:D
      }
  }
```

(*End definition for* `\c_sys_shell_escape_int`. *This variable is documented on page 116.*)

\l__sys_internal_tl

```
\tl_new:N \l__sys_internal_tl
```

(*End definition for* `\l__sys_internal_tl`.)

\c__sys_marker_tl The same idea as the marker for rescanning token lists.

```
\tl_const:Nx \c__sys_marker_tl { : \token_to_str:N : }
```

(*End definition for* `\c__sys_marker_tl`.)

\sys_get_shell:nnN*TF*
\sys_get_shell:nnN
__sys_get:nnN
__sys_get_do:Nw

Setting using a shell is at this level just a slightly specialised file operation, with an additional check for quotes, as these are not supported.

```
\cs_new_protected:Npn \sys_get_shell:nnN #1#2#3
  {
    \sys_get_shell:nnNF {#1} {#2} #3
      { \tl_set:Nn #3 { \q_no_value } }
  }
\prg_new_protected_conditional:Npnn \sys_get_shell:nnN #1#2#3 { T , F , TF }
  {
    \sys_if_shell:TF
      { \exp_args:No \__sys_get:nnN { \tl_to_str:n {#1} } {#2} #3 }
```

```
      { \prg_return_false: }
  }
\cs_new_protected:Npn \__sys_get:nnN #1#2#3
  {
    \tl_if_in:nnTF {#1} { " }
      {
        \__kernel_msg_error:nnx
          { kernel } { quote-in-shell } {#1}
        \prg_return_false:
      }
      {
        \group_begin:
          \if_false: { \fi:
          \int_set_eq:NN \tex_tracingnesting:D \c_zero_int
          \exp_args:No \tex_everyeof:D { \c__sys_marker_tl }
          #2 \scan_stop:
          \exp_after:wN \__sys_get_do:Nw
          \exp_after:wN #3
          \exp_after:wN \prg_do_nothing:
            \tex_input:D | "#1" \scan_stop:
        \if_false: } \fi:
        \prg_return_true:
      }
  }
\exp_args:Nno \use:nn
  { \cs_new_protected:Npn \__sys_get_do:Nw #1#2 }
  { \c__sys_marker_tl }
  {
    \group_end:
    \tl_set:No #1 {#2}
  }
```

(*End definition for* `\sys_get_shell:nnNTF` *and others. These functions are documented on page 116.*)

`\sys_if_shell_p:`
`\sys_if_shell:TF`
`\sys_if_shell_unrestricted_p:`
`\sys_if_shell_unrestricted:TF`
`\sys_if_shell_restricted_p:`
`\sys_if_shell_restricted:TF`

Performs a check for whether shell escape is enabled. The first set of functions returns true if either of restricted or unrestricted shell escape is enabled, while the other two sets of functions return true in only one of these two cases.

```
\__sys_const:nn { sys_if_shell }
  { \int_compare_p:nNn \c_sys_shell_escape_int > 0 }
\__sys_const:nn { sys_if_shell_unrestricted }
  { \int_compare_p:nNn \c_sys_shell_escape_int = 1 }
\__sys_const:nn { sys_if_shell_restricted }
  { \int_compare_p:nNn \c_sys_shell_escape_int = 2 }
```

(*End definition for* `\sys_if_shell:TF`*,* `\sys_if_shell_unrestricted:TF`*, and* `\sys_if_shell_restricted:TF`*. These functions are documented on page 116.*)

`\c__sys_shell_stream_int`

This is not needed for LuaTeX: shell escape there isn't done using a TeX interface.

```
\sys_if_engine_luatex:F
  { \int_const:Nn \c__sys_shell_stream_int { 18 } }
```

(*End definition for* `\c__sys_shell_stream_int`*.*)

\sys_shell_now:n Execute commands through shell escape immediately.

```
\sys_if_engine_luatex:TF
  {
    \cs_new_protected:Npn \sys_shell_now:n #1
      {
        \lua_now:e
          { os.execute(" \lua_escape:e { \tl_to_str:n {#1} } ") }
      }
  }
  {
    \cs_new_protected:Npn \sys_shell_now:n #1
      { \iow_now:Nn \c__sys_shell_stream_int {#1} }
  }
\cs_generate_variant:Nn \sys_shell_now:n { x }
```

(*End definition for* \sys_shell_now:n. *This function is documented on page 116.*)

\sys_shell_shipout:n Execute commands through shell escape at shipout.

```
\sys_if_engine_luatex:TF
  {
    \cs_new_protected:Npn \sys_shell_shipout:n #1
      {
        \lua_shipout_e:n
          { os.execute(" \lua_escape:e { \tl_to_str:n {#1} } ") }
      }
  }
  {
    \cs_new_protected:Npn \sys_shell_shipout:n #1
      { \iow_shipout:Nn \c__sys_shell_stream_int {#1} }
  }
\cs_generate_variant:Nn \sys_shell_shipout:n { x }
```

(*End definition for* \sys_shell_shipout:n. *This function is documented on page 116.*)

15.9 Configurations

\g__sys_backend_tl As the backend has to be checked and possibly adjusted, the approach here is to create a variable and use that in a one-shot to set a constant.

```
\tl_new:N \g__sys_backend_tl
\tl_gset:Nx \g__sys_backend_tl
  {
    \sys_if_engine_xetex:TF
      { xdvipdfmx }
      {
         \sys_if_output_pdf:TF
          { pdfmode }
          {
            \bool_lazy_or:nnTF
              { \sys_if_engine_ptex_p: }
              { \sys_if_engine_uptex_p: }
              { dvipdfmx }
              { dvips }
           }
       }
```

```
  }
```

(*End definition for* `\g__sys_backend_tl`.)

`\sys_load_backend:n`
`\__sys_load_backend_check:N`
`\c_sys_backend_str`

Loading the backend code is pretty simply: check that the backend is valid, then load it up.

```
\cs_new_protected:Npn \sys_load_backend:n #1
  {
    \str_if_exist:NTF \c_sys_backend_str
      { \__kernel_msg_error:nnxx { sys } { backend-set } }
      {
        \tl_if_blank:nF {#1}
          { \tl_set:Nn \g__sys_backend_tl {#1} }
        \__sys_load_backend_check:N \g__sys_backend_tl
        \str_const:Nx \c_sys_backend_str { \g__sys_backend_tl }
        \__kernel_sys_configuration_load:n
          { l3backend- \c_sys_backend_str }
      }
  }
\cs_new_protected:Npn \__sys_load_backend_check:N #1
  {
    \sys_if_engine_xetex:TF
      {
        \str_if_eq:VnF #1 { xdvipdfmx }
          {
            \__kernel_msg_error:nnxx { sys } { wrong-backend }
              #1 { xdvipdfmx }
            \tl_gset:Nn #1 { xdvipdfmx }
          }
      }
      {
        \sys_if_output_pdf:TF
          {
            \str_if_eq:VnF #1 { pdfmode }
              {
                \__kernel_msg_error:nnxx { sys } { wrong-backend }
                  #1 { pdfmode }
                \tl_gset:Nn #1 { pdfmode }
              }
          }
          {
            \str_case:VnF #1
              {
                { dvipdfmx } { }
                { dvips }    { }
                { dvisvgm }  { }
              }
              {
                \__kernel_msg_error:nnxx { sys } { wrong-backend }
                  #1 { dvips }
                \tl_gset:Nn #1 { dvips }
              }
          }
      }
  }
```

(*End definition for* `\sys_load_backend:n`*,* `\__sys_load_backend_check:N`*, and* `\c_sys_backend_str`*. These functions are documented on page 117.*)

`\g__sys_debug_bool`
`\g__sys_deprecation_bool`

```
\bool_new:N \g__sys_debug_bool
\bool_new:N \g__sys_deprecation_bool
```

(*End definition for* `\g__sys_debug_bool` *and* `\g__sys_deprecation_bool`*.*)

`\sys_load_debug:`
`\sys_load_deprecation:`

Simple.

```
\cs_new_protected:Npn \sys_load_debug:
  {
    \bool_if:NF \g__sys_debug_bool
      { \__kernel_sys_configuration_load:n { l3debug } }
    \bool_gset_true:N \g__sys_debug_bool
  }
\cs_new_protected:Npn \sys_load_deprecation:
  {
    \bool_if:NF \g__sys_deprecation_bool
      { \__kernel_sys_configuration_load:n { l3deprecation } }
    \bool_gset_true:N \g__sys_deprecation_bool
  }
```

(*End definition for* `\sys_load_debug:` *and* `\sys_load_deprecation:`*. These functions are documented on page 117.*)

```
⟨/initex | package⟩
```

16 l3clist implementation

The following test files are used for this code: m3clist002*.*

```
⟨*initex | package⟩
⟨@@=clist⟩
```

`\c_empty_clist`

An empty comma list is simply an empty token list.

```
\cs_new_eq:NN \c_empty_clist \c_empty_tl
```

(*End definition for* `\c_empty_clist`*. This variable is documented on page 127.*)

`\l__clist_internal_clist`

Scratch space for various internal uses. This comma list variable cannot be declared as such because it comes before `\clist_new:N`

```
\tl_new:N \l__clist_internal_clist
```

(*End definition for* `\l__clist_internal_clist`*.*)

`\__clist_tmp:w`

A temporary function for various purposes.

```
\cs_new_protected:Npn \__clist_tmp:w { }
```

(*End definition for* `\__clist_tmp:w`*.*)

16.1 Removing spaces around items

__clist_trim_next:w

Called as `\exp:w \__clist_trim_next:w \prg_do_nothing:` ⟨*comma list*⟩ ... it expands to `{`⟨*trimmed item*⟩`}` where the ⟨*trimmed item*⟩ is the first non-empty result from removing spaces from both ends of comma-delimited items in the ⟨*comma list*⟩. The `\prg_do_nothing:` marker avoids losing braces. The test for blank items is a somewhat optimized `\tl_if_empty:oTF` construction; if blank, another item is sought, otherwise trim spaces.

```
\cs_new:Npn \__clist_trim_next:w #1 ,
  {
    \tl_if_empty:oTF { \use_none:nn #1 ? }
      { \__clist_trim_next:w \prg_do_nothing: }
      { \tl_trim_spaces_apply:oN {#1} \exp_end: }
  }
```

(*End definition for* `\__clist_trim_next:w`.)

__clist_sanitize:n
__clist_sanitize:Nn

The auxiliary `\__clist_sanitize:Nn` receives a delimiter (`\c_empty_tl` the first time, afterwards a comma) and that item as arguments. Unless we are done with the loop it calls `\__clist_wrap_item:w` to unbrace the item (using a comma delimiter is safe since `#2` came from removing spaces from an argument delimited by a comma) and possibly re-brace it if needed.

```
\cs_new:Npn \__clist_sanitize:n #1
  {
    \exp_after:wN \__clist_sanitize:Nn \exp_after:wN \c_empty_tl
    \exp:w \__clist_trim_next:w \prg_do_nothing:
    #1 , \q_recursion_tail , \q_recursion_stop
  }
\cs_new:Npn \__clist_sanitize:Nn #1#2
  {
    \quark_if_recursion_tail_stop:n {#2}
    #1 \__clist_wrap_item:w #2 ,
    \exp_after:wN \__clist_sanitize:Nn \exp_after:wN ,
    \exp:w \__clist_trim_next:w \prg_do_nothing:
  }
```

(*End definition for* `\__clist_sanitize:n` *and* `\__clist_sanitize:Nn`.)

__clist_if_wrap:n*TF*
__clist_if_wrap:w

True if the argument must be wrapped to avoid getting altered by some clist operations. That is the case whenever the argument

- starts or end with a space or contains a comma,
- is empty, or
- consists of a single braced group.

All l3clist functions go through the same test when they need to determine whether to brace an item, so it is not a problem that this test has false positives such as "`\q_mark ?`". If the argument starts or end with a space or contains a comma then one of the three arguments of `\__clist_if_wrap:w` will have its end delimiter (partly) in one of the three copies of `#1` in `\__clist_if_wrap:nTF`; this has a knock-on effect meaning that the result of the expansion is not empty; in that case, wrap. Otherwise, the argument is safe unless it starts with a brace group (or is empty) and it is empty or consists of a single n-type argument.

```
\prg_new_conditional:Npnn \__clist_if_wrap:n #1 { TF }
  {
    \tl_if_empty:oTF
      {
        \__clist_if_wrap:w
          \q_mark ? #1 ~ \q_mark ? ~ #1 \q_mark , ~ \q_mark #1 ,
      }
      {
        \tl_if_head_is_group:nTF { #1 { } }
          {
            \tl_if_empty:nTF {#1}
              { \prg_return_true: }
              {
                \tl_if_empty:oTF { \use_none:n #1}
                  { \prg_return_true: }
                  { \prg_return_false: }
              }
          }
          { \prg_return_false: }
      }
      { \prg_return_true: }
  }
\cs_new:Npn \__clist_if_wrap:w #1 \q_mark ? ~ #2 ~ \q_mark #3 , { }
```

(*End definition for* `\__clist_if_wrap:nTF` *and* `\__clist_if_wrap:w`.)

`\__clist_wrap_item:w`

Safe items are put in `\exp_not:n`, otherwise we put an extra set of braces.

```
\cs_new:Npn \__clist_wrap_item:w #1 ,
  { \__clist_if_wrap:nTF {#1} { \exp_not:n { {#1} } } { \exp_not:n {#1} } }
```

(*End definition for* `\__clist_wrap_item:w`.)

16.2 Allocation and initialisation

`\clist_new:N`
`\clist_new:c`

Internally, comma lists are just token lists.

```
\cs_new_eq:NN \clist_new:N \tl_new:N
\cs_new_eq:NN \clist_new:c \tl_new:c
```

(*End definition for* `\clist_new:N`. *This function is documented on page* *118*.)

`\clist_const:Nn`
`\clist_const:cn`
`\clist_const:Nx`
`\clist_const:cx`

Creating and initializing a constant comma list is done by sanitizing all items (stripping spaces and braces).

```
\cs_new_protected:Npn \clist_const:Nn #1#2
  { \tl_const:Nx #1 { \__clist_sanitize:n {#2} } }
\cs_generate_variant:Nn \clist_const:Nn { c , Nx , cx }
```

(*End definition for* `\clist_const:Nn`. *This function is documented on page* *119*.)

`\clist_clear:N`
`\clist_clear:c`
`\clist_gclear:N`
`\clist_gclear:c`

Clearing comma lists is just the same as clearing token lists.

```
\cs_new_eq:NN \clist_clear:N  \tl_clear:N
\cs_new_eq:NN \clist_clear:c  \tl_clear:c
\cs_new_eq:NN \clist_gclear:N \tl_gclear:N
\cs_new_eq:NN \clist_gclear:c \tl_gclear:c
```

(*End definition for* `\clist_clear:N` *and* `\clist_gclear:N`. *These functions are documented on page 119.*)

`\clist_clear_new:N`
`\clist_clear_new:c`
`\clist_gclear_new:N`
`\clist_gclear_new:c`

Once again a copy from the token list functions.

```
\cs_new_eq:NN \clist_clear_new:N  \tl_clear_new:N
\cs_new_eq:NN \clist_clear_new:c  \tl_clear_new:c
\cs_new_eq:NN \clist_gclear_new:N \tl_gclear_new:N
\cs_new_eq:NN \clist_gclear_new:c \tl_gclear_new:c
```

(*End definition for* `\clist_clear_new:N` *and* `\clist_gclear_new:N`. *These functions are documented on page 119.*)

`\clist_set_eq:NN`
`\clist_set_eq:cN`
`\clist_set_eq:Nc`
`\clist_set_eq:cc`
`\clist_gset_eq:NN`
`\clist_gset_eq:cN`
`\clist_gset_eq:Nc`
`\clist_gset_eq:cc`

Once again, these are simple copies from the token list functions.

```
\cs_new_eq:NN \clist_set_eq:NN  \tl_set_eq:NN
\cs_new_eq:NN \clist_set_eq:Nc  \tl_set_eq:Nc
\cs_new_eq:NN \clist_set_eq:cN  \tl_set_eq:cN
\cs_new_eq:NN \clist_set_eq:cc  \tl_set_eq:cc
\cs_new_eq:NN \clist_gset_eq:NN \tl_gset_eq:NN
\cs_new_eq:NN \clist_gset_eq:Nc \tl_gset_eq:Nc
\cs_new_eq:NN \clist_gset_eq:cN \tl_gset_eq:cN
\cs_new_eq:NN \clist_gset_eq:cc \tl_gset_eq:cc
```

(*End definition for* `\clist_set_eq:NN` *and* `\clist_gset_eq:NN`. *These functions are documented on page 119.*)

`\clist_set_from_seq:NN`
`\clist_set_from_seq:cN`
`\clist_set_from_seq:Nc`
`\clist_set_from_seq:cc`
`\clist_gset_from_seq:NN`
`\clist_gset_from_seq:cN`
`\clist_gset_from_seq:Nc`
`\clist_gset_from_seq:cc`
`\__clist_set_from_seq:NNNN`
`\__clist_set_from_seq:n`

Setting a comma list from a comma-separated list is done using a simple mapping. Safe items are put in `\exp_not:n`, otherwise we put an extra set of braces. The first comma must be removed, except in the case of an empty comma-list.

```
\cs_new_protected:Npn \clist_set_from_seq:NN
  { \__clist_set_from_seq:NNNN \clist_clear:N  \tl_set:Nx  }
\cs_new_protected:Npn \clist_gset_from_seq:NN
  { \__clist_set_from_seq:NNNN \clist_gclear:N \tl_gset:Nx }
\cs_new_protected:Npn \__clist_set_from_seq:NNNN #1#2#3#4
  {
    \seq_if_empty:NTF #4
      { #1 #3 }
      {
        #2 #3
          {
            \exp_after:wN \use_none:n \exp:w \exp_end_continue_f:w
            \seq_map_function:NN #4 \__clist_set_from_seq:n
          }
      }
  }
\cs_new:Npn \__clist_set_from_seq:n #1
  {
    ,
    \__clist_if_wrap:nTF {#1}
      { \exp_not:n { {#1} } }
      { \exp_not:n {#1} }
  }
\cs_generate_variant:Nn \clist_set_from_seq:NN  {     Nc }
\cs_generate_variant:Nn \clist_set_from_seq:NN  { c , cc }
\cs_generate_variant:Nn \clist_gset_from_seq:NN {     Nc }
\cs_generate_variant:Nn \clist_gset_from_seq:NN { c , cc }
```

(*End definition for* `\clist_set_from_seq:NN` *and others. These functions are documented on page 119.*)

`\clist_concat:NNN`
`\clist_concat:ccc`
`\clist_gconcat:NNN`
`\clist_gconcat:ccc`
`\__clist_concat:NNNN`

Concatenating comma lists is not quite as easy as it seems, as there needs to be the correct addition of a comma to the output. So a little work to do.

```
\cs_new_protected:Npn \clist_concat:NNN
  { \__clist_concat:NNNN \tl_set:Nx }
\cs_new_protected:Npn \clist_gconcat:NNN
  { \__clist_concat:NNNN \tl_gset:Nx }
\cs_new_protected:Npn \__clist_concat:NNNN #1#2#3#4
  {
    #1 #2
      {
        \exp_not:o #3
        \clist_if_empty:NF #3 { \clist_if_empty:NF #4 { , } }
        \exp_not:o #4
      }
  }
\cs_generate_variant:Nn \clist_concat:NNN  { ccc }
\cs_generate_variant:Nn \clist_gconcat:NNN { ccc }
```

(*End definition for* `\clist_concat:NNN`*,* `\clist_gconcat:NNN`*, and* `\__clist_concat:NNNN`*. These functions are documented on page 119.*)

`\clist_if_exist_p:N`
`\clist_if_exist_p:c`
`\clist_if_exist:NTF`
`\clist_if_exist:cTF`

Copies of the cs functions defined in l3basics.

```
\prg_new_eq_conditional:NNn \clist_if_exist:N \cs_if_exist:N
  { TF , T , F , p }
\prg_new_eq_conditional:NNn \clist_if_exist:c \cs_if_exist:c
  { TF , T , F , p }
```

(*End definition for* `\clist_if_exist:NTF`*. This function is documented on page 119.*)

16.3 Adding data to comma lists

`\clist_set:Nn`
`\clist_set:NV`
`\clist_set:No`
`\clist_set:Nx`
`\clist_set:cn`
`\clist_set:cV`
`\clist_set:co`
`\clist_set:cx`
`\clist_gset:Nn`
`\clist_gset:NV`
`\clist_gset:No`
`\clist_gset:Nx`
`\clist_gset:cn`
`\clist_gset:cV`
`\clist_gset:co`
`\clist_gset:cx`

```
\cs_new_protected:Npn \clist_set:Nn #1#2
  { \tl_set:Nx #1 { \__clist_sanitize:n {#2} } }
\cs_new_protected:Npn \clist_gset:Nn #1#2
  { \tl_gset:Nx #1 { \__clist_sanitize:n {#2} } }
\cs_generate_variant:Nn \clist_set:Nn  { NV , No , Nx , c , cV , co , cx }
\cs_generate_variant:Nn \clist_gset:Nn { NV , No , Nx , c , cV , co , cx }
```

(*End definition for* `\clist_set:Nn` *and* `\clist_gset:Nn`*. These functions are documented on page 120.*)

`\clist_put_left:Nn`
`\clist_put_left:NV`
`\clist_put_left:No`
`\clist_put_left:Nx`
`\clist_put_left:cn`
`\clist_put_left:cV`
`\clist_put_left:co`
`\clist_put_left:cx`
`\clist_gput_left:Nn`
`\clist_gput_left:NV`
`\clist_gput_left:No`
`\clist_gput_left:Nx`
`\clist_gput_left:cn`
`\clist_gput_left:cV`
`\clist_gput_left:co`
`\clist_gput_left:cx`
`\__clist_put_left:NNNn`

Everything is based on concatenation after storing in `\l__clist_internal_clist`. This avoids having to worry here about space-trimming and so on.

```
\cs_new_protected:Npn \clist_put_left:Nn
  { \__clist_put_left:NNNn \clist_concat:NNN \clist_set:Nn }
\cs_new_protected:Npn \clist_gput_left:Nn
  { \__clist_put_left:NNNn \clist_gconcat:NNN \clist_set:Nn }
\cs_new_protected:Npn \__clist_put_left:NNNn #1#2#3#4
  {
    #2 \l__clist_internal_clist {#4}
    #1 #3 \l__clist_internal_clist #3
  }
```

```
\cs_generate_variant:Nn \clist_put_left:Nn  {     NV , No , Nx }
\cs_generate_variant:Nn \clist_put_left:Nn  { c , cV , co , cx }
\cs_generate_variant:Nn \clist_gput_left:Nn {     NV , No , Nx }
\cs_generate_variant:Nn \clist_gput_left:Nn { c , cV , co , cx }
```

(*End definition for* `\clist_put_left:Nn`*,* `\clist_gput_left:Nn`*, and* `\__clist_put_left:NNNn`*. These functions are documented on page 120.*)

`\clist_put_right:Nn`
`\clist_put_right:NV`
`\clist_put_right:No`
`\clist_put_right:Nx`
`\clist_put_right:cn`
`\clist_put_right:cV`
`\clist_put_right:co`
`\clist_put_right:cx`
`\clist_gput_right:Nn`
`\clist_gput_right:NV`
`\clist_gput_right:No`
`\clist_gput_right:Nx`
`\clist_gput_right:cn`
`\clist_gput_right:cV`
`\clist_gput_right:co`
`\clist_gput_right:cx`
`\__clist_put_right:NNNn`

```
\cs_new_protected:Npn \clist_put_right:Nn
  { \__clist_put_right:NNNn \clist_concat:NNN \clist_set:Nn }
\cs_new_protected:Npn \clist_gput_right:Nn
  { \__clist_put_right:NNNn \clist_gconcat:NNN \clist_set:Nn }
\cs_new_protected:Npn \__clist_put_right:NNNn #1#2#3#4
  {
    #2 \l__clist_internal_clist {#4}
    #1 #3 #3 \l__clist_internal_clist
  }
\cs_generate_variant:Nn \clist_put_right:Nn  {     NV , No , Nx }
\cs_generate_variant:Nn \clist_put_right:Nn  { c , cV , co , cx }
\cs_generate_variant:Nn \clist_gput_right:Nn {     NV , No , Nx }
\cs_generate_variant:Nn \clist_gput_right:Nn { c , cV , co , cx }
```

(*End definition for* `\clist_put_right:Nn`*,* `\clist_gput_right:Nn`*, and* `\__clist_put_right:NNNn`*. These functions are documented on page 120.*)

16.4 Comma lists as stacks

`\clist_get:NN`
`\clist_get:cN`
`\__clist_get:wN`

Getting an item from the left of a comma list is pretty easy: just trim off the first item using the comma. No need to trim spaces as comma-list *variables* are assumed to have "cleaned-up" items. (Note that grabbing a comma-delimited item removes an outer pair of braces if present, exactly as needed to uncover the underlying item.)

```
\cs_new_protected:Npn \clist_get:NN #1#2
  {
    \if_meaning:w #1 \c_empty_clist
      \tl_set:Nn #2 { \q_no_value }
    \else:
      \exp_after:wN \__clist_get:wN #1 , \q_stop #2
    \fi:
  }
\cs_new_protected:Npn \__clist_get:wN #1 , #2 \q_stop #3
  { \tl_set:Nn #3 {#1} }
\cs_generate_variant:Nn \clist_get:NN { c }
```

(*End definition for* `\clist_get:NN` *and* `\__clist_get:wN`*. This function is documented on page 125.*)

`\clist_pop:NN`
`\clist_pop:cN`
`\clist_gpop:NN`
`\clist_gpop:cN`
`\__clist_pop:NNN`
`\__clist_pop:wwNNN`
`\__clist_pop:wN`

An empty clist leads to `\q_no_value`, otherwise grab until the first comma and assign to the variable. The second argument of `\__clist_pop:wwNNN` is a comma list ending in a comma and `\q_mark`, unless the original clist contained exactly one item: then the argument is just `\q_mark`. The next auxiliary picks either `\exp_not:n` or `\use_none:n` as `#2`, ensuring that the result can safely be an empty comma list.

```
\cs_new_protected:Npn \clist_pop:NN
  { \__clist_pop:NNN \tl_set:Nx }
\cs_new_protected:Npn \clist_gpop:NN
```

```
  { \__clist_pop:NNN \tl_gset:Nx }
\cs_new_protected:Npn \__clist_pop:NNN #1#2#3
  {
    \if_meaning:w #2 \c_empty_clist
      \tl_set:Nn #3 { \q_no_value }
    \else:
      \exp_after:wN \__clist_pop:wwNNN #2 , \q_mark \q_stop #1#2#3
    \fi:
  }
\cs_new_protected:Npn \__clist_pop:wwNNN #1 , #2 \q_stop #3#4#5
  {
    \tl_set:Nn #5 {#1}
    #3 #4
      {
        \__clist_pop:wN \prg_do_nothing:
          #2 \exp_not:o
          , \q_mark \use_none:n
        \q_stop
      }
  }
\cs_new:Npn \__clist_pop:wN #1 , \q_mark #2 #3 \q_stop { #2 {#1} }
\cs_generate_variant:Nn \clist_pop:NN  { c }
\cs_generate_variant:Nn \clist_gpop:NN { c }
```

(*End definition for* `\clist_pop:NN` *and others. These functions are documented on page 125.*)

`\clist_get:NNTF`
`\clist_get:cNTF`
`\clist_pop:NNTF`
`\clist_pop:cNTF`
`\clist_gpop:NNTF`
`\clist_gpop:cNTF`
`\__clist_pop_TF:NNN`

The same, as branching code: very similar to the above.

```
\prg_new_protected_conditional:Npnn \clist_get:NN #1#2 { T , F , TF }
  {
    \if_meaning:w #1 \c_empty_clist
      \prg_return_false:
    \else:
      \exp_after:wN \__clist_get:wN #1 , \q_stop #2
      \prg_return_true:
    \fi:
  }
\prg_generate_conditional_variant:Nnn \clist_get:NN { c } { T , F , TF }
\prg_new_protected_conditional:Npnn \clist_pop:NN #1#2 { T , F , TF }
  { \__clist_pop_TF:NNN \tl_set:Nx #1 #2 }
\prg_new_protected_conditional:Npnn \clist_gpop:NN #1#2 { T , F , TF }
  { \__clist_pop_TF:NNN \tl_gset:Nx #1 #2 }
\cs_new_protected:Npn \__clist_pop_TF:NNN #1#2#3
  {
    \if_meaning:w #2 \c_empty_clist
      \prg_return_false:
    \else:
      \exp_after:wN \__clist_pop:wwNNN #2 , \q_mark \q_stop #1#2#3
      \prg_return_true:
    \fi:
  }
\prg_generate_conditional_variant:Nnn \clist_pop:NN { c } { T , F , TF }
\prg_generate_conditional_variant:Nnn \clist_gpop:NN { c } { T , F , TF }
```

(*End definition for* `\clist_get:NNTF` *and others. These functions are documented on page 125.*)

\clist_push:Nn
\clist_push:NV
\clist_push:No
\clist_push:Nx
\clist_push:cn
\clist_push:cV
\clist_push:co
\clist_push:cx
\clist_gpush:Nn
\clist_gpush:NV
\clist_gpush:No
\clist_gpush:Nx
\clist_gpush:cn
\clist_gpush:cV
\clist_gpush:co
\clist_gpush:cx

Pushing to a comma list is the same as adding on the left.

```
\cs_new_eq:NN \clist_push:Nn  \clist_put_left:Nn
\cs_new_eq:NN \clist_push:NV  \clist_put_left:NV
\cs_new_eq:NN \clist_push:No  \clist_put_left:No
\cs_new_eq:NN \clist_push:Nx  \clist_put_left:Nx
\cs_new_eq:NN \clist_push:cn  \clist_put_left:cn
\cs_new_eq:NN \clist_push:cV  \clist_put_left:cV
\cs_new_eq:NN \clist_push:co  \clist_put_left:co
\cs_new_eq:NN \clist_push:cx  \clist_put_left:cx
\cs_new_eq:NN \clist_gpush:Nn \clist_gput_left:Nn
\cs_new_eq:NN \clist_gpush:NV \clist_gput_left:NV
\cs_new_eq:NN \clist_gpush:No \clist_gput_left:No
\cs_new_eq:NN \clist_gpush:Nx \clist_gput_left:Nx
\cs_new_eq:NN \clist_gpush:cn \clist_gput_left:cn
\cs_new_eq:NN \clist_gpush:cV \clist_gput_left:cV
\cs_new_eq:NN \clist_gpush:co \clist_gput_left:co
\cs_new_eq:NN \clist_gpush:cx \clist_gput_left:cx
```

(*End definition for* `\clist_push:Nn` *and* `\clist_gpush:Nn`*. These functions are documented on page* *126*.)

16.5 Modifying comma lists

\l__clist_internal_remove_clist
\l__clist_internal_remove_seq

An internal comma list and a sequence for the removal routines.

```
\clist_new:N \l__clist_internal_remove_clist
\seq_new:N \l__clist_internal_remove_seq
```

(*End definition for* `\l__clist_internal_remove_clist` *and* `\l__clist_internal_remove_seq`*.*)

\clist_remove_duplicates:N
\clist_remove_duplicates:c
\clist_gremove_duplicates:N
\clist_gremove_duplicates:c
__clist_remove_duplicates:NN

Removing duplicates means making a new list then copying it.

```
\cs_new_protected:Npn \clist_remove_duplicates:N
  { \__clist_remove_duplicates:NN \clist_set_eq:NN }
\cs_new_protected:Npn \clist_gremove_duplicates:N
  { \__clist_remove_duplicates:NN \clist_gset_eq:NN }
\cs_new_protected:Npn \__clist_remove_duplicates:NN #1#2
  {
    \clist_clear:N \l__clist_internal_remove_clist
    \clist_map_inline:Nn #2
      {
        \clist_if_in:NnF \l__clist_internal_remove_clist {##1}
          { \clist_put_right:Nn \l__clist_internal_remove_clist {##1} }
      }
    #1 #2 \l__clist_internal_remove_clist
  }
\cs_generate_variant:Nn \clist_remove_duplicates:N  { c }
\cs_generate_variant:Nn \clist_gremove_duplicates:N { c }
```

(*End definition for* `\clist_remove_duplicates:N`*,* `\clist_gremove_duplicates:N`*, and* `\__clist_remove_duplicates:NN`*. These functions are documented on page* *121*.)

\clist_remove_all:Nn
\clist_remove_all:cn
\clist_gremove_all:Nn
\clist_gremove_all:cn
__clist_remove_all:NNNn
__clist_remove_all:w
__clist_remove_all:

The method used here for safe items is very similar to `\tl_replace_all:Nnn`. However, if the item contains commas or leading/trailing spaces, or is empty, or consists of a single brace group, we know that it can only appear within braces so the code would fail; instead just convert to a sequence and do the removal with l3seq code (it involves somewhat elaborate code to do most of the work expandably but the final token list comparisons non-expandably).

For "safe" items, build a function delimited by the ⟨*item*⟩ that should be removed, surrounded with commas, and call that function followed by the expanded comma list, and another copy of the ⟨*item*⟩. The loop is controlled by the argument grabbed by `\__clist_remove_all:w`: when the item was found, the `\q_mark` delimiter used is the one inserted by `\__clist_tmp:w`, and `\use_none_delimit_by_q_stop:w` is deleted. At the end, the final ⟨*item*⟩ is grabbed, and the argument of `\__clist_tmp:w` contains `\q_mark`: in that case, `\__clist_remove_all:w` removes the second `\q_mark` (inserted by `\__clist_tmp:w`), and lets `\use_none_delimit_by_q_stop:w` act.

No brace is lost because items are always grabbed with a leading comma. The result of the first assignment has an extra leading comma, which we remove in a second assignment. Two exceptions: if the clist lost all of its elements, the result is empty, and we shouldn't remove anything; if the clist started up empty, the first step happens to turn it into a single comma, and the second step removes it.

```
\cs_new_protected:Npn \clist_remove_all:Nn
  { \__clist_remove_all:NNNn \clist_set_from_seq:NN \tl_set:Nx }
\cs_new_protected:Npn \clist_gremove_all:Nn
  { \__clist_remove_all:NNNn \clist_gset_from_seq:NN \tl_gset:Nx }
\cs_new_protected:Npn \__clist_remove_all:NNNn #1#2#3#4
  {
    \__clist_if_wrap:nTF {#4}
      {
        \seq_set_from_clist:NN \l__clist_internal_remove_seq #3
        \seq_remove_all:Nn \l__clist_internal_remove_seq {#4}
        #1 #3 \l__clist_internal_remove_seq
      }
      {
        \cs_set:Npn \__clist_tmp:w ##1 , #4 ,
          {
            ##1
            , \q_mark , \use_none_delimit_by_q_stop:w ,
            \__clist_remove_all:
          }
        #2 #3
          {
            \exp_after:wN \__clist_remove_all:
            #3 , \q_mark , #4 , \q_stop
          }
        \clist_if_empty:NF #3
          {
            #2 #3
              {
                \exp_args:No \exp_not:o
                  { \exp_after:wN \use_none:n #3 }
              }
          }
      }
  }
\cs_new:Npn \__clist_remove_all:
  { \exp_after:wN \__clist_remove_all:w \__clist_tmp:w , }
\cs_new:Npn \__clist_remove_all:w #1 , \q_mark , #2 , { \exp_not:n {#1} }
```

```
\cs_generate_variant:Nn \clist_remove_all:Nn  { c }
\cs_generate_variant:Nn \clist_gremove_all:Nn { c }
```

(*End definition for* `\clist_remove_all:Nn` *and others. These functions are documented on page 121.*)

`\clist_reverse:N`
`\clist_reverse:c`
`\clist_greverse:N`
`\clist_greverse:c`

Use `\clist_reverse:n` in an `x`-expanding assignment. The extra work that `\clist_reverse:n` does to preserve braces and spaces would not be needed for the well-controlled case of `N`-type comma lists, but the slow-down is not too bad.

```
\cs_new_protected:Npn \clist_reverse:N #1
  { \tl_set:Nx #1 { \exp_args:No \clist_reverse:n {#1} } }
\cs_new_protected:Npn \clist_greverse:N #1
  { \tl_gset:Nx #1 { \exp_args:No \clist_reverse:n {#1} } }
\cs_generate_variant:Nn \clist_reverse:N { c }
\cs_generate_variant:Nn \clist_greverse:N { c }
```

(*End definition for* `\clist_reverse:N` *and* `\clist_greverse:N`*. These functions are documented on page 121.*)

`\clist_reverse:n`
`\__clist_reverse:wwNww`
`\__clist_reverse_end:ww`

The reversed token list is built one item at a time, and stored between `\q_stop` and `\q_mark`, in the form of `?` followed by zero or more instances of "$\langle item \rangle$`,`". We start from a comma list "$\langle item_1 \rangle$`,...,`$\langle item_n \rangle$". During the loop, the auxiliary `\__clist_reverse:wwNww` receives "`?`$\langle item_i \rangle$" as `#1`, "$\langle item_{i+1} \rangle$`,...,`$\langle item_n \rangle$" as `#2`, `\__clist_reverse:wwNww` as `#3`, what remains until `\q_stop` as `#4`, and "$\langle item_{i-1} \rangle$`,...,`$\langle item_1 \rangle$`,`" as `#5`. The auxiliary moves `#1` just before `#5`, with a comma, and calls itself (`#3`). After the last item is moved, `\__clist_reverse:wwNww` receives "`\q_mark \__clist_reverse:wwNww !`" as its argument `#1`, thus `\__clist_reverse_end:ww` as its argument `#3`. This second auxiliary cleans up until the marker `!`, removes the trailing comma (introduced when the first item was moved after `\q_stop`), and leaves its argument `#1` within `\exp_not:n`. There is also a need to remove a leading comma, hence `\exp_not:o` and `\use_none:n`.

```
\cs_new:Npn \clist_reverse:n #1
  {
    \__clist_reverse:wwNww ? #1 ,
      \q_mark \__clist_reverse:wwNww ! ,
      \q_mark \__clist_reverse_end:ww
      \q_stop ? \q_mark
  }
\cs_new:Npn \__clist_reverse:wwNww
    #1 , #2 \q_mark #3 #4 \q_stop ? #5 \q_mark
  { #3 ? #2 \q_mark #3 #4 \q_stop #1 , #5 \q_mark }
\cs_new:Npn \__clist_reverse_end:ww #1 ! #2 , \q_mark
  { \exp_not:o { \use_none:n #2 } }
```

(*End definition for* `\clist_reverse:n`*,* `\__clist_reverse:wwNww`*, and* `\__clist_reverse_end:ww`*. This function is documented on page 121.*)

`\clist_sort:Nn`
`\clist_sort:cn`
`\clist_gsort:Nn`
`\clist_gsort:cn`

Implemented in l3sort.

(*End definition for* `\clist_sort:Nn` *and* `\clist_gsort:Nn`*. These functions are documented on page 121.*)

16.6 Comma list conditionals

\clist_if_empty_p:N
\clist_if_empty_p:c
\clist_if_empty:NTF
\clist_if_empty:cTF

Simple copies from the token list variable material.

```
\prg_new_eq_conditional:NNn \clist_if_empty:N \tl_if_empty:N
  { p , T , F , TF }
\prg_new_eq_conditional:NNn \clist_if_empty:c \tl_if_empty:c
  { p , T , F , TF }
```

(*End definition for* `\clist_if_empty:NTF`. *This function is documented on page 122.*)

\clist_if_empty_p:n
\clist_if_empty:nTF
__clist_if_empty_n:w
__clist_if_empty_n:wNw

As usual, we insert a token (here `?`) before grabbing any argument: this avoids losing braces. The argument of `\tl_if_empty:oTF` is empty if `#1` is `?` followed by blank spaces (besides, this particular variant of the emptiness test is optimized). If the item of the comma list is blank, grab the next one. As soon as one item is non-blank, exit: the second auxiliary grabs `\prg_return_false:` as `#2`, unless every item in the comma list was blank and the loop actually got broken by the trailing `\q_mark \prg_return_false:` item.

```
\prg_new_conditional:Npnn \clist_if_empty:n #1 { p , T , F , TF }
  {
    \__clist_if_empty_n:w ? #1
    , \q_mark \prg_return_false:
    , \q_mark \prg_return_true:
    \q_stop
  }
\cs_new:Npn \__clist_if_empty_n:w #1 ,
  {
    \tl_if_empty:oTF { \use_none:nn #1 ? }
      { \__clist_if_empty_n:w ? }
      { \__clist_if_empty_n:wNw }
  }
\cs_new:Npn \__clist_if_empty_n:wNw #1 \q_mark #2#3 \q_stop {#2}
```

(*End definition for* `\clist_if_empty:nTF`, `\__clist_if_empty_n:w`, *and* `\__clist_if_empty_n:wNw`. *This function is documented on page 122.*)

\clist_if_in:NnTF
\clist_if_in:NVTF
\clist_if_in:NoTF
\clist_if_in:cnTF
\clist_if_in:cVTF
\clist_if_in:coTF
\clist_if_in:nnTF
\clist_if_in:nVTF
\clist_if_in:noTF
__clist_if_in_return:nnN

For "safe" items, we simply surround the comma list, and the item, with commas, then use the same code as for `\tl_if_in:Nn`. For "unsafe" items we follow the same route as `\seq_if_in:Nn`, mapping through the list a comparison function. If found, return `true` and remove `\prg_return_false:`.

```
\prg_new_protected_conditional:Npnn \clist_if_in:Nn #1#2 { T  , F , TF }
  {
    \exp_args:No \__clist_if_in_return:nnN #1 {#2} #1
  }
\prg_new_protected_conditional:Npnn \clist_if_in:nn #1#2 { T  , F , TF }
  {
    \clist_set:Nn \l__clist_internal_clist {#1}
    \exp_args:No \__clist_if_in_return:nnN \l__clist_internal_clist {#2}
      \l__clist_internal_clist
  }
\cs_new_protected:Npn \__clist_if_in_return:nnN #1#2#3
  {
    \__clist_if_wrap:nTF {#2}
      {
        \cs_set:Npx \__clist_tmp:w ##1
          {
```

```
      \exp_not:N \tl_if_eq:nnT {##1}
      \exp_not:n
       {
        {#2}
        { \clist_map_break:n { \prg_return_true: \use_none:n } }
       }
     }
    \clist_map_function:NN #3 \__clist_tmp:w
    \prg_return_false:
   }
   {
    \cs_set:Npn \__clist_tmp:w ##1 ,#2, { }
    \tl_if_empty:oTF
     { \__clist_tmp:w ,#1, {} {} ,#2, }
     { \prg_return_false: } { \prg_return_true: }
   }
 }
\prg_generate_conditional_variant:Nnn \clist_if_in:Nn
 { NV , No , c , cV , co } { T , F , TF }
\prg_generate_conditional_variant:Nnn \clist_if_in:nn
 { nV , no } { T , F , TF }
```

(*End definition for* `\clist_if_in:NnTF`*,* `\clist_if_in:nnTF`*, and* `\__clist_if_in_return:nnN`*. These functions are documented on page 122.*)

16.7 Mapping to comma lists

`\clist_map_function:NN`
`\clist_map_function:cN`
`\__clist_map_function:Nw`

If the variable is empty, the mapping is skipped (otherwise, that comma-list would be seen as consisting of one empty item). Then loop over the comma-list, grabbing one comma-delimited item at a time. The end is marked by `\q_recursion_tail`. The auxiliary function `\__clist_map_function:Nw` is also used in `\clist_map_inline:Nn`.

```
\cs_new:Npn \clist_map_function:NN #1#2
 {
  \clist_if_empty:NF #1
   {
    \exp_last_unbraced:NNo \__clist_map_function:Nw #2 #1
     , \q_recursion_tail ,
    \prg_break_point:Nn \clist_map_break: { }
   }
 }
\cs_new:Npn \__clist_map_function:Nw #1#2 ,
 {
  \quark_if_recursion_tail_break:nN {#2} \clist_map_break:
  #1 {#2}
  \__clist_map_function:Nw #1
 }
\cs_generate_variant:Nn \clist_map_function:NN { c }
```

(*End definition for* `\clist_map_function:NN` *and* `\__clist_map_function:Nw`*. This function is documented on page 122.*)

`\clist_map_function:nN`
`\__clist_map_function_n:Nn`
`\__clist_map_unbrace:Nw`

The `n`-type mapping function is a bit more awkward, since spaces must be trimmed from each item. Space trimming is again based on `\__clist_trim_next:w`. The auxiliary __clist_map_function_n:Nn receives as arguments the function, and the next non-empty item (after space trimming but before brace removal). One level of braces is removed by __clist_map_unbrace:Nw.

```
\cs_new:Npn \clist_map_function:nN #1#2
  {
    \exp_after:wN \__clist_map_function_n:Nn \exp_after:wN #2
    \exp:w \__clist_trim_next:w \prg_do_nothing: #1 , \q_recursion_tail ,
    \prg_break_point:Nn \clist_map_break: { }
  }
\cs_new:Npn \__clist_map_function_n:Nn #1 #2
  {
    \quark_if_recursion_tail_break:nN {#2} \clist_map_break:
    \__clist_map_unbrace:Nw #1 #2,
    \exp_after:wN \__clist_map_function_n:Nn \exp_after:wN #1
    \exp:w \__clist_trim_next:w \prg_do_nothing:
  }
\cs_new:Npn \__clist_map_unbrace:Nw #1 #2, { #1 {#2} }
```

(*End definition for* \clist_map_function:nN *,* __clist_map_function_n:Nn *, and* __clist_map_unbrace:Nw*. This function is documented on page 122.*)

\clist_map_inline:Nn
\clist_map_inline:cn
\clist_map_inline:nn

Inline mapping is done by creating a suitable function "on the fly": this is done globally to avoid any issues with TEX's groups. We use a different function for each level of nesting.

Since the mapping is non-expandable, we can perform the space-trimming needed by the n version simply by storing the comma-list in a variable. We don't need a different comma-list for each nesting level: the comma-list is expanded before the mapping starts.

```
\cs_new_protected:Npn \clist_map_inline:Nn #1#2
  {
    \clist_if_empty:NF #1
      {
        \int_gincr:N \g__kernel_prg_map_int
        \cs_gset_protected:cpn
          { __clist_map_ \int_use:N \g__kernel_prg_map_int :w } ##1 {#2}
        \exp_last_unbraced:Nco \__clist_map_function:Nw
          { __clist_map_ \int_use:N \g__kernel_prg_map_int :w }
          #1 , \q_recursion_tail ,
        \prg_break_point:Nn \clist_map_break:
          { \int_gdecr:N \g__kernel_prg_map_int }
      }
  }
\cs_new_protected:Npn \clist_map_inline:nn #1
  {
    \clist_set:Nn \l__clist_internal_clist {#1}
    \clist_map_inline:Nn \l__clist_internal_clist
  }
\cs_generate_variant:Nn \clist_map_inline:Nn { c }
```

(*End definition for* \clist_map_inline:Nn *and* \clist_map_inline:nn*. These functions are documented on page 123.*)

\clist_map_variable:NNn
\clist_map_variable:cNn
\clist_map_variable:nNn
__clist_map_variable:Nnw

As for other comma-list mappings, filter out the case of an empty list. Same approach as \clist_map_function:Nn, additionally we store each item in the given variable. As for inline mappings, space trimming for the n variant is done by storing the comma list in a variable. The quark test is done before assigning the item to the variable: this avoids storing a quark which the user wouldn't expect. The strange `\use:n` avoids unlikely problems when `#2` would contain `\q_recursion_stop`.

```
\cs_new_protected:Npn \clist_map_variable:NNn #1#2#3
  {
    \clist_if_empty:NF #1
      {
        \exp_args:Nno \use:nn
          { \__clist_map_variable:Nnw #2 {#3} }
          #1
          , \q_recursion_tail , \q_recursion_stop
        \prg_break_point:Nn \clist_map_break: { }
      }
  }
\cs_new_protected:Npn \clist_map_variable:nNn #1
  {
    \clist_set:Nn \l__clist_internal_clist {#1}
    \clist_map_variable:NNn \l__clist_internal_clist
  }
\cs_new_protected:Npn \__clist_map_variable:Nnw #1#2#3,
  {
    \quark_if_recursion_tail_stop:n {#3}
    \tl_set:Nn #1 {#3}
    \use:n {#2}
    \__clist_map_variable:Nnw #1 {#2}
  }
\cs_generate_variant:Nn \clist_map_variable:NNn { c }
```

(*End definition for* `\clist_map_variable:NNn`*,* `\clist_map_variable:nNn`*, and* `\__clist_map_variable:Nnw`*. These functions are documented on page 123.*)

`\clist_map_break:`
`\clist_map_break:n`

The break statements use the general `\prg_map_break:Nn` mechanism.

```
\cs_new:Npn \clist_map_break:
  { \prg_map_break:Nn \clist_map_break: { } }
\cs_new:Npn \clist_map_break:n
  { \prg_map_break:Nn \clist_map_break: }
```

(*End definition for* `\clist_map_break:` *and* `\clist_map_break:n`*. These functions are documented on page 123.*)

`\clist_count:N`
`\clist_count:c`
`\clist_count:n`
`\__clist_count:n`
`\__clist_count:w`

Counting the items in a comma list is done using the same approach as for other token count functions: turn each entry into a `+1` then use integer evaluation to actually do the mathematics. In the case of an `n`-type comma-list, we could of course use `\clist_map_function:nN`, but that is very slow, because it carefully removes spaces. Instead, we loop manually, and skip blank items (but not `{}`, hence the extra spaces).

```
\cs_new:Npn \clist_count:N #1
  {
    \int_eval:n
      {
        0
        \clist_map_function:NN #1 \__clist_count:n
      }
  }
\cs_generate_variant:Nn \clist_count:N { c }
```

```
\cs_new:Npx \clist_count:n #1
  {
    \exp_not:N \int_eval:n
      {
        0
        \exp_not:N \__clist_count:w \c_space_tl
        #1 \exp_not:n { , \q_recursion_tail , \q_recursion_stop }
      }
  }
\cs_new:Npn \__clist_count:n #1 { + 1 }
\cs_new:Npx \__clist_count:w #1 ,
  {
    \exp_not:n { \exp_args:Nf \quark_if_recursion_tail_stop:n } {#1}
    \exp_not:N \tl_if_blank:nF {#1} { + 1 }
    \exp_not:N \__clist_count:w \c_space_tl
  }
```

(*End definition for* `\clist_count:N` *and others. These functions are documented on page 124.*)

16.8 Using comma lists

`\clist_use:Nnnn`
`\clist_use:cnnn`
`\__clist_use:wwn`
`\__clist_use:nwwwwnwn`
`\__clist_use:nwwn`
`\clist_use:Nn`
`\clist_use:cn`

First check that the variable exists. Then count the items in the comma list. If it has none, output nothing. If it has one item, output that item, brace stripped (note that space-trimming has already been done when the comma list was assigned). If it has two, place the ⟨*separator between two*⟩ in the middle.

Otherwise, `\__clist_use:nwwwwnwn` takes the following arguments; 1: a ⟨*separator*⟩, 2, 3, 4: three items from the comma list (or quarks), 5: the rest of the comma list, 6: a ⟨*continuation*⟩ function (`use_ii` or `use_iii` with its ⟨*separator*⟩ argument), 7: junk, and 8: the temporary result, which is built in a brace group following `\q_stop`. The ⟨*separator*⟩ and the first of the three items are placed in the result, then we use the ⟨*continuation*⟩, placing the remaining two items after it. When we begin this loop, the three items really belong to the comma list, the first `\q_mark` is taken as a delimiter to the `use_ii` function, and the continuation is `use_ii` itself. When we reach the last two items of the original token list, `\q_mark` is taken as a third item, and now the second `\q_mark` serves as a delimiter to `use_ii`, switching to the other ⟨*continuation*⟩, `use_iii`, which uses the ⟨*separator between final two*⟩.

```
\cs_new:Npn \clist_use:Nnnn #1#2#3#4
  {
    \clist_if_exist:NTF #1
      {
        \int_case:nnF { \clist_count:N #1 }
          {
            { 0 } { }
            { 1 } { \exp_after:wN \__clist_use:wwn #1 , , { } }
            { 2 } { \exp_after:wN \__clist_use:wwn #1 , {#2} }
          }
          {
            \exp_after:wN \__clist_use:nwwwwnwn
            \exp_after:wN { \exp_after:wN } #1 ,
            \q_mark , { \__clist_use:nwwwwnwn {#3} }
            \q_mark , { \__clist_use:nwwn {#4} }
            \q_stop { }
          }
```

```
      }
      {
        \__kernel_msg_expandable_error:nnn
          { kernel } { bad-variable } {#1}
      }
  }
\cs_generate_variant:Nn \clist_use:Nnnn { c }
\cs_new:Npn \__clist_use:wwn #1 , #2 , #3 { \exp_not:n { #1 #3 #2 } }
\cs_new:Npn \__clist_use:nwwwwnwn
    #1#2 , #3 , #4 , #5 \q_mark , #6#7 \q_stop #8
  { #6 {#3} , {#4} , #5 \q_mark , {#6} #7 \q_stop { #8 #1 #2 } }
\cs_new:Npn \__clist_use:nwwn #1#2 , #3 \q_stop #4
  { \exp_not:n { #4 #1 #2 } }
\cs_new:Npn \clist_use:Nn #1#2
  { \clist_use:Nnnn #1 {#2} {#2} {#2} }
\cs_generate_variant:Nn \clist_use:Nn { c }
```

(*End definition for* `\clist_use:Nnnn` *and others. These functions are documented on page 124.*)

16.9 Using a single item

`\clist_item:Nn`
`\clist_item:cn`
`\__clist_item:nnnN`
`\__clist_item:ffoN`
`\__clist_item:ffnN`
`\__clist_item_N_loop:nw`

To avoid needing to test the end of the list at each step, we first compute the ⟨*length*⟩ of the list. If the item number is 0, less than −⟨*length*⟩, or more than ⟨*length*⟩, the result is empty. If it is negative, but not less than −⟨*length*⟩, add ⟨*length*⟩ + 1 to the item number before performing the loop. The loop itself is very simple, return the item if the counter reached 1, otherwise, decrease the counter and repeat.

```
\cs_new:Npn \clist_item:Nn #1#2
  {
    \__clist_item:ffoN
      { \clist_count:N #1 }
      { \int_eval:n {#2} }
      #1
      \__clist_item_N_loop:nw
  }
\cs_new:Npn \__clist_item:nnnN #1#2#3#4
  {
    \int_compare:nNnTF {#2} < 0
      {
        \int_compare:nNnTF {#2} < { - #1 }
          { \use_none_delimit_by_q_stop:w }
          { \exp_args:Nf #4 { \int_eval:n { #2 + 1 + #1 } } }
      }
      {
        \int_compare:nNnTF {#2} > {#1}
          { \use_none_delimit_by_q_stop:w }
          { #4 {#2} }
      }
    { } , #3 , \q_stop
  }
\cs_generate_variant:Nn \__clist_item:nnnN { ffo, ff }
\cs_new:Npn \__clist_item_N_loop:nw #1 #2,
  {
    \int_compare:nNnTF {#1} = 0
      { \use_i_delimit_by_q_stop:nw { \exp_not:n {#2} } }
```

```
      { \exp_args:Nf \__clist_item_N_loop:nw { \int_eval:n { #1 - 1 } } }
  }
\cs_generate_variant:Nn \clist_item:Nn { c }
```

(*End definition for* `\clist_item:Nn`*,* `\__clist_item:nnnN`*, and* `\__clist_item_N_loop:nw`*. This function is documented on page 126.*)

`\clist_item:nn`
`\__clist_item_n:nw`
`\__clist_item_n_loop:nw`
`\__clist_item_n_end:n`
`\__clist_item_n_strip:n`
`\__clist_item_n_strip:w`

This starts in the same way as `\clist_item:Nn` by counting the items of the comma list. The final item should be space-trimmed before being brace-stripped, hence we insert a couple of odd-looking `\prg_do_nothing:` to avoid losing braces. Blank items are ignored.

```
\cs_new:Npn \clist_item:nn #1#2
  {
    \__clist_item:ffnN
      { \clist_count:n {#1} }
      { \int_eval:n {#2} }
      {#1}
      \__clist_item_n:nw
  }
\cs_new:Npn \__clist_item_n:nw #1
  { \__clist_item_n_loop:nw {#1} \prg_do_nothing: }
\cs_new:Npn \__clist_item_n_loop:nw #1 #2,
  {
    \exp_args:No \tl_if_blank:nTF {#2}
      { \__clist_item_n_loop:nw {#1} \prg_do_nothing: }
      {
        \int_compare:nNnTF {#1} = 0
          { \exp_args:No \__clist_item_n_end:n {#2} }
          {
            \exp_args:Nf \__clist_item_n_loop:nw
              { \int_eval:n { #1 - 1 } }
              \prg_do_nothing:
          }
      }
  }
\cs_new:Npn \__clist_item_n_end:n #1 #2 \q_stop
  { \tl_trim_spaces_apply:nN {#1} \__clist_item_n_strip:n }
\cs_new:Npn \__clist_item_n_strip:n #1 { \__clist_item_n_strip:w #1 , }
\cs_new:Npn \__clist_item_n_strip:w #1 , { \exp_not:n {#1} }
```

(*End definition for* `\clist_item:nn` *and others. This function is documented on page 126.*)

`\clist_rand_item:n`
`\clist_rand_item:N`
`\clist_rand_item:c`
`\__clist_rand_item:nn`

The N-type function is not implemented through the n-type function for efficiency: for instance comma-list variables do not require space-trimming of their items. Even testing for emptyness of an n-type comma-list is slow, so we count items first and use that both for the emptyness test and the pseudo-random integer. Importantly, `\clist_item:Nn` and `\clist_item:nn` only evaluate their argument once.

```
\cs_new:Npn \clist_rand_item:n #1
  { \exp_args:Nf \__clist_rand_item:nn { \clist_count:n {#1} } {#1} }
\cs_new:Npn \__clist_rand_item:nn #1#2
  {
    \int_compare:nNnF {#1} = 0
      { \clist_item:nn {#2} { \int_rand:nn { 1 } {#1} } }
  }
\cs_new:Npn \clist_rand_item:N #1
```

```
  {
    \clist_if_empty:NF #1
      { \clist_item:Nn #1 { \int_rand:nn { 1 } { \clist_count:N #1 } } }
  }
\cs_generate_variant:Nn \clist_rand_item:N { c }
```

(*End definition for* `\clist_rand_item:n`*,* `\clist_rand_item:N`*, and* `\__clist_rand_item:nn`*. These functions are documented on page 126.*)

16.10 Viewing comma lists

`\clist_show:N` `\clist_show:c` `\clist_log:N` `\clist_log:c` `\__clist_show:NN`

Apply the general `\__kernel_chk_defined:NT` and `\msg_show:nnnnnn`.

```
\cs_new_protected:Npn \clist_show:N { \__clist_show:NN \msg_show:nnxxxx }
\cs_generate_variant:Nn \clist_show:N { c }
\cs_new_protected:Npn \clist_log:N { \__clist_show:NN \msg_log:nnxxxx }
\cs_generate_variant:Nn \clist_log:N { c }
\cs_new_protected:Npn \__clist_show:NN #1#2
  {
    \__kernel_chk_defined:NT #2
      {
        #1 { LaTeX/kernel } { show-clist }
          { \token_to_str:N #2 }
          { \clist_map_function:NN #2 \msg_show_item:n }
          { } { }
      }
  }
```

(*End definition for* `\clist_show:N`*,* `\clist_log:N`*, and* `\__clist_show:NN`*. These functions are documented on page 126.*)

`\clist_show:n` `\clist_log:n` `\__clist_show:Nn`

A variant of the above: no existence check, empty first argument for the message.

```
\cs_new_protected:Npn \clist_show:n { \__clist_show:Nn \msg_show:nnxxxx }
\cs_new_protected:Npn \clist_log:n { \__clist_show:Nn \msg_log:nnxxxx }
\cs_new_protected:Npn \__clist_show:Nn #1#2
  {
    #1 { LaTeX/kernel } { show-clist }
      { } { \clist_map_function:nN {#2} \msg_show_item:n } { } { }
  }
```

(*End definition for* `\clist_show:n`*,* `\clist_log:n`*, and* `\__clist_show:Nn`*. These functions are documented on page 127.*)

16.11 Scratch comma lists

`\l_tmpa_clist` `\l_tmpb_clist` `\g_tmpa_clist` `\g_tmpb_clist`

Temporary comma list variables.

```
\clist_new:N \l_tmpa_clist
\clist_new:N \l_tmpb_clist
\clist_new:N \g_tmpa_clist
\clist_new:N \g_tmpb_clist
```

(*End definition for* `\l_tmpa_clist` *and others. These variables are documented on page 127.*)

⟨/initex | package⟩

17 l3token implementation

```
⟨*initex | package⟩
⟨@@=char⟩
```

17.1 Manipulating and interrogating character tokens

\char_set_catcode:nn
\char_value_catcode:n
\char_show_value_catcode:n

Simple wrappers around the primitives.

```
\cs_new_protected:Npn \char_set_catcode:nn #1#2
  { \tex_catcode:D \int_eval:n {#1} = \int_eval:n {#2} \exp_stop_f: }
\cs_new:Npn \char_value_catcode:n #1
  { \tex_the:D \tex_catcode:D \int_eval:n {#1} \exp_stop_f: }
\cs_new_protected:Npn \char_show_value_catcode:n #1
  { \exp_args:Nf \tl_show:n { \char_value_catcode:n {#1} } }
```

(*End definition for* `\char_set_catcode:nn`*,* `\char_value_catcode:n`*, and* `\char_show_value_catcode:n`*. These functions are documented on page 131.*)

\char_set_catcode_escape:N
\char_set_catcode_group_begin:N
\char_set_catcode_group_end:N
\char_set_catcode_math_toggle:N
\char_set_catcode_alignment:N
\char_set_catcode_end_line:N
\char_set_catcode_parameter:N
\char_set_catcode_math_superscript:N
\char_set_catcode_math_subscript:N
\char_set_catcode_ignore:N
\char_set_catcode_space:N
\char_set_catcode_letter:N
\char_set_catcode_other:N
\char_set_catcode_active:N
\char_set_catcode_comment:N
\char_set_catcode_invalid:N

```
\cs_new_protected:Npn \char_set_catcode_escape:N #1
  { \char_set_catcode:nn { `#1 } { 0 } }
\cs_new_protected:Npn \char_set_catcode_group_begin:N #1
  { \char_set_catcode:nn { `#1 } { 1 } }
\cs_new_protected:Npn \char_set_catcode_group_end:N #1
  { \char_set_catcode:nn { `#1 } { 2 } }
\cs_new_protected:Npn \char_set_catcode_math_toggle:N #1
  { \char_set_catcode:nn { `#1 } { 3 } }
\cs_new_protected:Npn \char_set_catcode_alignment:N #1
  { \char_set_catcode:nn { `#1 } { 4 } }
\cs_new_protected:Npn \char_set_catcode_end_line:N #1
  { \char_set_catcode:nn { `#1 } { 5 } }
\cs_new_protected:Npn \char_set_catcode_parameter:N #1
  { \char_set_catcode:nn { `#1 } { 6 } }
\cs_new_protected:Npn \char_set_catcode_math_superscript:N #1
  { \char_set_catcode:nn { `#1 } { 7 } }
\cs_new_protected:Npn \char_set_catcode_math_subscript:N #1
  { \char_set_catcode:nn { `#1 } { 8 } }
\cs_new_protected:Npn \char_set_catcode_ignore:N #1
  { \char_set_catcode:nn { `#1 } { 9 } }
\cs_new_protected:Npn \char_set_catcode_space:N #1
  { \char_set_catcode:nn { `#1 } { 10 } }
\cs_new_protected:Npn \char_set_catcode_letter:N #1
  { \char_set_catcode:nn { `#1 } { 11 } }
\cs_new_protected:Npn \char_set_catcode_other:N #1
  { \char_set_catcode:nn { `#1 } { 12 } }
\cs_new_protected:Npn \char_set_catcode_active:N #1
  { \char_set_catcode:nn { `#1 } { 13 } }
\cs_new_protected:Npn \char_set_catcode_comment:N #1
  { \char_set_catcode:nn { `#1 } { 14 } }
\cs_new_protected:Npn \char_set_catcode_invalid:N #1
  { \char_set_catcode:nn { `#1 } { 15 } }
```

(*End definition for* `\char_set_catcode_escape:N` *and others. These functions are documented on page 130.*)

\char_set_catcode_escape:n
\char_set_catcode_group_begin:n
\char_set_catcode_group_end:n
\char_set_catcode_math_toggle:n
\char_set_catcode_alignment:n
\char_set_catcode_end_line:n
\char_set_catcode_parameter:n
\char_set_catcode_math_superscript:n
\char_set_catcode_math_subscript:n
\char_set_catcode_ignore:n
\char_set_catcode_space:n
\char_set_catcode_letter:n
\char_set_catcode_other:n
\char_set_catcode_active:n
\char_set_catcode_comment:n
\char_set_catcode_invalid:n

```
\cs_new_protected:Npn \char_set_catcode_escape:n #1
  { \char_set_catcode:nn {#1} { 0 } }
\cs_new_protected:Npn \char_set_catcode_group_begin:n #1
  { \char_set_catcode:nn {#1} { 1 } }
\cs_new_protected:Npn \char_set_catcode_group_end:n #1
  { \char_set_catcode:nn {#1} { 2 } }
\cs_new_protected:Npn \char_set_catcode_math_toggle:n #1
  { \char_set_catcode:nn {#1} { 3 } }
\cs_new_protected:Npn \char_set_catcode_alignment:n #1
  { \char_set_catcode:nn {#1} { 4 } }
\cs_new_protected:Npn \char_set_catcode_end_line:n #1
  { \char_set_catcode:nn {#1} { 5 } }
\cs_new_protected:Npn \char_set_catcode_parameter:n #1
  { \char_set_catcode:nn {#1} { 6 } }
\cs_new_protected:Npn \char_set_catcode_math_superscript:n #1
  { \char_set_catcode:nn {#1} { 7 } }
\cs_new_protected:Npn \char_set_catcode_math_subscript:n #1
  { \char_set_catcode:nn {#1} { 8 } }
\cs_new_protected:Npn \char_set_catcode_ignore:n #1
  { \char_set_catcode:nn {#1} { 9 } }
\cs_new_protected:Npn \char_set_catcode_space:n #1
  { \char_set_catcode:nn {#1} { 10 } }
\cs_new_protected:Npn \char_set_catcode_letter:n #1
  { \char_set_catcode:nn {#1} { 11 } }
\cs_new_protected:Npn \char_set_catcode_other:n #1
  { \char_set_catcode:nn {#1} { 12 } }
\cs_new_protected:Npn \char_set_catcode_active:n #1
  { \char_set_catcode:nn {#1} { 13 } }
\cs_new_protected:Npn \char_set_catcode_comment:n #1
  { \char_set_catcode:nn {#1} { 14 } }
\cs_new_protected:Npn \char_set_catcode_invalid:n #1
  { \char_set_catcode:nn {#1} { 15 } }
```

(*End definition for* `\char_set_catcode_escape:n` *and others. These functions are documented on page 130.*)

\char_set_mathcode:nn
\char_value_mathcode:n
\char_show_value_mathcode:n
\char_set_lccode:nn
\char_value_lccode:n
\char_show_value_lccode:n
\char_set_uccode:nn
\char_value_uccode:n
\char_show_value_uccode:n
\char_set_sfcode:nn
\char_value_sfcode:n
\char_show_value_sfcode:n

Pretty repetitive, but necessary!

```
\cs_new_protected:Npn \char_set_mathcode:nn #1#2
  { \tex_mathcode:D \int_eval:n {#1} = \int_eval:n {#2} \exp_stop_f: }
\cs_new:Npn \char_value_mathcode:n #1
  { \tex_the:D \tex_mathcode:D \int_eval:n {#1} \exp_stop_f: }
\cs_new_protected:Npn \char_show_value_mathcode:n #1
  { \exp_args:Nf \tl_show:n { \char_value_mathcode:n {#1} } }
\cs_new_protected:Npn \char_set_lccode:nn #1#2
  { \tex_lccode:D \int_eval:n {#1} = \int_eval:n {#2} \exp_stop_f: }
\cs_new:Npn \char_value_lccode:n #1
  { \tex_the:D \tex_lccode:D \int_eval:n {#1} \exp_stop_f: }
\cs_new_protected:Npn \char_show_value_lccode:n #1
  { \exp_args:Nf \tl_show:n { \char_value_lccode:n {#1} } }
\cs_new_protected:Npn \char_set_uccode:nn #1#2
  { \tex_uccode:D \int_eval:n {#1} = \int_eval:n {#2} \exp_stop_f: }
\cs_new:Npn \char_value_uccode:n #1
  { \tex_the:D \tex_uccode:D \int_eval:n {#1} \exp_stop_f: }
```

```
\cs_new_protected:Npn \char_show_value_uccode:n #1
  { \exp_args:Nf \tl_show:n { \char_value_uccode:n {#1} } }
\cs_new_protected:Npn \char_set_sfcode:nn #1#2
  { \tex_sfcode:D \int_eval:n {#1} = \int_eval:n {#2} \exp_stop_f: }
\cs_new:Npn \char_value_sfcode:n #1
  { \tex_the:D \tex_sfcode:D \int_eval:n {#1} \exp_stop_f: }
\cs_new_protected:Npn \char_show_value_sfcode:n #1
  { \exp_args:Nf \tl_show:n { \char_value_sfcode:n {#1} } }
```

(*End definition for* `\char_set_mathcode:nn` *and others. These functions are documented on page* *132**.*)

`\l_char_active_seq`
`\l_char_special_seq`

Two sequences for dealing with special characters. The first is characters which may be active, the second longer list is for "special" characters more generally. Both lists are escaped so that for example bulk code assignments can be carried out. In both cases, the order is by ASCII character code (as is done in for example `\ExplSyntaxOn`).

```
\seq_new:N \l_char_special_seq
\seq_set_split:Nnn \l_char_special_seq { }
  { \  \" \# \$ \% \& \\ \^ \_ \{ \} \~ }
\seq_new:N \l_char_active_seq
\seq_set_split:Nnn \l_char_active_seq { }
  { \" \$ \& \^ \_ \~ }
```

(*End definition for* `\l_char_active_seq` *and* `\l_char_special_seq`*. These variables are documented on page* *132**.*)

17.2 Creating character tokens

`\char_set_active_eq:NN`
`\char_set_active_eq:Nc`
`\char_gset_active_eq:NN`
`\char_gset_active_eq:Nc`
`\char_set_active_eq:nN`
`\char_set_active_eq:nc`
`\char_gset_active_eq:nN`
`\char_gset_active_eq:nc`

Four simple functions with very similar definitions, so set up using an auxiliary. These are similar to LuaTeX's `\letcharcode` primitive.

```
\group_begin:
  \char_set_catcode_active:N \^^@
  \cs_set_protected:Npn \__char_tmp:nN #1#2
    {
      \cs_new_protected:cpn { #1 :nN } ##1
        {
          \group_begin:
            \char_set_lccode:nn { `\^^@ } { ##1 }
          \tex_lowercase:D { \group_end: #2 ^^@ }
        }
      \cs_new_protected:cpx { #1 :NN } ##1
        { \exp_not:c { #1 : nN } { `##1 } }
    }
  \__char_tmp:nN { char_set_active_eq }  \cs_set_eq:NN
  \__char_tmp:nN { char_gset_active_eq } \cs_gset_eq:NN
\group_end:
\cs_generate_variant:Nn \char_set_active_eq:NN  { Nc }
\cs_generate_variant:Nn \char_gset_active_eq:NN { Nc }
\cs_generate_variant:Nn \char_set_active_eq:nN  { nc }
\cs_generate_variant:Nn \char_gset_active_eq:nN { nc }
```

(*End definition for* `\char_set_active_eq:NN` *and others. These functions are documented on page* *128**.*)

`\__char_int_to_roman:w`

For efficiency in 8-bit engines, we use the faster primitive approach to making roman numerals.

```
\cs_new_eq:NN \__char_int_to_roman:w \tex_romannumeral:D
```

(*End definition for* `\__char_int_to_roman:w`.)

`\char_generate:nn`
`\__char_generate_aux:nn`
`\__char_generate_aux:nnw`
`\__char_generate_auxii:nnw`
`\l__char_tmp_tl`
`\__char_generate_invalid_catcode:`

The aim here is to generate characters of (broadly) arbitrary category code. Where possible, that is done using engine support (XƎTEX, LuaTEX). There are though various issues which are covered below. At the interface layer, turn the two arguments into integers up-front so this is only done once.

```
\cs_new:Npn \char_generate:nn #1#2
  {
    \exp:w \exp_after:wN \__char_generate_aux:w
      \int_value:w \int_eval:n {#1} \exp_after:wN ;
      \int_value:w \int_eval:n {#2} ;
  }
```

Before doing any actual conversion, first some special case filtering. Spaces are out here as LuaTEX emulation only makes normal (charcode 32 spaces). However, `^^@` is filtered out separately as that can't be done with macro emulation either, so is flagged up separately. That done, hand off to the engine-dependent part.

```
\cs_new:Npn \__char_generate_aux:w #1 ; #2 ;
  {
    \if_int_compare:w #2 = 10 \exp_stop_f:
      \if_int_compare:w #1 =  0 \exp_stop_f:
        \__kernel_msg_expandable_error:nn { kernel } { char-null-space }
      \else:
        \__kernel_msg_expandable_error:nn { kernel } { char-space }
      \fi:
    \else:
      \if_int_odd:w 0
          \if_int_compare:w #2 < 1  \exp_stop_f: 1 \fi:
          \if_int_compare:w #2 = 5  \exp_stop_f: 1 \fi:
          \if_int_compare:w #2 = 9  \exp_stop_f: 1 \fi:
          \if_int_compare:w #2 > 13 \exp_stop_f: 1 \fi: \exp_stop_f:
        \__kernel_msg_expandable_error:nn { kernel }
          { char-invalid-catcode }
      \else:
        \if_int_odd:w 0
          \if_int_compare:w #1 < 0 \exp_stop_f: 1 \fi:
          \if_int_compare:w #1 > \c_max_char_int 1 \fi: \exp_stop_f:
          \__kernel_msg_expandable_error:nn { kernel }
            { char-out-of-range }
        \else:
          \__char_generate_aux:nnw {#1} {#2}
        \fi:
      \fi:
    \fi:
    \exp_end:
  }
\tl_new:N \l__char_tmp_tl
```

Engine-dependent definitions are now needed for the implementation. For LuaTEX and XƎTEX there is engine-level support. They can do cases that macro emulation can't. All of those are filtered out here using a primitive-based boolean expression to avoid fixing the category code of the null character used in the false branch (for 8-bit engines). The final level is the basic definition at the engine level: the arguments here are integers so there is no need to worry about them too much. Older versions of XƎTEX cannot generate active characters so we filter that: at some future stage that may change: the slightly odd ordering of auxiliaries reflects that.

```
\group_begin:
⟨*package⟩
  \char_set_catcode_active:N \^^L
  \cs_set:Npn ^^L { }
⟨/package⟩
  \char_set_catcode_other:n { 0 }
  \if_int_odd:w 0
      \sys_if_engine_luatex:T { 1 }
      \sys_if_engine_xetex:T { 1 } \exp_stop_f:
    \sys_if_engine_luatex:TF
      {
        \cs_new:Npn \__char_generate_aux:nnw #1#2#3 \exp_end:
          {
            #3
            \exp_after:wN \exp_after:wN \exp_after:wN \exp_end:
            \lua_now:e { l3kernel.charcat(#1, #2) }
          }
      }
      {
        \cs_new:Npn \__char_generate_aux:nnw #1#2#3 \exp_end:
          {
            #3
            \exp_after:wN \exp_end:
            \tex_Ucharcat:D #1 \exp_stop_f: #2 \exp_stop_f:
          }
        \cs_if_exist:NF \tex_expanded:D
          {
            \cs_new_eq:NN \__char_generate_auxii:nnw \__char_generate_aux:nnw
            \cs_gset:Npn \__char_generate_aux:nnw #1#2#3 \exp_end:
              {
                #3
                \if_int_compare:w #2 = 13 \exp_stop_f:
                  \__kernel_msg_expandable_error:nn { kernel } { char-active }
                \else:
                  \__char_generate_auxii:nnw {#1} {#2}
                \fi:
                \exp_end:
              }
          }
      }
  \else:
```

For engines where `\Ucharcat` isn't available or emulated, we have to work in macros, and cover only the 8-bit range. The first stage is to build up a `tl` containing `^^@` with each category code that can be accessed in this way, with an error set up for the other cases. This is all done such that it can be quickly accessed using a `\if_case:w` low-level conditional. There are a few things to notice here. As `^^L` is `\outer` we need to locally set it to avoid a problem. To get open/close braces into the list, they are set up using `\if_false:` pairing and are then `x`-type expanded together into the desired form.

```
      \tl_set:Nn \l__char_tmp_tl { \exp_not:N \or: }
      \char_set_catcode_group_begin:n { 0 } % {
      \tl_put_right:Nn \l__char_tmp_tl { ^^@ \if_false: } }
```

```
    \char_set_catcode_group_end:n { 0 }
    \tl_put_right:Nn \l__char_tmp_tl { { \fi: \exp_not:N \or: ^^@ } % }
    \tl_set:Nx \l__char_tmp_tl { \l__char_tmp_tl }
    \char_set_catcode_math_toggle:n { 0 }
    \tl_put_right:Nn \l__char_tmp_tl { \or: ^^@ }
    \char_set_catcode_alignment:n { 0 }
    \tl_put_right:Nn \l__char_tmp_tl { \or: ^^@ }
    \tl_put_right:Nn \l__char_tmp_tl { \or: }
    \char_set_catcode_parameter:n { 0 }
    \tl_put_right:Nn \l__char_tmp_tl { \or: ^^@ }
    \char_set_catcode_math_superscript:n { 0 }
    \tl_put_right:Nn \l__char_tmp_tl { \or: ^^@ }
    \char_set_catcode_math_subscript:n { 0 }
    \tl_put_right:Nn \l__char_tmp_tl { \or: ^^@ }
    \tl_put_right:Nn \l__char_tmp_tl { \or: }
```

For making spaces, there needs to be an o-type expansion of a \use:n (or some other tokenization) to avoid dropping the space. We also set up active tokens although they are (currently) filtered out by the interface layer (\Ucharcat cannot make active tokens).

```
    \char_set_catcode_space:n { 0 }
    \tl_put_right:No \l__char_tmp_tl { \use:n { \or: } ^^@ }
    \char_set_catcode_letter:n { 0 }
    \tl_put_right:Nn \l__char_tmp_tl { \or: ^^@ }
    \char_set_catcode_other:n { 0 }
    \tl_put_right:Nn \l__char_tmp_tl { \or: ^^@ }
    \char_set_catcode_active:n { 0 }
    \tl_put_right:Nn \l__char_tmp_tl { \or: ^^@ }
```

Convert the above temporary list into a series of constant token lists, one for each character code, using \tex_lowercase:D to convert ^^@ in each case. The x-type expansion ensures that \tex_lowercase:D receives the contents of the token list. In package mode, ^^L is awkward hence this is done in three parts. Notice that at this stage ^^@ is active.

```
    \cs_set_protected:Npn \__char_tmp:n #1
      {
        \char_set_lccode:nn { 0 } {#1}
        \char_set_lccode:nn { 32 } {#1}
        \exp_args:Nx \tex_lowercase:D
          {
            \tl_const:Nn
              \exp_not:c { c__char_ \__char_int_to_roman:w #1 _tl }
              { \exp_not:o \l__char_tmp_tl }
          }
      }
⟨*package⟩
    \int_step_function:nnN { 0 } { 11 }  \__char_tmp:n
    \group_begin:
      \tl_replace_once:Nnn \l__char_tmp_tl { ^^@ } { \ERROR }
      \__char_tmp:n { 12 }
    \group_end:
    \int_step_function:nnN { 13 } { 255 } \__char_tmp:n
⟨/package⟩
⟨*initex⟩
    \int_step_function:nnN { 0 } { 255 }  \__char_tmp:n
⟨/initex⟩
```

As TeX is very unhappy if if finds an alignment character inside a primitive `\halign` even when skipping false branches, some precautions are required. TeX is happy if the token is hidden between braces within `\if_false: ... \fi:`.

```
      \cs_new:Npn \__char_generate_aux:nnw #1#2#3 \exp_end:
        {
          #3
          \if_false: { \fi:
          \exp_after:wN \exp_after:wN
          \exp_after:wN \exp_end:
          \exp_after:wN \exp_after:wN
          \if_case:w #2
            \exp_last_unbraced:Nv \exp_stop_f:
              { c__char_ \__char_int_to_roman:w #1 _tl }
          \or: }
          \fi:
        }
  \fi:
\group_end:
```

(*End definition for* `\char_generate:nn` *and others. This function is documented on page 129.*)

`\c_catcode_other_space_tl`

Create a space with category code 12: an “other” space.

```
\tl_const:Nx \c_catcode_other_space_tl { \char_generate:nn { `\  } { 12 } }
```

(*End definition for* `\c_catcode_other_space_tl`. *This function is documented on page 129.*)

17.3 Generic tokens

```
⟨@@=token⟩
```

`\token_to_meaning:N`
`\token_to_meaning:c`
`\token_to_str:N`
`\token_to_str:c`

These are all defined in l3basics, as they are needed “early”. This is just a reminder!

(*End definition for* `\token_to_meaning:N` *and* `\token_to_str:N`. *These functions are documented on page 133.*)

`\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`
`\c_catcode_letter_token`
`\c_catcode_other_token`

We define these useful tokens. For the brace and space tokens things have to be done by hand: the formal argument spec. for `\cs_new_eq:NN` does not cover them so we do things by hand. (As currently coded it would *work* with `\cs_new_eq:NN` but that’s not really a great idea to show off: we want people to stick to the defined interfaces and that includes us.) So that these few odd names go into the log when appropriate there is a need to hand-apply the `\__kernel_chk_if_free_cs:N` check.

```
\group_begin:
  \__kernel_chk_if_free_cs:N \c_group_begin_token
  \tex_global:D \tex_let:D \c_group_begin_token {
  \__kernel_chk_if_free_cs:N \c_group_end_token
  \tex_global:D \tex_let:D \c_group_end_token }
  \char_set_catcode_math_toggle:N \*
  \cs_new_eq:NN \c_math_toggle_token *
  \char_set_catcode_alignment:N \*
  \cs_new_eq:NN \c_alignment_token *
  \cs_new_eq:NN \c_parameter_token #
  \cs_new_eq:NN \c_math_superscript_token ^
  \char_set_catcode_math_subscript:N \*
  \cs_new_eq:NN \c_math_subscript_token *
```

```
    \__kernel_chk_if_free_cs:N \c_space_token
    \use:n { \tex_global:D \tex_let:D \c_space_token = ~ } ~
    \cs_new_eq:NN \c_catcode_letter_token a
    \cs_new_eq:NN \c_catcode_other_token 1
  \group_end:
```

(*End definition for* `\c_group_begin_token` *and others. These functions are documented on page 133.*)

`\c_catcode_active_tl` Not an implicit token!

```
  \group_begin:
    \char_set_catcode_active:N \*
    \tl_const:Nn \c_catcode_active_tl { \exp_not:N * }
  \group_end:
```

(*End definition for* `\c_catcode_active_tl`. *This variable is documented on page 133.*)

17.4 Token conditionals

`\token_if_group_begin_p:N` `\token_if_group_begin:NTF` Check if token is a begin group token. We use the constant `\c_group_begin_token` for this.

```
  \prg_new_conditional:Npnn \token_if_group_begin:N #1 { p , T ,  F , TF }
    {
      \if_catcode:w \exp_not:N #1 \c_group_begin_token
        \prg_return_true: \else: \prg_return_false: \fi:
    }
```

(*End definition for* `\token_if_group_begin:NTF`. *This function is documented on page 134.*)

`\token_if_group_end_p:N` `\token_if_group_end:NTF` Check if token is a end group token. We use the constant `\c_group_end_token` for this.

```
  \prg_new_conditional:Npnn \token_if_group_end:N #1 { p , T ,  F , TF }
    {
      \if_catcode:w \exp_not:N #1 \c_group_end_token
        \prg_return_true: \else: \prg_return_false: \fi:
    }
```

(*End definition for* `\token_if_group_end:NTF`. *This function is documented on page 134.*)

`\token_if_math_toggle_p:N` `\token_if_math_toggle:NTF` Check if token is a math shift token. We use the constant `\c_math_toggle_token` for this.

```
  \prg_new_conditional:Npnn \token_if_math_toggle:N #1 { p , T ,  F , TF }
    {
      \if_catcode:w \exp_not:N #1 \c_math_toggle_token
        \prg_return_true: \else: \prg_return_false: \fi:
    }
```

(*End definition for* `\token_if_math_toggle:NTF`. *This function is documented on page 134.*)

`\token_if_alignment_p:N` `\token_if_alignment:NTF` Check if token is an alignment tab token. We use the constant `\c_alignment_token` for this.

```
  \prg_new_conditional:Npnn \token_if_alignment:N #1 { p , T ,  F , TF }
    {
      \if_catcode:w \exp_not:N #1 \c_alignment_token
        \prg_return_true: \else: \prg_return_false: \fi:
    }
```

(*End definition for* `\token_if_alignment:NTF`. *This function is documented on page 134.*)

`\token_if_parameter_p:N`
`\token_if_parameter:NTF`

Check if token is a parameter token. We use the constant `\c_parameter_token` for this. We have to trick TeX a bit to avoid an error message: within a group we prevent `\c_parameter_token` from behaving like a macro parameter character. The definitions of `\prg_new_conditional:Npnn` are global, so they remain after the group.

```
\group_begin:
\cs_set_eq:NN \c_parameter_token \scan_stop:
\prg_new_conditional:Npnn \token_if_parameter:N #1 { p , T , F , TF }
  {
    \if_catcode:w \exp_not:N #1 \c_parameter_token
      \prg_return_true: \else: \prg_return_false: \fi:
  }
\group_end:
```

(*End definition for* `\token_if_parameter:NTF`. *This function is documented on page 134.*)

`\token_if_math_superscript_p:N`
`\token_if_math_superscript:NTF`

Check if token is a math superscript token. We use the constant `\c_math_superscript_token` for this.

```
\prg_new_conditional:Npnn \token_if_math_superscript:N #1
  { p , T , F , TF }
  {
    \if_catcode:w \exp_not:N #1 \c_math_superscript_token
      \prg_return_true: \else: \prg_return_false: \fi:
  }
```

(*End definition for* `\token_if_math_superscript:NTF`. *This function is documented on page 134.*)

`\token_if_math_subscript_p:N`
`\token_if_math_subscript:NTF`

Check if token is a math subscript token. We use the constant `\c_math_subscript_token` for this.

```
\prg_new_conditional:Npnn \token_if_math_subscript:N #1 { p , T , F , TF }
  {
    \if_catcode:w \exp_not:N #1 \c_math_subscript_token
      \prg_return_true: \else: \prg_return_false: \fi:
  }
```

(*End definition for* `\token_if_math_subscript:NTF`. *This function is documented on page 134.*)

`\token_if_space_p:N`
`\token_if_space:NTF`

Check if token is a space token. We use the constant `\c_space_token` for this.

```
\prg_new_conditional:Npnn \token_if_space:N #1 { p , T , F , TF }
  {
    \if_catcode:w \exp_not:N #1 \c_space_token
      \prg_return_true: \else: \prg_return_false: \fi:
  }
```

(*End definition for* `\token_if_space:NTF`. *This function is documented on page 134.*)

`\token_if_letter_p:N`
`\token_if_letter:NTF`

Check if token is a letter token. We use the constant `\c_catcode_letter_token` for this.

```
\prg_new_conditional:Npnn \token_if_letter:N #1 { p , T , F , TF }
  {
    \if_catcode:w \exp_not:N #1 \c_catcode_letter_token
      \prg_return_true: \else: \prg_return_false: \fi:
  }
```

(*End definition for* `\token_if_letter:NTF`. *This function is documented on page 135.*)

\token_if_other_p:N
\token_if_other:NTF

Check if token is an other char token. We use the constant \c_catcode_other_token for this.

```
\prg_new_conditional:Npnn \token_if_other:N #1 { p , T ,  F , TF }
  {
    \if_catcode:w \exp_not:N #1 \c_catcode_other_token
      \prg_return_true: \else: \prg_return_false: \fi:
  }
```

(*End definition for* \token_if_other:NTF*. This function is documented on page 135.*)

\token_if_active_p:N
\token_if_active:NTF

Check if token is an active char token. We use the constant \c_catcode_active_tl for this. A technical point is that \c_catcode_active_tl is in fact a macro expanding to \exp_not:N *, where * is active.

```
\prg_new_conditional:Npnn \token_if_active:N #1 { p , T ,  F , TF }
  {
    \if_catcode:w \exp_not:N #1 \c_catcode_active_tl
      \prg_return_true: \else: \prg_return_false: \fi:
  }
```

(*End definition for* \token_if_active:NTF*. This function is documented on page 135.*)

\token_if_eq_meaning_p:NN
\token_if_eq_meaning:NNTF

Check if the tokens #1 and #2 have same meaning.

```
\prg_new_conditional:Npnn \token_if_eq_meaning:NN #1#2 { p , T ,  F , TF }
  {
    \if_meaning:w  #1  #2
      \prg_return_true: \else: \prg_return_false: \fi:
  }
```

(*End definition for* \token_if_eq_meaning:NNTF*. This function is documented on page 135.*)

\token_if_eq_catcode_p:NN
\token_if_eq_catcode:NNTF

Check if the tokens #1 and #2 have same category code.

```
\prg_new_conditional:Npnn \token_if_eq_catcode:NN #1#2 { p , T ,  F , TF }
  {
    \if_catcode:w \exp_not:N #1 \exp_not:N #2
      \prg_return_true: \else: \prg_return_false: \fi:
  }
```

(*End definition for* \token_if_eq_catcode:NNTF*. This function is documented on page 135.*)

\token_if_eq_charcode_p:NN
\token_if_eq_charcode:NNTF

Check if the tokens #1 and #2 have same character code.

```
\prg_new_conditional:Npnn \token_if_eq_charcode:NN #1#2 { p , T ,  F , TF }
  {
    \if_charcode:w \exp_not:N #1 \exp_not:N #2
      \prg_return_true: \else: \prg_return_false: \fi:
  }
```

(*End definition for* \token_if_eq_charcode:NNTF*. This function is documented on page 135.*)

\token_if_macro_p:N
\token_if_macro:NTF
__token_if_macro_p:w

When a token is a macro, \token_to_meaning:N always outputs something like \long macro:#1->#1 so we could naively check to see if the meaning contains ->. However, this can fail the five \...mark primitives, whose meaning has the form ...mark:⟨*user material*⟩. The problem is that the ⟨*user material*⟩ can contain ->.

However, only characters, macros, and marks can contain the colon character. The idea is thus to grab until the first :, and analyse what is left. However, macros can have any combination of `\long`, `\protected` or `\outer` (not used in LaTeX3) before the string `macro:`. We thus only select the part of the meaning between the first `ma` and the first following `:`. If this string is `cro`, then we have a macro. If the string is `rk`, then we have a mark. The string can also be `cro parameter character` for a colon with a weird category code (namely the usual category code of `#`). Otherwise, it is empty.

This relies on the fact that `\long`, `\protected`, `\outer` cannot contain `ma`, regardless of the escape character, even if the escape character is `m`...

Both `ma` and `:` must be of category code 12 (other), so are detokenized.

```
\use:x
  {
    \prg_new_conditional:Npnn \exp_not:N \token_if_macro:N ##1
      { p , T ,  F , TF }
      {
        \exp_not:N \exp_after:wN \exp_not:N \__token_if_macro_p:w
        \exp_not:N \token_to_meaning:N ##1 \tl_to_str:n { ma : }
          \exp_not:N \q_stop
      }
    \cs_new:Npn \exp_not:N  \__token_if_macro_p:w
      ##1 \tl_to_str:n { ma } ##2 \c_colon_str ##3 \exp_not:N \q_stop
  }
      {
        \str_if_eq:nnTF { #2 } { cro }
          { \prg_return_true: }
          { \prg_return_false: }
      }
```

(*End definition for* `\token_if_macro:NTF` *and* `\__token_if_macro_p:w`. *This function is documented on page 135.*)

`\token_if_cs_p:N`
`\token_if_cs:NTF`

Check if token has same catcode as a control sequence. This follows the same pattern as for `\token_if_letter:N` *etc.* We use `\scan_stop:` for this.

```
\prg_new_conditional:Npnn \token_if_cs:N #1 { p , T ,  F , TF }
  {
    \if_catcode:w \exp_not:N #1 \scan_stop:
      \prg_return_true: \else: \prg_return_false: \fi:
  }
```

(*End definition for* `\token_if_cs:NTF`. *This function is documented on page 135.*)

`\token_if_expandable_p:N`
`\token_if_expandable:NTF`

Check if token is expandable. We use the fact that TeX temporarily converts `\exp_not:N` ⟨*token*⟩ into `\scan_stop:` if ⟨*token*⟩ is expandable. An `undefined` token is not considered as expandable. No problem nesting the conditionals, since the third `#1` is only skipped if it is non-expandable (hence not part of TeX's conditional apparatus).

```
\prg_new_conditional:Npnn \token_if_expandable:N #1 { p , T ,  F , TF }
  {
    \exp_after:wN \if_meaning:w \exp_not:N #1 #1
      \prg_return_false:
    \else:
      \if_cs_exist:N #1
        \prg_return_true:
      \else:
        \prg_return_false:
      \fi:
```

```
    \fi:
  }
```

(*End definition for* `\token_if_expandable:NTF`. *This function is documented on page 135.*)

`\__token_delimit_by_char":w`
`\__token_delimit_by_count:w`
`\__token_delimit_by_dimen:w`
`\__token_delimit_by_macro:w`
`\__token_delimit_by_muskip:w`
`\__token_delimit_by_skip:w`
`\__token_delimit_by_toks:w`

These auxiliary functions are used below to define some conditionals which detect whether the `\meaning` of their argument begins with a particular string. Each auxiliary takes an argument delimited by a string, a second one delimited by `\q_stop`, and returns the first one and its delimiter. This result is eventually compared to another string.

```
\group_begin:
\cs_set_protected:Npn \__token_tmp:w #1
  {
    \use:x
      {
        \cs_new:Npn \exp_not:c { __token_delimit_by_ #1 :w }
            ####1 \tl_to_str:n {#1} ####2 \exp_not:N \q_stop
          { ####1 \tl_to_str:n {#1} }
      }
  }
\__token_tmp:w { char" }
\__token_tmp:w { count }
\__token_tmp:w { dimen }
\__token_tmp:w { macro }
\__token_tmp:w { muskip }
\__token_tmp:w { skip }
\__token_tmp:w { toks }
\group_end:
```

(*End definition for* `\__token_delimit_by_char":w` *and others.*)

`\token_if_chardef_p:N`
`\token_if_chardef:NTF`
`\token_if_mathchardef_p:N`
`\token_if_mathchardef:NTF`
`\token_if_long_macro_p:N`
`\token_if_long_macro:NTF`
`\token_if_protected_macro_p:N`
`\token_if_protected_macro:NTF`
`\token_if_protected_long_macro_p:N`
`\token_if_protected_long_macro:NTF`
`\token_if_dim_register_p:N`
`\token_if_dim_register:NTF`
`\token_if_int_register_p:N`
`\token_if_int_register:NTF`
`\token_if_muskip_register_p:N`
`\token_if_muskip_register:NTF`
`\token_if_skip_register_p:N`
`\token_if_skip_register:NTF`
`\token_if_toks_register_p:N`
`\token_if_toks_register:NTF`

Each of these conditionals tests whether its argument's `\meaning` starts with a given string. This is essentially done by having an auxiliary grab an argument delimited by the string and testing whether the argument was empty. Of course, a copy of this string must first be added to the end of the `\meaning` to avoid a runaway argument in case it does not contain the string. Two complications arise. First, the escape character is not fixed, and cannot be included in the delimiter of the auxiliary function (this function cannot be defined on the fly because tests must remain expandable): instead the first argument of the auxiliary (plus the delimiter to avoid complications with trailing spaces) is compared using `\str_if_eq:eeTF` to the result of applying `\token_to_str:N` to a control sequence. Second, the `\meaning` of primitives such as `\dimen` or `\dimendef` starts in the same way as registers such as `\dimen123`, so they must be tested for.

Characters used as delimiters must have catcode 12 and are obtained through `\tl_to_str:n`. This requires doing all definitions within x-expansion. The temporary function `\__token_tmp:w` used to define each conditional receives three arguments: the name of the conditional, the auxiliary's delimiter (also used to name the auxiliary), and the string to which one compares the auxiliary's result. Note that the `\meaning` of a protected long macro starts with `\protected\long macro`, with no space after `\protected` but a space after `\long`, hence the mixture of `\token_to_str:N` and `\tl_to_str:n`.

For the first five conditionals, `\cs_if_exist:cT` turns out to be `false`, and the code boils down to a string comparison between the result of the auxiliary on the `\meaning` of the conditional's argument `####1`, and `#3`. Both are evaluated at run-time, as this is important to get the correct escape character.

The other five conditionals have additional code that compares the argument `####1` to two TeX primitives which would wrongly be recognized as registers otherwise. Despite using TeX's primitive conditional construction, this does not break when `####1` is itself a conditional, because branches of the conditionals are only skipped if `####1` is one of the two primitives that are tested for (which are not TeX conditionals).

```
\group_begin:
\cs_set_protected:Npn \__token_tmp:w #1#2#3
  {
    \use:x
      {
        \prg_new_conditional:Npnn \exp_not:c { token_if_ #1 :N } ####1
          { p , T ,  F , TF }
          {
            \cs_if_exist:cT { tex_ #2 :D }
              {
                \exp_not:N \if_meaning:w ####1 \exp_not:c { tex_ #2 :D }
                \exp_not:N \prg_return_false:
                \exp_not:N \else:
                \exp_not:N \if_meaning:w ####1 \exp_not:c { tex_ #2 def:D }
                \exp_not:N \prg_return_false:
                \exp_not:N \else:
              }
            \exp_not:N \str_if_eq:eeTF
              {
                \exp_not:N \exp_after:wN
                \exp_not:c { __token_delimit_by_ #2 :w }
                \exp_not:N \token_to_meaning:N ####1
                ? \tl_to_str:n {#2} \exp_not:N \q_stop
              }
              { \exp_not:n {#3} }
              { \exp_not:N \prg_return_true: }
              { \exp_not:N \prg_return_false: }
            \cs_if_exist:cT { tex_ #2 :D }
              {
                \exp_not:N \fi:
                \exp_not:N \fi:
              }
          }
      }
  }
\__token_tmp:w { chardef } { char" } { \token_to_str:N \char" }
\__token_tmp:w { mathchardef } { char" } { \token_to_str:N \mathchar" }
\__token_tmp:w { long_macro } { macro } { \tl_to_str:n { \long } macro }
\__token_tmp:w { protected_macro } { macro }
  { \tl_to_str:n { \protected } macro }
\__token_tmp:w { protected_long_macro } { macro }
  { \token_to_str:N \protected \tl_to_str:n { \long } macro }
\__token_tmp:w { dim_register } { dimen } { \token_to_str:N \dimen }
\__token_tmp:w { int_register } { count } { \token_to_str:N \count }
\__token_tmp:w { muskip_register } { muskip } { \token_to_str:N \muskip }
\__token_tmp:w { skip_register } { skip } { \token_to_str:N \skip }
\__token_tmp:w { toks_register } { toks } { \token_to_str:N \toks }
\group_end:
```

(*End definition for* `\token_if_chardef:NTF` *and others. These functions are documented on page 136.*)

`\token_if_primitive_p:N`
`\token_if_primitive:NTF`
`\__token_if_primitive:NNw`
`\__token_if_primitive_space:w`
`\__token_if_primitive_nullfont:N`
`\__token_if_primitive_loop:N`
`\__token_if_primitive:Nw`
`\__token_if_primitive_undefined:N`

We filter out macros first, because they cause endless trouble later otherwise.

Primitives are almost distinguished by the fact that the result of `\token_to_meaning:N` is formed from letters only. Every other token has either a space (e.g., `the letter A`), a digit (e.g., `\count123`) or a double quote (e.g., `\char"A`).

Ten exceptions: on the one hand, `\tex_undefined:D` is not a primitive, but its meaning is `undefined`, only letters; on the other hand, `\space`, `\italiccorr`, `\hyphen`, `\firstmark`, `\topmark`, `\botmark`, `\splitfirstmark`, `\splitbotmark`, and `\nullfont` are primitives, but have non-letters in their meaning.

We start by removing the two first (non-space) characters from the meaning. This removes the escape character (which may be nonexistent depending on `\endlinechar`), and takes care of three of the exceptions: `\space`, `\italiccorr` and `\hyphen`, whose meaning is at most two characters. This leaves a string terminated by some `:`, and `\q_stop`.

The meaning of each one of the five `\...mark` primitives has the form ⟨*letters*⟩`:`⟨*user material*⟩. In other words, the first non-letter is a colon. We remove everything after the first colon.

We are now left with a string, which we must analyze. For primitives, it contains only letters. For non-primitives, it contains either `"`, or a space, or a digit. Two exceptions remain: `\tex_undefined:D`, which is not a primitive, and `\nullfont`, which is a primitive.

Spaces cannot be grabbed in an undelimited way, so we check them separately. If there is a space, we test for `\nullfont`. Otherwise, we go through characters one by one, and stop at the first character less than `` `A `` (this is not quite a test for "only letters", but is close enough to work in this context). If this first character is `:` then we have a primitive, or `\tex_undefined:D`, and if it is `"` or a digit, then the token is not a primitive.

```
\tex_chardef:D \c__token_A_int = `A ~ %
\use:x
  {
    \prg_new_conditional:Npnn \exp_not:N \token_if_primitive:N ##1
      { p , T , F , TF }
      {
        \exp_not:N \token_if_macro:NTF ##1
          \exp_not:N \prg_return_false:
          {
            \exp_not:N \exp_after:wN \exp_not:N \__token_if_primitive:NNw
            \exp_not:N \token_to_meaning:N ##1
              \tl_to_str:n { : : : } \exp_not:N \q_stop ##1
          }
      }
    \cs_new:Npn \exp_not:N \__token_if_primitive:NNw
      ##1##2 ##3 \c_colon_str ##4 \exp_not:N \q_stop
      {
        \exp_not:N \tl_if_empty:oTF
          { \exp_not:N \__token_if_primitive_space:w ##3 ~ }
          {
            \exp_not:N \__token_if_primitive_loop:N ##3
              \c_colon_str \exp_not:N \q_stop
          }
          { \exp_not:N \__token_if_primitive_nullfont:N }
      }
```

```
  }
\cs_new:Npn \__token_if_primitive_space:w #1 ~ { }
\cs_new:Npn \__token_if_primitive_nullfont:N #1
  {
    \if_meaning:w \tex_nullfont:D #1
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
\cs_new:Npn \__token_if_primitive_loop:N #1
  {
    \if_int_compare:w `#1 < \c__token_A_int %
      \exp_after:wN \__token_if_primitive:Nw
      \exp_after:wN #1
    \else:
      \exp_after:wN \__token_if_primitive_loop:N
    \fi:
  }
\cs_new:Npn \__token_if_primitive:Nw #1 #2 \q_stop
  {
    \if:w : #1
      \exp_after:wN \__token_if_primitive_undefined:N
    \else:
      \prg_return_false:
      \exp_after:wN \use_none:n
    \fi:
  }
\cs_new:Npn \__token_if_primitive_undefined:N #1
  {
    \if_cs_exist:N #1
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
```

(*End definition for* `\token_if_primitive:NTF` *and others. This function is documented on page 137.*)

17.5 Peeking ahead at the next token

```
⟨@@=peek⟩
```

Peeking ahead is implemented using a two part mechanism. The outer level provides a defined interface to the lower level material. This allows a large amount of code to be shared. There are four cases:

1. peek at the next token;
2. peek at the next non-space token;
3. peek at the next token and remove it;
4. peek at the next non-space token and remove it.

\l_peek_token
\g_peek_token

Storage tokens which are publicly documented: the token peeked.

```
\cs_new_eq:NN \l_peek_token ?
\cs_new_eq:NN \g_peek_token ?
```

(*End definition for* `\l_peek_token` *and* `\g_peek_token`*. These variables are documented on page* 137.)

\l__peek_search_token

The token to search for as an implicit token: *cf.* `\l__peek_search_tl`.

```
\cs_new_eq:NN \l__peek_search_token ?
```

(*End definition for* `\l__peek_search_token`*.*)

\l__peek_search_tl

The token to search for as an explicit token: *cf.* `\l__peek_search_token`.

```
\tl_new:N \l__peek_search_tl
```

(*End definition for* `\l__peek_search_tl`*.*)

__peek_true:w
__peek_true_aux:w
__peek_false:w
__peek_tmp:w

Functions used by the branching and space-stripping code.

```
\cs_new:Npn \__peek_true:w  { }
\cs_new:Npn \__peek_true_aux:w  { }
\cs_new:Npn \__peek_false:w { }
\cs_new:Npn \__peek_tmp:w { }
```

(*End definition for* `\__peek_true:w` *and others.*)

\peek_after:Nw
\peek_gafter:Nw

Simple wrappers for `\futurelet`: no arguments absorbed here.

```
\cs_new_protected:Npn \peek_after:Nw
  { \tex_futurelet:D \l_peek_token }
\cs_new_protected:Npn \peek_gafter:Nw
  { \tex_global:D \tex_futurelet:D \g_peek_token }
```

(*End definition for* `\peek_after:Nw` *and* `\peek_gafter:Nw`*. These functions are documented on page* 137.)

__peek_true_remove:w

A function to remove the next token and then regain control.

```
\cs_new_protected:Npn \__peek_true_remove:w
  {
    \tex_afterassignment:D \__peek_true_aux:w
    \cs_set_eq:NN \__peek_tmp:w
  }
```

(*End definition for* `\__peek_true_remove:w`*.*)

\peek_remove_spaces:n
__peek_remove_spaces:

Repeatedly use `\__peek_true_remove:w` to remove a space and call `\__peek_true_aux:w`.

```
\cs_new_protected:Npn \peek_remove_spaces:n #1
  {
    \cs_set:Npx \__peek_false:w { \exp_not:n {#1} }
    \group_align_safe_begin:
    \cs_set:Npn \__peek_true_aux:w { \peek_after:Nw \__peek_remove_spaces: }
    \__peek_true_aux:w
  }
\cs_new_protected:Npn \__peek_remove_spaces:
  {
    \if_meaning:w \l_peek_token \c_space_token
      \exp_after:wN \__peek_true_remove:w
```

```
    \else:
      \group_align_safe_end:
      \exp_after:wN \__peek_false:w
    \fi:
  }
```

(*End definition for* `\peek_remove_spaces:n` *and* `\__peek_remove_spaces:`. *This function is documented on page 269.*)

`\__peek_token_generic_aux:NNNTF`

The generic functions store the test token in both implicit and explicit modes, and the `true` and `false` code as token lists, more or less. The two branches have to be absorbed here as the input stream needs to be cleared for the peek function itself. Here, `#1` is `\__peek_true_remove:w` when removing the token and `\__peek_true_aux:w` otherwise.

```
\cs_new_protected:Npn \__peek_token_generic_aux:NNNTF #1#2#3#4#5
  {
    \group_align_safe_begin:
    \cs_set_eq:NN \l__peek_search_token #3
    \tl_set:Nn \l__peek_search_tl {#3}
    \cs_set:Npx \__peek_true_aux:w
      {
        \exp_not:N \group_align_safe_end:
        \exp_not:n {#4}
      }
    \cs_set_eq:NN \__peek_true:w #1
    \cs_set:Npx \__peek_false:w
      {
        \exp_not:N \group_align_safe_end:
        \exp_not:n {#5}
      }
    \peek_after:Nw #2
  }
```

(*End definition for* `\__peek_token_generic_aux:NNNTF`.)

`\__peek_token_generic:NNTF`
`\__peek_token_remove_generic:NNTF`

For token removal there needs to be a call to the auxiliary function which does the work.

```
\cs_new_protected:Npn \__peek_token_generic:NNTF
  { \__peek_token_generic_aux:NNNTF \__peek_true_aux:w }
\cs_new_protected:Npn \__peek_token_generic:NNT #1#2#3
  { \__peek_token_generic:NNTF #1 #2 {#3} { } }
\cs_new_protected:Npn \__peek_token_generic:NNF #1#2#3
  { \__peek_token_generic:NNTF #1 #2 { } {#3} }
\cs_new_protected:Npn \__peek_token_remove_generic:NNTF
  { \__peek_token_generic_aux:NNNTF \__peek_true_remove:w }
\cs_new_protected:Npn \__peek_token_remove_generic:NNT #1#2#3
  { \__peek_token_remove_generic:NNTF #1 #2 {#3} { } }
\cs_new_protected:Npn \__peek_token_remove_generic:NNF #1#2#3
  { \__peek_token_remove_generic:NNTF #1 #2 { } {#3} }
```

(*End definition for* `\__peek_token_generic:NNTF` *and* `\__peek_token_remove_generic:NNTF`.)

`\__peek_execute_branches_meaning:`

The meaning test is straight forward.

```
\cs_new:Npn \__peek_execute_branches_meaning:
  {
    \if_meaning:w \l_peek_token \l__peek_search_token
      \exp_after:wN \__peek_true:w
```

```
    \else:
      \exp_after:wN \__peek_false:w
    \fi:
  }
```

(*End definition for* `\__peek_execute_branches_meaning:`.)

`\__peek_execute_branches_catcode:`
`\__peek_execute_branches_charcode:`
`\__peek_execute_branches_catcode_aux:`
`\__peek_execute_branches_catcode_auxii:N`
`\__peek_execute_branches_catcode_auxiii:`

The catcode and charcode tests are very similar, and in order to use the same auxiliaries we do something a little bit odd, firing `\if_catcode:w` and `\if_charcode:w` before finding the operands for those tests, which are only given in the `auxii:N` and `auxiii:` auxiliaries. For our purposes, three kinds of tokens may follow the peeking function:

- control sequences which are not equal to a non-active character token (*e.g.*, macro, primitive);
- active characters which are not equal to a non-active character token (*e.g.*, macro, primitive);
- explicit non-active character tokens, or control sequences or active characters set equal to a non-active character token.

The first two cases are not distinguishable simply using TeX's `\futurelet`, because we can only access the `\meaning` of tokens in that way. In those cases, detected thanks to a comparison with `\scan_stop:`, we grab the following token, and compare it explicitly with the explicit search token stored in `\l__peek_search_tl`. The `\exp_not:N` prevents outer macros (coming from non-LaTeX3 code) from blowing up. In the third case, `\l_peek_token` is good enough for the test, and we compare it again with the explicit search token. Just like the peek token, the search token may be of any of the three types above, hence the need to use the explicit token that was given to the peek function.

```
\cs_new:Npn \__peek_execute_branches_catcode:
  { \if_catcode:w \__peek_execute_branches_catcode_aux: }
\cs_new:Npn \__peek_execute_branches_charcode:
  { \if_charcode:w \__peek_execute_branches_catcode_aux: }
\cs_new:Npn \__peek_execute_branches_catcode_aux:
  {
        \if_catcode:w \exp_not:N \l_peek_token \scan_stop:
          \exp_after:wN \exp_after:wN
          \exp_after:wN \__peek_execute_branches_catcode_auxii:N
          \exp_after:wN \exp_not:N
        \else:
          \exp_after:wN \__peek_execute_branches_catcode_auxiii:
        \fi:
  }
\cs_new:Npn \__peek_execute_branches_catcode_auxii:N #1
  {
        \exp_not:N #1
        \exp_after:wN \exp_not:N \l__peek_search_tl
      \exp_after:wN \__peek_true:w
    \else:
      \exp_after:wN \__peek_false:w
    \fi:
    #1
  }
\cs_new:Npn \__peek_execute_branches_catcode_auxiii:
```

```
    {
        \exp_not:N \l_peek_token
        \exp_after:wN \exp_not:N \l__peek_search_tl
      \exp_after:wN \__peek_true:w
    \else:
      \exp_after:wN \__peek_false:w
    \fi:
  }
```

(*End definition for* `\__peek_execute_branches_catcode:` *and others.*)

`\peek_catcode:NTF`
`\peek_catcode_remove:NTF`
`\peek_charcode:NTF`
`\peek_charcode_remove:NTF`
`\peek_meaning:NTF`
`\peek_meaning_remove:NTF`

The public functions themselves cannot be defined using `\prg_new_conditional:Npnn`. Instead, the `TF`, `T`, `F` variants are defined in terms of corresponding variants of `\__peek_token_generic:NNTF` or `\__peek_token_remove_generic:NNTF`, with first argument one of `\__peek_execute_branches_catcode:`, `\__peek_execute_branches_charcode:`, or `\__peek_execute_branches_meaning:`.

```
\tl_map_inline:nn { { catcode } { charcode } { meaning } }
  {
    \tl_map_inline:nn { { } { _remove } }
      {
        \tl_map_inline:nn { { TF } { T } { F } }
          {
            \cs_new_protected:cpx { peek_ #1 ##1 :N ####1 }
              {
                \exp_not:c { __peek_token ##1 _generic:NN ####1 }
                \exp_not:c { __peek_execute_branches_ #1 : }
              }
          }
      }
  }
```

(*End definition for* `\peek_catcode:NTF` *and others. These functions are documented on page 137.*)

`\peek_catcode_ignore_spaces:NTF`
`\peek_catcode_remove_ignore_spaces:NTF`
`\peek_charcode_ignore_spaces:NTF`
`\peek_charcode_remove_ignore_spaces:NTF`
`\peek_meaning_ignore_spaces:NTF`
`\peek_meaning_remove_ignore_spaces:NTF`

To ignore spaces, remove them using `\peek_remove_spaces:n` before running the tests.

```
\tl_map_inline:nn
  {
    { catcode } { catcode_remove }
    { charcode } { charcode_remove }
    { meaning } { meaning_remove }
  }
  {
    \cs_new_protected:cpx { peek_#1_ignore_spaces:NTF } ##1##2##3
      {
        \peek_remove_spaces:n
          { \exp_not:c { peek_#1:NTF } ##1 {##2} {##3} }
      }
    \cs_new_protected:cpx { peek_#1_ignore_spaces:NT } ##1##2
      {
        \peek_remove_spaces:n
          { \exp_not:c { peek_#1:NT } ##1 {##2} }
      }
    \cs_new_protected:cpx { peek_#1_ignore_spaces:NF } ##1##2
      {
        \peek_remove_spaces:n
```

```
          { \exp_not:c { peek_#1:NF } ##1 {##2} }
      }
  }
```

(*End definition for* `\peek_catcode_ignore_spaces:NTF` *and others. These functions are documented on page* 138.)

`\peek_N_type:TF`
`\__peek_execute_branches_N_type:`
`\__peek_N_type:w`
`\__peek_N_type_aux:nnw`

All tokens are `N`-type tokens, except in four cases: begin-group tokens, end-group tokens, space tokens with character code 32, and outer tokens. Since `\l_peek_token` might be outer, we cannot use the convenient `\bool_if:nTF` function, and must resort to the old trick of using `\ifodd` to expand a set of tests. The `false` branch of this test is taken if the token is one of the first three kinds of non-`N`-type tokens (explicit or implicit), thus we call `\__peek_false:w`. In the `true` branch, we must detect outer tokens, without impacting performance too much for non-outer tokens. The first filter is to search for `outer` in the `\meaning` of `\l_peek_token`. If that is absent, `\use_none_delimit_by_q_stop:w` cleans up, and we call `\__peek_true:w`. Otherwise, the token can be a non-outer macro or a primitive mark whose parameter or replacement text contains `outer`, it can be the primitive `\outer`, or it can be an outer token. Macros and marks would have `ma` in the part before the first occurrence of `outer`; the meaning of `\outer` has nothing after `outer`, contrarily to outer macros; and that covers all cases, calling `\__peek_true:w` or `\__peek_false:w` as appropriate. Here, there is no ⟨*search token*⟩, so we feed a dummy `\scan_stop:` to the `\__peek_token_generic:NNTF` function.

```
\group_begin:
  \cs_set_protected:Npn \__peek_tmp:w #1 \q_stop
    {
      \cs_new_protected:Npn \__peek_execute_branches_N_type:
        {
          \if_int_odd:w
              \if_catcode:w \exp_not:N \l_peek_token {   0 \exp_stop_f: \fi:
              \if_catcode:w \exp_not:N \l_peek_token }   0 \exp_stop_f: \fi:
              \if_meaning:w \l_peek_token \c_space_token 0 \exp_stop_f: \fi:
              1 \exp_stop_f:
            \exp_after:wN \__peek_N_type:w
              \token_to_meaning:N \l_peek_token
              \q_mark \__peek_N_type_aux:nnw
              #1 \q_mark \use_none_delimit_by_q_stop:w
              \q_stop
            \exp_after:wN \__peek_true:w
          \else:
            \exp_after:wN \__peek_false:w
          \fi:
        }
      \cs_new_protected:Npn \__peek_N_type:w ##1 #1 ##2 \q_mark ##3
        { ##3 {##1} {##2} }
    }
  \exp_after:wN \__peek_tmp:w \tl_to_str:n { outer } \q_stop
\group_end:
\cs_new_protected:Npn \__peek_N_type_aux:nnw #1 #2 #3 \fi:
  {
    \fi:
    \tl_if_in:noTF {#1} { \tl_to_str:n {ma} }
      { \__peek_true:w }
      { \tl_if_empty:nTF {#2} { \__peek_true:w } { \__peek_false:w } }
```

```
  }
\cs_new_protected:Npn \peek_N_type:TF
  {
    \__peek_token_generic:NNTF
      \__peek_execute_branches_N_type: \scan_stop:
  }
\cs_new_protected:Npn \peek_N_type:T
  { \__peek_token_generic:NNT \__peek_execute_branches_N_type: \scan_stop: }
\cs_new_protected:Npn \peek_N_type:F
  { \__peek_token_generic:NNF \__peek_execute_branches_N_type: \scan_stop: }
```

(*End definition for* `\peek_N_type:TF` *and others. This function is documented on page* *140*.)

⟨/initex | package⟩

18 l3prop implementation

The following test files are used for this code: m3prop001, m3prop002, m3prop003, m3prop004, m3show001.

⟨*initex | package⟩

⟨@@=prop⟩

A property list is a macro whose top-level expansion is of the form

`\s__prop \__prop_pair:wn` $\langle key_1 \rangle$ `\s__prop {`$\langle value_1 \rangle$`}`
...
`\__prop_pair:wn` $\langle key_n \rangle$ `\s__prop {`$\langle value_n \rangle$`}`

where `\s__prop` is a scan mark (equal to `\scan_stop:`), and `\__prop_pair:wn` can be used to map through the property list.

`\s__prop` The internal token used at the beginning of property lists. This is also used after each ⟨*key*⟩ (see `\__prop_pair:wn`).

(*End definition for* `\s__prop`.)

`\__prop_pair:wn` `\__prop_pair:wn` ⟨*key*⟩ `\s__prop {`⟨*item*⟩`}`
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.

(*End definition for* `\__prop_pair:wn`.)

`\l__prop_internal_tl` Token list used to store new key–value pairs to be inserted by functions of the `\prop_put:Nnn` family.

(*End definition for* `\l__prop_internal_tl`.)

__prop_split:NnTF

Updated: 2013-01-08

__prop_split:NnTF ⟨*property list*⟩ {⟨*key*⟩} {⟨*true code*⟩} {⟨*false code*⟩}

Splits the ⟨*property list*⟩ at the ⟨*key*⟩, giving three token lists: the ⟨*extract*⟩ of ⟨*property list*⟩ before the ⟨*key*⟩, the ⟨*value*⟩ associated with the ⟨*key*⟩ and the ⟨*extract*⟩ of the ⟨*property list*⟩ after the ⟨*value*⟩. Both ⟨*extracts*⟩ retain the internal structure of a property list, and the concatenation of the two ⟨*extracts*⟩ is a property list. If the ⟨*key*⟩ is present in the ⟨*property list*⟩ then the ⟨*true code*⟩ is left in the input stream, with #1, #2, and #3 replaced by the first ⟨*extract*⟩, the ⟨*value*⟩, and the second extract. If the ⟨*key*⟩ is not present in the ⟨*property list*⟩ then the ⟨*false code*⟩ is left in the input stream, with no trailing material. Both ⟨*true code*⟩ and ⟨*false code*⟩ 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 ⟨*true code*⟩ for the three extracts from the property list. The ⟨*key*⟩ comparison takes place as described for \str_if_eq:nn.

\s__prop

A private scan mark is used as a marker after each key, and at the very beginning of the property list.

```
\scan_new:N \s__prop
```

(*End definition for \s__prop.*)

__prop_pair:wn

The delimiter is always defined, but when misused simply triggers an error and removes its argument.

```
\cs_new:Npn \__prop_pair:wn #1 \s__prop #2
  { \__kernel_msg_expandable_error:nn { kernel } { misused-prop } }
```

(*End definition for __prop_pair:wn.*)

\l__prop_internal_tl

Token list used to store the new key–value pair inserted by \prop_put:Nnn and friends.

```
\tl_new:N \l__prop_internal_tl
```

(*End definition for \l__prop_internal_tl.*)

\c_empty_prop

An empty prop.

```
\tl_const:Nn \c_empty_prop { \s__prop }
```

(*End definition for \c_empty_prop. This variable is documented on page 149.*)

18.1 Allocation and initialisation

\prop_new:N
\prop_new:c

Property lists are initialized with the value \c_empty_prop.

```
\cs_new_protected:Npn \prop_new:N #1
  {
    \__kernel_chk_if_free_cs:N #1
    \cs_gset_eq:NN #1 \c_empty_prop
  }
\cs_generate_variant:Nn \prop_new:N { c }
```

(*End definition for \prop_new:N. This function is documented on page 143.*)

\prop_clear:N
\prop_clear:c
\prop_gclear:N
\prop_gclear:c

The same idea for clearing.

```
\cs_new_protected:Npn \prop_clear:N  #1
  { \prop_set_eq:NN #1 \c_empty_prop }
\cs_generate_variant:Nn \prop_clear:N  { c }
\cs_new_protected:Npn \prop_gclear:N #1
  { \prop_gset_eq:NN #1 \c_empty_prop }
\cs_generate_variant:Nn \prop_gclear:N { c }
```

(*End definition for* `\prop_clear:N` *and* `\prop_gclear:N`. *These functions are documented on page 143.*)

`\prop_clear_new:N`
`\prop_clear_new:c`
`\prop_gclear_new:N`
`\prop_gclear_new:c`

Once again a simple variation of the token list functions.

```
\cs_new_protected:Npn \prop_clear_new:N  #1
  { \prop_if_exist:NTF #1 { \prop_clear:N #1 } { \prop_new:N #1 } }
\cs_generate_variant:Nn \prop_clear_new:N  { c }
\cs_new_protected:Npn \prop_gclear_new:N #1
  { \prop_if_exist:NTF #1 { \prop_gclear:N #1 } { \prop_new:N #1 } }
\cs_generate_variant:Nn \prop_gclear_new:N { c }
```

(*End definition for* `\prop_clear_new:N` *and* `\prop_gclear_new:N`. *These functions are documented on page 143.*)

`\prop_set_eq:NN`
`\prop_set_eq:cN`
`\prop_set_eq:Nc`
`\prop_set_eq:cc`
`\prop_gset_eq:NN`
`\prop_gset_eq:cN`
`\prop_gset_eq:Nc`
`\prop_gset_eq:cc`

These are simply copies from the token list functions.

```
\cs_new_eq:NN \prop_set_eq:NN  \tl_set_eq:NN
\cs_new_eq:NN \prop_set_eq:Nc  \tl_set_eq:Nc
\cs_new_eq:NN \prop_set_eq:cN  \tl_set_eq:cN
\cs_new_eq:NN \prop_set_eq:cc  \tl_set_eq:cc
\cs_new_eq:NN \prop_gset_eq:NN \tl_gset_eq:NN
\cs_new_eq:NN \prop_gset_eq:Nc \tl_gset_eq:Nc
\cs_new_eq:NN \prop_gset_eq:cN \tl_gset_eq:cN
\cs_new_eq:NN \prop_gset_eq:cc \tl_gset_eq:cc
```

(*End definition for* `\prop_set_eq:NN` *and* `\prop_gset_eq:NN`. *These functions are documented on page 143.*)

`\l_tmpa_prop`
`\l_tmpb_prop`
`\g_tmpa_prop`
`\g_tmpb_prop`

We can now initialize the scratch variables.

```
\prop_new:N \l_tmpa_prop
\prop_new:N \l_tmpb_prop
\prop_new:N \g_tmpa_prop
\prop_new:N \g_tmpb_prop
```

(*End definition for* `\l_tmpa_prop` *and others. These variables are documented on page 148.*)

`\l__prop_internal_prop`

Property list used by `\prop_set_from_keyval:Nn` and others.

```
\prop_new:N \l__prop_internal_prop
```

(*End definition for* `\l__prop_internal_prop`.)

`\prop_set_from_keyval:Nn`
`\prop_set_from_keyval:cn`
`\prop_gset_from_keyval:Nn`
`\prop_gset_from_keyval:cn`
`\prop_const_from_keyval:Nn`
`\prop_const_from_keyval:cn`
`\__prop_from_keyval:n`
`\__prop_from_keyval_loop:w`
`\__prop_from_keyval_split:Nw`
`\__prop_from_keyval_key:n`
`\__prop_from_keyval_key:w`
`\__prop_from_keyval_value:n`
`\__prop_from_keyval_value:w`

To avoid tracking throughout the loop the variable name and whether the assignment is local/global, do everything in a scratch variable and empty it afterwards to avoid wasting memory. Loop through items separated by commas, with `\prg_do_nothing:` to avoid losing braces. After checking for termination, split the item at the first and then at the second `=` (which ought to be the first of the trailing `=` that we added). For both splits trim spaces and call a function (first `\__prop_from_keyval_key:w` then `\__prop_from_keyval_value:w`), followed by the trimmed material, `\q_nil`, the subsequent part of the item, and the trailing `=`'s and `\q_stop`. After finding the ⟨*key*⟩ just store it after `\q_stop`. After finding the ⟨*value*⟩ ignore completely empty items (both trailing `=` were used as delimiters and all parts are empty); if the remaining part `#2` consists exactly of the second trailing `=` (namely there was exactly one `=` in the item) then output one key–value pair for the property list; otherwise complain about a missing or extra `=`.

```
\cs_new_protected:Npn \prop_set_from_keyval:Nn #1#2
  {
    \prop_clear:N \l__prop_internal_prop
```

```
    \__prop_from_keyval:n {#2}
    \prop_set_eq:NN #1 \l__prop_internal_prop
    \prop_clear:N \l__prop_internal_prop
  }
\cs_generate_variant:Nn \prop_set_from_keyval:Nn { c }
\cs_new_protected:Npn \prop_gset_from_keyval:Nn #1#2
  {
    \prop_clear:N \l__prop_internal_prop
    \__prop_from_keyval:n {#2}
    \prop_gset_eq:NN #1 \l__prop_internal_prop
    \prop_clear:N \l__prop_internal_prop
  }
\cs_generate_variant:Nn \prop_gset_from_keyval:Nn { c }
\cs_new_protected:Npn \prop_const_from_keyval:Nn #1#2
  {
    \prop_clear:N \l__prop_internal_prop
    \__prop_from_keyval:n {#2}
    \tl_const:Nx #1 { \exp_not:o \l__prop_internal_prop }
    \prop_clear:N \l__prop_internal_prop
  }
\cs_generate_variant:Nn \prop_const_from_keyval:Nn { c }
\cs_new_protected:Npn \__prop_from_keyval:n #1
  {
    \__prop_from_keyval_loop:w \prg_do_nothing: #1 ,
      \q_recursion_tail , \q_recursion_stop
  }
\cs_new_protected:Npn \__prop_from_keyval_loop:w #1 ,
  {
    \quark_if_recursion_tail_stop:o {#1}
    \__prop_from_keyval_split:Nw \__prop_from_keyval_key:n
      #1 = = \q_stop {#1}
    \__prop_from_keyval_loop:w \prg_do_nothing:
  }
\cs_new_protected:Npn \__prop_from_keyval_split:Nw #1#2 =
  { \tl_trim_spaces_apply:oN {#2} #1 }
\cs_new_protected:Npn \__prop_from_keyval_key:n #1
  { \__prop_from_keyval_key:w #1 \q_nil }
\cs_new_protected:Npn \__prop_from_keyval_key:w #1 \q_nil #2 \q_stop
  {
    \__prop_from_keyval_split:Nw \__prop_from_keyval_value:n
      \prg_do_nothing: #2 \q_stop {#1}
  }
\cs_new_protected:Npn \__prop_from_keyval_value:n #1
  { \__prop_from_keyval_value:w #1 \q_nil }
\cs_new_protected:Npn \__prop_from_keyval_value:w #1 \q_nil #2 \q_stop #3#4
  {
    \tl_if_empty:nF { #3 #1 #2 }
      {
        \str_if_eq:nnTF {#2} { = }
          { \prop_put:Nnn \l__prop_internal_prop {#3} {#1} }
          {
            \__kernel_msg_error:nnx { kernel } { prop-keyval }
              { \exp_not:o {#4} }
          }
```

```
    }
  }
```

(*End definition for* `\prop_set_from_keyval:Nn` *and others. These functions are documented on page* *143*.)

18.2 Accessing data in property lists

`\__prop_split:NnTF`
`\__prop_split_aux:NnTF`
`\__prop_split_aux:w`

This function is used by most of the module, and hence must be fast. It receives a ⟨*property list*⟩, a ⟨*key*⟩, a ⟨*true code*⟩ and a ⟨*false code*⟩. The aim is to split the ⟨*property list*⟩ at the given ⟨*key*⟩ into the ⟨$extract_1$⟩ before the key–value pair, the ⟨*value*⟩ associated with the ⟨*key*⟩ and the ⟨$extract_2$⟩ after the key–value pair. This is done using a delimited function, whose definition is as follows, where the ⟨*key*⟩ is turned into a string.

```
\cs_set:Npn \__prop_split_aux:w #1
\__prop_pair:wn ⟨key⟩ \s__prop #2
#3 \q_mark #4 #5 \q_stop
{ #4 {⟨true code⟩} {⟨false code⟩} }
```

If the ⟨*key*⟩ is present in the property list, `\__prop_split_aux:w`'s `#1` is the part before the ⟨*key*⟩, `#2` is the ⟨*value*⟩, `#3` is the part after the ⟨*key*⟩, `#4` is `\use_i:nn`, and `#5` is additional tokens that we do not care about. The ⟨*true code*⟩ is left in the input stream, and can use the parameters `#1`, `#2`, `#3` for the three parts of the property list as desired. Namely, the original property list is in this case `#1 \__prop_pair:wn` ⟨*key*⟩ `\s__prop {#2} #3`.

If the ⟨*key*⟩ is not there, then the ⟨*function*⟩ is `\use_ii:nn`, which keeps the ⟨*false code*⟩.

```
\cs_new_protected:Npn \__prop_split:NnTF #1#2
  { \exp_args:NNo \__prop_split_aux:NnTF #1 { \tl_to_str:n {#2} } }
\cs_new_protected:Npn \__prop_split_aux:NnTF #1#2#3#4
  {
    \cs_set:Npn \__prop_split_aux:w ##1
      \__prop_pair:wn #2 \s__prop ##2 ##3 \q_mark ##4 ##5 \q_stop
      { ##4 {#3} {#4} }
    \exp_after:wN \__prop_split_aux:w #1 \q_mark \use_i:nn
      \__prop_pair:wn #2 \s__prop { } \q_mark \use_ii:nn \q_stop
  }
\cs_new:Npn \__prop_split_aux:w { }
```

(*End definition for* `\__prop_split:NnTF`*,* `\__prop_split_aux:NnTF`*, and* `\__prop_split_aux:w`*.*)

`\prop_remove:Nn`
`\prop_remove:NV`
`\prop_remove:cn`
`\prop_remove:cV`
`\prop_gremove:Nn`
`\prop_gremove:NV`
`\prop_gremove:cn`
`\prop_gremove:cV`

Deleting from a property starts by splitting the list. If the key is present in the property list, the returned value is ignored. If the key is missing, nothing happens.

```
\cs_new_protected:Npn \prop_remove:Nn #1#2
  {
    \__prop_split:NnTF #1 {#2}
      { \tl_set:Nn #1 { ##1 ##3 } }
      { }
  }
\cs_new_protected:Npn \prop_gremove:Nn #1#2
  {
    \__prop_split:NnTF #1 {#2}
      { \tl_gset:Nn #1 { ##1 ##3 } }
```

```
      { }
  }
\cs_generate_variant:Nn \prop_remove:Nn  {     NV }
\cs_generate_variant:Nn \prop_remove:Nn  { c , cV }
\cs_generate_variant:Nn \prop_gremove:Nn {     NV }
\cs_generate_variant:Nn \prop_gremove:Nn { c , cV }
```

(*End definition for* `\prop_remove:Nn` *and* `\prop_gremove:Nn`*. These functions are documented on page 145.*)

`\prop_get:NnN`
`\prop_get:NVN`
`\prop_get:NoN`
`\prop_get:cnN`
`\prop_get:cVN`
`\prop_get:coN`

Getting an item from a list is very easy: after splitting, if the key is in the property list, just set the token list variable to the return value, otherwise to `\q_no_value`.

```
\cs_new_protected:Npn \prop_get:NnN #1#2#3
  {
    \__prop_split:NnTF #1 {#2}
      { \tl_set:Nn #3 {##2} }
      { \tl_set:Nn #3 { \q_no_value } }
  }
\cs_generate_variant:Nn \prop_get:NnN {     NV , No }
\cs_generate_variant:Nn \prop_get:NnN { c , cV , co }
```

(*End definition for* `\prop_get:NnN`*. This function is documented on page 144.*)

`\prop_pop:NnN`
`\prop_pop:NoN`
`\prop_pop:cnN`
`\prop_pop:coN`
`\prop_gpop:NnN`
`\prop_gpop:NoN`
`\prop_gpop:cnN`
`\prop_gpop:coN`

Popping a value also starts by doing the split. If the key is present, save the value in the token list and update the property list as when deleting. If the key is missing, save `\q_no_value` in the token list.

```
\cs_new_protected:Npn \prop_pop:NnN #1#2#3
  {
    \__prop_split:NnTF #1 {#2}
      {
        \tl_set:Nn #3 {##2}
        \tl_set:Nn #1 { ##1 ##3 }
      }
      { \tl_set:Nn #3 { \q_no_value } }
  }
\cs_new_protected:Npn \prop_gpop:NnN #1#2#3
  {
    \__prop_split:NnTF #1 {#2}
      {
        \tl_set:Nn #3 {##2}
        \tl_gset:Nn #1 { ##1 ##3 }
      }
      { \tl_set:Nn #3 { \q_no_value } }
  }
\cs_generate_variant:Nn \prop_pop:NnN  {     No }
\cs_generate_variant:Nn \prop_pop:NnN  { c , co }
\cs_generate_variant:Nn \prop_gpop:NnN {     No }
\cs_generate_variant:Nn \prop_gpop:NnN { c , co }
```

(*End definition for* `\prop_pop:NnN` *and* `\prop_gpop:NnN`*. These functions are documented on page 144.*)

`\prop_item:Nn`
`\prop_item:cn`
`\__prop_item_Nn:nwwn`

Getting the value corresponding to a key in a property list in an expandable fashion is similar to mapping some tokens. Go through the property list one ⟨*key*⟩–⟨*value*⟩ pair at a time: the arguments of `\__prop_item_Nn:nwn` are the ⟨*key*⟩ we are looking for, a ⟨*key*⟩ of the property list, and its associated value. The ⟨*keys*⟩ are compared (as strings). If they match, the ⟨*value*⟩ is returned, within `\exp_not:n`. The loop terminates even if the ⟨*key*⟩ is missing, and yields an empty value, because we have appended the appropriate ⟨*key*⟩–⟨*empty value*⟩ pair to the property list.

```
\cs_new:Npn \prop_item:Nn #1#2
  {
    \exp_last_unbraced:Noo \__prop_item_Nn:nwwn { \tl_to_str:n {#2} } #1
      \__prop_pair:wn \tl_to_str:n {#2} \s__prop { }
    \prg_break_point:
  }
\cs_new:Npn \__prop_item_Nn:nwwn #1#2 \__prop_pair:wn #3 \s__prop #4
  {
    \str_if_eq:eeTF {#1} {#3}
      { \prg_break:n { \exp_not:n {#4} } }
      { \__prop_item_Nn:nwwn {#1} }
  }
\cs_generate_variant:Nn \prop_item:Nn { c }
```

(*End definition for* `\prop_item:Nn` *and* `\__prop_item_Nn:nwwn`. *This function is documented on page 145.*)

`\prop_count:N`
`\prop_count:c`
`\__prop_count:nn`

Counting the key–value pairs in a property list is done using the same approach as for other count functions: turn each entry into a `+1` then use integer evaluation to actually do the mathematics.

```
\cs_new:Npn \prop_count:N #1
  {
    \int_eval:n
      {
        0
        \prop_map_function:NN #1 \__prop_count:nn
      }
  }
\cs_new:Npn \__prop_count:nn #1#2 { + 1 }
\cs_generate_variant:Nn \prop_count:N { c }
```

(*End definition for* `\prop_count:N` *and* `\__prop_count:nn`. *This function is documented on page 145.*)

`\prop_pop:NnNTF`
`\prop_pop:cnNTF`
`\prop_gpop:NnNTF`
`\prop_gpop:cnNTF`

Popping an item from a property list, keeping track of whether the key was present or not, is implemented as a conditional. If the key was missing, neither the property list, nor the token list are altered. Otherwise, `\prg_return_true:` is used after the assignments.

```
\prg_new_protected_conditional:Npnn \prop_pop:NnN #1#2#3 { T , F , TF }
  {
    \__prop_split:NnTF #1 {#2}
      {
        \tl_set:Nn #3 {##2}
        \tl_set:Nn #1 { ##1 ##3 }
        \prg_return_true:
      }
      { \prg_return_false: }
  }
\prg_new_protected_conditional:Npnn \prop_gpop:NnN #1#2#3 { T , F , TF }
  {
    \__prop_split:NnTF #1 {#2}
      {
        \tl_set:Nn #3 {##2}
```

```
        \tl_gset:Nn #1 { ##1 ##3 }
        \prg_return_true:
      }
      { \prg_return_false: }
  }
\prg_generate_conditional_variant:Nnn \prop_pop:NnN { c } { T , F , TF }
\prg_generate_conditional_variant:Nnn \prop_gpop:NnN { c } { T , F , TF }
```

(*End definition for* `\prop_pop:NnNTF` *and* `\prop_gpop:NnNTF`*. These functions are documented on page 146.*)

`\prop_put:Nnn`
`\prop_put:NnV`
`\prop_put:Nno`
`\prop_put:Nnx`
`\prop_put:NVn`
`\prop_put:NVV`
`\prop_put:Non`
`\prop_put:Noo`
`\prop_put:cnn`
`\prop_put:cnV`
`\prop_put:cno`
`\prop_put:cnx`
`\prop_put:cVn`
`\prop_put:cVV`
`\prop_put:con`
`\prop_put:coo`
`\prop_gput:Nnn`
`\prop_gput:NnV`
`\prop_gput:Nno`
`\prop_gput:Nnx`
`\prop_gput:NVn`
`\prop_gput:NVV`
`\prop_gput:Non`
`\prop_gput:Noo`
`\prop_gput:cnn`
`\prop_gput:cnV`
`\prop_gput:cno`
`\prop_gput:cnx`
`\prop_gput:cVn`
`\prop_gput:cVV`
`\prop_gput:con`
`\prop_gput:coo`
`\__prop_put:NNnn`

Since the branches of `\__prop_split:NnTF` are used as the replacement text of an internal macro, and since the ⟨*key*⟩ and new ⟨*value*⟩ may contain arbitrary tokens, it is not safe to include them in the argument of `\__prop_split:NnTF`. We thus start by storing in `\l__prop_internal_tl` tokens which (after x-expansion) encode the key–value pair. This variable can safely be used in `\__prop_split:NnTF`. If the ⟨*key*⟩ was absent, append the new key–value to the list. Otherwise concatenate the extracts `##1` and `##3` with the new key–value pair `\l__prop_internal_tl`. The updated entry is placed at the same spot as the original ⟨*key*⟩ in the property list, preserving the order of entries.

```
\cs_new_protected:Npn \prop_put:Nnn  { \__prop_put:NNnn \tl_set:Nx }
\cs_new_protected:Npn \prop_gput:Nnn { \__prop_put:NNnn \tl_gset:Nx }
\cs_new_protected:Npn \__prop_put:NNnn #1#2#3#4
  {
    \tl_set:Nn \l__prop_internal_tl
      {
        \exp_not:N \__prop_pair:wn \tl_to_str:n {#3}
        \s__prop { \exp_not:n {#4} }
      }
    \__prop_split:NnTF #2 {#3}
      { #1 #2 { \exp_not:n {##1} \l__prop_internal_tl \exp_not:n {##3} } }
      { #1 #2 { \exp_not:o {#2} \l__prop_internal_tl } }
  }
\cs_generate_variant:Nn \prop_put:Nnn
  {     NnV , Nno , Nnx , NV , NVV , No , Noo }
\cs_generate_variant:Nn \prop_put:Nnn
  { c , cnV , cno , cnx , cV , cVV , co , coo }
\cs_generate_variant:Nn \prop_gput:Nnn
  {     NnV , Nno , Nnx , NV , NVV , No , Noo }
\cs_generate_variant:Nn \prop_gput:Nnn
  { c , cnV , cno , cnx , cV , cVV , co , coo }
```

(*End definition for* `\prop_put:Nnn`*,* `\prop_gput:Nnn`*, and* `\__prop_put:NNnn`*. These functions are documented on page 144.*)

`\prop_put_if_new:Nnn`
`\prop_put_if_new:cnn`
`\prop_gput_if_new:Nnn`
`\prop_gput_if_new:cnn`
`\__prop_put_if_new:NNnn`

Adding conditionally also splits. If the key is already present, the three brace groups given by `\__prop_split:NnTF` are removed. If the key is new, then the value is added, being careful to convert the key to a string using `\tl_to_str:n`.

```
\cs_new_protected:Npn \prop_put_if_new:Nnn
  { \__prop_put_if_new:NNnn \tl_set:Nx }
\cs_new_protected:Npn \prop_gput_if_new:Nnn
  { \__prop_put_if_new:NNnn \tl_gset:Nx }
\cs_new_protected:Npn \__prop_put_if_new:NNnn #1#2#3#4
  {
    \tl_set:Nn \l__prop_internal_tl
```

```
      {
        \exp_not:N \__prop_pair:wn \tl_to_str:n {#3}
        \s__prop \exp_not:n { {#4} }
      }
    \__prop_split:NnTF #2 {#3}
      { }
      { #1 #2 { \exp_not:o {#2} \l__prop_internal_tl } }
  }
\cs_generate_variant:Nn \prop_put_if_new:Nnn  { c }
\cs_generate_variant:Nn \prop_gput_if_new:Nnn { c }
```

(*End definition for* `\prop_put_if_new:Nnn`*,* `\prop_gput_if_new:Nnn`*, and* `\__prop_put_if_new:NNnn`*. These functions are documented on page 144.*)

18.3 Property list conditionals

`\prop_if_exist_p:N`
`\prop_if_exist_p:c`
`\prop_if_exist:NTF`
`\prop_if_exist:cTF`

Copies of the `cs` functions defined in l3basics.

```
\prg_new_eq_conditional:NNn \prop_if_exist:N \cs_if_exist:N
  { TF , T , F , p }
\prg_new_eq_conditional:NNn \prop_if_exist:c \cs_if_exist:c
  { TF , T , F , p }
```

(*End definition for* `\prop_if_exist:NTF`*. This function is documented on page 145.*)

`\prop_if_empty_p:N`
`\prop_if_empty_p:c`
`\prop_if_empty:NTF`
`\prop_if_empty:cTF`

Same test as for token lists.

```
\prg_new_conditional:Npnn \prop_if_empty:N #1 { p , T , F , TF }
  {
    \tl_if_eq:NNTF #1 \c_empty_prop
      \prg_return_true: \prg_return_false:
  }
\prg_generate_conditional_variant:Nnn \prop_if_empty:N
  { c } { p , T , F , TF }
```

(*End definition for* `\prop_if_empty:NTF`*. This function is documented on page 145.*)

`\prop_if_in_p:Nn`
`\prop_if_in_p:NV`
`\prop_if_in_p:No`
`\prop_if_in_p:cn`
`\prop_if_in_p:cV`
`\prop_if_in_p:co`
`\prop_if_in:NnTF`
`\prop_if_in:NVTF`
`\prop_if_in:NoTF`
`\prop_if_in:cnTF`
`\prop_if_in:cVTF`
`\prop_if_in:coTF`
`\__prop_if_in:nwwn`
`\__prop_if_in:N`

Testing expandably if a key is in a property list requires to go through the key–value pairs one by one. This is rather slow, and a faster test would be

```
\prg_new_protected_conditional:Npnn \prop_if_in:Nn #1 #2
  {
    \@@_split:NnTF #1 {#2}
      { \prg_return_true: }
      { \prg_return_false: }
  }
```

but `\__prop_split:NnTF` is non-expandable.

Instead, the key is compared to each key in turn using `\str_if_eq:ee`, which is expandable. To terminate the mapping, we append to the property list the key that is searched for. This second `\tl_to_str:n` is not expanded at the start, but only when included in the `\str_if_eq:ee`. It cannot make the breaking mechanism choke, because the arbitrary token list material is enclosed in braces. The second argument of `\__prop_if_in:nwwn` is most often empty. When the ⟨*key*⟩ is found in the list, `\__prop_if_in:N` receives `\__prop_pair:wn`, and if it is found as the extra item, the function receives `\q_recursion_tail`, easily recognizable.

Here, \prop_map_function:NN is not sufficient for the mapping, since it can only map a single token, and cannot carry the key that is searched for.

```
\prg_new_conditional:Npnn \prop_if_in:Nn #1#2 { p , T , F , TF }
  {
    \exp_last_unbraced:Noo \__prop_if_in:nwwn { \tl_to_str:n {#2} } #1
      \__prop_pair:wn \tl_to_str:n {#2} \s__prop { }
      \q_recursion_tail
    \prg_break_point:
  }
\cs_new:Npn \__prop_if_in:nwwn #1#2 \__prop_pair:wn #3 \s__prop #4
  {
    \str_if_eq:eeTF {#1} {#3}
      { \__prop_if_in:N }
      { \__prop_if_in:nwwn {#1} }
  }
\cs_new:Npn \__prop_if_in:N #1
  {
    \if_meaning:w \q_recursion_tail #1
      \prg_return_false:
    \else:
      \prg_return_true:
    \fi:
    \prg_break:
  }
\prg_generate_conditional_variant:Nnn \prop_if_in:Nn
  { NV , No , c , cV , co } { p , T , F , TF }
```

(*End definition for \prop_if_in:NnTF, __prop_if_in:nwwn, and __prop_if_in:N. This function is documented on page 146.*)

18.4 Recovering values from property lists with branching

\prop_get:NnNTF
\prop_get:NVNTF
\prop_get:NoNTF
\prop_get:cnNTF
\prop_get:cVNTF
\prop_get:coNTF

Getting the value corresponding to a key, keeping track of whether the key was present or not, is implemented as a conditional (with side effects). If the key was absent, the token list is not altered.

```
\prg_new_protected_conditional:Npnn \prop_get:NnN #1#2#3 { T , F , TF }
  {
    \__prop_split:NnTF #1 {#2}
      {
        \tl_set:Nn #3 {##2}
        \prg_return_true:
      }
      { \prg_return_false: }
  }
\prg_generate_conditional_variant:Nnn \prop_get:NnN
  { NV , No , c , cV , co } { T , F , TF }
```

(*End definition for \prop_get:NnNTF. This function is documented on page 146.*)

18.5 Mapping to property lists

\prop_map_function:NN
\prop_map_function:Nc
\prop_map_function:cN
\prop_map_function:cc
__prop_map_function:Nwwn

The argument delimited by __prop_pair:wn is empty except at the end of the loop where it is \prg_break:. No need for any quark test.

```
\cs_new:Npn \prop_map_function:NN #1#2
  {
    \exp_after:wN \use_i_ii:nnn
    \exp_after:wN \__prop_map_function:Nwwn
    \exp_after:wN #2
    #1
    \prg_break: \__prop_pair:wn \s__prop { } \prg_break_point:
    \prg_break_point:Nn \prop_map_break: { }
  }
\cs_new:Npn \__prop_map_function:Nwwn #1#2 \__prop_pair:wn #3 \s__prop #4
  {
    #2
    #1 {#3} {#4}
    \__prop_map_function:Nwwn #1
  }
\cs_generate_variant:Nn \prop_map_function:NN { Nc , c , cc }
```

(*End definition for* `\prop_map_function:NN` *and* `\__prop_map_function:Nwwn`*. This function is documented on page 147.*)

`\prop_map_inline:Nn`
`\prop_map_inline:cn`

Mapping in line requires a nesting level counter. Store the current definition of `\__prop_pair:wn`, and define it anew. At the end of the loop, revert to the earlier definition. Note that besides pairs of the form `\__prop_pair:wn` ⟨*key*⟩ `\s__prop` {⟨*value*⟩}, there are a leading and a trailing tokens, but both are equal to `\scan_stop:`, hence have no effect in such inline mapping. Such `\scan_stop:` could have affected ligatures if they appeared during the mapping.

```
\cs_new_protected:Npn \prop_map_inline:Nn #1#2
  {
    \cs_gset_eq:cN
      { __prop_map_ \int_use:N \g__kernel_prg_map_int :wn } \__prop_pair:wn
    \int_gincr:N \g__kernel_prg_map_int
    \cs_gset_protected:Npn \__prop_pair:wn ##1 \s__prop ##2 {#2}
    #1
    \prg_break_point:Nn \prop_map_break:
      {
        \int_gdecr:N \g__kernel_prg_map_int
        \cs_gset_eq:Nc \__prop_pair:wn
          { __prop_map_ \int_use:N \g__kernel_prg_map_int :wn }
      }
  }
\cs_generate_variant:Nn \prop_map_inline:Nn { c }
```

(*End definition for* `\prop_map_inline:Nn`*. This function is documented on page 147.*)

`\prop_map_tokens:Nn`
`\prop_map_tokens:cn`
`\__prop_map_tokens:nwwn`

The mapping is very similar to `\prop_map_function:NN`. The `\use_i:nn` removes the leading `\s__prop`. The odd construction `\use:n {#1}` allows `#1` to contain any token without interfering with `\prop_map_break:`. The loop stops when the argument delimited by `\__prop_pair:wn` is `\prg_break:` instead of being empty.

```
\cs_new:Npn \prop_map_tokens:Nn #1#2
  {
    \exp_last_unbraced:Nno
      \use_i:nn { \__prop_map_tokens:nwwn {#2} } #1
      \prg_break: \__prop_pair:wn \s__prop { } \prg_break_point:
    \prg_break_point:Nn \prop_map_break: { }
```

```
  }
\cs_new:Npn \__prop_map_tokens:nwwn #1#2 \__prop_pair:wn #3 \s__prop #4
  {
    #2
    \use:n {#1} {#3} {#4}
    \__prop_map_tokens:nwwn {#1}
  }
\cs_generate_variant:Nn \prop_map_tokens:Nn { c }
```

(*End definition for* `\prop_map_tokens:Nn` *and* `\__prop_map_tokens:nwwn`*. This function is documented on page 147.*)

`\prop_map_break:`
`\prop_map_break:n`

The break statements are based on the general `\prg_map_break:Nn`.

```
\cs_new:Npn \prop_map_break:
  { \prg_map_break:Nn \prop_map_break: { } }
\cs_new:Npn \prop_map_break:n
  { \prg_map_break:Nn \prop_map_break: }
```

(*End definition for* `\prop_map_break:` *and* `\prop_map_break:n`*. These functions are documented on page 147.*)

18.6 Viewing property lists

`\prop_show:N`
`\prop_show:c`
`\prop_log:N`
`\prop_log:c`

Apply the general `\__kernel_chk_defined:NT` and `\msg_show:nnnnnn`. Contrarily to sequences and comma lists, we use `\msg_show_item:nn` to format both the key and the value for each pair.

```
\cs_new_protected:Npn \prop_show:N { \__prop_show:NN \msg_show:nnxxxx }
\cs_generate_variant:Nn \prop_show:N { c }
\cs_new_protected:Npn \prop_log:N { \__prop_show:NN \msg_log:nnxxxx }
\cs_generate_variant:Nn \prop_log:N { c }
\cs_new_protected:Npn \__prop_show:NN #1#2
  {
    \__kernel_chk_defined:NT #2
      {
        #1 { LaTeX/kernel } { show-prop }
          { \token_to_str:N #2 }
          { \prop_map_function:NN #2 \msg_show_item:nn }
          { } { }
      }
  }
```

(*End definition for* `\prop_show:N` *and* `\prop_log:N`*. These functions are documented on page 148.*)

```
⟨/initex | package⟩
```

19 l3msg implementation

```
⟨*initex | package⟩
⟨@@=msg⟩
```

`\l__msg_internal_tl`

A general scratch for the module.

```
\tl_new:N \l__msg_internal_tl
```

(*End definition for* `\l__msg_internal_tl`*.*)

\l__msg_name_str
\l__msg_text_str

Used to save module info when creating messages.

```
\str_new:N \l__msg_name_str
\str_new:N \l__msg_text_str
```

(*End definition for* \l__msg_name_str *and* \l__msg_text_str.)

19.1 Creating messages

Messages are created and used separately, so there two parts to the code here. First, a mechanism for creating message text. This is pretty simple, as there is not actually a lot to do.

\c__msg_text_prefix_tl
\c__msg_more_text_prefix_tl

Locations for the text of messages.

```
\tl_const:Nn \c__msg_text_prefix_tl      { msg~text~>~ }
\tl_const:Nn \c__msg_more_text_prefix_tl { msg~extra~text~>~ }
```

(*End definition for* \c__msg_text_prefix_tl *and* \c__msg_more_text_prefix_tl.)

\msg_if_exist_p:nn
\msg_if_exist:nnTF

Test whether the control sequence containing the message text exists or not.

```
\prg_new_conditional:Npnn \msg_if_exist:nn #1#2 { p , T , F , TF }
  {
    \cs_if_exist:cTF { \c__msg_text_prefix_tl #1 / #2 }
      { \prg_return_true: } { \prg_return_false: }
  }
```

(*End definition for* \msg_if_exist:nnTF. *This function is documented on page 151.*)

__msg_chk_if_free:nn

This auxiliary is similar to __kernel_chk_if_free_cs:N, and is used when defining messages with \msg_new:nnnn.

```
\cs_new_protected:Npn \__msg_chk_free:nn #1#2
  {
    \msg_if_exist:nnT {#1} {#2}
      {
        \__kernel_msg_error:nnxx { kernel } { message-already-defined }
          {#1} {#2}
      }
  }
```

(*End definition for* __msg_chk_if_free:nn.)

\msg_new:nnnn
\msg_new:nnn
\msg_gset:nnnn
\msg_gset:nnn
\msg_set:nnnn
\msg_set:nnn

Setting a message simply means saving the appropriate text into two functions. A sanity check first.

```
\cs_new_protected:Npn \msg_new:nnnn #1#2
  {
    \__msg_chk_free:nn {#1} {#2}
    \msg_gset:nnnn {#1} {#2}
  }
\cs_new_protected:Npn \msg_new:nnn #1#2#3
  { \msg_new:nnnn {#1} {#2} {#3} { } }
\cs_new_protected:Npn \msg_set:nnnn #1#2#3#4
  {
    \cs_set:cpn { \c__msg_text_prefix_tl #1 / #2 }
      ##1##2##3##4 {#3}
    \cs_set:cpn { \c__msg_more_text_prefix_tl #1 / #2 }
```

```
      ##1##2##3##4 {#4}
  }
\cs_new_protected:Npn \msg_set:nnn #1#2#3
  { \msg_set:nnnn {#1} {#2} {#3} { } }
\cs_new_protected:Npn \msg_gset:nnnn #1#2#3#4
  {
    \cs_gset:cpn { \c__msg_text_prefix_tl #1 / #2 }
      ##1##2##3##4 {#3}
    \cs_gset:cpn { \c__msg_more_text_prefix_tl #1 / #2 }
      ##1##2##3##4 {#4}
  }
\cs_new_protected:Npn \msg_gset:nnn #1#2#3
  { \msg_gset:nnnn {#1} {#2} {#3} { } }
```

(*End definition for* `\msg_new:nnnn` *and others. These functions are documented on page 150.*)

19.2 Messages: support functions and text

\c__msg_coding_error_text_tl
\c__msg_continue_text_tl
\c__msg_critical_text_tl
\c__msg_fatal_text_tl
\c__msg_help_text_tl
\c__msg_no_info_text_tl
\c__msg_on_line_text_tl
\c__msg_return_text_tl
\c__msg_trouble_text_tl

Simple pieces of text for messages.

```
\tl_const:Nn \c__msg_coding_error_text_tl
  {
    This~is~a~coding~error.
    \\ \\
  }
\tl_const:Nn \c__msg_continue_text_tl
  { Type~<return>~to~continue }
\tl_const:Nn \c__msg_critical_text_tl
  { Reading~the~current~file~'\g_file_curr_name_str'~will~stop. }
\tl_const:Nn \c__msg_fatal_text_tl
  { This~is~a~fatal~error:~LaTeX~will~abort. }
\tl_const:Nn \c__msg_help_text_tl
  { For~immediate~help~type~H~<return> }
\tl_const:Nn \c__msg_no_info_text_tl
  {
    LaTeX~does~not~know~anything~more~about~this~error,~sorry.
    \c__msg_return_text_tl
  }
\tl_const:Nn \c__msg_on_line_text_tl { on~line }
\tl_const:Nn \c__msg_return_text_tl
  {
    \\ \\
    Try~typing~<return>~to~proceed.
    \\
    If~that~doesn't~work,~type~X~<return>~to~quit.
  }
\tl_const:Nn \c__msg_trouble_text_tl
  {
    \\ \\
    More~errors~will~almost~certainly~follow: \\
    the~LaTeX~run~should~be~aborted.
  }
```

(*End definition for* `\c__msg_coding_error_text_tl` *and others.*)

`\msg_line_number:` `\msg_line_context:` For writing the line number nicely. `\msg_line_context:` was set up earlier, so this is not `new`.

```
\cs_new:Npn \msg_line_number: { \int_use:N \tex_inputlineno:D }
\cs_gset:Npn \msg_line_context:
  {
    \c__msg_on_line_text_tl
    \c_space_tl
    \msg_line_number:
  }
```

(*End definition for* `\msg_line_number:` *and* `\msg_line_context:`*. These functions are documented on page 151.*)

19.3 Showing messages: low level mechanism

`\__msg_interrupt:Nnnn` `\__msg_no_more_text:nnnn` The low-level interruption macro is rather opaque, unfortunately. Depending on the availability of more information there is a choice of how to set up the further help. We feed the extra help text and the message itself to a wrapping auxiliary, in this order because we must first setup TEX's `\errhelp` register before issuing an `\errmessage`. To deal with the various cases of critical or fatal errors with and without help text, there is a bit of argument-passing to do.

```
\cs_new_protected:Npn \__msg_interrupt:NnnnN #1#2#3#4#5
  {
    \str_set:Nx \l__msg_text_str { #1 {#2} }
    \str_set:Nx \l__msg_name_str { \msg_module_name:n {#2} }
    \cs_if_eq:cNTF
      { \c__msg_more_text_prefix_tl #2 / #3 }
      \__msg_no_more_text:nnnn
      {
        \__msg_interrupt_wrap:nnn
          { \use:c { \c__msg_text_prefix_tl #2 / #3 } #4 }
          { \c__msg_continue_text_tl }
          {
            \c__msg_no_info_text_tl
            \tl_if_empty:NF #5
              { \\ \\ #5 }
          }
      }
      {
        \__msg_interrupt_wrap:nnn
          { \use:c { \c__msg_text_prefix_tl #2 / #3 } #4 }
          { \c__msg_help_text_tl }
          {
            \use:c { \c__msg_more_text_prefix_tl #2 / #3 } #4
            \tl_if_empty:NF #5
              { \\ \\ #5 }
          }
      }
  }
\cs_new:Npn \__msg_no_more_text:nnnn #1#2#3#4 { }
```

(*End definition for* `\__msg_interrupt:Nnnn` *and* `\__msg_no_more_text:nnnn`*.*)

__msg_interrupt_wrap:nnn
__msg_interrupt_text:n
__msg_interrupt_more_text:n

First setup TeX's `\errhelp` register with the extra help `#1`, then build a nice-looking error message with `#2`. Everything is done using `x`-type expansion as the new line markers are different for the two type of text and need to be correctly set up. The auxiliary `\__msg_interrupt_more_text:n` receives its argument as a line-wrapped string, which is thus unaffected by expansion. We ave to split the main text into two parts as only the "message" itself is wrapped with a leader: the generic help is wrapped at full width. We also have to allow for the two characters used by `\errmessage` itself.

```
\cs_new_protected:Npn \__msg_interrupt_wrap:nnn #1#2#3
  {
    \iow_wrap:nnnN { \\ #3 } { } { } \__msg_interrupt_more_text:n
    \group_begin:
      \int_sub:Nn \l_iow_line_count_int { 2 }
      \iow_wrap:nxnN { \l__msg_text_str : ~ #1 }
        {
          ( \l__msg_name_str )
          \prg_replicate:nn
            {
                \str_count:N \l__msg_text_str
              - \str_count:N \l__msg_name_str
              + 2
            }
            { ~ }
        }
        { } \__msg_interrupt_text:n
    \iow_wrap:nnnN { \l__msg_internal_tl \\ \\ #2 } { } { }
      \__msg_interrupt:n
  }
\cs_new_protected:Npn \__msg_interrupt_text:n #1
  {
    \group_end:
    \tl_set:Nn \l__msg_internal_tl {#1}
  }
\cs_new_protected:Npn \__msg_interrupt_more_text:n #1
  { \exp_args:Nx \tex_errhelp:D { #1 \iow_newline: } }
```

(*End definition for* `\__msg_interrupt_wrap:nnn`*,* `\__msg_interrupt_text:n`*, and* `\__msg_interrupt_more_text:n`*.*)

__msg_interrupt:n

The business end of the process starts by producing some visual separation of the message from the main part of the log. The error message needs to be printed with everything made "invisible": TeX's own information involves the macro in which `\errmessage` is called, and the end of the argument of the `\errmessage`, including the closing brace. We use an active `!` to call the `\errmessage` primitive, and end its argument with `\use_none:n {`⟨*spaces*⟩`}` which fills the output with spaces. Two trailing closing braces are turned into spaces to hide them as well. The group in which we alter the definition of the active `!` is closed before producing the message: this ensures that tokens inserted by typing `I` in the command-line are inserted after the message is entirely cleaned up.

The `\__kernel_iow_with:Nnn` auxiliary, defined in l3file, expects an ⟨*integer variable*⟩, an integer ⟨*value*⟩, and some ⟨*code*⟩. It runs the ⟨*code*⟩ after ensuring that the ⟨*integer variable*⟩ takes the given ⟨*value*⟩, then restores the former value of the ⟨*integer variable*⟩ if needed. We use it to ensure that the `\newlinechar` is 10, as needed for `\iow_newline:` to work, and that `\errorcontextlines` is -1, to avoid showing irrelevant context. Note that restoring the former value of these integers requires inserting tokens after the `\errmessage`, which go in the way of tokens which could be inserted by the user. This is unavoidable.

```
\group_begin:
  \char_set_lccode:nn { 38 } { 32 } % &
  \char_set_lccode:nn { 46 } { 32 } % .
  \char_set_lccode:nn { 123 } { 32 } % {
  \char_set_lccode:nn { 125 } { 32 } % }
  \char_set_catcode_active:N \&
\tex_lowercase:D
  {
    \group_end:
    \cs_new_protected:Npn \__msg_interrupt:n #1
      {
        \iow_term:n { }
        \__kernel_iow_with:Nnn \tex_newlinechar:D { `\^^J }
          {
            \__kernel_iow_with:Nnn \tex_errorcontextlines:D { -1 }
              {
                \group_begin:
                  \cs_set_protected:Npn &
                    {
                      \tex_errmessage:D
                        {
                          #1
                          \use_none:n
                            { ............................................ }
                        }
                    }
                  \exp_after:wN
                \group_end:
                &
              }
          }
      }
  }
```

(*End definition for* `\__msg_interrupt:n`.)

19.4 Displaying messages

LaTeX is handling error messages and so the TeX ones are disabled. This is already done by the LaTeX 2_ε kernel, so to avoid messing up any deliberate change by a user this is only set in format mode.

```
⟨*initex⟩
\int_gset:Nn \tex_errorcontextlines:D { -1 }
⟨/initex⟩
```

`\msg_fatal_text:n`
`\msg_critical_text:n`
`\msg_error_text:n`
`\msg_warning_text:n`
`\msg_info_text:n`
`\__msg_text:nn`
`\__msg_text:n`

A function for issuing messages: both the text and order could in principle vary. The module name may be empty for kernel messages, hence the slightly contorted code path for a space.

```
\cs_new:Npn \msg_fatal_text:n #1
  {
    Fatal ~
```

```
    \msg_error_text:n {#1}
  }
\cs_new:Npn \msg_critical_text:n #1
  {
    Critical ~
    \msg_error_text:n {#1}
  }
\cs_new:Npn \msg_error_text:n #1
  { \__msg_text:nn {#1} { Error } }
\cs_new:Npn \msg_warning_text:n #1
  { \__msg_text:nn {#1} { Warning } }
\cs_new:Npn \msg_info_text:n #1
  { \__msg_text:nn {#1} { Info } }
\cs_new:Npn \__msg_text:nn #1#2
  {
    \exp_args:Nf \__msg_text:n { \msg_module_type:n {#1} }
    \msg_module_name:n {#1} ~
    #2
  }
\cs_new:Npn \__msg_text:n #1
  {
    \tl_if_blank:nF {#1}
      { #1 ~ }
  }
```

(*End definition for* `\msg_fatal_text:n` *and others. These functions are documented on page 151.*)

`\g_msg_module_name_prop`
`\g_msg_module_type_prop`

For storing public module information: the kernel data is set up in advance.

```
\prop_new:N \g_msg_module_name_prop
\prop_gput:Nnn \g_msg_module_name_prop { LaTeX } { LaTeX3 }
\prop_new:N \g_msg_module_type_prop
\prop_gput:Nnn \g_msg_module_type_prop { LaTeX } { }
```

(*End definition for* `\g_msg_module_name_prop` *and* `\g_msg_module_type_prop`*. These variables are documented on page 152.*)

`\msg_module_type:n`

Contextual footer information, with the potential to give modules an alternative name.

```
\cs_new:Npn \msg_module_type:n #1
  {
    \prop_if_in:NnTF \g_msg_module_type_prop {#1}
      { \prop_item:Nn \g_msg_module_type_prop {#1} }
⟨*initex⟩
      { Module }
⟨/initex⟩
⟨*package⟩
      { Package }
⟨/package⟩
  }
```

(*End definition for* `\msg_module_type:n`*. This function is documented on page 152.*)

`\msg_module_name:n`
`\msg_see_documentation_text:n`

Contextual footer information, with the potential to give modules an alternative name.

```
\cs_new:Npn \msg_module_name:n #1
  {
    \prop_if_in:NnTF \g_msg_module_name_prop {#1}
```

```
      { \prop_item:Nn \g_msg_module_name_prop {#1} }
      {#1}
  }
\cs_new:Npn \msg_see_documentation_text:n #1
  {
    See~the~ \msg_module_name:n {#1} ~
    documentation~for~further~information.
  }
```

(*End definition for* `\msg_module_name:n` *and* `\msg_see_documentation_text:n`*. These functions are documented on page* 152*.*)

`\__msg_class_new:nn`

```
\group_begin:
  \cs_set_protected:Npn \__msg_class_new:nn #1#2
    {
      \prop_new:c { l__msg_redirect_ #1 _prop }
      \cs_new_protected:cpn { __msg_ #1 _code:nnnnnn }
          ##1##2##3##4##5##6 {#2}
      \cs_new_protected:cpn { msg_ #1 :nnnnnn } ##1##2##3##4##5##6
        {
          \use:x
            {
              \exp_not:n { \__msg_use:nnnnnnn {#1} {##1} {##2} }
                { \tl_to_str:n {##3} } { \tl_to_str:n {##4} }
                { \tl_to_str:n {##5} } { \tl_to_str:n {##6} }
            }
        }
      \cs_new_protected:cpx { msg_ #1 :nnnnn } ##1##2##3##4##5
        { \exp_not:c { msg_ #1 :nnnnnn } {##1} {##2} {##3} {##4} {##5} { } }
      \cs_new_protected:cpx { msg_ #1 :nnnn } ##1##2##3##4
        { \exp_not:c { msg_ #1 :nnnnnn } {##1} {##2} {##3} {##4} { } { } }
      \cs_new_protected:cpx { msg_ #1 :nnn } ##1##2##3
        { \exp_not:c { msg_ #1 :nnnnnn } {##1} {##2} {##3} { } { } { } }
      \cs_new_protected:cpx { msg_ #1 :nn } ##1##2
        { \exp_not:c { msg_ #1 :nnnnnn } {##1} {##2} { } { } { } { } }
      \cs_new_protected:cpx { msg_ #1 :nnxxxx } ##1##2##3##4##5##6
        {
          \use:x
            {
              \exp_not:N \exp_not:n
                { \exp_not:c { msg_ #1 :nnnnnn } {##1} {##2} }
                {##3} {##4} {##5} {##6}
            }
        }
      \cs_new_protected:cpx { msg_ #1 :nnxxx } ##1##2##3##4##5
        { \exp_not:c { msg_ #1 :nnxxxx } {##1} {##2} {##3} {##4} {##5} { } }
      \cs_new_protected:cpx { msg_ #1 :nnxx } ##1##2##3##4
        { \exp_not:c { msg_ #1 :nnxxxx } {##1} {##2} {##3} {##4} { } { } }
      \cs_new_protected:cpx { msg_ #1 :nnx } ##1##2##3
        { \exp_not:c { msg_ #1 :nnxxxx } {##1} {##2} {##3} { } { } { } }
    }
```

(*End definition for* `\__msg_class_new:nn`*.*)

\msg_fatal:nnnnnn
\msg_fatal:nnxxxx
\msg_fatal:nnnnn
\msg_fatal:nnxxx
\msg_fatal:nnnn
\msg_fatal:nnxx
\msg_fatal:nnn
\msg_fatal:nnx
\msg_fatal:nn
__msg_fatal_exit:

For fatal errors, after the error message TeX bails out. We force a bail out rather than using `\end` as this means it does not matter if we are in a context where normally the run cannot end.

```
\__msg_class_new:nn { fatal }
  {
    \__msg_interrupt:NnnnN
      \msg_fatal_text:n {#1} {#2}
      { {#3} {#4} {#5} {#6} }
      \c__msg_fatal_text_tl
    \__msg_fatal_exit:
  }
\cs_new_protected:Npn \__msg_fatal_exit:
  {
    \tex_batchmode:D
    \tex_read:D -1 to \l__msg_internal_tl
  }
```

(*End definition for* `\msg_fatal:nnnnnn` *and others. These functions are documented on page* *153*.)

\msg_critical:nnnnnn
\msg_critical:nnxxxx
\msg_critical:nnnnn
\msg_critical:nnxxx
\msg_critical:nnnn
\msg_critical:nnxx
\msg_critical:nnn
\msg_critical:nnx
\msg_critical:nn

Not quite so bad: just end the current file.

```
\__msg_class_new:nn { critical }
  {
    \__msg_interrupt:NnnnN
      \msg_critical_text:n {#1} {#2}
      { {#3} {#4} {#5} {#6} }
      \c__msg_critical_text_tl
    \tex_endinput:D
  }
```

(*End definition for* `\msg_critical:nnnnnn` *and others. These functions are documented on page* *153*.)

\msg_error:nnnnnn
\msg_error:nnxxxx
\msg_error:nnnnn
\msg_error:nnxxx
\msg_error:nnnn
\msg_error:nnxx
\msg_error:nnn
\msg_error:nnx
\msg_error:nn

For an error, the interrupt routine is called. We check if there is a “more text” by comparing that control sequence with a permanently empty text.

```
\__msg_class_new:nn { error }
  {
    \__msg_interrupt:NnnnN
      \msg_error_text:n {#1} {#2}
      { {#3} {#4} {#5} {#6} }
      \c_empty_tl
  }
```

(*End definition for* `\msg_error:nnnnnn` *and others. These functions are documented on page* *153*.)

\msg_warning:nnnnnn
\msg_warning:nnxxxx
\msg_warning:nnnnn
\msg_warning:nnxxx
\msg_warning:nnnn
\msg_warning:nnxx
\msg_warning:nnn
\msg_warning:nnx
\msg_warning:nn

Warnings are printed to the terminal.

```
\__msg_class_new:nn { warning }
  {
    \str_set:Nx \l__msg_text_str { \msg_warning_text:n {#1} }
    \str_set:Nx \l__msg_name_str { \msg_module_name:n {#1} }
    \iow_term:n { }
    \iow_wrap:nxnN
      {
        \l__msg_text_str : ~
        \use:c { \c__msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6}
      }
```

```
    {
      ( \l__msg_name_str )
      \prg_replicate:nn
        {
            \str_count:N \l__msg_text_str
          - \str_count:N \l__msg_name_str
        }
        { ~ }
    }
    { } \iow_term:n
  \iow_term:n { }
}
```

(*End definition for* \msg_warning:nnnnnn *and others. These functions are documented on page 153.*)

\msg_info:nnnnnn
\msg_info:nnxxxx
\msg_info:nnnnn
\msg_info:nnxxx
\msg_info:nnnn
\msg_info:nnxx
\msg_info:nnn
\msg_info:nnx
\msg_info:nn

Information only goes into the log.

```
\__msg_class_new:nn { info }
  {
    \str_set:Nx \l__msg_text_str { \msg_info_text:n {#1} }
    \str_set:Nx \l__msg_name_str { \msg_module_name:n {#1} }
    \iow_log:n { }
    \iow_wrap:nxnN
      {
        \l__msg_text_str : ~
        \use:c { \c__msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6}
      }
      {
        ( \l__msg_name_str )
        \prg_replicate:nn
          {
              \str_count:N \l__msg_text_str
            - \str_count:N \l__msg_name_str
          }
          { ~ }
     }
     { } \iow_log:n
    \iow_log:n { }
  }
```

(*End definition for* \msg_info:nnnnnn *and others. These functions are documented on page 154.*)

\msg_log:nnnnnn
\msg_log:nnxxxx
\msg_log:nnnnn
\msg_log:nnxxx
\msg_log:nnnn
\msg_log:nnxx
\msg_log:nnn
\msg_log:nnx
\msg_log:nn

"Log" data is very similar to information, but with no extras added.

```
\__msg_class_new:nn { log }
  {
    \iow_wrap:nnnN
      { \use:c { \c__msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6} }
      { } { } \iow_log:n
  }
```

(*End definition for* \msg_log:nnnnnn *and others. These functions are documented on page 154.*)

\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

The `none` message type is needed so that input can be gobbled.

```
\__msg_class_new:nn { none } { }
```

(*End definition for* \msg_none:nnnnnn *and others. These functions are documented on page 154.*)

\msg_show:nnnnnn
\msg_show:nnxxxx
\msg_show:nnnnn
\msg_show:nnxxx
\msg_show:nnnn
\msg_show:nnxx
\msg_show:nnn
\msg_show:nnx
\msg_show:nn
__msg_show:n
__msg_show:w
__msg_show_dot:w
__msg_show:nn

The show message type is used for \seq_show:N and similar complicated data structures. Wrap the given text with a trailing dot (important later) then pass it to __msg_show:n. If there is \\>~ (or if the whole thing starts with >~) we split there, print the first part and show the second part using \showtokens (the \exp_after:wN ensure a nice display). Note that that primitive adds a leading >~ and trailing dot. That is why we included a trailing dot before wrapping and removed it afterwards. If there is no \\>~ do the same but with an empty second part which adds a spurious but inevitable >~.

```
\__msg_class_new:nn { show }
  {
    \iow_wrap:nnnN
      { \use:c { \c__msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6} }
      { } { } \__msg_show:n
  }
\cs_new_protected:Npn \__msg_show:n #1
  {
    \tl_if_in:nnTF { ^^J #1 } { ^^J > ~ }
      {
        \tl_if_in:nnTF { #1 \q_mark } { . \q_mark }
          { \__msg_show_dot:w } { \__msg_show:w }
        ^^J #1 \q_stop
      }
      { \__msg_show:nn { ? #1 } { } }
  }
\cs_new:Npn \__msg_show_dot:w #1 ^^J > ~ #2 . \q_stop
  { \__msg_show:nn {#1} {#2} }
\cs_new:Npn \__msg_show:w #1 ^^J > ~ #2 \q_stop
  { \__msg_show:nn {#1} {#2} }
\cs_new_protected:Npn \__msg_show:nn #1#2
  {
    \tl_if_empty:nF {#1}
      { \exp_args:No \iow_term:n { \use_none:n #1 } }
    \tl_set:Nn \l__msg_internal_tl {#2}
    \__kernel_iow_with:Nnn \tex_newlinechar:D { 10 }
      {
        \__kernel_iow_with:Nnn \tex_errorcontextlines:D { -1 }
          {
            \tex_showtokens:D \exp_after:wN \exp_after:wN \exp_after:wN
              { \exp_after:wN \l__msg_internal_tl }
          }
      }
  }
```

(*End definition for \msg_show:nnnnnn and others. These functions are documented on page 260.*)

End the group to eliminate __msg_class_new:nn.

```
\group_end:
```

__msg_class_chk_exist:nT

Checking that a message class exists. We build this from \cs_if_free:cTF rather than \cs_if_exist:cTF because that avoids reading the second argument earlier than necessary.

```
\cs_new:Npn \__msg_class_chk_exist:nT #1
  {
    \cs_if_free:cTF { __msg_ #1 _code:nnnnnn }
      { \__kernel_msg_error:nnx { kernel } { message-class-unknown } {#1} }
```

```
  }
```

(*End definition for* `\__msg_class_chk_exist:nT`.)

`\l__msg_class_tl`
`\l__msg_current_class_tl`

Support variables needed for the redirection system.

```
\tl_new:N \l__msg_class_tl
\tl_new:N \l__msg_current_class_tl
```

(*End definition for* `\l__msg_class_tl` *and* `\l__msg_current_class_tl`.)

`\l__msg_redirect_prop`

For redirection of individually-named messages

```
\prop_new:N \l__msg_redirect_prop
```

(*End definition for* `\l__msg_redirect_prop`.)

`\l__msg_hierarchy_seq`

During redirection, split the message name into a sequence: `{/module/submodule}`, `{/module}`, and `{}`.

```
\seq_new:N \l__msg_hierarchy_seq
```

(*End definition for* `\l__msg_hierarchy_seq`.)

`\l__msg_class_loop_seq`

Classes encountered when following redirections to check for loops.

```
\seq_new:N \l__msg_class_loop_seq
```

(*End definition for* `\l__msg_class_loop_seq`.)

`\__msg_use:nnnnnnn`
`\__msg_use_redirect_name:n`
`\__msg_use_hierarchy:nwwN`
`\__msg_use_redirect_module:n`
`\__msg_use_code:`

Actually using a message is a multi-step process. First, some safety checks on the message and class requested. The code and arguments are then stored to avoid passing them around. The assignment to `\__msg_use_code:` is similar to `\tl_set:Nn`. The message is eventually produced with whatever `\l__msg_class_tl` is when `\__msg_use_code:` is called. Here is also a good place to suppress tracing output if the trace package is loaded since all (non-expandable) messages go through this auxiliary.

```
\cs_new_protected:Npn \__msg_use:nnnnnnn #1#2#3#4#5#6#7
  {
⟨package⟩    \cs_if_exist_use:N \conditionally@traceoff
    \msg_if_exist:nnTF {#2} {#3}
      {
        \__msg_class_chk_exist:nT {#1}
          {
            \tl_set:Nn \l__msg_current_class_tl {#1}
            \cs_set_protected:Npx \__msg_use_code:
              {
                \exp_not:n
                  {
                    \use:c { __msg_ \l__msg_class_tl _code:nnnnnn }
                      {#2} {#3} {#4} {#5} {#6} {#7}
                  }
              }
            \__msg_use_redirect_name:n { #2 / #3 }
          }
      }
      { \__kernel_msg_error:nnxx { kernel } { message-unknown } {#2} {#3} }
⟨package⟩    \cs_if_exist_use:N \conditionally@traceon
  }
\cs_new_protected:Npn \__msg_use_code: { }
```

The first check is for a individual message redirection. If this applies then no further redirection is attempted. Otherwise, split the message name into ⟨*module*⟩, ⟨*submodule*⟩ and ⟨*message*⟩ (with an arbitrary number of slashes), and store `{/module/submodule}`, `{/module}` and `{}` into `\l__msg_hierarchy_seq`. We then map through this sequence, applying the most specific redirection.

```
\cs_new_protected:Npn \__msg_use_redirect_name:n #1
  {
    \prop_get:NnNTF \l__msg_redirect_prop { / #1 } \l__msg_class_tl
      { \__msg_use_code: }
      {
        \seq_clear:N \l__msg_hierarchy_seq
        \__msg_use_hierarchy:nwwN { }
          #1 \q_mark \__msg_use_hierarchy:nwwN
          /  \q_mark \use_none_delimit_by_q_stop:w
          \q_stop
        \__msg_use_redirect_module:n { }
      }
  }
\cs_new_protected:Npn \__msg_use_hierarchy:nwwN #1#2 / #3 \q_mark #4
  {
    \seq_put_left:Nn \l__msg_hierarchy_seq {#1}
    #4 { #1 / #2 } #3 \q_mark #4
  }
```

At this point, the items of `\l__msg_hierarchy_seq` are the various levels at which we should look for a redirection. Redirections which are less specific than the argument of `\__msg_use_redirect_module:n` are not attempted. This argument is empty for a class redirection, `/module` for a module redirection, *etc.* Loop through the sequence to find the most specific redirection, with module `##1`. The loop is interrupted after testing for a redirection for `##1` equal to the argument `#1` (least specific redirection allowed). When a redirection is found, break the mapping, then if the redirection targets the same class, output the code with that class, and otherwise set the target as the new current class, and search for further redirections. Those redirections should be at least as specific as `##1`.

```
\cs_new_protected:Npn \__msg_use_redirect_module:n #1
  {
    \seq_map_inline:Nn \l__msg_hierarchy_seq
      {
        \prop_get:cnNTF { l__msg_redirect_ \l__msg_current_class_tl _prop }
          {##1} \l__msg_class_tl
          {
            \seq_map_break:n
              {
                \tl_if_eq:NNTF \l__msg_current_class_tl \l__msg_class_tl
                  { \__msg_use_code: }
                  {
                    \tl_set_eq:NN \l__msg_current_class_tl \l__msg_class_tl
                    \__msg_use_redirect_module:n {##1}
                  }
              }
          }
          {
            \str_if_eq:nnT {##1} {#1}
```

```
                {
                  \tl_set_eq:NN \l__msg_class_tl \l__msg_current_class_tl
                  \seq_map_break:n { \__msg_use_code: }
                }
            }
        }
    }
```

(*End definition for* `\__msg_use:nnnnnnn` *and others.*)

`\msg_redirect_name:nnn`

Named message always use the given class even if that class is redirected further. An empty target class cancels any existing redirection for that message.

```
\cs_new_protected:Npn \msg_redirect_name:nnn #1#2#3
  {
    \tl_if_empty:nTF {#3}
      { \prop_remove:Nn \l__msg_redirect_prop { / #1 / #2 } }
      {
        \__msg_class_chk_exist:nT {#3}
          { \prop_put:Nnn \l__msg_redirect_prop { / #1 / #2 } {#3} }
      }
  }
```

(*End definition for* `\msg_redirect_name:nnn`*. This function is documented on page 155.*)

`\msg_redirect_class:nn`
`\msg_redirect_module:nnn`
`\__msg_redirect:nnn`
`\__msg_redirect_loop_chk:nnn`
`\__msg_redirect_loop_list:n`

If the target class is empty, eliminate the corresponding redirection. Otherwise, add the redirection. We must then check for a loop: as an initialization, we start by storing the initial class in `\l__msg_current_class_tl`.

```
\cs_new_protected:Npn \msg_redirect_class:nn
  { \__msg_redirect:nnn { } }
\cs_new_protected:Npn \msg_redirect_module:nnn #1
  { \__msg_redirect:nnn { / #1 } }
\cs_new_protected:Npn \__msg_redirect:nnn #1#2#3
  {
    \__msg_class_chk_exist:nT {#2}
      {
        \tl_if_empty:nTF {#3}
          { \prop_remove:cn { l__msg_redirect_ #2 _prop } {#1} }
          {
            \__msg_class_chk_exist:nT {#3}
              {
                \prop_put:cnn { l__msg_redirect_ #2 _prop } {#1} {#3}
                \tl_set:Nn \l__msg_current_class_tl {#2}
                \seq_clear:N \l__msg_class_loop_seq
                \__msg_redirect_loop_chk:nnn {#2} {#3} {#1}
              }
          }
      }
  }
```

Since multiple redirections can only happen with increasing specificity, a loop requires that all steps are of the same specificity. The new redirection can thus only create a loop with other redirections for the exact same module, `#1`, and not submodules. After some initialization above, follow redirections with `\l__msg_class_tl`, and keep track in `\l__msg_class_loop_seq` of the various classes encountered. A redirection from a class to itself, or the absence of redirection both mean that there is no loop. A redirection to the initial class marks a loop. To break it, we must decide which redirection to cancel. The user most likely wants the newly added redirection to hold with no further redirection. We thus remove the redirection starting from #2, target of the new redirection. Note that no message is emitted by any of the underlying functions: otherwise we may get an infinite loop because of a message from the message system itself.

```
\cs_new_protected:Npn \__msg_redirect_loop_chk:nnn #1#2#3
  {
    \seq_put_right:Nn \l__msg_class_loop_seq {#1}
    \prop_get:cnNT { l__msg_redirect_ #1 _prop } {#3} \l__msg_class_tl
      {
        \str_if_eq:VnF \l__msg_class_tl {#1}
          {
            \tl_if_eq:NNTF \l__msg_class_tl \l__msg_current_class_tl
              {
                \prop_put:cnn { l__msg_redirect_ #2 _prop } {#3} {#2}
                \__kernel_msg_warning:nnxxxx
                  { kernel } { message-redirect-loop }
                  { \seq_item:Nn \l__msg_class_loop_seq { 1 } }
                  { \seq_item:Nn \l__msg_class_loop_seq { 2 } }
                  {#3}
                  {
                    \seq_map_function:NN \l__msg_class_loop_seq
                      \__msg_redirect_loop_list:n
                    { \seq_item:Nn \l__msg_class_loop_seq { 1 } }
                  }
              }
              { \__msg_redirect_loop_chk:onn \l__msg_class_tl {#2} {#3} }
          }
      }
  }
\cs_generate_variant:Nn \__msg_redirect_loop_chk:nnn { o }
\cs_new:Npn \__msg_redirect_loop_list:n #1 { {#1} ~ => ~ }
```

(*End definition for* `\msg_redirect_class:nn` *and others. These functions are documented on page 155.*)

19.5 Kernel-specific functions

`\__kernel_msg_new:nnnn`
`\__kernel_msg_new:nnn`
`\__kernel_msg_set:nnnn`
`\__kernel_msg_set:nnn`

The kernel needs some messages of its own. These are created using pre-built functions. Two functions are provided: one more general and one which only has the short text part.

```
\cs_new_protected:Npn \__kernel_msg_new:nnnn #1#2
  { \msg_new:nnnn { LaTeX } { #1 / #2 } }
\cs_new_protected:Npn \__kernel_msg_new:nnn #1#2
  { \msg_new:nnn { LaTeX } { #1 / #2 } }
\cs_new_protected:Npn \__kernel_msg_set:nnnn #1#2
  { \msg_set:nnnn { LaTeX } { #1 / #2 } }
\cs_new_protected:Npn \__kernel_msg_set:nnn #1#2
  { \msg_set:nnn { LaTeX } { #1 / #2 } }
```

(*End definition for* `\__kernel_msg_new:nnnn` *and others.*)

`\__msg_kernel_class_new:nN`
`\__msg_kernel_class_new_aux:nN`

All the functions for kernel messages come in variants ranging from 0 to 4 arguments. Those with less than 4 arguments are defined in terms of the 4-argument variant, in a way very similar to `\__msg_class_new:nn`. This auxiliary is destroyed at the end of the group.

```
\group_begin:
  \cs_set_protected:Npn \__msg_kernel_class_new:nN #1
    { \__msg_kernel_class_new_aux:nN { __kernel_msg_ #1 } }
  \cs_set_protected:Npn \__msg_kernel_class_new_aux:nN #1#2
    {
      \cs_new_protected:cpn { #1 :nnnnnn } ##1##2##3##4##5##6
        {
          \use:x
            {
              \exp_not:n { #2 { LaTeX } { ##1 / ##2 } }
                { \tl_to_str:n {##3} } { \tl_to_str:n {##4} }
                { \tl_to_str:n {##5} } { \tl_to_str:n {##6} }
            }
        }
      \cs_new_protected:cpx { #1 :nnnnn } ##1##2##3##4##5
        { \exp_not:c { #1 :nnnnnn } {##1} {##2} {##3} {##4} {##5} { } }
      \cs_new_protected:cpx { #1 :nnnn } ##1##2##3##4
        { \exp_not:c { #1 :nnnnnn } {##1} {##2} {##3} {##4} { } { } }
      \cs_new_protected:cpx { #1 :nnn } ##1##2##3
        { \exp_not:c { #1 :nnnnnn } {##1} {##2} {##3} { } { } { } }
      \cs_new_protected:cpx { #1 :nn } ##1##2
        { \exp_not:c { #1 :nnnnnn } {##1} {##2} { } { } { } { } }
      \cs_new_protected:cpx { #1 :nnxxxx } ##1##2##3##4##5##6
        {
          \use:x
            {
              \exp_not:N \exp_not:n
                { \exp_not:c { #1 :nnnnnn } {##1} {##2} }
                {##3} {##4} {##5} {##6}
            }
        }
      \cs_new_protected:cpx { #1 :nnxxx } ##1##2##3##4##5
        { \exp_not:c { #1 :nnxxxx } {##1} {##2} {##3} {##4} {##5} { } }
      \cs_new_protected:cpx { #1 :nnxx } ##1##2##3##4
        { \exp_not:c { #1 :nnxxxx } {##1} {##2} {##3} {##4} { } { } }
      \cs_new_protected:cpx { #1 :nnx } ##1##2##3
        { \exp_not:c { #1 :nnxxxx } {##1} {##2} {##3} { } { } { } }
    }
```

(*End definition for* `\__msg_kernel_class_new:nN` *and* `\__msg_kernel_class_new_aux:nN`.)

__kernel_msg_fatal:nnnnnn
__kernel_msg_fatal:nnxxxx
__kernel_msg_fatal:nnnnn
__kernel_msg_fatal:nnxxx
__kernel_msg_fatal:nnnn
__kernel_msg_fatal:nnxx
__kernel_msg_fatal:nnn
__kernel_msg_fatal:nnx
__kernel_msg_fatal:nn
__kernel_msg_error:nnnnnn
__kernel_msg_error:nnxxxx
__kernel_msg_error:nnnnn
__kernel_msg_error:nnxxx
__kernel_msg_error:nnnn
__kernel_msg_error:nnxx
__kernel_msg_error:nnn
__kernel_msg_error:nnx
__kernel_msg_error:nn

Neither fatal kernel errors nor kernel errors can be redirected. We directly use the code for (non-kernel) fatal errors and errors, adding the "LaTeX" module name. Three functions are already defined by l3basics; we need to undefine them to avoid errors.

```
  \__msg_kernel_class_new:nN { fatal } \__msg_fatal_code:nnnnnn
  \cs_undefine:N \__kernel_msg_error:nnxx
  \cs_undefine:N \__kernel_msg_error:nnx
  \cs_undefine:N \__kernel_msg_error:nn
  \__msg_kernel_class_new:nN { error } \__msg_error_code:nnnnnn
```

(*End definition for* `\__kernel_msg_fatal:nnnnnn` *and others.*)

__kernel_msg_warning:nnnnnn
__kernel_msg_warning:nnxxxx
__kernel_msg_warning:nnnnn
__kernel_msg_warning:nnxxx
__kernel_msg_warning:nnnn
__kernel_msg_warning:nnxx
__kernel_msg_warning:nnn
__kernel_msg_warning:nnx
__kernel_msg_warning:nn
__kernel_msg_info:nnnnnn
__kernel_msg_info:nnxxxx
__kernel_msg_info:nnnnn
__kernel_msg_info:nnxxx
__kernel_msg_info:nnnn
__kernel_msg_info:nnxx
__kernel_msg_info:nnn
__kernel_msg_info:nnx
__kernel_msg_info:nn

Kernel messages which can be redirected simply use the machinery for normal messages, with the module name "LaTeX".

```
  \__msg_kernel_class_new:nN { warning } \msg_warning:nnxxxx
  \__msg_kernel_class_new:nN { info } \msg_info:nnxxxx
```

(*End definition for* `\__kernel_msg_warning:nnnnnn` *and others.*)

End the group to eliminate `\__msg_kernel_class_new:nN`.

```
\group_end:
```

Error messages needed to actually implement the message system itself.

```
\__kernel_msg_new:nnnn { kernel } { message-already-defined }
  { Message~'#2'~for~module~'#1'~already~defined. }
  {
    \c__msg_coding_error_text_tl
    LaTeX~was~asked~to~define~a~new~message~called~'#2'\\
    by~the~module~'#1':~this~message~already~exists.
    \c__msg_return_text_tl
  }
\__kernel_msg_new:nnnn { kernel } { message-unknown }
  { Unknown~message~'#2'~for~module~'#1'. }
  {
    \c__msg_coding_error_text_tl
    LaTeX~was~asked~to~display~a~message~called~'#2'\\
    by~the~module~'#1':~this~message~does~not~exist.
    \c__msg_return_text_tl
  }
\__kernel_msg_new:nnnn { kernel } { message-class-unknown }
  { Unknown~message~class~'#1'. }
  {
    LaTeX~has~been~asked~to~redirect~messages~to~a~class~'#1':\\
    this~was~never~defined.
    \c__msg_return_text_tl
  }
\__kernel_msg_new:nnnn { kernel } { message-redirect-loop }
  {
    Message~redirection~loop~caused~by~ {#1} ~=>~ {#2}
    \tl_if_empty:nF {#3} { ~for~module~' \use_none:n #3 ' } .
  }
  {
    Adding~the~message~redirection~ {#1} ~=>~ {#2}
    \tl_if_empty:nF {#3} { ~for~the~module~' \use_none:n #3 ' } ~
    created~an~infinite~loop\\\\
    \iow_indent:n { #4 \\\\ }
  }
```

Messages for earlier kernel modules plus a few for l3keys which cover coding errors.

```
\__kernel_msg_new:nnnn { kernel } { bad-number-of-arguments }
  { Function~'#1'~cannot~be~defined~with~#2~arguments. }
  {
    \c__msg_coding_error_text_tl
    LaTeX~has~been~asked~to~define~a~function~'#1'~with~
    #2~arguments.~
    TeX~allows~between~0~and~9~arguments~for~a~single~function.
  }
```

```
\__kernel_msg_new:nnn { kernel } { char-active }
  { Cannot~generate~active~chars. }
\__kernel_msg_new:nnn { kernel } { char-invalid-catcode }
  { Invalid~catcode~for~char~generation. }
\__kernel_msg_new:nnn { kernel } { char-null-space }
  { Cannot~generate~null~char~as~a~space. }
\__kernel_msg_new:nnn { kernel } { char-out-of-range }
  { Charcode~requested~out~of~engine~range. }
\__kernel_msg_new:nnn { kernel } { char-space }
  { Cannot~generate~space~chars. }
\__kernel_msg_new:nnnn { kernel } { command-already-defined }
  { Control~sequence~#1~already~defined. }
  {
    \c__msg_coding_error_text_tl
    LaTeX~has~been~asked~to~create~a~new~control~sequence~'#1'~
    but~this~name~has~already~been~used~elsewhere. \\ \\
    The~current~meaning~is:\\
    \ \ #2
  }
\__kernel_msg_new:nnnn { kernel } { command-not-defined }
  { Control~sequence~#1~undefined. }
  {
    \c__msg_coding_error_text_tl
    LaTeX~has~been~asked~to~use~a~control~sequence~'#1':\\
    this~has~not~been~defined~yet.
  }
\__kernel_msg_new:nnnn { kernel } { empty-search-pattern }
  { Empty~search~pattern. }
  {
    \c__msg_coding_error_text_tl
    LaTeX~has~been~asked~to~replace~an~empty~pattern~by~'#1':~that~
    would~lead~to~an~infinite~loop!
  }
\__kernel_msg_new:nnnn { kernel } { out-of-registers }
  { No~room~for~a~new~#1. }
  {
    TeX~only~supports~\int_use:N \c_max_register_int \ %
    of~each~type.~All~the~#1~registers~have~been~used.~
    This~run~will~be~aborted~now.
  }
\__kernel_msg_new:nnnn { kernel } { non-base-function }
  { Function~'#1'~is~not~a~base~function }
  {
    \c__msg_coding_error_text_tl
    Functions~defined~through~\iow_char:N\\cs_new:Nn~must~have~
    a~signature~consisting~of~only~normal~arguments~'N'~and~'n'.~
    To~define~variants~use~\iow_char:N\\cs_generate_variant:Nn~
    and~to~define~other~functions~use~\iow_char:N\\cs_new:Npn.
  }
\__kernel_msg_new:nnnn { kernel } { missing-colon }
  { Function~'#1'~contains~no~':'. }
  {
    \c__msg_coding_error_text_tl
    Code-level~functions~must~contain~':'~to~separate~the~
```

```
    argument~specification~from~the~function~name.~This~is~
    needed~when~defining~conditionals~or~variants,~or~when~building~a~
    parameter~text~from~the~number~of~arguments~of~the~function.
  }
\__kernel_msg_new:nnnn { kernel } { overflow }
  { Integers~larger~than~2^{30}-1~cannot~be~stored~in~arrays. }
  {
    An~attempt~was~made~to~store~#3~
    \tl_if_empty:nF {#2} { at~position~#2~ } in~the~array~’#1’.~
    The~largest~allowed~value~#4~will~be~used~instead.
  }
\__kernel_msg_new:nnnn { kernel } { out-of-bounds }
  { Access~to~an~entry~beyond~an~array’s~bounds. }
  {
    An~attempt~was~made~to~access~or~store~data~at~position~#2~of~the~
    array~’#1’,~but~this~array~has~entries~at~positions~from~1~to~#3.
  }
\__kernel_msg_new:nnnn { kernel } { protected-predicate }
  { Predicate~’#1’~must~be~expandable. }
  {
    \c__msg_coding_error_text_tl
    LaTeX~has~been~asked~to~define~’#1’~as~a~protected~predicate.~
    Only~expandable~tests~can~have~a~predicate~version.
  }
\__kernel_msg_new:nnn { kernel } { randint-backward-range }
  { Bounds~ordered~backwards~in~\iow_char:N\\int_rand:nn~{#1}~{#2}. }
\__kernel_msg_new:nnnn { kernel } { conditional-form-unknown }
  { Conditional~form~’#1’~for~function~’#2’~unknown. }
  {
    \c__msg_coding_error_text_tl
    LaTeX~has~been~asked~to~define~the~conditional~form~’#1’~of~
    the~function~’#2’,~but~only~’TF’,~’T’,~’F’,~and~’p’~forms~exist.
  }
\__kernel_msg_new:nnnn { kernel } { key-no-property }
  { No~property~given~in~definition~of~key~’#1’. }
  {
    \c__msg_coding_error_text_tl
    Inside~\keys_define:nn  each~key~name~
    needs~a~property:  \\ \\
    \iow_indent:n { #1 .<property> } \\ \\
    LaTeX~did~not~find~a~’.’~to~indicate~the~start~of~a~property.
  }
\__kernel_msg_new:nnnn { kernel } { key-property-boolean-values-only }
  { The~property~’#1’~accepts~boolean~values~only. }
  {
    \c__msg_coding_error_text_tl
    The~property~’#1’~only~accepts~the~values~’true’~and~’false’.
  }
\__kernel_msg_new:nnnn { kernel } { key-property-requires-value }
  { The~property~’#1’~requires~a~value. }
  {
    \c__msg_coding_error_text_tl
    LaTeX~was~asked~to~set~property~’#1’~for~key~’#2’.\\
    No~value~was~given~for~the~property,~and~one~is~required.
```

```
  }
\__kernel_msg_new:nnnn { kernel } { key-property-unknown }
  { The~key~property~'#1'~is~unknown. }
  {
    \c__msg_coding_error_text_tl
    LaTeX~has~been~asked~to~set~the~property~'#1'~for~key~'#2':~
    this~property~is~not~defined.
  }
\__kernel_msg_new:nnnn { kernel } { quote-in-shell }
  { Quotes~in~shell~command~'#1'. }
  { Shell~commands~cannot~contain~quotes~("). }
\__kernel_msg_new:nnnn { kernel } { scanmark-already-defined }
  { Scan~mark~#1~already~defined. }
  {
    \c__msg_coding_error_text_tl
    LaTeX~has~been~asked~to~create~a~new~scan~mark~'#1'~
    but~this~name~has~already~been~used~for~a~scan~mark.
  }
\__kernel_msg_new:nnnn { kernel } { shuffle-too-large }
  { The~sequence~#1~is~too~long~to~be~shuffled~by~TeX. }
  {
    TeX~has~ \int_eval:n { \c_max_register_int + 1 } ~
    toks~registers:~this~only~allows~to~shuffle~up~to~
    \int_use:N \c_max_register_int \ items.~
    The~list~will~not~be~shuffled.
  }
\__kernel_msg_new:nnnn { kernel } { variable-not-defined }
  { Variable~#1~undefined. }
  {
    \c__msg_coding_error_text_tl
    LaTeX~has~been~asked~to~show~a~variable~#1,~but~this~has~not~
    been~defined~yet.
  }
\__kernel_msg_new:nnnn { kernel } { variant-too-long }
  { Variant~form~'#1'~longer~than~base~signature~of~'#2'. }
  {
    \c__msg_coding_error_text_tl
    LaTeX~has~been~asked~to~create~a~variant~of~the~function~'#2'~
    with~a~signature~starting~with~'#1',~but~that~is~longer~than~
    the~signature~(part~after~the~colon)~of~'#2'.
  }
\__kernel_msg_new:nnnn { kernel } { invalid-variant }
  { Variant~form~'#1'~invalid~for~base~form~'#2'. }
  {
    \c__msg_coding_error_text_tl
    LaTeX~has~been~asked~to~create~a~variant~of~the~function~'#2'~
    with~a~signature~starting~with~'#1',~but~cannot~change~an~argument~
    from~type~'#3'~to~type~'#4'.
  }
\__kernel_msg_new:nnnn { kernel } { invalid-exp-args }
  { Invalid~variant~specifier~'#1'~in~'#2'. }
  {
    \c__msg_coding_error_text_tl
    LaTeX~has~been~asked~to~create~an~\iow_char:N\\exp_args:N...~
```

```
    function~with~signature~'N#2'~but~'#1'~is~not~a~valid~argument~
    specifier.
  }
\__kernel_msg_new:nnn { kernel } { deprecated-variant }
  {
    Variant~form~'#1'~deprecated~for~base~form~'#2'.~
    One~should~not~change~an~argument~from~type~'#3'~to~type~'#4'
    \str_case:nnF {#3}
      {
        { n } { :~use~a~'\token_if_eq_charcode:NNTF #4 c v V'~variant? }
        { N } { :~base~form~only~accepts~a~single~token~argument. }
        {#4} { :~base~form~is~already~a~variant. }
      } { . }
  }
```

Some errors are only needed in package mode if debugging is enabled by one of the options `enable-debug`, `check-declarations`, `log-functions`, or on the contrary if debugging is turned off. In format mode the error is somewhat different.

```
⟨*package⟩
\__kernel_msg_new:nnnn { kernel } { enable-debug }
  { To~use~'#1'~load~expl3~with~the~'enable-debug'~option. }
  {
     The~function~'#1'~will~be~ignored~because~it~can~only~work~if~
    some~internal~functions~in~expl3~have~been~appropriately~
    defined.~This~only~happens~if~one~of~the~options~
     'enable-debug',~'check-declarations'~or~'log-functions'~was~
    given~when~loading~expl3.
  }
⟨/package⟩
⟨*initex⟩
\__kernel_msg_new:nnnn { kernel } { enable-debug }
  { '#1'~cannot~be~used~in~format~mode. }
  {
    The~function~'#1'~will~be~ignored~because~it~can~only~work~if~
    some~internal~functions~in~expl3~have~been~appropriately~
    defined.~This~only~happens~in~package~mode~(and~only~if~one~of~
    the~options~'enable-debug',~'check-declarations'~or~'log-functions'~
    was~given~when~loading~expl3.
  }
⟨/initex⟩
```

Some errors only appear in expandable settings, hence don't need a "more-text" argument.

```
\__kernel_msg_new:nnn { kernel } { bad-exp-end-f }
  { Misused~\exp_end_continue_f:w or~:nw }
\__kernel_msg_new:nnn { kernel } { bad-variable }
  { Erroneous~variable~#1 used! }
\__kernel_msg_new:nnn { kernel } { misused-sequence }
  { A~sequence~was~misused. }
\__kernel_msg_new:nnn { kernel } { misused-prop }
  { A~property~list~was~misused. }
\__kernel_msg_new:nnn { kernel } { negative-replication }
  { Negative~argument~for~\iow_char:N\\prg_replicate:nn. }
\__kernel_msg_new:nnn { kernel } { prop-keyval }
  { Missing/extra~'='~in~'#1'~(in~'..._keyval:Nn') }
```

```
\__kernel_msg_new:nnn { kernel } { unknown-comparison }
  { Relation~'#1'~unknown:~use~=,~<,~>,~==,~!=,~<=,~>=. }
\__kernel_msg_new:nnn { kernel } { zero-step }
  { Zero~step~size~for~step~function~#1. }
\cs_if_exist:NF \tex_expanded:D
  {
    \__kernel_msg_new:nnn { kernel } { e-type }
      { #1 ~ in~e-type~argument }
  }
```

Messages used by the “show” functions.

```
\__kernel_msg_new:nnn { kernel } { show-clist }
  {
    The~comma~list~ \tl_if_empty:nF {#1} { #1 ~ }
    \tl_if_empty:nTF {#2}
      { is~empty \\>~ . }
      { contains~the~items~(without~outer~braces): #2 . }
  }
\__kernel_msg_new:nnn { kernel } { show-intarray }
  { The~integer~array~#1~contains~#2~items: \\ #3 . }
\__kernel_msg_new:nnn { kernel } { show-prop }
  {
    The~property~list~#1~
    \tl_if_empty:nTF {#2}
      { is~empty \\>~ . }
      { contains~the~pairs~(without~outer~braces): #2 . }
  }
\__kernel_msg_new:nnn { kernel } { show-seq }
  {
    The~sequence~#1~
    \tl_if_empty:nTF {#2}
      { is~empty \\>~ . }
      { contains~the~items~(without~outer~braces): #2 . }
  }
\__kernel_msg_new:nnn { kernel } { show-streams }
  {
    \tl_if_empty:nTF {#2} { No~ } { The~following~ }
    \str_case:nn {#1}
      {
        { ior } { input ~ }
        { iow } { output ~ }
      }
    streams~are~
    \tl_if_empty:nTF {#2} { open } { in~use: #2 . }
  }
```

System layer messages

```
\__kernel_msg_new:nnnn { sys } { backend-set }
  { Backend~configuration~already~set. }
  {
    Run-time~backend~selection~may~only~be~carried~out~once~during~a~run.~
    This~second~attempt~to~set~them~will~be~ignored.
  }
\__kernel_msg_new:nnnn { sys } { wrong-backend }
  { Backend~request~inconsistent~with~engine:~using~'#2'~backend. }
```

```
  {
    You~have~requested~backend~'#1',~but~this~is~not~suitable~for~use~with~the~
    active~engine.~LaTeX3~will~use~the~'#2'~backend~instead.
  }
```

19.6 Expandable errors

__msg_expandable_error:n
__msg_expandable_error:w

In expansion only context, we cannot use the normal means of reporting errors. Instead, we feed TeX an undefined control sequence, `\LaTeX3 error:`. It is thus interrupted, and shows the context, which thanks to the odd-looking `\use:n` is

```
<argument> \LaTeX3 error:
                                    The error message.
```

In other words, TeX is processing the argument of `\use:n`, which is `\LaTeX3 error:` ⟨*error message*⟩. Then `\__msg_expandable_error:w` cleans up. In fact, there is an extra subtlety: if the user inserts tokens for error recovery, they should be kept. Thus we also use an odd space character (with category code 7) and keep tokens until that space character, dropping everything else until `\q_stop`. The `\exp_end:` prevents losing braces around the user-inserted text if any, and stops the expansion of `\exp:w`. The group is used to prevent `\LaTeX3~error:` from being globally equal to `\scan_stop:`.

```
\group_begin:
\cs_set_protected:Npn \__msg_tmp:w #1#2
  {
    \cs_new:Npn \__msg_expandable_error:n ##1
      {
        \exp:w
        \exp_after:wN \exp_after:wN
        \exp_after:wN \__msg_expandable_error:w
        \exp_after:wN \exp_after:wN
        \exp_after:wN \exp_end:
        \use:n { #1 #2 ##1 } #2
      }
    \cs_new:Npn \__msg_expandable_error:w ##1 #2 ##2 #2 {##1}
  }
\exp_args:Ncx \__msg_tmp:w { LaTeX3~error: }
  { \char_generate:nn { `\  } { 7 } }
\group_end:
```

(*End definition for* `\__msg_expandable_error:n` *and* `\__msg_expandable_error:w`.)

__kernel_msg_expandable_error:nnnnnn
__kernel_msg_expandable_error:nnffff
__kernel_msg_expandable_error:nnnnn
__kernel_msg_expandable_error:nnfff
__kernel_msg_expandable_error:nnnn
__kernel_msg_expandable_error:nnff
__kernel_msg_expandable_error:nnn
__kernel_msg_expandable_error:nnf
__kernel_msg_expandable_error:nn

The command built from the csname `\c__msg_text_prefix_tl LaTeX / #1 / #2` takes four arguments and builds the error text, which is fed to `\__msg_expandable_error:n` with appropriate expansion: just as for usual messages the arguments are first turned to strings, then the message is fully expanded.

```
\exp_args_generate:n { oooo }
\cs_new:Npn \__kernel_msg_expandable_error:nnnnnn #1#2#3#4#5#6
  {
    \exp_args:Ne \__msg_expandable_error:n
      {
        \exp_args:Nc \exp_args:Noooo
          { \c__msg_text_prefix_tl LaTeX / #1 / #2 }
          { \tl_to_str:n {#3} }
```

```
          { \tl_to_str:n {#4} }
          { \tl_to_str:n {#5} }
          { \tl_to_str:n {#6} }
      }
  }
\cs_new:Npn \__kernel_msg_expandable_error:nnnnn #1#2#3#4#5
  {
    \__kernel_msg_expandable_error:nnnnnn
      {#1} {#2} {#3} {#4} {#5} { }
  }
\cs_new:Npn \__kernel_msg_expandable_error:nnnn #1#2#3#4
  {
    \__kernel_msg_expandable_error:nnnnnn
      {#1} {#2} {#3} {#4} { } { }
  }
\cs_new:Npn \__kernel_msg_expandable_error:nnn #1#2#3
  {
    \__kernel_msg_expandable_error:nnnnnn
      {#1} {#2} {#3} { } { } { }
  }
\cs_new:Npn \__kernel_msg_expandable_error:nn #1#2
  {
    \__kernel_msg_expandable_error:nnnnnn
      {#1} {#2} { } { } { } { }
  }
\cs_generate_variant:Nn \__kernel_msg_expandable_error:nnnnnn { nnffff }
\cs_generate_variant:Nn \__kernel_msg_expandable_error:nnnnn { nnfff }
\cs_generate_variant:Nn \__kernel_msg_expandable_error:nnnn { nnff }
\cs_generate_variant:Nn \__kernel_msg_expandable_error:nnn { nnf }
```

(*End definition for* `\__kernel_msg_expandable_error:nnnnnn` *and others.*)

```
⟨/initex | package⟩
```

20 l3file implementation

The following test files are used for this code: m3file001.

```
⟨*initex | package⟩
```

20.1 Input operations

```
⟨@@=ior⟩
```

20.1.1 Variables and constants

`\l__ior_internal_tl` Used as a short-term scratch variable.

```
\tl_new:N  \l__ior_internal_tl
```

(*End definition for* `\l__ior_internal_tl`.)

`\c__ior_term_ior` Reading from the terminal (with a prompt) is done using a positive but non-existent stream number. Unlike writing, there is no concept of reading from the log.

```
\int_const:Nn \c__ior_term_ior { 16 }
```

(*End definition for* `\c__ior_term_ior`.)

\g__ior_streams_seq A list of the currently-available input streams to be used as a stack. In format mode, all streams (from 0 to 15) are available, while the package requests streams to LaTeX 2ε as they are needed (initially none are needed), so the starting point varies!

```
\seq_new:N \g__ior_streams_seq
⟨*initex⟩
\seq_gset_split:Nnn \g__ior_streams_seq { , }
  { 0 , 1 , 2 , 3 , 4 , 5 , 6 , 7 , 8 , 9 , 10 , 11 , 12 , 13 , 14 , 15 }
⟨/initex⟩
```

(*End definition for* \g__ior_streams_seq.)

\l__ior_stream_tl Used to recover the raw stream number from the stack.

```
\tl_new:N \l__ior_stream_tl
```

(*End definition for* \l__ior_stream_tl.)

\g__ior_streams_prop The name of the file attached to each stream is tracked in a property list. To get the correct number of reserved streams in package mode the underlying mechanism needs to be queried. For LaTeX 2ε and plain TeX this data is stored in \count16: with the etex package loaded we need to subtract 1 as the register holds the number of the next stream to use. In ConTeXt, we need to look at \count38 but there is no subtraction: like the original plain TeX/LaTeX 2ε mechanism it holds the value of the *last* stream allocated.

```
\prop_new:N \g__ior_streams_prop
⟨*package⟩
\int_step_inline:nnn
  { 0 }
  {
    \cs_if_exist:NTF \normalend
      { \tex_count:D 38 ~ }
      {
        \tex_count:D 16 ~ %
        \cs_if_exist:NT \loccount { - 1 }
      }
  }
  {
    \prop_gput:Nnn \g__ior_streams_prop {#1} { Reserved~by~format }
  }
⟨/package⟩
```

(*End definition for* \g__ior_streams_prop.)

20.1.2 Stream management

\ior_new:N \ior_new:c Reserving a new stream is done by defining the name as equal to using the terminal.

```
\cs_new_protected:Npn \ior_new:N #1 { \cs_new_eq:NN #1 \c__ior_term_ior }
\cs_generate_variant:Nn \ior_new:N { c }
```

(*End definition for* \ior_new:N. *This function is documented on page 156.*)

\g_tmpa_ior \g_tmpb_ior The usual scratch space.

```
\ior_new:N \g_tmpa_ior
\ior_new:N \g_tmpb_ior
```

(*End definition for* \g_tmpa_ior *and* \g_tmpb_ior. *These variables are documented on page 163.*)

\ior_open:Nn
\ior_open:cn

Use the conditional version, with an error if the file is not found.

```
\cs_new_protected:Npn \ior_open:Nn #1#2
  { \ior_open:NnF #1 {#2} { \__kernel_file_missing:n {#2} } }
\cs_generate_variant:Nn \ior_open:Nn { c }
```

(*End definition for* `\ior_open:Nn`. *This function is documented on page* *156*.)

\l__ior_file_name_tl

Data storage.

```
\tl_new:N \l__ior_file_name_tl
```

(*End definition for* `\l__ior_file_name_tl`.)

\ior_open:NnTF
\ior_open:cnTF

An auxiliary searches for the file in the TEX, LATEX 2_ε and LATEX3 paths. Then pass the file found to the lower-level function which deals with streams. The `full_name` is empty when the file is not found.

```
\prg_new_protected_conditional:Npnn \ior_open:Nn #1#2 { T , F , TF }
  {
    \file_get_full_name:nNTF {#2} \l__ior_file_name_tl
      {
        \__kernel_ior_open:No #1 \l__ior_file_name_tl
        \prg_return_true:
      }
      { \prg_return_false: }
  }
\prg_generate_conditional_variant:Nnn \ior_open:Nn { c } { T , F , TF }
```

(*End definition for* `\ior_open:NnTF`. *This function is documented on page* *157*.)

__ior_new:N

In package mode, streams are reserved using `\newread` before they can be managed by ior. To prevent ior from being affected by redefinitions of `\newread` (such as done by the third-party package morewrites), this macro is saved here under a private name. The complicated code ensures that `\__ior_new:N` is not `\outer` despite plain TEX's `\newread` being `\outer`. For ConTEXt, we have to deal with the fact that `\newread` works like our own: it actually checks before altering definition.

```
⟨*package⟩
\exp_args:NNf \cs_new_protected:Npn \__ior_new:N
  { \exp_args:NNc \exp_after:wN \exp_stop_f: { newread } }
\cs_if_exist:NT \normalend
  {
    \cs_new_eq:NN \__ior_new_aux:N \__ior_new:N
    \cs_set_protected:Npn \__ior_new:N #1
      {
        \cs_undefine:N #1
        \__ior_new_aux:N #1
      }
  }
⟨/package⟩
```

(*End definition for* `\__ior_new:N`.)

__kernel_ior_open:Nn
__kernel_ior_open:No
__ior_open_stream:Nn

The stream allocation itself uses the fact that there is a list of all of those available, so allocation is simply a question of using the number at the top of the list. In package mode, life gets more complex as it's important to keep things in sync. That is done using a two-part approach: any streams that have already been taken up by ior but are now free are tracked, so we first try those. If that fails, ask plain TeX or LaTeX 2_ε for a new stream and use that number (after a bit of conversion).

```
\cs_new_protected:Npn \__kernel_ior_open:Nn #1#2
  {
    \ior_close:N #1
    \seq_gpop:NNTF \g__ior_streams_seq \l__ior_stream_tl
      { \__ior_open_stream:Nn #1 {#2} }
⟨*initex⟩
      { \__kernel_msg_fatal:nn { kernel } { input-streams-exhausted } }
⟨/initex⟩
⟨*package⟩
      {
        \__ior_new:N #1
        \tl_set:Nx \l__ior_stream_tl { \int_eval:n {#1} }
        \__ior_open_stream:Nn #1 {#2}
      }
⟨/package⟩
  }
\cs_generate_variant:Nn \__kernel_ior_open:Nn { No }
\cs_new_protected:Npn \__ior_open_stream:Nn #1#2
  {
    \tex_global:D \tex_chardef:D #1 = \l__ior_stream_tl \scan_stop:
    \prop_gput:NVn \g__ior_streams_prop #1 {#2}
    \tex_openin:D #1 #2 \scan_stop:
  }
```

(*End definition for* `\__kernel_ior_open:Nn` *and* `\__ior_open_stream:Nn`*.*)

`\ior_close:N`
`\ior_close:c`

Closing a stream means getting rid of it at the TeX level and removing from the various data structures. Unless the name passed is an invalid stream number (outside the range $[0, 15]$), it can be closed. On the other hand, it only gets added to the stack if it was not already there, to avoid duplicates building up.

```
\cs_new_protected:Npn \ior_close:N #1
  {
    \int_compare:nT { -1 < #1 < \c__ior_term_ior }
      {
        \tex_closein:D #1
        \prop_gremove:NV \g__ior_streams_prop #1
        \seq_if_in:NVF \g__ior_streams_seq #1
          { \seq_gpush:NV \g__ior_streams_seq #1 }
        \cs_gset_eq:NN #1 \c__ior_term_ior
      }
  }
\cs_generate_variant:Nn \ior_close:N { c }
```

(*End definition for* `\ior_close:N`*. This function is documented on page* *157.**)*

`\ior_show_list:`
`\ior_log_list:`
`\__ior_list:N`

Show the property lists, but with some "pretty printing". See the l3msg module. The first argument of the message is `ior` (as opposed to `iow`) and the second is empty if no read stream is open and non-empty (the list of streams formatted using `\msg_show_-item_unbraced:nn`) otherwise. The code of the message `show-streams` takes care of translating `ior`/`iow` to English.

```
\cs_new_protected:Npn \ior_show_list: { \__ior_list:N \msg_show:nnxxxx }
\cs_new_protected:Npn \ior_log_list: { \__ior_list:N \msg_log:nnxxxx }
```

```
\cs_new_protected:Npn \__ior_list:N #1
  {
    #1 { LaTeX / kernel } { show-streams }
      { ior }
      {
        \prop_map_function:NN \g__ior_streams_prop
          \msg_show_item_unbraced:nn
      }
      { } { }
  }
```

(*End definition for* `\ior_show_list:`*,* `\ior_log_list:`*, and* `\__ior_list:N`*. These functions are documented on page 157.*)

20.1.3 Reading input

`\if_eof:w`

The primitive conditional

```
\cs_new_eq:NN \if_eof:w \tex_ifeof:D
```

(*End definition for* `\if_eof:w`*. This function is documented on page 163.*)

`\ior_if_eof_p:N`
`\ior_if_eof:NTF`

To test if some particular input stream is exhausted the following conditional is provided. The primitive test can only deal with numbers in the range $[0, 15]$ so we catch outliers (they are exhausted).

```
\prg_new_conditional:Npnn \ior_if_eof:N #1 { p , T , F , TF }
  {
    \cs_if_exist:NTF #1
      {
        \int_compare:nTF { -1 < #1 < \c__ior_term_ior }
          {
            \if_eof:w #1
              \prg_return_true:
            \else:
              \prg_return_false:
            \fi:
          }
          { \prg_return_true: }
      }
      { \prg_return_true: }
  }
```

(*End definition for* `\ior_if_eof:NTF`*. This function is documented on page 160.*)

`\ior_get:NN`
`\__ior_get:NN`
`\ior_get:NNTF`

And here we read from files.

```
\cs_new_protected:Npn \ior_get:NN #1#2
  { \ior_get:NNF #1 #2 { \tl_set:Nn #2 { \q_no_value } } }
\cs_new_protected:Npn \__ior_get:NN #1#2
  { \tex_read:D #1 to #2 }
\prg_new_protected_conditional:Npnn \ior_get:NN #1#2 { T , F , TF }
  {
    \ior_if_eof:NTF #1
      { \prg_return_false: }
      {
        \__ior_get:NN #1 #2
```

```
        \prg_return_true:
      }
  }
```

(*End definition for* `\ior_get:NN`*,* `\__ior_get:NN`*, and* `\ior_get:NNTF`*. These functions are documented on page 158.*)

`\ior_str_get:NN`
`\__ior_str_get:NN`
`\ior_str_get:NNTF`

Reading as strings is a more complicated wrapper, as we wish to remove the endline character and restore it afterwards.

```
\cs_new_protected:Npn \ior_str_get:NN #1#2
  { \ior_str_get:NNF #1 #2 { \tl_set:Nn #2 { \q_no_value } } }
\cs_new_protected:Npn \__ior_str_get:NN #1#2
  {
    \exp_args:Nno \use:n
      {
        \int_set:Nn \tex_endlinechar:D { -1 }
        \tex_readline:D #1 to #2
        \int_set:Nn \tex_endlinechar:D
      }   { \int_use:N \tex_endlinechar:D }
  }
\prg_new_protected_conditional:Npnn \ior_str_get:NN #1#2 { T , F , TF }
  {
    \ior_if_eof:NTF #1
      { \prg_return_false: }
      {
        \__ior_str_get:NN #1 #2
        \prg_return_true:
      }
  }
```

(*End definition for* `\ior_str_get:NN`*,* `\__ior_str_get:NN`*, and* `\ior_str_get:NNTF`*. These functions are documented on page 158.*)

`\c__ior_term_noprompt_ior`

For reading without a prompt.

```
\int_const:Nn \c__ior_term_noprompt_ior { -1 }
```

(*End definition for* `\c__ior_term_noprompt_ior`*.*)

`\ior_get_term:nN`
`\ior_str_get_term:nN`
`\__ior_get_term:NnN`

Getting from the terminal is better with pretty-printing.

```
\cs_new_protected:Npn \ior_get_term:nN #1#2
  { \__ior_get_term:NnN \__ior_get:NN {#1} #2 }
\cs_new_protected:Npn \ior_str_get_term:nN #1#2
  { \__ior_get_term:NnN \__ior_str_get:NN {#1} #2 }
\cs_new_protected:Npn \__ior_get_term:NnN #1#2#3
  {
    \group_begin:
      \tex_escapechar:D = -1 \scan_stop:
      \tl_if_blank:nTF {#2}
        { \exp_args:NNc #1 \c__ior_term_noprompt_ior }
        { \exp_args:NNc #1 \c__ior_term_ior }
          {#2}
    \exp_args:NNNv \group_end:
    \tl_set:Nn #3 {#2}
  }
```

(*End definition for* `\ior_get_term:nN`*,* `\ior_str_get_term:nN`*, and* `\__ior_get_term:NnN`*. These functions are documented on page* *259**.*)

`\ior_map_break:` `\ior_map_break:n` Usual map breaking functions.

```
\cs_new:Npn \ior_map_break:
  { \prg_map_break:Nn \ior_map_break: { } }
\cs_new:Npn \ior_map_break:n
  { \prg_map_break:Nn \ior_map_break: }
```

(*End definition for* `\ior_map_break:` *and* `\ior_map_break:n`*. These functions are documented on page* *159**.*)

`\ior_map_inline:Nn` `\ior_str_map_inline:Nn` `\__ior_map_inline:NNn` `\__ior_map_inline:NNNn` `\__ior_map_inline_loop:NNN` Mapping to an input stream can be done on either a token or a string basis, hence the set up. Within that, there is a check to avoid reading past the end of a file, hence the two applications of `\ior_if_eof:N` and its lower-level analogue `\if_eof:w`. This mapping cannot be nested with twice the same stream, as the stream has only one "current line".

```
\cs_new_protected:Npn \ior_map_inline:Nn
  { \__ior_map_inline:NNn \__ior_get:NN }
\cs_new_protected:Npn \ior_str_map_inline:Nn
  { \__ior_map_inline:NNn \__ior_str_get:NN }
\cs_new_protected:Npn \__ior_map_inline:NNn
  {
    \int_gincr:N \g__kernel_prg_map_int
    \exp_args:Nc \__ior_map_inline:NNNn
      { __ior_map_ \int_use:N \g__kernel_prg_map_int :n }
  }
\cs_new_protected:Npn \__ior_map_inline:NNNn #1#2#3#4
  {
    \cs_gset_protected:Npn #1 ##1 {#4}
    \ior_if_eof:NF #3 { \__ior_map_inline_loop:NNN #1#2#3 }
    \prg_break_point:Nn \ior_map_break:
      { \int_gdecr:N \g__kernel_prg_map_int }
  }
\cs_new_protected:Npn \__ior_map_inline_loop:NNN #1#2#3
  {
    #2 #3 \l__ior_internal_tl
    \if_eof:w #3
      \exp_after:wN \ior_map_break:
    \fi:
    \exp_args:No #1 \l__ior_internal_tl
    \__ior_map_inline_loop:NNN #1#2#3
  }
```

(*End definition for* `\ior_map_inline:Nn` *and others. These functions are documented on page* *159**.*)

`\ior_map_variable:NNn` `\ior_str_map_variable:NNn` `\__ior_map_variable:NNNn` `\__ior_map_variable_loop:NNNn` Since the TeX primitive (`\read` or `\readline`) assigns the tokens read in the same way as a token list assignment, we simply call the appropriate primitive. The end-of-loop is checked using the primitive conditional for speed.

```
\cs_new_protected:Npn \ior_map_variable:NNn
  { \__ior_map_variable:NNNn \ior_get:NN }
\cs_new_protected:Npn \ior_str_map_variable:NNn
  { \__ior_map_variable:NNNn \ior_str_get:NN }
\cs_new_protected:Npn \__ior_map_variable:NNNn #1#2#3#4
  {
```

```
    \ior_if_eof:NF #2 { \__ior_map_variable_loop:NNNn #1#2#3 {#4} }
    \prg_break_point:Nn \ior_map_break: { }
  }
\cs_new_protected:Npn \__ior_map_variable_loop:NNNn #1#2#3#4
  {
    #1 #2 #3
    \if_eof:w #2
      \exp_after:wN \ior_map_break:
    \fi:
    #4
    \__ior_map_variable_loop:NNNn #1#2#3 {#4}
  }
```

(*End definition for* `\ior_map_variable:NNn` *and others. These functions are documented on page 159.*)

20.2 Output operations

```
⟨@@=iow⟩
```

There is a lot of similarity here to the input operations, at least for many of the basics. Thus quite a bit is copied from the earlier material with minor alterations.

20.2.1 Variables and constants

`\c_log_iow`
`\c_term_iow`

Here we allocate two output streams for writing to the transcript file only (`\c_log_iow`) and to both the terminal and transcript file (`\c_term_iow`). Recent LuaTeX provide 128 write streams; we also use `\c_term_iow` as the first non-allowed write stream so its value depends on the engine.

```
\int_const:Nn \c_log_iow  { -1 }
\int_const:Nn \c_term_iow
  {
    \bool_lazy_and:nnTF
      { \sys_if_engine_luatex_p: }
      { \int_compare_p:nNn \tex_luatexversion:D > { 80 } }
      { 128 }
      { 16 }
  }
```

(*End definition for* `\c_log_iow` *and* `\c_term_iow`. *These variables are documented on page 163.*)

`\g__iow_streams_seq`

A list of the currently-available output streams to be used as a stack. The stream 18 is special, as `\write18` is used to denote commands to be sent to the OS.

```
\seq_new:N \g__iow_streams_seq
⟨*initex⟩
\exp_args:Nnx \use:n
  { \seq_gset_split:Nnn \g__iow_streams_seq { } }
  {
    \int_step_function:nnN { 0 } { \c_term_iow }
      \prg_do_nothing:
  }
\int_compare:nNnF \c_term_iow < { 18 }
  { \seq_gremove_all:Nn \g__iow_streams_seq { 18 } }
⟨/initex⟩
```

(*End definition for* `\g__iow_streams_seq`.)

\l__iow_stream_tl Used to recover the raw stream number from the stack.

```
\tl_new:N \l__iow_stream_tl
```

(*End definition for* `\l__iow_stream_tl`.)

\g__iow_streams_prop As for reads with the appropriate adjustment of the register numbers to check on.

```
\prop_new:N \g__iow_streams_prop
⟨*package⟩
\int_step_inline:nnn
  { 0 }
  {
    \cs_if_exist:NTF \normalend
      { \tex_count:D 39 ~ }
      {
        \tex_count:D 17 ~
        \cs_if_exist:NT \loccount { - 1 }
      }
  }
  {
    \prop_gput:Nnn \g__iow_streams_prop {#1} { Reserved~by~format }
  }
⟨/package⟩
```

(*End definition for* `\g__iow_streams_prop`.)

20.3 Stream management

\iow_new:N \iow_new:c Reserving a new stream is done by defining the name as equal to writing to the terminal: odd but at least consistent.

```
\cs_new_protected:Npn \iow_new:N #1 { \cs_new_eq:NN #1 \c_term_iow }
\cs_generate_variant:Nn \iow_new:N { c }
```

(*End definition for* `\iow_new:N`. *This function is documented on page 156.*)

\g_tmpa_iow \g_tmpb_iow The usual scratch space.

```
\iow_new:N \g_tmpa_iow
\iow_new:N \g_tmpb_iow
```

(*End definition for* `\g_tmpa_iow` *and* `\g_tmpb_iow`. *These variables are documented on page 163.*)

__iow_new:N As for read streams, copy `\newwrite` in package mode, making sure that it is not `\outer`.

```
⟨*package⟩
\exp_args:NNf \cs_new_protected:Npn \__iow_new:N
  { \exp_args:NNc \exp_after:wN \exp_stop_f: { newwrite } }
⟨/package⟩
```

(*End definition for* `\__iow_new:N`.)

\l__iow_file_name_tl Data storage.

```
\tl_new:N \l__iow_file_name_tl
```

(*End definition for* `\l__iow_file_name_tl`.)

\iow_open:Nn
\iow_open:cn
__iow_open_stream:Nn
__iow_open_stream:NV

The same idea as for reading, but without the path and without the need to allow for a conditional version.

```
\cs_new_protected:Npn \iow_open:Nn #1#2
  {
    \tl_set:Nx \l__iow_file_name_tl
      {
        \__kernel_file_name_quote:e
          { \__kernel_file_name_sanitize:n {#2} }
      }
    \iow_close:N #1
    \seq_gpop:NNTF \g__iow_streams_seq \l__iow_stream_tl
      { \__iow_open_stream:NV #1 \l__iow_file_name_tl }
⟨*initex⟩
      { \__kernel_msg_fatal:nn { kernel } { output-streams-exhausted } }
⟨/initex⟩
⟨*package⟩
      {
        \__iow_new:N #1
        \tl_set:Nx \l__iow_stream_tl { \int_eval:n {#1} }
        \__iow_open_stream:NV #1 \l__iow_file_name_tl
      }
⟨/package⟩
  }
\cs_generate_variant:Nn \iow_open:Nn { c }
\cs_new_protected:Npn \__iow_open_stream:Nn #1#2
  {
    \tex_global:D \tex_chardef:D #1 = \l__iow_stream_tl \scan_stop:
    \prop_gput:NVn \g__iow_streams_prop #1 {#2}
    \tex_immediate:D \tex_openout:D #1 #2 \scan_stop:
  }
\cs_generate_variant:Nn \__iow_open_stream:Nn { NV }
```

(*End definition for* `\iow_open:Nn` *and* `\__iow_open_stream:Nn`*. This function is documented on page 157.*)

\iow_close:N
\iow_close:c

Closing a stream is not quite the reverse of opening one. First, the close operation is easier than the open one, and second as the stream is actually a number we can use it directly to show that the slot has been freed up.

```
\cs_new_protected:Npn \iow_close:N #1
  {
    \int_compare:nT { - \c_log_iow < #1 < \c_term_iow }
      {
        \tex_immediate:D \tex_closeout:D #1
        \prop_gremove:NV \g__iow_streams_prop #1
        \seq_if_in:NVF \g__iow_streams_seq #1
          { \seq_gpush:NV \g__iow_streams_seq #1 }
        \cs_gset_eq:NN #1 \c_term_iow
      }
  }
\cs_generate_variant:Nn \iow_close:N { c }
```

(*End definition for* `\iow_close:N`*. This function is documented on page 157.*)

\iow_show_list:
\iow_log_list:
__iow_list:N

Done as for input, but with a copy of the auxiliary so the name is correct.

```
\cs_new_protected:Npn \iow_show_list: { \__iow_list:N \msg_show:nnxxxx }
\cs_new_protected:Npn \iow_log_list: { \__iow_list:N \msg_log:nnxxxx }
\cs_new_protected:Npn \__iow_list:N #1
  {
    #1 { LaTeX / kernel } { show-streams }
      { iow }
      {
        \prop_map_function:NN \g__iow_streams_prop
          \msg_show_item_unbraced:nn
      }
      { } { }
  }
```

(*End definition for* `\iow_show_list:`, `\iow_log_list:`, *and* `\__iow_list:N`. *These functions are documented on page* 157.)

20.3.1 Deferred writing

`\iow_shipout_x:Nn`
`\iow_shipout_x:Nx`
`\iow_shipout_x:cn`
`\iow_shipout_x:cx`

First the easy part, this is the primitive, which expects its argument to be braced.

```
\cs_new_protected:Npn \iow_shipout_x:Nn #1#2
  { \tex_write:D #1 {#2} }
\cs_generate_variant:Nn \iow_shipout_x:Nn { c, Nx, cx }
```

(*End definition for* `\iow_shipout_x:Nn`. *This function is documented on page* 161.)

`\iow_shipout:Nn`
`\iow_shipout:Nx`
`\iow_shipout:cn`
`\iow_shipout:cx`

With ε-TeX available deferred writing without expansion is easy.

```
\cs_new_protected:Npn \iow_shipout:Nn #1#2
  { \tex_write:D #1 { \exp_not:n {#2} } }
\cs_generate_variant:Nn \iow_shipout:Nn { c, Nx, cx }
```

(*End definition for* `\iow_shipout:Nn`. *This function is documented on page* 161.)

20.3.2 Immediate writing

`\__kernel_iow_with:Nnn`
`\__iow_with:nNnn`

If the integer `#1` is equal to `#2`, just leave `#3` in the input stream. Otherwise, pass the old value to an auxiliary, which sets the integer to the new value, runs the code, and restores the integer.

```
\cs_new_protected:Npn \__kernel_iow_with:Nnn #1#2
  {
    \int_compare:nNnTF {#1} = {#2}
      { \use:n }
      { \exp_args:No \__iow_with:nNnn { \int_use:N #1 } #1 {#2} }
  }
\cs_new_protected:Npn \__iow_with:nNnn #1#2#3#4
  {
    \int_set:Nn #2 {#3}
    #4
    \int_set:Nn #2 {#1}
  }
```

(*End definition for* `\__kernel_iow_with:Nnn` *and* `\__iow_with:nNnn`.)

\iow_now:Nn
\iow_now:Nx
\iow_now:cn
\iow_now:cx

This routine writes the second argument onto the output stream without expansion. If this stream isn't open, the output goes to the terminal instead. If the first argument is no output stream at all, we get an internal error. We don't use the expansion done by `\write` to get the `Nx` variant, because it differs in subtle ways from `x`-expansion, namely, macro parameter characters would not need to be doubled. We set the `\newlinechar` to 10 using `\__kernel_iow_with:Nnn` to support formats such as plain TeX: otherwise, `\iow_newline:` would not work. We do not do this for `\iow_shipout:Nn` or `\iow_shipout_x:Nn`, as TeX looks at the value of the `\newlinechar` at shipout time in those cases.

```
\cs_new_protected:Npn \iow_now:Nn #1#2
  {
    \__kernel_iow_with:Nnn \tex_newlinechar:D { `\^^J }
      { \tex_immediate:D \tex_write:D #1 { \exp_not:n {#2} } }
  }
\cs_generate_variant:Nn \iow_now:Nn { c, Nx, cx }
```

(*End definition for* `\iow_now:Nn`. *This function is documented on page 160.*)

\iow_log:n
\iow_log:x
\iow_term:n
\iow_term:x

Writing to the log and the terminal directly are relatively easy.

```
\cs_set_protected:Npn \iow_log:x  { \iow_now:Nx \c_log_iow  }
\cs_new_protected:Npn \iow_log:n  { \iow_now:Nn \c_log_iow  }
\cs_set_protected:Npn \iow_term:x { \iow_now:Nx \c_term_iow }
\cs_new_protected:Npn \iow_term:n { \iow_now:Nn \c_term_iow }
```

(*End definition for* `\iow_log:n` *and* `\iow_term:n`. *These functions are documented on page 160.*)

20.3.3 Special characters for writing

\iow_newline:

Global variable holding the character that forces a new line when something is written to an output stream.

```
\cs_new:Npn \iow_newline: { ^^J }
```

(*End definition for* `\iow_newline:`. *This function is documented on page 161.*)

\iow_char:N

Function to write any escaped char to an output stream.

```
\cs_new_eq:NN \iow_char:N \cs_to_str:N
```

(*End definition for* `\iow_char:N`. *This function is documented on page 161.*)

20.3.4 Hard-wrapping lines to a character count

The code here implements a generic hard-wrapping function. This is used by the messaging system, but is designed such that it is available for other uses.

\l_iow_line_count_int

This is the "raw" number of characters in a line which can be written to the terminal. The standard value is the line length typically used by TeXLive and MiKTeX.

```
\int_new:N  \l_iow_line_count_int
\int_set:Nn \l_iow_line_count_int { 78 }
```

(*End definition for* `\l_iow_line_count_int`. *This variable is documented on page 162.*)

\l__iow_newline_tl

The token list inserted to produce a new line, with the ⟨*run-on text*⟩.

```
\tl_new:N \l__iow_newline_tl
```

(*End definition for* `\l__iow_newline_tl`.)

`\l__iow_line_target_int`

This stores the target line count: the full number of characters in a line, minus any part for a leader at the start of each line.

```
\int_new:N \l__iow_line_target_int
```

(*End definition for* `\l__iow_line_target_int`.)

`\__iow_set_indent:n`
`\__iow_unindent:w`
`\l__iow_one_indent_tl`
`\l__iow_one_indent_int`

The `one_indent` variables hold one indentation marker and its length. The `\__iow_unindent:w` auxiliary removes one indentation. The function `\__iow_set_indent:n` (that could possibly be public) sets the indentation in a consistent way. We set it to four spaces by default.

```
\tl_new:N \l__iow_one_indent_tl
\int_new:N \l__iow_one_indent_int
\cs_new:Npn \__iow_unindent:w { }
\cs_new_protected:Npn \__iow_set_indent:n #1
  {
    \tl_set:Nx \l__iow_one_indent_tl
      { \exp_args:No \__kernel_str_to_other_fast:n { \tl_to_str:n {#1} } }
    \int_set:Nn \l__iow_one_indent_int
      { \str_count:N \l__iow_one_indent_tl }
    \exp_last_unbraced:NNo
      \cs_set:Npn \__iow_unindent:w \l__iow_one_indent_tl { }
  }
\exp_args:Nx \__iow_set_indent:n { \prg_replicate:nn { 4 } { ~ } }
```

(*End definition for* `\__iow_set_indent:n` *and others.*)

`\l__iow_indent_tl`
`\l__iow_indent_int`

The current indentation (some copies of `\l__iow_one_indent_tl`) and its number of characters.

```
\tl_new:N \l__iow_indent_tl
\int_new:N \l__iow_indent_int
```

(*End definition for* `\l__iow_indent_tl` *and* `\l__iow_indent_int`.)

`\l__iow_line_tl`
`\l__iow_line_part_tl`

These hold the current line of text and a partial line to be added to it, respectively.

```
\tl_new:N \l__iow_line_tl
\tl_new:N \l__iow_line_part_tl
```

(*End definition for* `\l__iow_line_tl` *and* `\l__iow_line_part_tl`.)

`\l__iow_line_break_bool`

Indicates whether the line was broken precisely at a chunk boundary.

```
\bool_new:N \l__iow_line_break_bool
```

(*End definition for* `\l__iow_line_break_bool`.)

`\l__iow_wrap_tl`

Used for the expansion step before detokenizing, and for the output from wrapping text: fully expanded and with lines which are not overly long.

```
\tl_new:N \l__iow_wrap_tl
```

(*End definition for* `\l__iow_wrap_tl`.)

\c__iow_wrap_marker_tl
\c__iow_wrap_end_marker_tl
\c__iow_wrap_newline_marker_tl
\c__iow_wrap_allow_break_marker_tl
\c__iow_wrap_indent_marker_tl
\c__iow_wrap_unindent_marker_tl

Every special action of the wrapping code is starts with the same recognizable string, `\c__iow_wrap_marker_tl`. Upon seeing that "word", the wrapping code reads one space-delimited argument to know what operation to perform. The setting of `\escapechar` here is not very important, but makes `\c__iow_wrap_marker_tl` look marginally nicer.

```
\group_begin:
  \int_set:Nn \tex_escapechar:D { -1 }
  \tl_const:Nx \c__iow_wrap_marker_tl
    { \tl_to_str:n { \^^I \^^O \^^W \^^_ \^^W \^^R \^^A \^^P } }
\group_end:
\tl_map_inline:nn
  { { end } { newline } { allow_break } { indent } { unindent } }
  {
    \tl_const:cx { c__iow_wrap_ #1 _marker_tl }
      {
        \c__iow_wrap_marker_tl
        #1
        \c_catcode_other_space_tl
      }
  }
```

(*End definition for* `\c__iow_wrap_marker_tl` *and others.*)

\iow_allow_break:
__iow_allow_break:
__iow_allow_break_error:

We set `\iow_allow_break:n` to produce an error when outside messages. Within wrapped message, it is set to `\__iow_allow_break:` when valid and otherwise to `\__iow_allow_break_error:`. The second produces an error expandably.

```
\cs_new_protected:Npn \iow_allow_break:
  {
    \__kernel_msg_error:nnnn { kernel } { iow-indent }
      { \iow_wrap:nnnN } { \iow_allow_break: }
  }
\cs_new:Npx \__iow_allow_break: { \c__iow_wrap_allow_break_marker_tl }
\cs_new:Npn \__iow_allow_break_error:
  {
    \__kernel_msg_expandable_error:nnnn { kernel } { iow-indent }
      { \iow_wrap:nnnN } { \iow_allow_break: }
  }
```

(*End definition for* `\iow_allow_break:`*,* `\__iow_allow_break:`*, and* `\__iow_allow_break_error:`*. This function is documented on page* *258**.*)

\iow_indent:n
__iow_indent:n
__iow_indent_error:n

We set `\iow_indent:n` to produce an error when outside messages. Within wrapped message, it is set to `\__iow_indent:n` when valid and otherwise to `\__iow_indent_error:n`. The first places the instruction for increasing the indentation before its argument, and the instruction for unindenting afterwards. The second produces an error expandably. Note that there are no forced line-break, so the indentation only changes when the next line is started.

```
\cs_new_protected:Npn \iow_indent:n #1
  {
    \__kernel_msg_error:nnnnn { kernel } { iow-indent }
      { \iow_wrap:nnnN } { \iow_indent:n } {#1}
    #1
  }
\cs_new:Npx \__iow_indent:n #1
  {
```

```
    \c__iow_wrap_indent_marker_tl
    #1
    \c__iow_wrap_unindent_marker_tl
  }
\cs_new:Npn \__iow_indent_error:n #1
  {
    \__kernel_msg_expandable_error:nnnnn { kernel } { iow-indent }
      { \iow_wrap:nnnN } { \iow_indent:n } {#1}
    #1
  }
```

(*End definition for* `\iow_indent:n`*,* `\__iow_indent:n`*, and* `\__iow_indent_error:n`*. This function is documented on page* *162*.)

`\iow_wrap:nnnN`
`\iow_wrap:nxnN`

The main wrapping function works as follows. First give `\\`, `\␣` and other formatting commands the correct definition for messages and perform the given setup `#3`. The definition of `\␣` uses an "other" space rather than a normal space, because the latter might be absorbed by TeX to end a number or other `f`-type expansions. Use `\conditionally@traceoff` if defined; it is introduced by the `trace` package and suppresses uninteresting tracing of the wrapping code.

```
\cs_new_protected:Npn \iow_wrap:nnnN #1#2#3#4
  {
    \group_begin:
⟨package⟩      \cs_if_exist_use:N \conditionally@traceoff
      \int_set:Nn \tex_escapechar:D { -1 }
      \cs_set:Npx \{ { \token_to_str:N \{ }
      \cs_set:Npx \# { \token_to_str:N \# }
      \cs_set:Npx \} { \token_to_str:N \} }
      \cs_set:Npx \% { \token_to_str:N \% }
      \cs_set:Npx \~ { \token_to_str:N \~ }
      \int_set:Nn \tex_escapechar:D { 92 }
      \cs_set_eq:NN \\ \iow_newline:
      \cs_set_eq:NN \  \c_catcode_other_space_tl
      \cs_set_eq:NN \iow_allow_break: \__iow_allow_break:
      \cs_set_eq:NN \iow_indent:n \__iow_indent:n
      #3
```

Then fully-expand the input: in package mode, the expansion uses LaTeX 2_ε's `\protect` mechanism in the same way as `\typeout`. In generic mode this setting is useless but harmless. As soon as the expansion is done, reset `\iow_indent:n` to its error definition: it only works in the first argument of `\iow_wrap:nnnN`.

```
⟨package⟩      \cs_set_eq:NN \protect \token_to_str:N
      \tl_set:Nx \l__iow_wrap_tl {#1}
      \cs_set_eq:NN \iow_allow_break: \__iow_allow_break_error:
      \cs_set_eq:NN \iow_indent:n \__iow_indent_error:n
```

Afterwards, set the newline marker (two assignments to fully expand, then convert to a string) and initialize the target count for lines (the first line has target count `\l_iow_line_count_int` instead).

```
      \tl_set:Nx \l__iow_newline_tl { \iow_newline: #2 }
      \tl_set:Nx \l__iow_newline_tl { \tl_to_str:N \l__iow_newline_tl }
      \int_set:Nn \l__iow_line_target_int
        { \l_iow_line_count_int - \str_count:N \l__iow_newline_tl + 1 }
```

Sanity check.

```
      \int_compare:nNnT { \l__iow_line_target_int } < 0
        {
          \tl_set:Nn \l__iow_newline_tl { \iow_newline: }
          \int_set:Nn \l__iow_line_target_int
            { \l_iow_line_count_int + 1 }
        }
```

There is then a loop over the input, which stores the wrapped result in `\l__iow_wrap_tl`. After the loop, the resulting text is passed on to the function which has been given as a post-processor. The `\tl_to_str:N` step converts the "other" spaces back to normal spaces. The `f`-expansion removes a leading space from `\l__iow_wrap_tl`.

```
      \__iow_wrap_do:
    \exp_args:NNf \group_end:
    #4 { \tl_to_str:N \l__iow_wrap_tl }
  }
\cs_generate_variant:Nn \iow_wrap:nnnN { nx }
```

(*End definition for* `\iow_wrap:nnnN`. *This function is documented on page 162.*)

`\__iow_wrap_do:`
`\__iow_wrap_fix_newline:w`
`\__iow_wrap_start:w`

Escape spaces and change newlines to `\c__iow_wrap_newline_marker_tl`. Set up a few variables, in particular the initial value of `\l__iow_wrap_tl`: the space stops the `f`-expansion of the main wrapping function and `\use_none:n` removes a newline marker inserted by later code. The main loop consists of repeatedly calling the `chunk` auxiliary to wrap chunks delimited by (newline or indentation) markers.

```
\cs_new_protected:Npn \__iow_wrap_do:
  {
    \tl_set:Nx \l__iow_wrap_tl
      {
        \exp_args:No \__kernel_str_to_other_fast:n \l__iow_wrap_tl
        \c__iow_wrap_end_marker_tl
      }
    \tl_set:Nx \l__iow_wrap_tl
      {
        \exp_after:wN \__iow_wrap_fix_newline:w \l__iow_wrap_tl
          ^^J \q_nil ^^J \q_stop
      }
    \exp_after:wN \__iow_wrap_start:w \l__iow_wrap_tl
  }
\cs_new:Npn \__iow_wrap_fix_newline:w #1 ^^J #2 ^^J
  {
    #1
    \if_meaning:w \q_nil #2
      \use_i_delimit_by_q_stop:nw
    \fi:
    \c__iow_wrap_newline_marker_tl
    \__iow_wrap_fix_newline:w #2 ^^J
  }
\cs_new_protected:Npn \__iow_wrap_start:w
  {
    \bool_set_false:N \l__iow_line_break_bool
    \tl_clear:N \l__iow_line_tl
    \tl_clear:N \l__iow_line_part_tl
    \tl_set:Nn \l__iow_wrap_tl { ~ \use_none:n }
```

```
    \int_zero:N \l__iow_indent_int
    \tl_clear:N \l__iow_indent_tl
    \__iow_wrap_chunk:nw { \l_iow_line_count_int }
  }
```

(*End definition for* `\__iow_wrap_do:`, `\__iow_wrap_fix_newline:w`, *and* `\__iow_wrap_start:w`.)

`\__iow_wrap_chunk:nw`
`\__iow_wrap_next:nw`

The `chunk` and `next` auxiliaries are defined indirectly to obtain the expansions of `\c_catcode_other_space_tl` and `\c__iow_wrap_marker_tl` in their definition. The `next` auxiliary calls a function corresponding to the type of marker (its `##2`), which can be `newline` or `indent` or `unindent` or `end`. The first argument of the `chunk` auxiliary is a target number of characters and the second is some string to wrap. If the chunk is empty simply call `next`. Otherwise, set up a call to `\__iow_wrap_line:nw`, including the indentation if the current line is empty, and including a trailing space (`#1`) before the `\__iow_wrap_end_chunk:w` auxiliary.

```
\cs_set_protected:Npn \__iow_tmp:w #1#2
  {
    \cs_new_protected:Npn \__iow_wrap_chunk:nw ##1##2 #2
      {
        \tl_if_empty:nTF {##2}
          {
            \tl_clear:N \l__iow_line_part_tl
            \__iow_wrap_next:nw {##1}
          }
          {
            \tl_if_empty:NTF \l__iow_line_tl
              {
                \__iow_wrap_line:nw
                  { \l__iow_indent_tl }
                  ##1 - \l__iow_indent_int ;
              }
              { \__iow_wrap_line:nw { } ##1 ; }
            ##2 #1
            \__iow_wrap_end_chunk:w 7 6 5 4 3 2 1 0 \q_stop
          }
      }
    \cs_new_protected:Npn \__iow_wrap_next:nw ##1##2 #1
      { \use:c { __iow_wrap_##2:n } {##1} }
  }
\exp_args:NVV \__iow_tmp:w \c_catcode_other_space_tl \c__iow_wrap_marker_tl
```

(*End definition for* `\__iow_wrap_chunk:nw` *and* `\__iow_wrap_next:nw`.)

`\__iow_wrap_line:nw`
`\__iow_wrap_line_loop:w`
`\__iow_wrap_line_aux:Nw`
`\__iow_wrap_line_seven:nnnnnnn`
`\__iow_wrap_line_end:NnnnnnnnN`
`\__iow_wrap_line_end:nw`
`\__iow_wrap_end_chunk:w`

This is followed by `{`⟨*string*⟩`}` ⟨*intexpr*⟩ `;`. It stores the ⟨*string*⟩ and up to ⟨*intexpr*⟩ characters from the current chunk into `\l__iow_line_part_tl`. Characters are grabbed 8 at a time and left in `\l__iow_line_part_tl` by the `line_loop` auxiliary. When $k < 8$ remain to be found, the `line_aux` auxiliary calls the `line_end` auxiliary followed by (the single digit) k, then $7 - k$ empty brace groups, then the chunk's remaining characters. The `line_end` auxiliary leaves k characters from the chunk in the line part, then ends the assignment. Ignore the `\use_none:nnnnn` line for now. If the next character is a space the line can be broken there: store what we found into the result and get the next line. Otherwise some work is needed to find a break-point. So far we have ignored what happens if the chunk is shorter than the requested number of characters: this is dealt with by the `end_chunk` auxiliary, which gets treated like a character by the rest of the code. It ends up being called either as one of the arguments `#2`–`#9` of the `line_loop` auxiliary or as one of the arguments `#2`–`#8` of the `line_end` auxiliary. In both cases stop the assignment and work out how many characters are still needed. Notice that when we have exactly seven arguments to clean up, a `\exp_stop_f:` has to be inserted to stop the `\exp:w`. The weird `\use_none:nnnnn` ensures that the required data is in the right place.

```
\cs_new_protected:Npn \__iow_wrap_line:nw #1
  {
    \tex_edef:D \l__iow_line_part_tl { \if_false: } \fi:
    #1
    \exp_after:wN \__iow_wrap_line_loop:w
    \int_value:w \int_eval:w
  }
\cs_new:Npn \__iow_wrap_line_loop:w #1 ; #2#3#4#5#6#7#8#9
  {
    \if_int_compare:w #1 < 8 \exp_stop_f:
      \__iow_wrap_line_aux:Nw #1
    \fi:
    #2 #3 #4 #5 #6 #7 #8 #9
    \exp_after:wN \__iow_wrap_line_loop:w
    \int_value:w \int_eval:w #1 - 8 ;
  }
\cs_new:Npn \__iow_wrap_line_aux:Nw #1#2#3 \exp_after:wN #4 ;
  {
    #2
    \exp_after:wN \__iow_wrap_line_end:NnnnnnnnN
    \exp_after:wN #1
    \exp:w \exp_end_continue_f:w
    \exp_after:wN \exp_after:wN
    \if_case:w #1 \exp_stop_f:
         \prg_do_nothing:
    \or: \use_none:n
    \or: \use_none:nn
    \or: \use_none:nnn
    \or: \use_none:nnnn
    \or: \use_none:nnnnn
    \or: \use_none:nnnnnn
    \or: \__iow_wrap_line_seven:nnnnnnn
    \fi:
    { } { } { } { } { } { } { } #3
  }
\cs_new:Npn \__iow_wrap_line_seven:nnnnnnn #1#2#3#4#5#6#7 { \exp_stop_f: }
\cs_new:Npn \__iow_wrap_line_end:NnnnnnnnN #1#2#3#4#5#6#7#8#9
  {
    #2 #3 #4 #5 #6 #7 #8
    \use_none:nnnnn \int_eval:w 8 - ; #9
    \token_if_eq_charcode:NNTF \c_space_token #9
      { \__iow_wrap_line_end:nw { } }
      { \if_false: { \fi: } \__iow_wrap_break:w #9 }
  }
\cs_new:Npn \__iow_wrap_line_end:nw #1
  {
```

```
    \if_false: { \fi: }
    \__iow_wrap_store_do:n {#1}
    \__iow_wrap_next_line:w
  }
\cs_new:Npn \__iow_wrap_end_chunk:w
    #1 \int_eval:w #2 - #3 ; #4#5 \q_stop
  {
    \if_false: { \fi: }
    \exp_args:Nf \__iow_wrap_next:nw { \int_eval:n { #2 - #4 } }
  }
```

(*End definition for* `\__iow_wrap_line:nw` *and others.*)

`\__iow_wrap_break:w`
`\__iow_wrap_break_first:w`
`\__iow_wrap_break_none:w`
`\__iow_wrap_break_loop:w`
`\__iow_wrap_break_end:w`

Functions here are defined indirectly: `\__iow_tmp:w` is eventually called with an "other" space as its argument. The goal is to remove from `\l__iow_line_part_tl` the part after the last space. In most cases this is done by repeatedly calling the `break_loop` auxiliary, which leaves "words" (delimited by spaces) until it hits the trailing space: then its argument `##3` is `? \__iow_wrap_break_end:w` instead of a single token, and that `break_end` auxiliary leaves in the assignment the line until the last space, then calls `\__iow_wrap_line_end:nw` to finish up the line and move on to the next. If there is no space in `\l__iow_line_part_tl` then the `break_first` auxiliary calls the `break_-none` auxiliary. In that case, if the current line is empty, the complete word (including `##4`, characters beyond what we had grabbed) is added to the line, making it over-long. Otherwise, the word is used for the following line (and the last space of the line so far is removed because it was inserted due to the presence of a marker).

```
\cs_set_protected:Npn \__iow_tmp:w #1
  {
    \cs_new:Npn \__iow_wrap_break:w
      {
        \tex_edef:D \l__iow_line_part_tl
          { \if_false: } \fi:
            \exp_after:wN \__iow_wrap_break_first:w
            \l__iow_line_part_tl
            #1
            { ? \__iow_wrap_break_end:w }
            \q_mark
      }
    \cs_new:Npn \__iow_wrap_break_first:w ##1 #1 ##2
      {
        \use_none:nn ##2 \__iow_wrap_break_none:w
        \__iow_wrap_break_loop:w ##1 #1 ##2
      }
    \cs_new:Npn \__iow_wrap_break_none:w ##1##2 #1 ##3 \q_mark ##4 #1
      {
        \tl_if_empty:NTF \l__iow_line_tl
          { ##2 ##4 \__iow_wrap_line_end:nw { } }
          { \__iow_wrap_line_end:nw { \__iow_wrap_trim:N } ##2 ##4 #1 }
      }
    \cs_new:Npn \__iow_wrap_break_loop:w ##1 #1 ##2 #1 ##3
      {
        \use_none:n ##3
        ##1 #1
        \__iow_wrap_break_loop:w ##2 #1 ##3
```

```
      }
    \cs_new:Npn \__iow_wrap_break_end:w ##1 #1 ##2 ##3 #1 ##4 \q_mark
      { ##1 \__iow_wrap_line_end:nw { } ##3 }
  }
\exp_args:NV \__iow_tmp:w \c_catcode_other_space_tl
```

(*End definition for* `\__iow_wrap_break:w` *and others.*)

`\__iow_wrap_next_line:w`

The special case where the end of a line coincides with the end of a chunk is detected here, to avoid a spurious empty line. Otherwise, call `\__iow_wrap_line:nw` to find characters for the next line (remembering to account for the indentation).

```
\cs_new_protected:Npn \__iow_wrap_next_line:w #1#2 \q_stop
  {
    \tl_clear:N \l__iow_line_tl
    \token_if_eq_meaning:NNTF #1 \__iow_wrap_end_chunk:w
      {
        \tl_clear:N \l__iow_line_part_tl
        \bool_set_true:N \l__iow_line_break_bool
        \__iow_wrap_next:nw { \l__iow_line_target_int }
      }
      {
        \__iow_wrap_line:nw
          { \l__iow_indent_tl }
          \l__iow_line_target_int - \l__iow_indent_int ;
          #1 #2 \q_stop
      }
  }
```

(*End definition for* `\__iow_wrap_next_line:w`.)

`\__iow_wrap_allow_break:n`

This is called after a chunk has been wrapped. The `\l__iow_line_part_tl` typically ends with a space (except at the beginning of a line?), which we remove since the `allow_-break` marker should not insert a space. Then move on with the next chunk, making sure to adjust the target number of characters for the line in case we did remove a space.

```
\cs_new_protected:Npn \__iow_wrap_allow_break:n #1
  {
    \tl_set:Nx \l__iow_line_tl
      { \l__iow_line_tl \__iow_wrap_trim:N \l__iow_line_part_tl }
    \bool_set_false:N \l__iow_line_break_bool
    \tl_if_empty:NTF \l__iow_line_part_tl
      { \__iow_wrap_chunk:nw {#1} }
      { \exp_args:Nf \__iow_wrap_chunk:nw { \int_eval:n { #1 + 1 } } }
  }
```

(*End definition for* `\__iow_wrap_allow_break:n`.)

`\__iow_wrap_indent:n`
`\__iow_wrap_unindent:n`

These functions are called after a chunk has been wrapped, when encountering `indent`/`unindent` markers. Add the line part (last line part of the previous chunk) to the line so far and reset a boolean denoting the presence of a line-break. Most importantly, add or remove one indent from the current indent (both the integer and the token list). Finally, continue wrapping.

```
\cs_new_protected:Npn \__iow_wrap_indent:n #1
  {
    \tl_put_right:Nx \l__iow_line_tl { \l__iow_line_part_tl }
```

```
    \bool_set_false:N \l__iow_line_break_bool
    \int_add:Nn \l__iow_indent_int { \l__iow_one_indent_int }
    \tl_put_right:No \l__iow_indent_tl { \l__iow_one_indent_tl }
    \__iow_wrap_chunk:nw {#1}
  }
\cs_new_protected:Npn \__iow_wrap_unindent:n #1
  {
    \tl_put_right:Nx \l__iow_line_tl { \l__iow_line_part_tl }
    \bool_set_false:N \l__iow_line_break_bool
    \int_sub:Nn \l__iow_indent_int { \l__iow_one_indent_int }
    \tl_set:Nx \l__iow_indent_tl
      { \exp_after:wN \__iow_unindent:w \l__iow_indent_tl }
    \__iow_wrap_chunk:nw {#1}
  }
```

(*End definition for* `\__iow_wrap_indent:n` *and* `\__iow_wrap_unindent:n`.)

`\__iow_wrap_newline:n`
`\__iow_wrap_end:n`

These functions are called after a chunk has been line-wrapped, when encountering a `newline`/`end` marker. Unless we just took a line-break, store the line part and the line so far into the whole `\l__iow_wrap_tl`, trimming a trailing space. In the `newline` case look for a new line (of length `\l__iow_line_target_int`) in a new chunk.

```
\cs_new_protected:Npn \__iow_wrap_newline:n #1
  {
    \bool_if:NF \l__iow_line_break_bool
      { \__iow_wrap_store_do:n { \__iow_wrap_trim:N } }
    \bool_set_false:N \l__iow_line_break_bool
    \__iow_wrap_chunk:nw { \l__iow_line_target_int }
  }
\cs_new_protected:Npn \__iow_wrap_end:n #1
  {
    \bool_if:NF \l__iow_line_break_bool
      { \__iow_wrap_store_do:n { \__iow_wrap_trim:N } }
    \bool_set_false:N \l__iow_line_break_bool
  }
```

(*End definition for* `\__iow_wrap_newline:n` *and* `\__iow_wrap_end:n`.)

`\__iow_wrap_store_do:n`

First add the last line part to the line, then append it to `\l__iow_wrap_tl` with the appropriate new line (with "run-on" text), possibly with its last space removed (`#1` is empty or `\__iow_wrap_trim:N`).

```
\cs_new_protected:Npn \__iow_wrap_store_do:n #1
  {
    \tl_set:Nx \l__iow_line_tl
      { \l__iow_line_tl \l__iow_line_part_tl }
    \tl_set:Nx \l__iow_wrap_tl
      {
        \l__iow_wrap_tl
        \l__iow_newline_tl
        #1 \l__iow_line_tl
      }
    \tl_clear:N \l__iow_line_tl
  }
```

(*End definition for* `\__iow_wrap_store_do:n`.)

__iow_wrap_trim:N
__iow_wrap_trim:w
__iow_wrap_trim_aux:w

Remove one trailing "other" space from the argument if present.

```
\cs_set_protected:Npn \__iow_tmp:w #1
  {
    \cs_new:Npn \__iow_wrap_trim:N ##1
      { \exp_after:wN \__iow_wrap_trim:w ##1 \q_mark #1 \q_mark \q_stop }
    \cs_new:Npn \__iow_wrap_trim:w ##1 #1 \q_mark
      { \__iow_wrap_trim_aux:w ##1 \q_mark }
    \cs_new:Npn \__iow_wrap_trim_aux:w ##1 \q_mark ##2 \q_stop {##1}
  }
\exp_args:NV \__iow_tmp:w \c_catcode_other_space_tl
```

(*End definition for* __iow_wrap_trim:N*,* __iow_wrap_trim:w*, and* __iow_wrap_trim_aux:w*.*)

```
⟨@@=file⟩
```

20.4 File operations

\l__file_internal_tl

Used as a short-term scratch variable.

```
\tl_new:N \l__file_internal_tl
```

(*End definition for* \l__file_internal_tl*.*)

\g_file_curr_dir_str
\g_file_curr_ext_str
\g_file_curr_name_str

The name of the current file should be available at all times. For the format the file name needs to be picked up at the start of the run. In LaTeX 2_ε package mode the current file name is collected from \@currname.

```
\str_new:N \g_file_curr_dir_str
\str_new:N \g_file_curr_ext_str
\str_new:N \g_file_curr_name_str
⟨*initex⟩
\tex_everyjob:D \exp_after:wN
  {
    \tex_the:D \tex_everyjob:D
    \str_gset:Nx \g_file_curr_name_str { \tex_jobname:D }
  }
⟨/initex⟩
⟨*package⟩
\cs_if_exist:NT \@currname
  { \str_gset_eq:NN \g_file_curr_name_str \@currname }
⟨/package⟩
```

(*End definition for* \g_file_curr_dir_str*,* \g_file_curr_ext_str*, and* \g_file_curr_name_str*. These variables are documented on* *page 163.*)

\g__file_stack_seq

The input list of files is stored as a sequence stack. In package mode we can recover the information from the details held by LaTeX 2_ε (we must be in the preamble and loaded using \usepackage or \RequirePackage). As LaTeX 2_ε doesn't store directory and name separately, we stick to the same convention here.

```
\seq_new:N \g__file_stack_seq
⟨*package⟩
\group_begin:
  \cs_set_protected:Npn \__file_tmp:w #1#2#3
    {
      \tl_if_blank:nTF {#1}
        {
```

```
          \cs_set:Npn \__file_tmp:w ##1 " ##2 " ##3 \q_stop
            { { } {##2} {  } }
          \seq_gput_right:Nx \g__file_stack_seq
            {
              \exp_after:wN \__file_tmp:w \tex_jobname:D
                " \tex_jobname:D " \q_stop
            }
        }
        {
          \seq_gput_right:Nn \g__file_stack_seq { { } {#1} {#2} }
          \__file_tmp:w
        }
    }
  \cs_if_exist:NT \@currnamestack
    { \exp_after:wN \__file_tmp:w \@currnamestack }
\group_end:
⟨/package⟩
```

(*End definition for* `\g__file_stack_seq`.)

`\g__file_record_seq`

The total list of files used is recorded separately from the current file stack, as nothing is ever popped from this list. The current file name should be included in the file list! In format mode, this is done at the very start of the TeX run. In package mode we will eventually copy the contents of `\@filelist`.

```
\seq_new:N \g__file_record_seq
⟨*initex⟩
\tex_everyjob:D \exp_after:wN
  {
    \tex_the:D \tex_everyjob:D
    \seq_gput_right:NV \g__file_record_seq \g_file_curr_name_str
  }
⟨/initex⟩
```

(*End definition for* `\g__file_record_seq`.)

`\l__file_base_name_tl`
`\l__file_full_name_tl`

For storing the basename and full path whilst passing data internally.

```
\tl_new:N \l__file_base_name_tl
\tl_new:N \l__file_full_name_tl
```

(*End definition for* `\l__file_base_name_tl` *and* `\l__file_full_name_tl`.)

`\l__file_dir_str`
`\l__file_ext_str`
`\l__file_name_str`

Used in parsing a path into parts: in contrast to the above, these are never used outside of the current module.

```
\str_new:N \l__file_dir_str
\str_new:N \l__file_ext_str
\str_new:N \l__file_name_str
```

(*End definition for* `\l__file_dir_str`, `\l__file_ext_str`, *and* `\l__file_name_str`.)

`\l_file_search_path_seq`

The current search path.

```
\seq_new:N \l_file_search_path_seq
```

(*End definition for* `\l_file_search_path_seq`. *This variable is documented on page 164.*)

\l__file_tmp_seq Scratch space for comma list conversion in package mode.

```
⟨*package⟩
\seq_new:N \l__file_tmp_seq
⟨/package⟩
```

(*End definition for* \l__file_tmp_seq.)

__kernel_file_name_sanitize:n
__kernel_file_name_expand_loop:w
__kernel_file_name_expand_N_type:Nw
__kernel_file_name_expand_group:nw
__kernel_file_name_expand_space:w

Expanding the file name without expanding active characters is done using the same token-by-token approach as for example case changing. The finale outcome only need be e-type expandable, so there is no need for the shuffling that is seen in other locations.

```
\cs_new:Npn \__kernel_file_name_sanitize:n #1
  {
    \__kernel_file_name_expand_loop:w #1
      \q_recursion_tail \q_recursion_stop
  }
\cs_new:Npn \__kernel_file_name_expand_loop:w #1 \q_recursion_stop
  {
    \tl_if_head_is_N_type:nTF {#1}
      { \__kernel_file_name_expand_N_type:Nw }
      {
        \tl_if_head_is_group:nTF {#1}
          { \__kernel_file_name_expand_group:nw }
          { \__kernel_file_name_expand_space:w }
      }
    #1 \q_recursion_stop
  }
\cs_new:Npn \__kernel_file_name_expand_N_type:Nw #1
  {
    \quark_if_recursion_tail_stop:N #1
    \bool_lazy_and:nnTF
      { \token_if_expandable_p:N #1 }
      {
        \bool_not_p:n
          {
            \bool_lazy_any_p:n
              {
                { \token_if_protected_macro_p:N #1 }
                { \token_if_protected_long_macro_p:N #1 }
                { \token_if_active_p:N #1 }
              }
          }
      }
      { \exp_after:wN \__kernel_file_name_expand_loop:w #1 }
      {
        \token_to_str:N #1
        \__kernel_file_name_expand_loop:w
      }
  }
\cs_new:Npx \__kernel_file_name_expand_group:nw #1
  {
    \c_left_brace_str
    \exp_not:N \__kernel_file_name_expand_loop:w
     #1
     \c_right_brace_str
```

```
  }
\exp_last_unbraced:NNo
  \cs_new:Npx \__kernel_file_name_expand_space:w \c_space_tl
    {
      \c_space_tl
      \exp_not:N \__kernel_file_name_expand_loop:w
    }
```

(*End definition for* `\__kernel_file_name_sanitize:n` *and others.*)

`\__kernel_file_name_quote:n`
`\__kernel_file_name_quote:e`
`\__kernel_file_name_quote_auxi:nnnw`
`\__kernel_file_name_quote_auxii:nnn`
`\__kernel_file_name_quote_auxiii:nw`

Quoting file name uses basically the same approach as for `luaquotejobname`: count the `"` tokens, remove them then re-add at the extremities.

```
\cs_new:Npn \__kernel_file_name_quote:n #1
  {
    \__kernel_file_name_quote_auxi:nnnw {#1} { 0 } { }
      #1 " \q_recursion_tail " \q_recursion_stop
  }
\cs_generate_variant:Nn \__kernel_file_name_quote:n { e }
\cs_new:Npn \__kernel_file_name_quote_auxi:nnnw #1#2#3#4 "
  {
    \quark_if_recursion_tail_stop_do:nn {#4}
      { \__kernel_file_name_quote_auxii:nnn {#1} {#2} {#3} }
    \__kernel_file_name_quote_auxi:nnnw {#1} { #2 + 1 } { #3#4 }
  }
\cs_new:Npn \__kernel_file_name_quote_auxii:nnn #1#2#3
  {
    \int_if_even:nT {#2}
      {
        \__kernel_msg_expandable_error:nnn
          { kernel } { unbalanced-quote-in-filename } {#1}
      }
    \__kernel_file_name_quote_auxiii:nw {#3} #3 ~ \q_nil \q_stop
  }
\cs_new:Npn \__kernel_file_name_quote_auxiii:nw #1 #2 ~ #3 \q_stop
  {
    \quark_if_nil:nTF {#3}
      { #1 }
      { "#1" }
  }
```

(*End definition for* `\__kernel_file_name_quote:n` *and others.*)

`\c__file_marker_tl`

The same idea as the marker for rescanning token lists: this pair of tokens cannot appear in a file that is being input.

```
\tl_const:Nx \c__file_marker_tl { : \token_to_str:N : }
```

(*End definition for* `\c__file_marker_tl`*.*)

`\file_get:nnNTF`
`\file_get:nnN`
`\__file_get_aux:nnN`
`\__file_get_do:Nw`

The approach here is similar to that for `\tl_set_rescan:Nnn`. The file contents are grabbed as an argument delimited by `\c__file_marker_tl`. A few subtleties: braces in `\if_false:` … `\fi:` to deal with possible alignment tabs, `\tracingnesting` to avoid a warning about a group being closed inside the `\scantokens`, and `\prg_return_true:` is placed after the end-of-file marker.

```
\cs_new_protected:Npn \file_get:nnN #1#2#3
```

```
  {
    \file_get:nnNF {#1} {#2} #3
      { \tl_set:Nn #3 { \q_no_value } }
  }
\prg_new_protected_conditional:Npnn \file_get:nnN #1#2#3 { T , F , TF }
  {
    \file_get_full_name:nNTF {#1} \l__file_full_name_tl
      {
        \exp_args:NV \__file_get_aux:nnN
          \l__file_full_name_tl
          {#2} #3
        \prg_return_true:
      }
      { \prg_return_false: }
  }
\cs_new_protected:Npn \__file_get_aux:nnN #1#2#3
  {
    \if_false: { \fi:
    \group_begin:
      \int_set_eq:NN \tex_tracingnesting:D \c_zero_int
      \exp_args:No \tex_everyeof:D { \c__file_marker_tl }
      #2 \scan_stop:
      \exp_after:wN \__file_get_do:Nw
      \exp_after:wN #3
      \exp_after:wN \prg_do_nothing:
        \tex_input:D #1 \scan_stop:
    \if_false: } \fi:
  }
\exp_args:Nno \use:nn
  { \cs_new_protected:Npn \__file_get_do:Nw #1#2 }
  { \c__file_marker_tl }
  {
    \group_end:
    \tl_set:No #1 {#2}
  }
```

(*End definition for* `\file_get:nnNTF` *and others. These functions are documented on page* 164.)

`\__file_file_size:n` A copy of the primitive where it's available, or the LuaTeX equivalent if relevant.

```
\cs_new_eq:NN \__file_file_size:n \tex_filesize:D
\sys_if_engine_luatex:T
  {
    \cs_gset:Npn \__file_file_size:n #1
      {
        \lua_now:e
          {
            l3kernel.filesize
              ( " \lua_escape:e {#1} " )
          }
      }
  }
```

(*End definition for* `\__file_file_size:n`.)

\file_full_name:n
__file_full_name:n
__file_full_name:nn
__file_full_name_aux:nn
__file_full_name_aux:n
__file_file_name_cleanup:w
__file_file_name_end:
__file_file_name_ext_check:n
__file_file_name_ext_check_auxi:nw
__file_file_name_ext_check_auxii:nw
__file_file_name_ext_check_auxiii:nw

File searching can be carried out if the `\pdffilesize` primitive or an equivalent is available. That of course means we need to arrange for everything else to here to be done by expansion too. We start off by sanitizing the name and quoting if required: we may need to remove those quotes, so the raw name is passed too.

```
\cs_new:Npn \file_full_name:n #1
  {
    \exp_args:Ne \__file_full_name:n
      { \__kernel_file_name_sanitize:n {#1} }
  }
\cs_new:Npn \__file_full_name:n #1
  {
    \exp_args:Ne \__file_full_name:nn
      { \__kernel_file_name_quote:n {#1} } {#1}
  }
```

First, we check of the file is just here: no mapping so we do not need the break part of the broader auxiliary. We are using the fact that the primitive here returns nothing if the file is entirely absent. For package mode, `\input@path` is a token list not a sequence.

```
\cs_new:Npn \__file_full_name:nn #1#2
  {
    \tl_if_blank:nF {#1}
      {
        \tl_if_blank:eTF { \__file_file_size:n {#1} }
          {
            \seq_map_tokens:Nn \l_file_search_path_seq
              { \__file_full_name_aux:nn {#2} }
⟨*package⟩
            \cs_if_exist:NT \input@path
              {
                \tl_map_tokens:Nn \input@path
                  { \__file_full_name_aux:nn {#2} }
              }
⟨/package⟩
            \__file_file_name_end:
          }
          { \__file_file_ext_check:n {#1} }
      }
  }
```

Two pars to the auxiliary here so we can avoid doing quoting twice in the event we find the right file.

```
\cs_new:Npn \__file_full_name_aux:nn #1#2
  {
    \exp_args:Ne \__file_full_name_aux:n
      { \__kernel_file_name_quote:e { \tl_to_str:n {#2} #1 } }
  }
\cs_new:Npn \__file_full_name_aux:n #1
  {
    \tl_if_blank:eF { \__file_file_size:n {#1} }
      {
        \seq_map_break:n
          {
            \__file_file_ext_check:n {#1}
            \__file_file_name_cleanup:w
```

```
          }
      }
  }
\cs_new:Npn \__file_file_name_cleanup:w #1 \__file_file_name_end:n #2 { }
\cs_new:Npn \__file_file_name_end: { }
```

As TeX automatically adds `.tex` if there is no extension, there is a little clean up to do here. First, find the file extension if present, ignoring any quotes and avoiding dots in the path.(The quoted name is retained for the common case that there is no additional work to do.)

```
\cs_new:Npn \__file_file_ext_check:n #1
  { \__file_file_ext_check_auxi:nw {#1} #1 " #1 " \q_stop }
\cs_new:Npn \__file_file_ext_check_auxi:nw #1#2 " #3 " #4 \q_stop
  { \__file_file_ext_check_auxii:nw {#1} #3 / \q_nil / \q_stop }
\cs_new:Npn \__file_file_ext_check_auxii:nw #1#2 / #3 / #4 \q_stop
  {
    \quark_if_nil:nTF {#3}
      { \__file_file_ext_check_auxiii:nw {#1} #2 . \q_nil . \q_stop }
      { \__file_file_ext_check_auxii:nw {#1} #3 / #4 \q_stop }
  }
\cs_new:Npx \__file_file_ext_check_auxiii:nw #1#2 . #3 . #4 \q_stop
  {
    \exp_not:N \quark_if_nil:nTF {#3}
      { \exp_not:N \__kernel_file_name_quote:n { #1 \tl_to_str:n { .tex } } }
      {#1}
  }
```

Deal with the fact that the primitive might not be available.

```
\bool_lazy_or:nnF
  { \cs_if_exist_p:N \tex_filesize:D }
  { \sys_if_engine_luatex_p: }
  {
    \cs_gset:Npn \file_full_name:n #1
      {
        \__kernel_msg_expandable_error:nnn
          { kernel } { primitive-not-available }
          { \(pdf)filesize }
      }
  }
\__kernel_msg_new:nnnn { kernel } { primitive-not-available }
  { Primitive~\token_to_str:N #1 not~available }
  {
    The~version~of~your~TeX~engine~does~not~provide~functionality~equivalent~to~
    the~#1~primitive.
  }
```

(*End definition for* `\file_full_name:n` *and others. This function is documented on page 164.*)

`\file_get_full_name:nN`
`\file_get_full_name:VN`
`\file_get_full_name:nNTF`
`\file_get_full_name:VNTF`
`\__file_get_full_name_search:nN`

These functions pre-date using `\tex_filesize:D` for file searching, so are `get` functions with protection. To avoid having different search set ups, they are simply wrappers around the code above.

```
\cs_new_protected:Npn \file_get_full_name:nN #1#2
  {
    \file_get_full_name:nNF {#1} #2
      { \tl_set:Nn #2 { \q_no_value } }
```

```
  }
\cs_generate_variant:Nn \file_get_full_name:nN { V }
\prg_new_protected_conditional:Npnn \file_get_full_name:nN #1#2 { T , F , TF }
  {
    \tl_set:Nx #2
      { \file_full_name:n {#1} }
    \tl_if_empty:NTF #2
      { \prg_return_false: }
      { \prg_return_true: }
  }
\cs_generate_variant:Nn \file_get_full_name:nNT  { V }
\cs_generate_variant:Nn \file_get_full_name:nNF  { V }
\cs_generate_variant:Nn \file_get_full_name:nNTF { V }
```

If `\tex_filesize:D` is not available, the way to test if a file exists is to try to open it: if it does not exist then TeX reports end-of-file. A search is made looking at each potential path in turn (starting from the current directory). The first location is of course treated as the correct one: this is done by jumping to `\prg_break_point:`. If nothing is found, `#2` is returned empty. A special case when there is no extension is that once the first location is found we test the existence of the file with `.tex` extension in that directory, and if it exists we include the `.tex` extension in the result.

```
\bool_lazy_or:nnF
  { \cs_if_exist_p:N \tex_filesize:D }
  { \sys_if_engine_luatex_p: }
  {
    \prg_set_protected_conditional:Npnn \file_get_full_name:nN #1#2 { T , F , TF }
      {
        \__file_get_full_name_search:nN { } \use:n
        \seq_map_inline:Nn \l_file_search_path_seq
          { \__file_get_full_name_search:nN { ##1 / } \seq_map_break:n }
⟨*package⟩
        \cs_if_exist:NT \input@path
          {
            \tl_map_inline:Nn \input@path
              { \__file_get_full_name_search:nN { ##1 } \tl_map_break:n }
          }
⟨/package⟩
        \tl_set:Nn \l__file_full_name_tl { \q_no_value }
        \prg_break_point:
        \quark_if_no_value:NTF \l__file_full_name_tl
          {
            \ior_close:N \g__file_internal_ior
            \prg_return_false:
          }
          {
            \file_parse_full_name:VNNN \l__file_full_name_tl
              \l__file_dir_str \l__file_name_str \l__file_ext_str
            \str_if_empty:NT \l__file_ext_str
              {
                \__kernel_ior_open:No \g__file_internal_ior
                  { \l__file_full_name_tl .tex }
                \ior_if_eof:NF \g__file_internal_ior
                   { \tl_put_right:Nn \l__file_full_name_tl { .tex } }
              }
```

```
            \ior_close:N \g__file_internal_ior
            \tl_set_eq:NN #2 \l__file_full_name_tl
            \prg_return_true:
          }
      }
  }
\cs_new_protected:Npn \__file_get_full_name_search:nN #1#2
  {
    \tl_set:Nx \l__file_full_name_tl
      {
        \__kernel_file_name_quote:e
          { \tl_to_str:n {#1} \l__file_base_name_tl }
      }
    \__kernel_ior_open:No \g__file_internal_ior \l__file_full_name_tl
    \ior_if_eof:NF \g__file_internal_ior { #2 { \prg_break: } }
  }
```

(*End definition for* `\file_get_full_name:nN`*,* `\file_get_full_name:nNTF`*, and* `\__file_get_full_name_search:nN`*. These functions are documented on page 164.*)

`\g__file_internal_ior`

A reserved stream to test for file existence, if required.

```
\bool_lazy_or:nnF
  { \cs_if_exist_p:N \tex_filesize:D }
  { \sys_if_engine_luatex_p: }
  { \ior_new:N \g__file_internal_ior }
```

(*End definition for* `\g__file_internal_ior`*.*)

`\file_mdfive_hash:n`
`\file_size:n`
`\file_timestamp:n`
`\__file_details:nn`
`\__file_details_aux:nn`
`\__file_mdfive_hash:n`

Getting file details by expansion is relatively easy if a bit repetitive. As the MD5 function has a slightly different syntax from the other commands, there is a little cleaning up to do.

```
\cs_new:Npn \file_mdfive_hash:n #1
  { \__file_details:nn {#1} { mdfivesum } }
\cs_new:Npn \file_size:n #1
  { \__file_details:nn {#1} { size } }
\cs_new:Npn \file_timestamp:n #1
  { \__file_details:nn {#1} { moddate } }
\cs_new:Npn \__file_details:nn #1#2
  {
    \exp_args:Ne \__file_details_aux:nn
      { \file_full_name:n {#1} } {#2}
  }
\cs_new:Npn \__file_details_aux:nn #1#2
  {
    \tl_if_blank:nF {#1}
      { \use:c { tex_file #2 :D } {#1} }
  }
\sys_if_engine_luatex:TF
  {
    \cs_gset:Npn \__file_details_aux:nn #1#2
      {
        \lua_now:e
          { l3kernel.file#2 ( " \lua_escape:e { #1 } " ) }
      }
```

```
  }
  {
    \cs_gset:Npn \file_mdfive_hash:n #1
      { \exp_args:Ne \__file_mdfive_hash:n { \file_full_name:n {#1} } }
    \cs_new:Npn \__file_mdfive_hash:n #1
      { \tex_mdfivesum:D file {#1} }
  }
```

(*End definition for* `\file_mdfive_hash:n` *and others. These functions are documented on page 165.*)

`\file_get_mdfive_hash:nN`
`\file_get_size:nN`
`\file_get_timestamp:nN`
`\__file_get_details:nnN`

Non-expandable wrappers around the above in the case where appropriate primitive support exists.

```
\cs_new_protected:Npn \file_get_mdfive_hash:nN #1#2
  { \file_get_mdfive_hash:nNF {#1} #2 { \tl_set:Nn #2 { \q_no_value } } }
\cs_new_protected:Npn \file_get_size:nN #1#2
  { \file_get_size:nNF {#1} #2 { \tl_set:Nn #2 { \q_no_value } } }
\cs_new_protected:Npn \file_get_timestamp:nN #1#2
  { \file_get_timestamp:nNF {#1} #2 { \tl_set:Nn #2 { \q_no_value } } }
\prg_new_protected_conditional:Npnn \file_get_mdfive_hash:nN #1#2 { T , F , TF }
  { \__file_get_details:nnN {#1} { mdfive_hash } #2 }
\prg_new_protected_conditional:Npnn \file_get_size:nN #1#2 { T , F , TF }
  { \__file_get_details:nnN {#1} { size } #2 }
\prg_new_protected_conditional:Npnn \file_get_timestamp:nN #1#2 { T , F , TF }
  { \__file_get_details:nnN {#1} { timestamp } #2 }
\cs_new_protected:Npn \__file_get_details:nnN #1#2#3
  {
    \tl_set:Nx #3
      { \use:c { file_ #2 :n } {#1} }
    \tl_if_empty:NTF #3
      { \prg_return_false: }
      { \prg_return_true: }
  }
```

Where the primitive is not available, issue an error: this is a little more conservative than absolutely needed, but does work.

```
\bool_lazy_or:nnF
  { \cs_if_exist_p:N \tex_filesize:D }
  { \sys_if_engine_luatex_p: }
  {
    \cs_set_protected:Npn \__file_get_details:nnN #1#2#3
       {
        \tl_clear:N #3
        \__kernel_msg_error:nnx
          { kernel } { primitive-not-available }
          {
            \token_to_str:N \(pdf)file
            \str_case:nn {#2}
              {
                { mdfive_hash } { mdfivesum }
                { timestamp } { moddate }
                { size } { size }
              }
          }
        \prg_return_false:
      }
```

```
  }
```

(*End definition for* `\file_get_mdfive_hash:nN` *and others. These functions are documented on page 165.*)

`\__file_str_cmp:nn`
`\__file_str_escape:n`

As we are doing a fixed-length "big" integer comparison, it is easiest to use the low-level behavior of string comparisons.

```
\cs_new:Npn \__file_str_cmp:nn #1#2 { \tex_strcmp:D {#1} {#2} }
\sys_if_engine_luatex:T
  {
    \cs_set:Npn \__file_str_cmp:nn #1#2
      {
        \lua_now:e
          {
            l3kernel.strcmp
              (
                " \__file_str_escape:n {#1}",
                " \__file_str_escape:n {#2}"
              )
          }
      }
   \cs_new:Npn \__file_str_escape:n #1
     {
       \lua_escape:e
         { \__kernel_tl_to_str:w \use:e { {#1} } }
     }
  }
```

(*End definition for* `\__file_str_cmp:nn` *and* `\__file_str_escape:n`.)

`\file_compare_timestamp_p:nNn`
`\file_compare_timestamp:nNnTF`
`\__file_compare_timestamp:nnN`
`\__file_timestamp:n`

Comparison of file date can be done by using the low-level nature of the string comparison functions.

```
\prg_new_conditional:Npnn \file_compare_timestamp:nNn #1#2#3
  { p , T , F , TF }
  {
    \exp_args:Nee \__file_compare_timestamp:nnN
      { \file_full_name:n {#1} }
      { \file_full_name:n {#3} }
      #2
   }
\cs_new:Npn \__file_compare_timestamp:nnN #1#2#3
  {
    \tl_if_blank:nTF {#1}
      {
        \if_charcode:w #3 <
          \prg_return_true:
        \else:
          \prg_return_false:
        \fi:
      }
      {
        \tl_if_blank:nTF {#2}
          {
             \if_charcode:w #3 >
```

```
              \prg_return_true:
            \else:
              \prg_return_false:
            \fi:
          }
          {
            \if_int_compare:w
              \__file_str_cmp:nn
                { \__file_timestamp:n {#1} }
                { \__file_timestamp:n {#2} }
                #3 0 \exp_stop_f:
              \prg_return_true:
            \else:
              \prg_return_false:
            \fi:
          }
      }
  }
\sys_if_engine_luatex:TF
  {
    \cs_new:Npn \__file_timestamp:n #1
      {
        \lua_now:e
          { l3kernel.filemoddate ( " \lua_escape:e {#1} " ) }
      }
  }
  { \cs_new_eq:NN \__file_timestamp:n \tex_filemoddate:D }
\cs_if_exist:NF \tex_filemoddate:D
  {
    \prg_set_conditional:Npnn \file_compare_timestamp:nNn #1#2#3
      { p , T , F , TF }
      {
        \__kernel_msg_expandable_error:nnn
          { kernel } { primitive-not-available }
          { \(pdf)filemoddate }
        \prg_return_false:
      }
  }
```

(*End definition for* `\file_compare_timestamp:nNnTF`*,* `\__file_compare_timestamp:nnN`*, and* `\__file_timestamp:n`*. This function is documented on page 166.*)

`\file_if_exist:nTF` The test for the existence of a file is a wrapper around the function to add a path to a file. If the file was found, the path contains something, whereas if the file was not located then the return value is empty.

```
\prg_new_protected_conditional:Npnn \file_if_exist:n #1 { T , F , TF }
  {
    \file_get_full_name:nNTF {#1} \l__file_full_name_tl
      { \prg_return_true: }
      { \prg_return_false: }
  }
```

(*End definition for* `\file_if_exist:nTF`*. This function is documented on page 164.*)

\file_if_exist_input:n
\file_if_exist_input:nF

Input of a file with a test for existence. We do not define the `T` or `TF` variants because the most useful place to place the ⟨*true code*⟩ would be inconsistent with other conditionals.

```
\cs_new_protected:Npn \file_if_exist_input:n #1
  {
    \file_get_full_name:nNT {#1} \l__file_full_name_tl
      { \__file_input:V \l__file_full_name_tl }
  }
\cs_new_protected:Npn \file_if_exist_input:nF #1#2
  {
    \file_get_full_name:nNTF {#1} \l__file_full_name_tl
      { \__file_input:V \l__file_full_name_tl }
      {#2}
  }
```

(*End definition for* `\file_if_exist_input:n` *and* `\file_if_exist_input:nF`*. These functions are documented on page 166.*)

\file_input_stop:

A simple rename.

```
\cs_new_protected:Npn \file_input_stop: { \tex_endinput:D }
```

(*End definition for* `\file_input_stop:`*. This function is documented on page 167.*)

__kernel_file_missing:n

An error message for a missing file, also used in `\ior_open:Nn`.

```
\cs_new_protected:Npn \__kernel_file_missing:n #1
  {
    \__kernel_msg_error:nnx { kernel } { file-not-found }
      { \__kernel_file_name_sanitize:n {#1} }
  }
```

(*End definition for* `\__kernel_file_missing:n`*.*)

\file_input:n
__file_input:n
__file_input:V
__file_input_push:n
__kernel_file_input_push:n
__file_input_pop:
__kernel_file_input_pop:
__file_input_pop:nnn

Loading a file is done in a safe way, checking first that the file exists and loading only if it does. Push the file name on the `\g__file_stack_seq`, and add it to the file list, either `\g__file_record_seq`, or `\@filelist` in package mode.

```
\cs_new_protected:Npn \file_input:n #1
  {
    \file_get_full_name:nNTF {#1} \l__file_full_name_tl
      { \__file_input:V \l__file_full_name_tl }
      { \__kernel_file_missing:n {#1} }
  }
\cs_new_protected:Npn \__file_input:n #1
  {
⟨*initex⟩
    \seq_gput_right:Nn \g__file_record_seq {#1}
⟨/initex⟩
⟨*package⟩
    \clist_if_exist:NTF \@filelist
      { \@addtofilelist {#1} }
      { \seq_gput_right:Nn \g__file_record_seq {#1} }
⟨/package⟩
    \__file_input_push:n {#1}
    \tex_input:D #1 \c_space_tl
    \__file_input_pop:
  }
\cs_generate_variant:Nn \__file_input:n { V }
```

Keeping a track of the file data is easy enough: we store the separated parts so we do not need to parse them twice.

```
\cs_new_protected:Npn \__file_input_push:n #1
  {
    \seq_gpush:Nx \g__file_stack_seq
      {
        { \g_file_curr_dir_str }
        { \g_file_curr_name_str }
        { \g_file_curr_ext_str }
      }
    \file_parse_full_name:nNNN {#1}
      \l__file_dir_str \l__file_name_str \l__file_ext_str
    \str_gset_eq:NN \g_file_curr_dir_str  \l__file_dir_str
    \str_gset_eq:NN \g_file_curr_name_str \l__file_name_str
    \str_gset_eq:NN \g_file_curr_ext_str  \l__file_ext_str
  }
⟨*package⟩
\cs_new_eq:NN \__kernel_file_input_push:n \__file_input_push:n
⟨/package⟩
\cs_new_protected:Npn \__file_input_pop:
  {
    \seq_gpop:NN \g__file_stack_seq \l__file_internal_tl
    \exp_after:wN \__file_input_pop:nnn \l__file_internal_tl
  }
⟨*package⟩
\cs_new_eq:NN \__kernel_file_input_pop: \__file_input_pop:
⟨/package⟩
\cs_new_protected:Npn \__file_input_pop:nnn #1#2#3
  {
    \str_gset:Nn \g_file_curr_dir_str  {#1}
    \str_gset:Nn \g_file_curr_name_str {#2}
    \str_gset:Nn \g_file_curr_ext_str  {#3}
  }
```

(*End definition for* `\file_input:n` *and others. This function is documented on page 166.*)

`\file_parse_full_name:nNNN`
`\file_parse_full_name:VNNN`
`\__file_parse_full_name_auxi:w`
`\__file_parse_full_name_split:nNNNTF`

Parsing starts by stripping off any surrounding quotes. Then find the directory `#4` by splitting at the last `/`. (The auxiliary returns `true`/`false` depending on whether it found the delimiter.) We correct for the case of a file in the root `/`, as in that case we wish to keep the trailing (and only) slash. Then split the base name `#5` at the last dot. If there was indeed a dot, `#5` contains the name and `#6` the extension without the dot, which we add back for convenience. In the special case of no extension given, the auxiliary stored the name into `#6`, we just have to move it to `#5`.

```
\cs_new_protected:Npn \file_parse_full_name:nNNN #1#2#3#4
  {
    \exp_after:wN \__file_parse_full_name_auxi:w
      \tl_to_str:n { #1 " #1 " } \q_stop #2#3#4
  }
\cs_generate_variant:Nn \file_parse_full_name:nNNN { V }
\cs_new_protected:Npn \__file_parse_full_name_auxi:w
  #1 " #2 " #3 \q_stop #4#5#6
  {
    \__file_parse_full_name_split:nNNNTF {#2} / #4 #5
```

```
      { \str_if_empty:NT #4 { \str_set:Nn #4 { / } } }
      { }
    \exp_args:No \__file_parse_full_name_split:nNNNTF {#5} . #5 #6
      { \str_put_left:Nn #6 { . } }
      {
        \str_set_eq:NN #5 #6
        \str_clear:N #6
      }
  }
\cs_new_protected:Npn \__file_parse_full_name_split:nNNNTF #1#2#3#4
  {
    \cs_set_protected:Npn \__file_tmp:w ##1 ##2 #2 ##3 \q_stop
      {
        \tl_if_empty:nTF {##3}
          {
            \str_set:Nn #4 {##2}
            \tl_if_empty:nTF {##1}
              {
                \str_clear:N #3
                \use_ii:nn
              }
              {
                \str_set:Nx #3 { \str_tail:n {##1} }
                \use_i:nn
              }
          }
          { \__file_tmp:w { ##1 #2 ##2 } ##3 \q_stop }
      }
    \__file_tmp:w { } #1 #2 \q_stop
  }
```

(*End definition for* `\file_parse_full_name:nNNN`*,* `\__file_parse_full_name_auxi:w`*, and* `\__file_parse_full_name_split:nNNNTF`*. This function is documented on page 165.*)

`\file_show_list:`
`\file_log_list:`
`\__file_list:N`
`\__file_list_aux:n`

A function to list all files used to the log, without duplicates. In package mode, if `\@filelist` is still defined, we need to take this list of file names into account (we capture it `\AtBeginDocument` into `\g__file_record_seq`), turning it to a string (this does not affect the commas of this comma list).

```
\cs_new_protected:Npn \file_show_list: { \__file_list:N \msg_show:nnxxxx }
\cs_new_protected:Npn \file_log_list: { \__file_list:N \msg_log:nnxxxx }
\cs_new_protected:Npn \__file_list:N #1
  {
    \seq_clear:N \l__file_tmp_seq
⟨*package⟩
    \clist_if_exist:NT \@filelist
      {
        \exp_args:NNx \seq_set_from_clist:Nn \l__file_tmp_seq
          { \tl_to_str:N \@filelist }
      }
⟨/package⟩
    \seq_concat:NNN \l__file_tmp_seq \l__file_tmp_seq \g__file_record_seq
    \seq_remove_duplicates:N \l__file_tmp_seq
    #1 { LaTeX/kernel } { file-list }
      { \seq_map_function:NN \l__file_tmp_seq \__file_list_aux:n }
```

```
        { } { } { }
  }
\cs_new:Npn \__file_list_aux:n #1 { \iow_newline: #1 }
```

(*End definition for* `\file_show_list:` *and others. These functions are documented on page 167.*)

When used as a package, there is a need to hold onto the standard file list as well as the new one here. File names recorded in `\@filelist` must be turned to strings before being added to `\g__file_record_seq`.

```
⟨*package⟩
\AtBeginDocument
  {
    \exp_args:NNx \seq_set_from_clist:Nn \l__file_tmp_seq
      { \tl_to_str:N \@filelist }
    \seq_gconcat:NNN
      \g__file_record_seq
      \g__file_record_seq
      \l__file_tmp_seq
  }
⟨/package⟩
```

20.5 GetIfInfo

`\GetIdInfo`
`\__file_id_info_auxi:w`
`\__file_id_info_auxii:w`
`\__file_id_info_auxiii:w`

As documented in expl3.dtx this function extracts file name etc from an SVN `Id` line. This used to be how we got version number and so on in all modules, so it had to be defined in l3bootstrap. Now it's more convenient to define it after we have set up quite a lot of tools, and l3file seems the least unreasonable place for it.

The idea here is to extract out the information needed from a standard SVN `Id` line, but to avoid a line that would get changed when the file is checked in. Hence the fact that none of the lines here include both a dollar sign and the `Id` keyword!

```
\cs_new_protected:Npn \GetIdInfo
  {
    \tl_clear_new:N \ExplFileDescription
    \tl_clear_new:N \ExplFileDate
    \tl_clear_new:N \ExplFileName
    \tl_clear_new:N \ExplFileExtension
    \tl_clear_new:N \ExplFileVersion
    \group_begin:
    \char_set_catcode_space:n { 32 }
    \exp_after:wN
    \group_end:
    \__file_id_info_auxi:w
  }
```

A first check for a completely empty SVN field. If that is not the case, there is a second case when a file created using `svn cp` but has not been checked in. That leaves a special marker `-1` version, which has no further data. Dealing correctly with that is the reason for the space in the line to use `\__file_id_info_auxii:w`.

```
\cs_new_protected:Npn \__file_id_info_auxi:w $ #1 $ #2
  {
    \tl_set:Nn \ExplFileDescription {#2}
    \str_if_eq:nnTF {#1} { Id }
      {
        \tl_set:Nn \ExplFileDate { 0000/00/00 }
```

```
        \tl_set:Nn \ExplFileName { [unknown] }
        \tl_set:Nn \ExplFileExtension { [unknown~extension] }
        \tl_set:Nn \ExplFileVersion {-1}
      }
      { \__file_id_info_auxii:w #1 ~ \q_stop }
  }
```

Here, `#1` is `Id`, `#2` is the file name, `#3` is the extension, `#4` is the version, `#5` is the check in date and `#6` is the check in time and user, plus some trailing spaces. If `#4` is the marker `-1` value then `#5` and `#6` are empty.

```
\cs_new_protected:Npn \__file_id_info_auxii:w
    #1 ~ #2.#3 ~ #4 ~ #5 ~ #6 \q_stop
  {
    \tl_set:Nn \ExplFileName {#2}
    \tl_set:Nn \ExplFileExtension {#3}
    \tl_set:Nn \ExplFileVersion {#4}
    \str_if_eq:nnTF {#4} {-1}
      { \tl_set:Nn \ExplFileDate { 0000/00/00 } }
      { \__file_id_info_auxiii:w #5 - 0 - 0 - \q_stop }
  }
```

Convert an SVN-style date into a LaTeX-style one.

```
\cs_new_protected:Npn \__file_id_info_auxiii:w #1 - #2 - #3 - #4 \q_stop
  { \tl_set:Nn \ExplFileDate { #1/#2/#3 } }
```

(*End definition for* `\GetIdInfo` *and others. This function is documented on page 7.*)

20.6 Messages

```
\__kernel_msg_new:nnnn { kernel } { file-not-found }
  { File~'#1'~not~found. }
  {
    The~requested~file~could~not~be~found~in~the~current~directory,~
    in~the~TeX~search~path~or~in~the~LaTeX~search~path.
  }
\__kernel_msg_new:nnn { kernel } { file-list }
  {
    >~File~List~<
    #1 \\
    .............
  }
\__kernel_msg_new:nnnn { kernel } { input-streams-exhausted }
  { Input~streams~exhausted }
  {
    TeX~can~only~open~up~to~16~input~streams~at~one~time.\\
    All~16~are~currently~in~use,~and~something~wanted~to~open~
    another~one.
  }
\__kernel_msg_new:nnnn { kernel } { output-streams-exhausted }
  { Output~streams~exhausted }
  {
    TeX~can~only~open~up~to~16~output~streams~at~one~time.\\
    All~16~are~currently~in~use,~and~something~wanted~to~open~
    another~one.
  }
```

```
\__kernel_msg_new:nnnn { kernel } { unbalanced-quote-in-filename }
  { Unbalanced~quotes~in~file~name~'#1'. }
  {
    File~names~must~contain~balanced~numbers~of~quotes~(").
  }
\__kernel_msg_new:nnnn { kernel } { iow-indent }
  { Only~#1 (arg~1)~allows~#2 }
  {
    The~command~#2 can~only~be~used~in~messages~
    which~will~be~wrapped~using~#1.
    \tl_if_empty:nF {#3} { ~ It~was~called~with~argument~'#3'. }
  }
```

20.7 Functions delayed from earlier modules

<@@=sys>

\c_sys_platform_str

Detecting the platform on LuaTeX is easy: for other engines, we use the fact that the two common cases have special null files. It is possible to probe further (see package platform), but that requires shell escape and seems unlikely to be useful. This is set up here as it requires file searching.

```
\sys_if_engine_luatex:TF
  {
    \str_const:Nx \c_sys_platform_str
      { \tex_directlua:D { tex.print(os.type) } }
  }
  {
    \file_if_exist:nTF { nul: }
      {
        \file_if_exist:nF { /dev/null }
          { \str_const:Nn \c_sys_platform_str { windows } }
      }
      {
        \file_if_exist:nT { /dev/null }
          { \str_const:Nn \c_sys_platform_str { unix } }
      }
  }
\cs_if_exist:NF \c_sys_platform_str
  { \str_const:Nn \c_sys_platform_str { unknown }  }
```

(*End definition for* \c_sys_platform_str. *This variable is documented on page 115.*)

\sys_if_platform_unix_p:
\sys_if_platform_unix:*TF*
\sys_if_platform_windows_p:
\sys_if_platform_windows:*TF*

We can now set up the tests.

```
\clist_map_inline:nn { unix , windows }
  {
    \__file_const:nn { sys_if_platform_ #1 }
      { \str_if_eq_p:Vn \c_sys_platform_str { #1 } }
  }
```

(*End definition for* \sys_if_platform_unix:TF *and* \sys_if_platform_windows:TF. *These functions are documented on page 115.*)

⟨/initex | package⟩

21 l3skip implementation

```
⟨*initex | package⟩
⟨@@=dim⟩
```

21.1 Length primitives renamed

\if_dim:w
__dim_eval:w
__dim_eval_end:

Primitives renamed.

```
\cs_new_eq:NN \if_dim:w       \tex_ifdim:D
\cs_new_eq:NN \__dim_eval:w      \tex_dimexpr:D
\cs_new_eq:NN \__dim_eval_end:   \tex_relax:D
```

(*End definition for* `\if_dim:w`*,* `\__dim_eval:w`*, and* `\__dim_eval_end:`*. This function is documented on page 182.*)

21.2 Creating and initialising dim variables

\dim_new:N
\dim_new:c

Allocating ⟨*dim*⟩ registers . . .

```
⟨*package⟩
\cs_new_protected:Npn \dim_new:N #1
  {
    \__kernel_chk_if_free_cs:N #1
    \cs:w newdimen \cs_end: #1
  }
⟨/package⟩
\cs_generate_variant:Nn \dim_new:N { c }
```

(*End definition for* `\dim_new:N`*. This function is documented on page 168.*)

\dim_const:Nn
\dim_const:cn

Contrarily to integer constants, we cannot avoid using a register, even for constants. We cannot use `\dim_gset:Nn` because debugging code would complain that the constant is not a global variable. Since `\dim_const:Nn` does not need to be fast, use `\dim_eval:n` to avoid needing a debugging patch that wraps the expression in checking code.

```
\cs_new_protected:Npn \dim_const:Nn #1#2
  {
    \dim_new:N #1
    \tex_global:D #1 ~ \dim_eval:n {#2} \scan_stop:
  }
\cs_generate_variant:Nn \dim_const:Nn { c }
```

(*End definition for* `\dim_const:Nn`*. This function is documented on page 168.*)

\dim_zero:N
\dim_zero:c
\dim_gzero:N
\dim_gzero:c

Reset the register to zero. Using `\c_zero_skip` deals with the case where the variable passed is incorrectly a skip (for example a LaTeX 2_ε length).

```
\cs_new_protected:Npn \dim_zero:N #1 { #1 \c_zero_skip }
\cs_new_protected:Npn \dim_gzero:N #1
  { \tex_global:D #1 \c_zero_skip }
\cs_generate_variant:Nn \dim_zero:N  { c }
\cs_generate_variant:Nn \dim_gzero:N { c }
```

(*End definition for* `\dim_zero:N` *and* `\dim_gzero:N`*. These functions are documented on page 168.*)

\dim_zero_new:N
\dim_zero_new:c
\dim_gzero_new:N
\dim_gzero_new:c

Create a register if needed, otherwise clear it.

```
\cs_new_protected:Npn \dim_zero_new:N  #1
  { \dim_if_exist:NTF #1 { \dim_zero:N #1 } { \dim_new:N #1 } }
\cs_new_protected:Npn \dim_gzero_new:N #1
  { \dim_if_exist:NTF #1 { \dim_gzero:N #1 } { \dim_new:N #1 } }
\cs_generate_variant:Nn \dim_zero_new:N  { c }
\cs_generate_variant:Nn \dim_gzero_new:N { c }
```

(*End definition for* `\dim_zero_new:N` *and* `\dim_gzero_new:N`. *These functions are documented on page 168.*)

\dim_if_exist_p:N
\dim_if_exist_p:c
\dim_if_exist:NTF
\dim_if_exist:cTF

Copies of the `cs` functions defined in l3basics.

```
\prg_new_eq_conditional:NNn \dim_if_exist:N \cs_if_exist:N
  { TF , T , F , p }
\prg_new_eq_conditional:NNn \dim_if_exist:c \cs_if_exist:c
  { TF , T , F , p }
```

(*End definition for* `\dim_if_exist:NTF`. *This function is documented on page 168.*)

21.3 Setting dim variables

\dim_set:Nn
\dim_set:cn
\dim_gset:Nn
\dim_gset:cn

Setting dimensions is easy enough but when debugging we want both to check that the variable is correctly local/global and to wrap the expression in some code. The `\scan_stop:` deals with the case where the variable passed is a skip (for example a LaTeX 2_ε length).

```
\cs_new_protected:Npn \dim_set:Nn #1#2
  { #1 ~ \__dim_eval:w #2 \__dim_eval_end: \scan_stop: }
\cs_new_protected:Npn \dim_gset:Nn #1#2
  { \tex_global:D #1 ~ \__dim_eval:w #2 \__dim_eval_end: \scan_stop: }
\cs_generate_variant:Nn \dim_set:Nn  { c }
\cs_generate_variant:Nn \dim_gset:Nn { c }
```

(*End definition for* `\dim_set:Nn` *and* `\dim_gset:Nn`. *These functions are documented on page 169.*)

\dim_set_eq:NN
\dim_set_eq:cN
\dim_set_eq:Nc
\dim_set_eq:cc
\dim_gset_eq:NN
\dim_gset_eq:cN
\dim_gset_eq:Nc
\dim_gset_eq:cc

All straightforward, with a `\scan_stop:` to deal with the case where `#1` is (incorrectly) a skip.

```
\cs_new_protected:Npn \dim_set_eq:NN #1#2
  { #1 = #2 \scan_stop: }
\cs_generate_variant:Nn \dim_set_eq:NN { c , Nc , cc }
\cs_new_protected:Npn \dim_gset_eq:NN #1#2
  { \tex_global:D #1 = #2 \scan_stop: }
\cs_generate_variant:Nn \dim_gset_eq:NN { c , Nc , cc }
```

(*End definition for* `\dim_set_eq:NN` *and* `\dim_gset_eq:NN`. *These functions are documented on page 169.*)

\dim_add:Nn
\dim_add:cn
\dim_gadd:Nn
\dim_gadd:cn
\dim_sub:Nn
\dim_sub:cn
\dim_gsub:Nn
\dim_gsub:cn

Using `by` here deals with the (incorrect) case `\dimen123`. Using `\scan_stop:` deals with skip variables. Since debugging checks that the variable is correctly local/global, the global versions cannot be defined as `\tex_global:D` followed by the local versions. The debugging code is inserted by `\__dim_tmp:w`.

```
\cs_new_protected:Npn \dim_add:Nn #1#2
  { \tex_advance:D #1 by \__dim_eval:w #2 \__dim_eval_end: \scan_stop: }
\cs_new_protected:Npn \dim_gadd:Nn #1#2
  {
```

```
    \tex_global:D \tex_advance:D #1 by
      \__dim_eval:w #2 \__dim_eval_end: \scan_stop:
  }
\cs_generate_variant:Nn \dim_add:Nn  { c }
\cs_generate_variant:Nn \dim_gadd:Nn { c }
\cs_new_protected:Npn \dim_sub:Nn #1#2
  { \tex_advance:D #1 by - \__dim_eval:w #2 \__dim_eval_end: \scan_stop: }
\cs_new_protected:Npn \dim_gsub:Nn #1#2
  {
    \tex_global:D \tex_advance:D #1 by
      -\__dim_eval:w #2 \__dim_eval_end: \scan_stop:
  }
\cs_generate_variant:Nn \dim_sub:Nn  { c }
\cs_generate_variant:Nn \dim_gsub:Nn { c }
```

(*End definition for* `\dim_add:Nn` *and others. These functions are documented on page* *169*.)

21.4 Utilities for dimension calculations

`\dim_abs:n`
`\__dim_abs:N`
`\dim_max:nn`
`\dim_min:nn`
`\__dim_maxmin:wwN`

Functions for min, max, and absolute value with only one evaluation. The absolute value is evaluated by removing a leading - if present.

```
\cs_new:Npn \dim_abs:n #1
  {
    \exp_after:wN \__dim_abs:N
    \dim_use:N \__dim_eval:w #1 \__dim_eval_end:
  }
\cs_new:Npn \__dim_abs:N #1
  { \if_meaning:w - #1 \else: \exp_after:wN #1 \fi: }
\cs_new:Npn \dim_max:nn #1#2
  {
    \dim_use:N \__dim_eval:w \exp_after:wN \__dim_maxmin:wwN
      \dim_use:N \__dim_eval:w #1 \exp_after:wN ;
      \dim_use:N \__dim_eval:w #2 ;
      >
    \__dim_eval_end:
  }
\cs_new:Npn \dim_min:nn #1#2
  {
    \dim_use:N \__dim_eval:w \exp_after:wN \__dim_maxmin:wwN
      \dim_use:N \__dim_eval:w #1 \exp_after:wN ;
      \dim_use:N \__dim_eval:w #2 ;
      <
    \__dim_eval_end:
  }
\cs_new:Npn \__dim_maxmin:wwN #1 ; #2 ; #3
  {
    \if_dim:w #1 #3 #2 ~
      #1
    \else:
      #2
    \fi:
  }
```

(*End definition for* `\dim_abs:n` *and others. These functions are documented on page* *169*.)

\dim_ratio:nn
__dim_ratio:n

With dimension expressions, something like `10 pt * ( 5 pt / 10 pt )` does not work. Instead, the ratio part needs to be converted to an integer expression. Using `\int_value:w` forces everything into `sp`, avoiding any decimal parts.

```
\cs_new:Npn \dim_ratio:nn #1#2
  { \__dim_ratio:n {#1} / \__dim_ratio:n {#2} }
\cs_new:Npn \__dim_ratio:n #1
  { \int_value:w \__dim_eval:w (#1) \__dim_eval_end: }
```

(*End definition for* `\dim_ratio:nn` *and* `\__dim_ratio:n`*. This function is documented on page 170.*)

21.5 Dimension expression conditionals

\dim_compare_p:nNn
\dim_compare:nNn*TF*

Simple comparison.

```
\prg_new_conditional:Npnn \dim_compare:nNn #1#2#3 { p , T , F , TF }
  {
    \if_dim:w \__dim_eval:w #1 #2 \__dim_eval:w #3 \__dim_eval_end:
      \prg_return_true: \else: \prg_return_false: \fi:
  }
```

(*End definition for* `\dim_compare:nNnTF`*. This function is documented on page 170.*)

\dim_compare_p:n
\dim_compare:n*TF*
__dim_compare:w
__dim_compare:wNN
__dim_compare_=:w
__dim_compare_!:w
__dim_compare_<:w
__dim_compare_>:w
__dim_compare_error:

This code is adapted from the `\int_compare:nTF` function. First make sure that there is at least one relation operator, by evaluating a dimension expression with a trailing `\__dim_compare_error:`. Just like for integers, the looping auxiliary `\__dim_compare:wNN` closes a primitive conditional and opens a new one. It is actually easier to grab a dimension operand than an integer one, because once evaluated, dimensions all end with `pt` (with category other). Thus we do not need specific auxiliaries for the three "simple" relations `<`, `=`, and `>`.

```
\prg_new_conditional:Npnn \dim_compare:n #1 { p , T , F , TF }
  {
    \exp_after:wN \__dim_compare:w
    \dim_use:N \__dim_eval:w #1 \__dim_compare_error:
  }
\cs_new:Npn \__dim_compare:w #1 \__dim_compare_error:
  {
    \exp_after:wN \if_false: \exp:w \exp_end_continue_f:w
      \__dim_compare:wNN #1 ? { = \__dim_compare_end:w \else: } \q_stop
  }
\exp_args:Nno \use:nn
  { \cs_new:Npn \__dim_compare:wNN #1 } { \tl_to_str:n {pt} #2#3 }
  {
      \if_meaning:w = #3
        \use:c { __dim_compare_#2:w }
      \fi:
        #1 pt \exp_stop_f:
      \prg_return_false:
      \exp_after:wN \use_none_delimit_by_q_stop:w
    \fi:
    \reverse_if:N \if_dim:w #1 pt #2
      \exp_after:wN \__dim_compare:wNN
      \dim_use:N \__dim_eval:w #3
  }
\cs_new:cpn { __dim_compare_ ! :w }
```

```
    #1 \reverse_if:N #2 ! #3 = { #1 #2 = #3 }
\cs_new:cpn { __dim_compare_ = :w }
    #1 \__dim_eval:w = { #1 \__dim_eval:w }
\cs_new:cpn { __dim_compare_ < :w }
    #1 \reverse_if:N #2 < #3 = { #1 #2 > #3 }
\cs_new:cpn { __dim_compare_ > :w }
    #1 \reverse_if:N #2 > #3 = { #1 #2 < #3 }
\cs_new:Npn \__dim_compare_end:w #1 \prg_return_false: #2 \q_stop
  { #1 \prg_return_false: \else: \prg_return_true: \fi: }
\cs_new_protected:Npn \__dim_compare_error:
  {
    \if_int_compare:w \c_zero_int \c_zero_int \fi:
    =
    \__dim_compare_error:
  }
```

(*End definition for* `\dim_compare:nTF` *and others. This function is documented on page 171.*)

`\dim_case:nn`
`\dim_case:nnTF`
`\__dim_case:nnTF`
`\__dim_case:nw`
`\__dim_case_end:nw`

For dimension cases, the first task to fully expand the check condition. The over all idea is then much the same as for `\str_case:nn(TF)` as described in l3basics.

```
\cs_new:Npn \dim_case:nnTF #1
  {
    \exp:w
    \exp_args:Nf \__dim_case:nnTF { \dim_eval:n {#1} }
  }
\cs_new:Npn \dim_case:nnT #1#2#3
  {
    \exp:w
    \exp_args:Nf \__dim_case:nnTF { \dim_eval:n {#1} } {#2} {#3} { }
  }
\cs_new:Npn \dim_case:nnF #1#2
  {
    \exp:w
    \exp_args:Nf \__dim_case:nnTF { \dim_eval:n {#1} } {#2} { }
  }
\cs_new:Npn \dim_case:nn #1#2
  {
    \exp:w
    \exp_args:Nf \__dim_case:nnTF { \dim_eval:n {#1} } {#2} { } { }
  }
\cs_new:Npn \__dim_case:nnTF #1#2#3#4
  { \__dim_case:nw {#1} #2 {#1} { } \q_mark {#3} \q_mark {#4} \q_stop }
\cs_new:Npn \__dim_case:nw #1#2#3
  {
    \dim_compare:nNnTF {#1} = {#2}
      { \__dim_case_end:nw {#3} }
      { \__dim_case:nw {#1} }
  }
\cs_new:Npn \__dim_case_end:nw #1#2#3 \q_mark #4#5 \q_stop
  { \exp_end: #1 #4 }
```

(*End definition for* `\dim_case:nnTF` *and others. This function is documented on page 172.*)

21.6 Dimension expression loops

\dim_while_do:nn
\dim_until_do:nn
\dim_do_while:nn
\dim_do_until:nn

`while_do` and `do_while` functions for dimensions. Same as for the `int` type only the names have changed.

```
\cs_new:Npn \dim_while_do:nn #1#2
  {
    \dim_compare:nT {#1}
      {
        #2
        \dim_while_do:nn {#1} {#2}
      }
  }
\cs_new:Npn \dim_until_do:nn #1#2
  {
    \dim_compare:nF {#1}
      {
        #2
        \dim_until_do:nn {#1} {#2}
      }
  }
\cs_new:Npn \dim_do_while:nn #1#2
  {
    #2
    \dim_compare:nT {#1}
      { \dim_do_while:nn {#1} {#2} }
  }
\cs_new:Npn \dim_do_until:nn #1#2
  {
    #2
    \dim_compare:nF {#1}
      { \dim_do_until:nn {#1} {#2} }
  }
```

(*End definition for* `\dim_while_do:nn` *and others. These functions are documented on page* *173*.)

\dim_while_do:nNnn
\dim_until_do:nNnn
\dim_do_while:nNnn
\dim_do_until:nNnn

`while_do` and `do_while` functions for dimensions. Same as for the `int` type only the names have changed.

```
\cs_new:Npn \dim_while_do:nNnn #1#2#3#4
  {
    \dim_compare:nNnT {#1} #2 {#3}
      {
        #4
        \dim_while_do:nNnn {#1} #2 {#3} {#4}
      }
  }
\cs_new:Npn \dim_until_do:nNnn #1#2#3#4
  {
  \dim_compare:nNnF {#1} #2 {#3}
    {
      #4
      \dim_until_do:nNnn {#1} #2 {#3} {#4}
    }
  }
\cs_new:Npn \dim_do_while:nNnn #1#2#3#4
```

```
  {
    #4
    \dim_compare:nNnT {#1} #2 {#3}
      { \dim_do_while:nNnn {#1} #2 {#3} {#4} }
  }
\cs_new:Npn \dim_do_until:nNnn #1#2#3#4
  {
    #4
    \dim_compare:nNnF {#1} #2 {#3}
      { \dim_do_until:nNnn {#1} #2 {#3} {#4} }
  }
```

(*End definition for* `\dim_while_do:nNnn` *and others. These functions are documented on page 173.*)

21.7 Dimension step functions

`\dim_step_function:nnnN`
`\__dim_step:wwwN`
`\__dim_step:NnnnN`

Before all else, evaluate the initial value, step, and final value. Repeating a function by steps first needs a check on the direction of the steps. After that, do the function for the start value then step and loop around. It would be more symmetrical to test for a step size of zero before checking the sign, but we optimize for the most frequent case (positive step).

```
\cs_new:Npn \dim_step_function:nnnN #1#2#3
  {
    \exp_after:wN \__dim_step:wwwN
    \tex_the:D \__dim_eval:w #1 \exp_after:wN ;
    \tex_the:D \__dim_eval:w #2 \exp_after:wN ;
    \tex_the:D \__dim_eval:w #3 ;
  }
\cs_new:Npn \__dim_step:wwwN #1; #2; #3; #4
  {
    \dim_compare:nNnTF {#2} > \c_zero_dim
      { \__dim_step:NnnnN > }
      {
        \dim_compare:nNnTF {#2} = \c_zero_dim
          {
            \__kernel_msg_expandable_error:nnn { kernel } { zero-step } {#4}
            \use_none:nnnn
          }
          { \__dim_step:NnnnN < }
      }
      {#1} {#2} {#3} #4
  }
\cs_new:Npn \__dim_step:NnnnN #1#2#3#4#5
  {
    \dim_compare:nNnF {#2} #1 {#4}
      {
        #5 {#2}
        \exp_args:NNf \__dim_step:NnnnN
          #1 { \dim_eval:n { #2 + #3 } } {#3} {#4} #5
      }
  }
```

(*End definition for* `\dim_step_function:nnnN`*,* `\__dim_step:wwwN`*, and* `\__dim_step:NnnnN`*. This function is documented on page 173.*)

`\dim_step_inline:nnnn`
`\dim_step_variable:nnnNn`
`\__dim_step:NNnnnn`

The approach here is to build a function, with a global integer required to make the nesting safe (as seen in other in line functions), and map that function using `\dim_step_function:nnnN`. We put a `\prg_break_point:Nn` so that `map_break` functions from other modules correctly decrement `\g__kernel_prg_map_int` before looking for their own break point. The first argument is `\scan_stop:`, so that no breaking function recognizes this break point as its own.

```
\cs_new_protected:Npn \dim_step_inline:nnnn
  {
    \int_gincr:N \g__kernel_prg_map_int
    \exp_args:NNc \__dim_step:NNnnnn
      \cs_gset_protected:Npn
      { __dim_map_ \int_use:N \g__kernel_prg_map_int :w }
  }
\cs_new_protected:Npn \dim_step_variable:nnnNn #1#2#3#4#5
  {
    \int_gincr:N \g__kernel_prg_map_int
    \exp_args:NNc \__dim_step:NNnnnn
      \cs_gset_protected:Npx
      { __dim_map_ \int_use:N \g__kernel_prg_map_int :w }
      {#1}{#2}{#3}
      {
        \tl_set:Nn \exp_not:N #4 {##1}
        \exp_not:n {#5}
      }
  }
\cs_new_protected:Npn \__dim_step:NNnnnn #1#2#3#4#5#6
  {
    #1 #2 ##1 {#6}
    \dim_step_function:nnnN {#3} {#4} {#5} #2
    \prg_break_point:Nn \scan_stop: { \int_gdecr:N \g__kernel_prg_map_int }
  }
```

(*End definition for* `\dim_step_inline:nnnn`*,* `\dim_step_variable:nnnNn`*, and* `\__dim_step:NNnnnn`*. These functions are documented on page* *173**.*)

21.8 Using dim expressions and variables

`\dim_eval:n`

Evaluating a dimension expression expandably.

```
\cs_new:Npn \dim_eval:n #1
  { \dim_use:N \__dim_eval:w #1 \__dim_eval_end: }
```

(*End definition for* `\dim_eval:n`*. This function is documented on page* *174**.*)

`\dim_sign:n`
`\__dim_sign:Nw`

See `\dim_abs:n`. Contrarily to `\int_sign:n` the case of a zero dimension cannot be distinguished from a positive dimension by looking only at the first character, since `0.2pt` and `0pt` start the same way. We need explicit comparisons. We start by distinguishing the most common case of a positive dimension.

```
\cs_new:Npn \dim_sign:n #1
  {
    \int_value:w \exp_after:wN \__dim_sign:Nw
      \dim_use:N \__dim_eval:w #1 \__dim_eval_end: ;
    \exp_stop_f:
  }
```

```
\cs_new:Npn \__dim_sign:Nw #1#2 ;
  {
    \if_dim:w #1#2 > \c_zero_dim
      1
    \else:
      \if_meaning:w - #1
        -1
      \else:
        0
      \fi:
    \fi:
  }
```

(*End definition for* `\dim_sign:n` *and* `\__dim_sign:Nw`. *This function is documented on page 174.*)

`\dim_use:N`
`\dim_use:c`

Accessing a ⟨*dim*⟩.

```
\cs_new_eq:NN \dim_use:N \tex_the:D
```

We hand-code this for some speed gain:

```
%\cs_generate_variant:Nn \dim_use:N { c }
\cs_new:Npn \dim_use:c #1 { \tex_the:D \cs:w #1 \cs_end: }
```

(*End definition for* `\dim_use:N`. *This function is documented on page 174.*)

`\dim_to_decimal:n`
`\__dim_to_decimal:w`

A function which comes up often enough to deserve a place in the kernel. Evaluate the dimension expression `#1` then remove the trailing `pt`. When debugging is enabled, the argument is put in parentheses as this prevents the dimension expression from terminating early and leaving extra tokens lying around. This is used a lot by low-level manipulations.

```
\cs_new:Npn \dim_to_decimal:n #1
  {
    \exp_after:wN
      \__dim_to_decimal:w \dim_use:N \__dim_eval:w #1 \__dim_eval_end:
  }
\use:x
  {
    \cs_new:Npn \exp_not:N \__dim_to_decimal:w
      ##1 . ##2 \tl_to_str:n { pt }
  }
      {
        \int_compare:nNnTF {#2} > { 0 }
          { #1 . #2 }
          { #1 }
      }
```

(*End definition for* `\dim_to_decimal:n` *and* `\__dim_to_decimal:w`. *This function is documented on page 174.*)

`\dim_to_decimal_in_bp:n`

Conversion to big points is done using a scaling inside `\__dim_eval:w` as ε-TeX does that using 64-bit precision. Here, 800/803 is the integer fraction for 72/72.27. This is a common case so is hand-coded for accuracy (and speed).

```
\cs_new:Npn \dim_to_decimal_in_bp:n #1
  { \dim_to_decimal:n { ( #1 ) * 800 / 803 } }
```

(*End definition for* `\dim_to_decimal_in_bp:n`. *This function is documented on page 175.*)

`\dim_to_decimal_in_sp:n` Another hard-coded conversion: this one is necessary to avoid things going off-scale.

```
\cs_new:Npn \dim_to_decimal_in_sp:n #1
  { \int_value:w \__dim_eval:w #1 \__dim_eval_end: }
```

(*End definition for* `\dim_to_decimal_in_sp:n`*. This function is documented on page 175.*)

`\dim_to_decimal_in_unit:nn` An analogue of `\dim_ratio:nn` that produces a decimal number as its result, rather than a rational fraction for use within dimension expressions.

```
\cs_new:Npn \dim_to_decimal_in_unit:nn #1#2
  {
    \dim_to_decimal:n
      {
        1pt *
        \dim_ratio:nn {#1} {#2}
      }
  }
```

(*End definition for* `\dim_to_decimal_in_unit:nn`*. This function is documented on page 175.*)

`\dim_to_fp:n` Defined in l3fp-convert, documented here.

(*End definition for* `\dim_to_fp:n`*. This function is documented on page 175.*)

21.9 Viewing dim variables

`\dim_show:N`
`\dim_show:c` Diagnostics.

```
\cs_new_eq:NN  \dim_show:N \__kernel_register_show:N
\cs_generate_variant:Nn \dim_show:N { c }
```

(*End definition for* `\dim_show:N`*. This function is documented on page 175.*)

`\dim_show:n` Diagnostics. We don't use the TeX primitive `\showthe` to show dimension expressions: this gives a more unified output.

```
\cs_new_protected:Npn \dim_show:n
  { \msg_show_eval:Nn \dim_eval:n }
```

(*End definition for* `\dim_show:n`*. This function is documented on page 176.*)

`\dim_log:N`
`\dim_log:c`
`\dim_log:n` Diagnostics. Redirect output of `\dim_show:n` to the log.

```
\cs_new_eq:NN \dim_log:N \__kernel_register_log:N
\cs_new_eq:NN \dim_log:c \__kernel_register_log:c
\cs_new_protected:Npn \dim_log:n
  { \msg_log_eval:Nn \dim_eval:n }
```

(*End definition for* `\dim_log:N` *and* `\dim_log:n`*. These functions are documented on page 176.*)

21.10 Constant dimensions

`\c_zero_dim`
`\c_max_dim` Constant dimensions.

```
\dim_const:Nn \c_zero_dim { 0 pt }
\dim_const:Nn \c_max_dim { 16383.99999 pt }
```

(*End definition for* `\c_zero_dim` *and* `\c_max_dim`*. These variables are documented on page 176.*)

21.11 Scratch dimensions

\l_tmpa_dim
\l_tmpb_dim
\g_tmpa_dim
\g_tmpb_dim

We provide two local and two global scratch registers, maybe we need more or less.

```
\dim_new:N \l_tmpa_dim
\dim_new:N \l_tmpb_dim
\dim_new:N \g_tmpa_dim
\dim_new:N \g_tmpb_dim
```

(*End definition for* \l_tmpa_dim *and others. These variables are documented on page 176.*)

21.12 Creating and initialising skip variables

```
⟨@@=skip⟩
```

\skip_new:N
\skip_new:c

Allocation of a new internal registers.

```
⟨*package⟩
\cs_new_protected:Npn \skip_new:N #1
  {
    \__kernel_chk_if_free_cs:N #1
    \cs:w newskip \cs_end: #1
  }
⟨/package⟩
\cs_generate_variant:Nn \skip_new:N { c }
```

(*End definition for* \skip_new:N. *This function is documented on page 176.*)

\skip_const:Nn
\skip_const:cn

Contrarily to integer constants, we cannot avoid using a register, even for constants. See \dim_const:Nn for why we cannot use \skip_gset:Nn.

```
\cs_new_protected:Npn \skip_const:Nn #1#2
  {
    \skip_new:N #1
    \tex_global:D #1 ~ \skip_eval:n {#2} \scan_stop:
  }
\cs_generate_variant:Nn \skip_const:Nn { c }
```

(*End definition for* \skip_const:Nn. *This function is documented on page 177.*)

\skip_zero:N
\skip_zero:c
\skip_gzero:N
\skip_gzero:c

Reset the register to zero.

```
\cs_new_protected:Npn \skip_zero:N #1 { #1 \c_zero_skip }
\cs_new_protected:Npn \skip_gzero:N #1 { \tex_global:D #1 \c_zero_skip }
\cs_generate_variant:Nn \skip_zero:N  { c }
\cs_generate_variant:Nn \skip_gzero:N { c }
```

(*End definition for* \skip_zero:N *and* \skip_gzero:N. *These functions are documented on page 177.*)

\skip_zero_new:N
\skip_zero_new:c
\skip_gzero_new:N
\skip_gzero_new:c

Create a register if needed, otherwise clear it.

```
\cs_new_protected:Npn \skip_zero_new:N  #1
  { \skip_if_exist:NTF #1 { \skip_zero:N #1 } { \skip_new:N #1 } }
\cs_new_protected:Npn \skip_gzero_new:N #1
  { \skip_if_exist:NTF #1 { \skip_gzero:N #1 } { \skip_new:N #1 } }
\cs_generate_variant:Nn \skip_zero_new:N  { c }
\cs_generate_variant:Nn \skip_gzero_new:N { c }
```

(*End definition for* \skip_zero_new:N *and* \skip_gzero_new:N. *These functions are documented on page 177.*)

\skip_if_exist_p:N
\skip_if_exist_p:c
\skip_if_exist:NTF
\skip_if_exist:cTF

Copies of the cs functions defined in l3basics.

```
\prg_new_eq_conditional:NNn \skip_if_exist:N \cs_if_exist:N
  { TF , T , F , p }
\prg_new_eq_conditional:NNn \skip_if_exist:c \cs_if_exist:c
  { TF , T , F , p }
```

(*End definition for* `\skip_if_exist:NTF`*. This function is documented on page 177.*)

21.13 Setting skip variables

\skip_set:Nn
\skip_set:cn
\skip_gset:Nn
\skip_gset:cn

Much the same as for dimensions.

```
\cs_new_protected:Npn \skip_set:Nn #1#2
  { #1 ~ \tex_glueexpr:D #2 \scan_stop: }
\cs_new_protected:Npn \skip_gset:Nn #1#2
  { \tex_global:D #1 ~ \tex_glueexpr:D #2 \scan_stop: }
\cs_generate_variant:Nn \skip_set:Nn  { c }
\cs_generate_variant:Nn \skip_gset:Nn { c }
```

(*End definition for* `\skip_set:Nn` *and* `\skip_gset:Nn`*. These functions are documented on page 177.*)

\skip_set_eq:NN
\skip_set_eq:cN
\skip_set_eq:Nc
\skip_set_eq:cc
\skip_gset_eq:NN
\skip_gset_eq:cN
\skip_gset_eq:Nc
\skip_gset_eq:cc

All straightforward.

```
\cs_new_protected:Npn \skip_set_eq:NN #1#2 { #1 = #2 }
\cs_generate_variant:Nn \skip_set_eq:NN { c , Nc , cc }
\cs_new_protected:Npn \skip_gset_eq:NN #1#2 { \tex_global:D #1 = #2 }
\cs_generate_variant:Nn \skip_gset_eq:NN { c , Nc , cc }
```

(*End definition for* `\skip_set_eq:NN` *and* `\skip_gset_eq:NN`*. These functions are documented on page 177.*)

\skip_add:Nn
\skip_add:cn
\skip_gadd:Nn
\skip_gadd:cn
\skip_sub:Nn
\skip_sub:cn
\skip_gsub:Nn
\skip_gsub:cn

Using by here deals with the (incorrect) case `\skip123`.

```
\cs_new_protected:Npn \skip_add:Nn #1#2
  { \tex_advance:D #1 by \tex_glueexpr:D #2 \scan_stop: }
\cs_new_protected:Npn \skip_gadd:Nn #1#2
  { \tex_global:D \tex_advance:D #1 by \tex_glueexpr:D #2 \scan_stop: }
\cs_generate_variant:Nn \skip_add:Nn  { c }
\cs_generate_variant:Nn \skip_gadd:Nn { c }
\cs_new_protected:Npn \skip_sub:Nn #1#2
  { \tex_advance:D #1 by - \tex_glueexpr:D #2 \scan_stop: }
\cs_new_protected:Npn \skip_gsub:Nn #1#2
  { \tex_global:D \tex_advance:D #1 by - \tex_glueexpr:D #2 \scan_stop: }
\cs_generate_variant:Nn \skip_sub:Nn  { c }
\cs_generate_variant:Nn \skip_gsub:Nn { c }
```

(*End definition for* `\skip_add:Nn` *and others. These functions are documented on page 177.*)

21.14 Skip expression conditionals

\skip_if_eq_p:nn
\skip_if_eq:nnTF

Comparing skips means doing two expansions to make strings, and then testing them. As a result, only equality is tested.

```
\prg_new_conditional:Npnn \skip_if_eq:nn #1#2 { p , T , F , TF }
  {
    \str_if_eq:eeTF { \skip_eval:n { #1 } } { \skip_eval:n { #2 } }
       { \prg_return_true: }
       { \prg_return_false: }
  }
```

(*End definition for* `\skip_if_eq:nnTF`. *This function is documented on page 178.*)

`\skip_if_finite_p:n`
`\skip_if_finite:nTF`
`\__skip_if_finite:wwNw`

With ε-TeX, we have an easy access to the order of infinities of the stretch and shrink components of a skip. However, to access both, we either need to evaluate the expression twice, or evaluate it, then call an auxiliary to extract both pieces of information from the result. Since we are going to need an auxiliary anyways, it is quicker to make it search for the string `fil` which characterizes infinite glue.

```
\cs_set_protected:Npn \__skip_tmp:w #1
  {
    \prg_new_conditional:Npnn \skip_if_finite:n ##1 { p , T , F , TF }
      {
        \exp_after:wN \__skip_if_finite:wwNw
        \skip_use:N \tex_glueexpr:D ##1 ; \prg_return_false:
        #1 ; \prg_return_true: \q_stop
      }
    \cs_new:Npn \__skip_if_finite:wwNw ##1 #1 ##2 ; ##3 ##4 \q_stop {##3}
  }
\exp_args:No \__skip_tmp:w { \tl_to_str:n { fil } }
```

(*End definition for* `\skip_if_finite:nTF` *and* `\__skip_if_finite:wwNw`. *This function is documented on page 178.*)

21.15 Using skip expressions and variables

`\skip_eval:n`

Evaluating a skip expression expandably.

```
\cs_new:Npn \skip_eval:n #1
  { \skip_use:N \tex_glueexpr:D #1 \scan_stop: }
```

(*End definition for* `\skip_eval:n`. *This function is documented on page 178.*)

`\skip_use:N`
`\skip_use:c`

Accessing a ⟨*skip*⟩.

```
\cs_new_eq:NN \skip_use:N \tex_the:D
%\cs_generate_variant:Nn \skip_use:N { c }
\cs_new:Npn \skip_use:c #1 { \tex_the:D \cs:w #1 \cs_end: }
```

(*End definition for* `\skip_use:N`. *This function is documented on page 178.*)

21.16 Inserting skips into the output

`\skip_horizontal:N`
`\skip_horizontal:c`
`\skip_horizontal:n`
`\skip_vertical:N`
`\skip_vertical:c`
`\skip_vertical:n`

Inserting skips.

```
\cs_new_eq:NN  \skip_horizontal:N \tex_hskip:D
\cs_new:Npn \skip_horizontal:n #1
  { \skip_horizontal:N \tex_glueexpr:D #1 \scan_stop: }
\cs_new_eq:NN  \skip_vertical:N \tex_vskip:D
\cs_new:Npn \skip_vertical:n #1
  { \skip_vertical:N \tex_glueexpr:D #1 \scan_stop: }
\cs_generate_variant:Nn \skip_horizontal:N { c }
\cs_generate_variant:Nn \skip_vertical:N { c }
```

(*End definition for* `\skip_horizontal:N` *and others. These functions are documented on page 179.*)

21.17 Viewing skip variables

\skip_show:N
\skip_show:c

Diagnostics.

```
\cs_new_eq:NN  \skip_show:N \__kernel_register_show:N
\cs_generate_variant:Nn \skip_show:N { c }
```

(*End definition for* `\skip_show:N`. *This function is documented on page 178.*)

\skip_show:n

Diagnostics. We don't use the TEX primitive `\showthe` to show skip expressions: this gives a more unified output.

```
\cs_new_protected:Npn \skip_show:n
  { \msg_show_eval:Nn \skip_eval:n }
```

(*End definition for* `\skip_show:n`. *This function is documented on page 178.*)

\skip_log:N
\skip_log:c
\skip_log:n

Diagnostics. Redirect output of `\skip_show:n` to the log.

```
\cs_new_eq:NN \skip_log:N \__kernel_register_log:N
\cs_new_eq:NN \skip_log:c \__kernel_register_log:c
\cs_new_protected:Npn \skip_log:n
  { \msg_log_eval:Nn \skip_eval:n }
```

(*End definition for* `\skip_log:N` *and* `\skip_log:n`. *These functions are documented on page 179.*)

21.18 Constant skips

\c_zero_skip
\c_max_skip

Skips with no rubber component are just dimensions but need to terminate correctly.

```
\skip_const:Nn \c_zero_skip { \c_zero_dim }
\skip_const:Nn \c_max_skip { \c_max_dim }
```

(*End definition for* `\c_zero_skip` *and* `\c_max_skip`. *These functions are documented on page 179.*)

21.19 Scratch skips

\l_tmpa_skip
\l_tmpb_skip
\g_tmpa_skip
\g_tmpb_skip

We provide two local and two global scratch registers, maybe we need more or less.

```
\skip_new:N \l_tmpa_skip
\skip_new:N \l_tmpb_skip
\skip_new:N \g_tmpa_skip
\skip_new:N \g_tmpb_skip
```

(*End definition for* `\l_tmpa_skip` *and others. These variables are documented on page 179.*)

21.20 Creating and initialising muskip variables

\muskip_new:N
\muskip_new:c

And then we add muskips.

```
⟨*package⟩
\cs_new_protected:Npn \muskip_new:N #1
  {
    \__kernel_chk_if_free_cs:N #1
    \cs:w newmuskip \cs_end: #1
  }
⟨/package⟩
\cs_generate_variant:Nn \muskip_new:N { c }
```

(*End definition for* `\muskip_new:N`. *This function is documented on page 180.*)

\muskip_const:Nn
\muskip_const:cn

See \skip_const:Nn.

```
\cs_new_protected:Npn \muskip_const:Nn #1#2
  {
    \muskip_new:N #1
    \tex_global:D #1 ~ \muskip_eval:n {#2} \scan_stop:
  }
\cs_generate_variant:Nn \muskip_const:Nn { c }
```

(*End definition for* \muskip_const:Nn. *This function is documented on page 180.*)

\muskip_zero:N
\muskip_zero:c
\muskip_gzero:N
\muskip_gzero:c

Reset the register to zero.

```
\cs_new_protected:Npn \muskip_zero:N #1
  { #1 \c_zero_muskip }
\cs_new_protected:Npn \muskip_gzero:N #1
  { \tex_global:D #1 \c_zero_muskip }
\cs_generate_variant:Nn \muskip_zero:N  { c }
\cs_generate_variant:Nn \muskip_gzero:N { c }
```

(*End definition for* \muskip_zero:N *and* \muskip_gzero:N. *These functions are documented on page 180.*)

\muskip_zero_new:N
\muskip_zero_new:c
\muskip_gzero_new:N
\muskip_gzero_new:c

Create a register if needed, otherwise clear it.

```
\cs_new_protected:Npn \muskip_zero_new:N  #1
  { \muskip_if_exist:NTF #1 { \muskip_zero:N #1 } { \muskip_new:N #1 } }
\cs_new_protected:Npn \muskip_gzero_new:N #1
  { \muskip_if_exist:NTF #1 { \muskip_gzero:N #1 } { \muskip_new:N #1 } }
\cs_generate_variant:Nn \muskip_zero_new:N  { c }
\cs_generate_variant:Nn \muskip_gzero_new:N { c }
```

(*End definition for* \muskip_zero_new:N *and* \muskip_gzero_new:N. *These functions are documented on page 180.*)

\muskip_if_exist_p:N
\muskip_if_exist_p:c
\muskip_if_exist:N*TF*
\muskip_if_exist:c*TF*

Copies of the cs functions defined in l3basics.

```
\prg_new_eq_conditional:NNn \muskip_if_exist:N \cs_if_exist:N
  { TF , T , F , p }
\prg_new_eq_conditional:NNn \muskip_if_exist:c \cs_if_exist:c
  { TF , T , F , p }
```

(*End definition for* \muskip_if_exist:NTF. *This function is documented on page 180.*)

21.21 Setting muskip variables

\muskip_set:Nn
\muskip_set:cn
\muskip_gset:Nn
\muskip_gset:cn

This should be pretty familiar.

```
\cs_new_protected:Npn \muskip_set:Nn #1#2
  { #1 ~ \tex_muexpr:D #2 \scan_stop: }
\cs_new_protected:Npn \muskip_gset:Nn #1#2
  { \tex_global:D #1 ~ \tex_muexpr:D #2 \scan_stop: }
\cs_generate_variant:Nn \muskip_set:Nn  { c }
\cs_generate_variant:Nn \muskip_gset:Nn { c }
```

(*End definition for* \muskip_set:Nn *and* \muskip_gset:Nn. *These functions are documented on page 181.*)

\muskip_set_eq:NN \muskip_set_eq:cN \muskip_set_eq:Nc \muskip_set_eq:cc \muskip_gset_eq:NN \muskip_gset_eq:cN \muskip_gset_eq:Nc \muskip_gset_eq:cc

All straightforward.

```
\cs_new_protected:Npn \muskip_set_eq:NN #1#2 { #1 = #2 }
\cs_generate_variant:Nn \muskip_set_eq:NN { c , Nc , cc }
\cs_new_protected:Npn \muskip_gset_eq:NN #1#2 { \tex_global:D #1 = #2 }
\cs_generate_variant:Nn \muskip_gset_eq:NN { c , Nc , cc }
```

(*End definition for* `\muskip_set_eq:NN` *and* `\muskip_gset_eq:NN`*. These functions are documented on page 181.*)

\muskip_add:Nn \muskip_add:cn \muskip_gadd:Nn \muskip_gadd:cn \muskip_sub:Nn \muskip_sub:cn \muskip_gsub:Nn \muskip_gsub:cn

Using `by` here deals with the (incorrect) case `\muskip123`.

```
\cs_new_protected:Npn \muskip_add:Nn #1#2
  { \tex_advance:D #1 by \tex_muexpr:D #2 \scan_stop: }
\cs_new_protected:Npn \muskip_gadd:Nn #1#2
  { \tex_global:D \tex_advance:D #1 by \tex_muexpr:D #2 \scan_stop: }
\cs_generate_variant:Nn \muskip_add:Nn  { c }
\cs_generate_variant:Nn \muskip_gadd:Nn { c }
\cs_new_protected:Npn \muskip_sub:Nn #1#2
  { \tex_advance:D #1 by - \tex_muexpr:D #2 \scan_stop: }
\cs_new_protected:Npn \muskip_gsub:Nn #1#2
  { \tex_global:D \tex_advance:D #1 by - \tex_muexpr:D #2 \scan_stop: }
\cs_generate_variant:Nn \muskip_sub:Nn  { c }
\cs_generate_variant:Nn \muskip_gsub:Nn { c }
```

(*End definition for* `\muskip_add:Nn` *and others. These functions are documented on page 180.*)

21.22 Using muskip expressions and variables

\muskip_eval:n

Evaluating a muskip expression expandably.

```
\cs_new:Npn \muskip_eval:n #1
  { \muskip_use:N \tex_muexpr:D #1 \scan_stop: }
```

(*End definition for* `\muskip_eval:n`*. This function is documented on page 181.*)

\muskip_use:N \muskip_use:c

Accessing a ⟨*muskip*⟩.

```
\cs_new_eq:NN \muskip_use:N \tex_the:D
\cs_generate_variant:Nn \muskip_use:N { c }
```

(*End definition for* `\muskip_use:N`*. This function is documented on page 181.*)

21.23 Viewing muskip variables

\muskip_show:N \muskip_show:c

Diagnostics.

```
\cs_new_eq:NN  \muskip_show:N \__kernel_register_show:N
\cs_generate_variant:Nn \muskip_show:N { c }
```

(*End definition for* `\muskip_show:N`*. This function is documented on page 181.*)

\muskip_show:n

Diagnostics. We don't use the TeX primitive `\showthe` to show muskip expressions: this gives a more unified output.

```
\cs_new_protected:Npn \muskip_show:n
  { \msg_show_eval:Nn \muskip_eval:n }
```

(*End definition for* `\muskip_show:n`*. This function is documented on page 182.*)

\muskip_log:N
\muskip_log:c
\muskip_log:n

Diagnostics. Redirect output of `\muskip_show:n` to the log.

```
\cs_new_eq:NN \muskip_log:N \__kernel_register_log:N
\cs_new_eq:NN \muskip_log:c \__kernel_register_log:c
\cs_new_protected:Npn \muskip_log:n
  { \msg_log_eval:Nn \muskip_eval:n }
```

(*End definition for* `\muskip_log:N` *and* `\muskip_log:n`*. These functions are documented on page 182.*)

21.24 Constant muskips

\c_zero_muskip
\c_max_muskip

Constant muskips given by their value.

```
\muskip_const:Nn \c_zero_muskip { 0 mu }
\muskip_const:Nn \c_max_muskip  { 16383.99999 mu }
```

(*End definition for* `\c_zero_muskip` *and* `\c_max_muskip`*. These functions are documented on page 182.*)

21.25 Scratch muskips

\l_tmpa_muskip
\l_tmpb_muskip
\g_tmpa_muskip
\g_tmpb_muskip

We provide two local and two global scratch registers, maybe we need more or less.

```
\muskip_new:N \l_tmpa_muskip
\muskip_new:N \l_tmpb_muskip
\muskip_new:N \g_tmpa_muskip
\muskip_new:N \g_tmpb_muskip
```

(*End definition for* `\l_tmpa_muskip` *and others. These variables are documented on page 182.*)

```
⟨/initex | package⟩
```

22 l3keys Implementation

```
⟨*initex | package⟩
```

22.1 Low-level interface

The low-level key parser is based heavily on keyval, but with a number of additional "safety" requirements and with the idea that the parsed list of key–value pairs can be processed in a variety of ways. The net result is that this code needs around twice the amount of time as keyval to parse the same list of keys. To optimise speed as far as reasonably practical, a number of lower-level approaches are taken rather than using the higher-level expl3 interfaces.

```
⟨@@=keyval⟩
```

\l__keyval_key_tl
\l__keyval_value_tl

The current key name and value.

```
\tl_new:N \l__keyval_key_tl
\tl_new:N \l__keyval_value_tl
```

(*End definition for* `\l__keyval_key_tl` *and* `\l__keyval_value_tl`*.*)

\l__keyval_sanitise_tl

A token list variable for dealing with awkward category codes in the input.

```
\tl_new:N \l__keyval_sanitise_tl
```

(*End definition for* `\l__keyval_sanitise_tl`*.*)

\keyval_parse:NNn The main function starts off by normalising category codes in package mode. That's relatively "expensive" so is skipped (hopefully) in format mode. We then hand off to the parser. The use of \q_mark here prevents loss of braces from the key argument. Notice that by passing the two processor commands along the input stack we avoid the need to track these at all.

```
\cs_new_protected:Npn \keyval_parse:NNn #1#2#3
  {
⟨*initex⟩
    \__keyval_loop:NNw #1#2 \q_mark #3 , \q_recursion_tail ,
⟨/initex⟩
⟨*package⟩
    \tl_set:Nn \l__keyval_sanitise_tl {#3}
    \__keyval_sanitise_equals:
    \__keyval_sanitise_comma:
    \exp_after:wN \__keyval_loop:NNw \exp_after:wN #1 \exp_after:wN #2
      \exp_after:wN \q_mark \l__keyval_sanitise_tl , \q_recursion_tail ,
⟨/package⟩
  }
```

(*End definition for* \keyval_parse:NNn. *This function is documented on page 195.*)

__keyval_sanitise_equals:
__keyval_sanitise_comma:
__keyval_sanitise_equals_auxi:w
__keyval_sanitise_equals_auxii:w
__keyval_sanitise_comma_auxi:w
__keyval_sanitise_comma_auxii:w
__keyval_sanitise_aux:w

A reasonably fast search and replace set up specifically for the active tokens. The nature of the input is known so everything is hard-coded. With only two tokens to cover, the speed gain from using dedicated functions is worth it.

```
⟨*package⟩
\group_begin:
  \char_set_catcode_active:n { `\= }
  \char_set_catcode_active:n { `\, }
  \cs_new_protected:Npn \__keyval_sanitise_equals:
    {
      \exp_after:wN \__keyval_sanitise_equals_auxi:w \l__keyval_sanitise_tl
        \q_mark = \q_nil =
      \exp_after:wN \__keyval_sanitise_aux:w \l__keyval_sanitise_tl
    }
    \cs_new_protected:Npn \__keyval_sanitise_equals_auxi:w #1 =
      {
        \tl_set:Nn \l__keyval_sanitise_tl {#1}
        \__keyval_sanitise_equals_auxii:w
      }
    \cs_new_protected:Npn \__keyval_sanitise_equals_auxii:w #1 =
      {
        \if_meaning:w \q_nil #1 \scan_stop:
        \else:
          \tl_set:Nx \l__keyval_sanitise_tl
            {
              \exp_not:o \l__keyval_sanitise_tl
              \token_to_str:N =
              \exp_not:n {#1}
            }
          \exp_after:wN \__keyval_sanitise_equals_auxii:w
        \fi:
      }
  \cs_new_protected:Npn \__keyval_sanitise_comma:
    {
```

```
      \exp_after:wN \__keyval_sanitise_comma_auxi:w \l__keyval_sanitise_tl
        \q_mark , \q_nil ,
      \exp_after:wN \__keyval_sanitise_aux:w \l__keyval_sanitise_tl
    }
    \cs_new_protected:Npn \__keyval_sanitise_comma_auxi:w #1 ,
      {
        \tl_set:Nn \l__keyval_sanitise_tl {#1}
        \__keyval_sanitise_comma_auxii:w
      }
    \cs_new_protected:Npn \__keyval_sanitise_comma_auxii:w #1 ,
      {
        \if_meaning:w \q_nil #1 \scan_stop:
        \else:
          \tl_set:Nx \l__keyval_sanitise_tl
            {
              \exp_not:o \l__keyval_sanitise_tl
              \token_to_str:N ,
              \exp_not:n {#1}
            }
          \exp_after:wN \__keyval_sanitise_comma_auxii:w
        \fi:
      }
\group_end:
\cs_new_protected:Npn \__keyval_sanitise_aux:w #1 \q_mark
  { \tl_set:Nn \l__keyval_sanitise_tl {#1} }
⟨/package⟩
```

(*End definition for* `\__keyval_sanitise_equals:` *and others.*)

`\__keyval_loop:NNw`

A fast test for the end of the loop, remembering to remove the leading quark first. Assuming that is not the case, look for a key and value then loop around, re-inserting a leading quark in front of the next position.

```
\cs_new_protected:Npn \__keyval_loop:NNw #1#2#3 ,
  {
    \exp_after:wN \if_meaning:w \exp_after:wN \q_recursion_tail
      \use_none:n #3 \prg_do_nothing:
    \else:
      \__keyval_split:NNw #1#2#3 == \q_stop
      \exp_after:wN \__keyval_loop:NNw \exp_after:wN #1 \exp_after:wN #2
        \exp_after:wN \q_mark
    \fi:
  }
```

(*End definition for* `\__keyval_loop:NNw`.)

`\__keyval_split:NNw`
`\__keyval_split_value:NNw`
`\__keyval_split_tidy:w`
`\__keyval_action:`

The value is picked up separately from the key so there can be another quark inserted at the front, keeping braces and allowing both parts to share the same code paths. The key is found first then there's a check that there is something there: this is biased to the common case of there actually being a key. For the value, we first need to see if there is anything to do: if there is, extract it. The appropriate action is then inserted in front of the key and value. Doing this using an assignment is marginally faster than an an expansion chain.

```
\cs_new_protected:Npn \__keyval_split:NNw #1#2#3 =
  {
```

```
    \__keyval_def:Nn \l__keyval_key_tl {#3}
    \if_meaning:w \l__keyval_key_tl \c_empty_tl
      \exp_after:wN \__keyval_split_tidy:w
    \else:
      \exp_after:wN \__keyval_split_value:NNw
        \exp_after:wN #1
        \exp_after:wN #2
        \exp_after:wN \q_mark
    \fi:
  }
\cs_new_protected:Npn \__keyval_split_value:NNw #1#2#3 = #4 \q_stop
  {
    \if:w \scan_stop: \tl_to_str:n {#4} \scan_stop:
      \cs_set:Npx \__keyval_action:
        { \exp_not:N #1 { \exp_not:o \l__keyval_key_tl } }
    \else:
      \if:w
        \scan_stop:
        \__kernel_tl_to_str:w \exp_after:wN { \use_none:n #4 }
        \scan_stop:
        \__keyval_def:Nn \l__keyval_value_tl {#3}
        \cs_set:Npx \__keyval_action:
          {
            \exp_not:N #2
              { \exp_not:o \l__keyval_key_tl }
              { \exp_not:o \l__keyval_value_tl }
          }
      \else:
        \cs_set:Npn \__keyval_action:
          {
            \__kernel_msg_error:nn { kernel }
              { misplaced-equals-sign }
          }
      \fi:
    \fi:
    \__keyval_action:
  }
\cs_new_protected:Npn \__keyval_split_tidy:w #1 \q_stop
  {
    \if:w
      \scan_stop:
      \__kernel_tl_to_str:w \exp_after:wN { \use_none:n #1 }
      \scan_stop:
    \else:
      \exp_after:wN \__keyval_empty_key:
    \fi:
  }
\cs_new:Npn \__keyval_action: { }
\cs_new_protected:Npn \__keyval_empty_key:
  { \__kernel_msg_error:nn { kernel } { misplaced-equals-sign } }
```

(*End definition for* `\__keyval_split:NNw` *and others.*)

`\__keyval_def:Nn`
`\__keyval_def_aux:n`
`\__keyval_def_aux:w`

First remove the leading quark, then trim spaces off, and finally remove a set of braces.

```
\cs_new_protected:Npn \__keyval_def:Nn #1#2
  {
    \tl_set:Nx #1
      { \tl_trim_spaces_apply:oN { \use_none:n #2 } \__keyval_def_aux:n }
  }
\cs_new:Npn \__keyval_def_aux:n #1
  { \__keyval_def_aux:w #1 \q_stop }
\cs_new:Npn \__keyval_def_aux:w #1 \q_stop { \exp_not:n {#1} }
```

(*End definition for* `\__keyval_def:Nn`*,* `\__keyval_def_aux:n`*, and* `\__keyval_def_aux:w`*.*)

One message for the low level parsing system.

```
\__kernel_msg_new:nnnn { kernel } { misplaced-equals-sign }
  { Misplaced~equals~sign~in~key-value~input~\msg_line_number: }
  {
    LaTeX~is~attempting~to~parse~some~key-value~input~but~found~
    two~equals~signs~not~separated~by~a~comma.
  }
```

22.2 Constants and variables

```
⟨@@=keys⟩
```

`\c__keys_code_root_tl`
`\c__keys_default_root_tl`
`\c__keys_groups_root_tl`
`\c__keys_inherit_root_tl`
`\c__keys_type_root_tl`
`\c__keys_validate_root_tl`

Various storage areas for the different data which make up keys.

```
\tl_const:Nn \c__keys_code_root_tl     { key~code~>~ }
\tl_const:Nn \c__keys_default_root_tl  { key~default~>~ }
\tl_const:Nn \c__keys_groups_root_tl   { key~groups~>~ }
\tl_const:Nn \c__keys_inherit_root_tl  { key~inherit~>~ }
\tl_const:Nn \c__keys_type_root_tl     { key~type~>~ }
\tl_const:Nn \c__keys_validate_root_tl { key~validate~>~ }
```

(*End definition for* `\c__keys_code_root_tl` *and others.*)

`\c__keys_props_root_tl`

The prefix for storing properties.

```
\tl_const:Nn \c__keys_props_root_tl { key~prop~>~ }
```

(*End definition for* `\c__keys_props_root_tl`*.*)

`\l_keys_choice_int`
`\l_keys_choice_tl`

Publicly accessible data on which choice is being used when several are generated as a set.

```
\int_new:N \l_keys_choice_int
\tl_new:N \l_keys_choice_tl
```

(*End definition for* `\l_keys_choice_int` *and* `\l_keys_choice_tl`*. These variables are documented on page 189.*)

`\l__keys_groups_clist`

Used for storing and recovering the list of groups which apply to a key: set as a comma list but at one point we have to use this for a token list recovery.

```
\clist_new:N \l__keys_groups_clist
```

(*End definition for* `\l__keys_groups_clist`*.*)

`\l_keys_key_tl`

The name of a key itself: needed when setting keys.

```
\tl_new:N \l_keys_key_tl
```

(*End definition for* `\l_keys_key_tl`*. This variable is documented on page 191.*)

\l__keys_module_tl The module for an entire set of keys.

```
\tl_new:N \l__keys_module_tl
```

(*End definition for* `\l__keys_module_tl`.)

\l__keys_no_value_bool A marker is needed internally to show if only a key or a key plus a value was seen: this is recorded here.

```
\bool_new:N \l__keys_no_value_bool
```

(*End definition for* `\l__keys_no_value_bool`.)

\l__keys_only_known_bool Used to track if only "known" keys are being set.

```
\bool_new:N \l__keys_only_known_bool
```

(*End definition for* `\l__keys_only_known_bool`.)

\l_keys_path_tl The "path" of the current key is stored here: this is available to the programmer and so is public.

```
\tl_new:N \l_keys_path_tl
```

(*End definition for* `\l_keys_path_tl`. *This variable is documented on page 191.*)

\l__keys_inherit_tl

```
\tl_new:N \l__keys_inherit_tl
```

(*End definition for* `\l__keys_inherit_tl`.)

\l__keys_relative_tl The relative path for passing keys back to the user.

```
\tl_new:N \l__keys_relative_tl
\tl_set:Nn \l__keys_relative_tl { \q_no_value }
```

(*End definition for* `\l__keys_relative_tl`.)

\l__keys_property_tl The "property" begin set for a key at definition time is stored here.

```
\tl_new:N \l__keys_property_tl
```

(*End definition for* `\l__keys_property_tl`.)

\l__keys_selective_bool
\l__keys_filtered_bool Two flags for using key groups: one to indicate that "selective" setting is active, a second to specify which type ("opt-in" or "opt-out").

```
\bool_new:N \l__keys_selective_bool
\bool_new:N \l__keys_filtered_bool
```

(*End definition for* `\l__keys_selective_bool` *and* `\l__keys_filtered_bool`.)

\l__keys_selective_seq The list of key groups being filtered in or out during selective setting.

```
\seq_new:N \l__keys_selective_seq
```

(*End definition for* `\l__keys_selective_seq`.)

\l__keys_unused_clist Used when setting only some keys to store those left over.

```
\tl_new:N \l__keys_unused_clist
```

(*End definition for* `\l__keys_unused_clist`.)

\l_keys_value_tl

The value given for a key: may be empty if no value was given.

```
\tl_new:N \l_keys_value_tl
```

(*End definition for* `\l_keys_value_tl`. *This variable is documented on page 191.*)

\l__keys_tmp_bool
\l__keys_tmpa_tl
\l__keys_tmpb_tl

Scratch space.

```
\bool_new:N \l__keys_tmp_bool
\tl_new:N \l__keys_tmpa_tl
\tl_new:N \l__keys_tmpb_tl
```

(*End definition for* `\l__keys_tmp_bool`, `\l__keys_tmpa_tl`, *and* `\l__keys_tmpb_tl`.)

22.3 The key defining mechanism

\keys_define:nn
__keys_define:nnn
__keys_define:onn

The public function for definitions is just a wrapper for the lower level mechanism, more or less. The outer function is designed to keep a track of the current module, to allow safe nesting. The module is set removing any leading / (which is not needed here).

```
\cs_new_protected:Npn \keys_define:nn
  { \__keys_define:onn \l__keys_module_tl }
\cs_new_protected:Npn \__keys_define:nnn #1#2#3
  {
    \tl_set:Nx \l__keys_module_tl { \__keys_trim_spaces:n {#2} }
    \keyval_parse:NNn \__keys_define:n \__keys_define:nn {#3}
    \tl_set:Nn \l__keys_module_tl {#1}
  }
\cs_generate_variant:Nn \__keys_define:nnn { o }
```

(*End definition for* `\keys_define:nn` *and* `\__keys_define:nnn`. *This function is documented on page 184.*)

__keys_define:n
__keys_define:nn
__keys_define_aux:nn

The outer functions here record whether a value was given and then converge on a common internal mechanism. There is first a search for a property in the current key name, then a check to make sure it is known before the code hands off to the next step.

```
\cs_new_protected:Npn \__keys_define:n #1
  {
    \bool_set_true:N \l__keys_no_value_bool
    \__keys_define_aux:nn {#1} { }
  }
\cs_new_protected:Npn \__keys_define:nn #1#2
  {
    \bool_set_false:N \l__keys_no_value_bool
    \__keys_define_aux:nn {#1} {#2}
  }
\cs_new_protected:Npn \__keys_define_aux:nn #1#2
  {
    \__keys_property_find:n {#1}
    \cs_if_exist:cTF { \c__keys_props_root_tl \l__keys_property_tl }
      { \__keys_define_code:n {#2}
      }
      {
         \tl_if_empty:NF \l__keys_property_tl
           {
             \__kernel_msg_error:nnxx { kernel } { key-property-unknown }
              { \l__keys_property_tl } { \l_keys_path_tl }
```

```
          }
      }
  }
```

(*End definition for* `\__keys_define:n`, `\__keys_define:nn`, *and* `\__keys_define_aux:nn`.)

`\__keys_property_find:n`
`\__keys_property_find:w`

Searching for a property means finding the last . in the input, and storing the text before and after it. Everything is turned into strings, so there is no problem using an x-type expansion.

```
\cs_new_protected:Npn \__keys_property_find:n #1
  {
    \tl_set:Nx \l__keys_property_tl { \__keys_trim_spaces:n {#1} }
    \exp_after:wN \__keys_property_find:w \l__keys_property_tl . .
      \q_stop {#1}
  }
\cs_new_protected:Npn \__keys_property_find:w #1 . #2 . #3 \q_stop #4
  {
    \tl_if_blank:nTF {#3}
      {
        \tl_clear:N \l__keys_property_tl
        \__kernel_msg_error:nnn { kernel } { key-no-property } {#4}
      }
      {
        \str_if_eq:nnTF {#3} { . }
          {
            \tl_set:Nx \l_keys_path_tl
              {
                \tl_if_empty:NF \l__keys_module_tl
                  { \l__keys_module_tl  / }
               \tl_trim_spaces:n {#1}
              }
            \tl_set:Nn \l__keys_property_tl { . #2 }
          }
          {
            \tl_set:Nx \l_keys_path_tl { \l__keys_module_tl / #1 . #2 }
            \__keys_property_search:w #3 \q_stop
          }
      }
  }
\cs_new_protected:Npn \__keys_property_search:w #1 . #2 \q_stop
  {
    \str_if_eq:nnTF {#2} { . }
      {
        \tl_set:Nx \l_keys_path_tl { \l_keys_path_tl }
        \tl_set:Nn \l__keys_property_tl { . #1 }
      }
      {
        \tl_set:Nx \l_keys_path_tl { \l_keys_path_tl . #1 }
        \__keys_property_search:w #2 \q_stop
      }
  }
```

(*End definition for* `\__keys_property_find:n` *and* `\__keys_property_find:w`.)

__keys_define_code:n
__keys_define_code:w

Two possible cases. If there is a value for the key, then just use the function. If not, then a check to make sure there is no need for a value with the property. If there should be one then complain, otherwise execute it. There is no need to check for a : as if it was missing the earlier tests would have failed.

```
\cs_new_protected:Npn \__keys_define_code:n #1
  {
    \bool_if:NTF \l__keys_no_value_bool
      {
        \exp_after:wN \__keys_define_code:w
          \l__keys_property_tl \q_stop
          { \use:c { \c__keys_props_root_tl \l__keys_property_tl } }
          {
            \__kernel_msg_error:nnxx { kernel }
              { key-property-requires-value } { \l__keys_property_tl }
              { \l_keys_path_tl }
          }
      }
      { \use:c { \c__keys_props_root_tl \l__keys_property_tl } {#1} }
  }
\exp_last_unbraced:NNNNo
  \cs_new:Npn \__keys_define_code:w #1 \c_colon_str #2 \q_stop
    { \tl_if_empty:nTF {#2} }
```

(*End definition for* `\__keys_define_code:n` *and* `\__keys_define_code:w`.)

22.4 Turning properties into actions

__keys_bool_set:Nn
__keys_bool_set:cn

Boolean keys are really just choices, but all done by hand. The second argument here is the scope: either empty or g for global.

```
\cs_new_protected:Npn \__keys_bool_set:Nn #1#2
  {
    \bool_if_exist:NF #1 { \bool_new:N #1 }
    \__keys_choice_make:
    \__keys_cmd_set:nx { \l_keys_path_tl / true }
      { \exp_not:c { bool_ #2 set_true:N } \exp_not:N #1 }
    \__keys_cmd_set:nx { \l_keys_path_tl / false }
      { \exp_not:c { bool_ #2 set_false:N } \exp_not:N #1 }
    \__keys_cmd_set:nn { \l_keys_path_tl / unknown }
      {
        \__kernel_msg_error:nnx { kernel } { boolean-values-only }
          { \l_keys_key_tl }
      }
    \__keys_default_set:n { true }
  }
\cs_generate_variant:Nn \__keys_bool_set:Nn { c }
```

(*End definition for* `\__keys_bool_set:Nn`.)

__keys_bool_set_inverse:Nn
__keys_bool_set_inverse:cn

Inverse boolean setting is much the same.

```
\cs_new_protected:Npn \__keys_bool_set_inverse:Nn #1#2
  {
    \bool_if_exist:NF #1 { \bool_new:N #1 }
    \__keys_choice_make:
    \__keys_cmd_set:nx { \l_keys_path_tl / true }
```

```
      { \exp_not:c { bool_ #2 set_false:N } \exp_not:N #1 }
    \__keys_cmd_set:nx { \l_keys_path_tl / false }
      { \exp_not:c { bool_ #2 set_true:N } \exp_not:N #1 }
    \__keys_cmd_set:nn { \l_keys_path_tl / unknown }
      {
        \__kernel_msg_error:nnx { kernel } { boolean-values-only }
          { \l_keys_key_tl }
      }
    \__keys_default_set:n { true }
  }
\cs_generate_variant:Nn \__keys_bool_set_inverse:Nn { c }
```

(*End definition for* `\__keys_bool_set_inverse:Nn`*.*)

`\__keys_choice_make:`
`\__keys_multichoice_make:`
`\__keys_choice_make:N`
`\__keys_choice_make_aux:N`

To make a choice from a key, two steps: set the code, and set the unknown key. As multichoices and choices are essentially the same bar one function, the code is given together.

```
\cs_new_protected:Npn \__keys_choice_make:
  { \__keys_choice_make:N \__keys_choice_find:n }
\cs_new_protected:Npn \__keys_multichoice_make:
  { \__keys_choice_make:N \__keys_multichoice_find:n }
\cs_new_protected:Npn \__keys_choice_make:N #1
  {
    \cs_if_exist:cTF
      { \c__keys_type_root_tl \__keys_parent:o \l_keys_path_tl }
      {
        \str_if_eq:vnTF
          { \c__keys_type_root_tl \__keys_parent:o \l_keys_path_tl }
          { choice }
          {
            \__kernel_msg_error:nnxx { kernel } { nested-choice-key }
              { \l_keys_path_tl } { \__keys_parent:o \l_keys_path_tl }
          }
          { \__keys_choice_make_aux:N #1 }
      }
      { \__keys_choice_make_aux:N #1 }
  }
\cs_new_protected:Npn \__keys_choice_make_aux:N #1
  {
    \cs_set_nopar:cpn { \c__keys_type_root_tl \l_keys_path_tl }
      { choice }
    \__keys_cmd_set:nn { \l_keys_path_tl } { #1 {##1} }
    \__keys_cmd_set:nn { \l_keys_path_tl / unknown }
      {
        \__kernel_msg_error:nnxx { kernel } { key-choice-unknown }
          { \l_keys_path_tl } {##1}
      }
  }
```

(*End definition for* `\__keys_choice_make:` *and others.*)

`\__keys_choices_make:nn`
`\__keys_multichoices_make:nn`
`\__keys_choices_make:Nnn`

Auto-generating choices means setting up the root key as a choice, then defining each choice in turn.

```
\cs_new_protected:Npn \__keys_choices_make:nn
```

```
  { \__keys_choices_make:Nnn \__keys_choice_make: }
\cs_new_protected:Npn \__keys_multichoices_make:nn
  { \__keys_choices_make:Nnn \__keys_multichoice_make: }
\cs_new_protected:Npn \__keys_choices_make:Nnn #1#2#3
  {
    #1
    \int_zero:N \l_keys_choice_int
    \clist_map_inline:nn {#2}
      {
        \int_incr:N \l_keys_choice_int
        \__keys_cmd_set:nx
          { \l_keys_path_tl / \__keys_trim_spaces:n {##1} }
          {
            \tl_set:Nn \exp_not:N \l_keys_choice_tl {##1}
            \int_set:Nn \exp_not:N \l_keys_choice_int
              { \int_use:N \l_keys_choice_int }
            \exp_not:n {#3}
          }
      }
  }
```

(*End definition for* `\__keys_choices_make:nn`, `\__keys_multichoices_make:nn`, *and* `\__keys_choices_make:Nnn`.)

`\__keys_cmd_set:nn`
`\__keys_cmd_set:nx`
`\__keys_cmd_set:Vn`
`\__keys_cmd_set:Vo`

Setting the code for a key first logs if appropriate that we are defining a new key, then saves the code.

```
\cs_new_protected:Npn \__keys_cmd_set:nn #1#2
  { \cs_set_protected:cpn { \c__keys_code_root_tl #1 } ##1 {#2} }
\cs_generate_variant:Nn \__keys_cmd_set:nn { nx , Vn , Vo }
```

(*End definition for* `\__keys_cmd_set:nn`.)

`\__keys_default_set:n`

Setting a default value is easy. These are stored using `\cs_set:cpx` as this avoids any worries about whether a token list exists.

```
\cs_new_protected:Npn \__keys_default_set:n #1
  {
    \tl_if_empty:nTF {#1}
      {
        \cs_set_eq:cN
          { \c__keys_default_root_tl \l_keys_path_tl }
          \tex_undefined:D
      }
      {
        \cs_set_nopar:cpx
          { \c__keys_default_root_tl \l_keys_path_tl }
          { \exp_not:n {#1} }
      }
  }
```

(*End definition for* `\__keys_default_set:n`.)

`\__keys_groups_set:n`

Assigning a key to one or more groups uses comma lists. As the list of groups only exists if there is anything to do, the setting is done using a scratch list. For the usual grouping reasons we use the low-level approach to undefining a list. We also use the low-level approach for the other case to avoid tripping up the `check-declarations` code.

```
\cs_new_protected:Npn \__keys_groups_set:n #1
  {
    \clist_set:Nn \l__keys_groups_clist {#1}
    \clist_if_empty:NTF \l__keys_groups_clist
      {
        \cs_set_eq:cN { \c__keys_groups_root_tl \l_keys_path_tl }
          \tex_undefined:D
      }
      {
        \cs_set_eq:cN { \c__keys_groups_root_tl \l_keys_path_tl }
          \l__keys_groups_clist
      }
  }
```

(*End definition for* `\__keys_groups_set:n`.)

`\__keys_inherit:n` Inheritance means ignoring anything already said about the key: zap the lot and set up.

```
\cs_new_protected:Npn \__keys_inherit:n #1
  {
    \__keys_undefine:
    \cs_set_nopar:cpn { \c__keys_inherit_root_tl \l_keys_path_tl } {#1}
  }
```

(*End definition for* `\__keys_inherit:n`.)

`\__keys_initialise:n` A set up for initialisation: just run the code if it exists.

```
\cs_new_protected:Npn \__keys_initialise:n #1
  {
    \cs_if_exist:cTF
      { \c__keys_inherit_root_tl \__keys_parent:o \l_keys_path_tl }
      { \__keys_execute_inherit: }
      {
        \tl_clear:N \l__keys_inherit_tl
        \cs_if_exist_use:cT { \c__keys_code_root_tl \l_keys_path_tl } { {#1} }
      }
  }
```

(*End definition for* `\__keys_initialise:n`.)

`\__keys_meta_make:n` `\__keys_meta_make:nn` To create a meta-key, simply set up to pass data through.

```
\cs_new_protected:Npn \__keys_meta_make:n #1
  {
    \__keys_cmd_set:Vo \l_keys_path_tl
      {
        \exp_after:wN \keys_set:nn
        \exp_after:wN { \l__keys_module_tl } {#1}
      }
  }
\cs_new_protected:Npn \__keys_meta_make:nn #1#2
  { \__keys_cmd_set:Vn \l_keys_path_tl { \keys_set:nn {#1} {#2} } }
```

(*End definition for* `\__keys_meta_make:n` *and* `\__keys_meta_make:nn`.)

__keys_prop_put:Nn
__keys_prop_put:cn

Much the same as other variables, but needs a dedicated auxiliary.

```
\cs_new_protected:Npn \__keys_prop_put:Nn #1#2
  {
    \prop_if_exist:NF #1 { \prop_new:N #1 }
    \exp_after:wN \__keys_find_key_module:NNw
      \exp_after:wN \l__keys_tmpa_tl
      \exp_after:wN \l__keys_tmpb_tl
      \l_keys_path_tl / \q_stop
    \__keys_cmd_set:nx { \l_keys_path_tl }
      {
        \exp_not:c { prop_ #2 put:Nnn }
        \exp_not:N #1
        { \l__keys_tmpb_tl }
        \exp_not:n { {##1} }
      }
  }
\cs_generate_variant:Nn \__keys_prop_put:Nn { c }
```

(*End definition for* `\__keys_prop_put:Nn`.)

__keys_undefine:

Undefining a key has to be done without `\cs_undefine:c` as that function acts globally.

```
\cs_new_protected:Npn \__keys_undefine:
  {
    \clist_map_inline:nn
      { code , default , groups , inherit , type , validate }
      {
        \cs_set_eq:cN
          { \tl_use:c { c__keys_ ##1 _root_tl } \l_keys_path_tl }
          \tex_undefined:D
      }
  }
```

(*End definition for* `\__keys_undefine:`.)

__keys_value_requirement:nn
__keys_validate_forbidden:
__keys_validate_required:
__keys_validate_cleanup:w

Validating key input is done using a second function which runs before the main key code. Setting that up means setting it equal to a generic stub which does the check. This approach makes the lookup very fast at the cost of one additional csname per key that needs it. The cleanup here has to know the structure of the following code.

```
\cs_new_protected:Npn \__keys_value_requirement:nn #1#2
  {
    \str_case:nnF {#2}
      {
        { true }
          {
            \cs_set_eq:cc
              { \c__keys_validate_root_tl \l_keys_path_tl }
              { __keys_validate_ #1 : }
          }
        { false }
          {
            \cs_if_eq:ccT
              { \c__keys_validate_root_tl \l_keys_path_tl }
              { __keys_validate_ #1 : }
              {
```

```
              \cs_set_eq:cN
                { \c__keys_validate_root_tl \l_keys_path_tl }
                \tex_undefined:D
            }
        }
      }
      {
        \__kernel_msg_error:nnx { kernel }
          { key-property-boolean-values-only }
          { .value_ #1 :n }
      }
  }
\cs_new_protected:Npn \__keys_validate_forbidden:
  {
    \bool_if:NF \l__keys_no_value_bool
      {
        \__kernel_msg_error:nnxx { kernel } { value-forbidden }
          { \l_keys_path_tl } { \l_keys_value_tl }
        \__keys_validate_cleanup:w
      }
  }
\cs_new_protected:Npn \__keys_validate_required:
  {
    \bool_if:NT \l__keys_no_value_bool
      {
        \__kernel_msg_error:nnx { kernel } { value-required }
          { \l_keys_path_tl }
        \__keys_validate_cleanup:w
      }
  }
\cs_new_protected:Npn \__keys_validate_cleanup:w #1 \cs_end: #2#3 { }
```

(*End definition for* `\__keys_value_requirement:nn` *and others.*)

`\__keys_variable_set:NnnN`
`\__keys_variable_set:cnnN`

Setting a variable takes the type and scope separately so that it is easy to make a new variable if needed.

```
\cs_new_protected:Npn \__keys_variable_set:NnnN #1#2#3#4
  {
    \use:c { #2_if_exist:NF } #1 { \use:c { #2 _new:N } #1 }
    \__keys_cmd_set:nx { \l_keys_path_tl }
      {
        \exp_not:c { #2 _ #3 set:N #4 }
        \exp_not:N #1
        \exp_not:n  { {##1} }
      }
  }
\cs_generate_variant:Nn \__keys_variable_set:NnnN { c }
```

(*End definition for* `\__keys_variable_set:NnnN`*.*)

22.5 Creating key properties

The key property functions are all wrappers for internal functions, meaning that things stay readable and can also be altered later on.

Importantly, while key properties have "normal" argument specs, the underlying code always supplies one braced argument to these. As such, argument expansion is handled by hand rather than using the standard tools. This shows up particularly for the two-argument properties, where things would otherwise go badly wrong.

.bool_set:N
.bool_set:c
.bool_gset:N
.bool_gset:c

One function for this.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .bool_set:N } #1
  { \__keys_bool_set:Nn #1 { } }
\cs_new_protected:cpn { \c__keys_props_root_tl .bool_set:c } #1
  { \__keys_bool_set:cn {#1} { } }
\cs_new_protected:cpn { \c__keys_props_root_tl .bool_gset:N } #1
  { \__keys_bool_set:Nn #1 { g } }
\cs_new_protected:cpn { \c__keys_props_root_tl .bool_gset:c } #1
  { \__keys_bool_set:cn {#1} { g } }
```

(*End definition for* `.bool_set:N` *and* `.bool_gset:N`*. These functions are documented on page 185.*)

.bool_set_inverse:N
.bool_set_inverse:c
.bool_gset_inverse:N
.bool_gset_inverse:c

One function for this.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .bool_set_inverse:N } #1
  { \__keys_bool_set_inverse:Nn #1 { } }
\cs_new_protected:cpn { \c__keys_props_root_tl .bool_set_inverse:c } #1
  { \__keys_bool_set_inverse:cn {#1} { } }
\cs_new_protected:cpn { \c__keys_props_root_tl .bool_gset_inverse:N } #1
  { \__keys_bool_set_inverse:Nn #1 { g } }
\cs_new_protected:cpn { \c__keys_props_root_tl .bool_gset_inverse:c } #1
  { \__keys_bool_set_inverse:cn {#1} { g } }
```

(*End definition for* `.bool_set_inverse:N` *and* `.bool_gset_inverse:N`*. These functions are documented on page 185.*)

.choice:

Making a choice is handled internally, as it is also needed by `.generate_choices:n`.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .choice: }
  { \__keys_choice_make: }
```

(*End definition for* `.choice:`*. This function is documented on page 185.*)

.choices:nn
.choices:Vn
.choices:on
.choices:xn

For auto-generation of a series of mutually-exclusive choices. Here, `#1` consists of two separate arguments, hence the slightly odd-looking implementation.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .choices:nn } #1
  { \__keys_choices_make:nn #1 }
\cs_new_protected:cpn { \c__keys_props_root_tl .choices:Vn } #1
  { \exp_args:NV \__keys_choices_make:nn #1 }
\cs_new_protected:cpn { \c__keys_props_root_tl .choices:on } #1
  { \exp_args:No \__keys_choices_make:nn #1 }
\cs_new_protected:cpn { \c__keys_props_root_tl .choices:xn } #1
  { \exp_args:Nx \__keys_choices_make:nn #1 }
```

(*End definition for* `.choices:nn`*. This function is documented on page 185.*)

.code:n

Creating code is simply a case of passing through to the underlying `set` function.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .code:n } #1
  { \__keys_cmd_set:nn { \l_keys_path_tl } {#1} }
```

(*End definition for* `.code:n`*. This function is documented on page 185.*)

.clist_set:N
.clist_set:c
.clist_gset:N
.clist_gset:c

```
\cs_new_protected:cpn { \c__keys_props_root_tl .clist_set:N } #1
  { \__keys_variable_set:NnnN #1 { clist } { } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .clist_set:c } #1
  { \__keys_variable_set:cnnN {#1} { clist } { } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .clist_gset:N } #1
  { \__keys_variable_set:NnnN #1 { clist } { g } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .clist_gset:c } #1
  { \__keys_variable_set:cnnN {#1} { clist } { g } n }
```

(*End definition for* `.clist_set:N` *and* `.clist_gset:N`*. These functions are documented on page 185.*)

.default:n
.default:V
.default:o
.default:x

Expansion is left to the internal functions.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .default:n } #1
  { \__keys_default_set:n {#1} }
\cs_new_protected:cpn { \c__keys_props_root_tl .default:V } #1
  { \exp_args:NV \__keys_default_set:n #1 }
\cs_new_protected:cpn { \c__keys_props_root_tl .default:o } #1
  { \exp_args:No \__keys_default_set:n {#1} }
\cs_new_protected:cpn { \c__keys_props_root_tl .default:x } #1
  { \exp_args:Nx \__keys_default_set:n {#1} }
```

(*End definition for* `.default:n`*. This function is documented on page 186.*)

.dim_set:N
.dim_set:c
.dim_gset:N
.dim_gset:c

Setting a variable is very easy: just pass the data along.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .dim_set:N } #1
  { \__keys_variable_set:NnnN #1 { dim } { } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .dim_set:c } #1
  { \__keys_variable_set:cnnN {#1} { dim } { } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .dim_gset:N } #1
  { \__keys_variable_set:NnnN #1 { dim } { g } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .dim_gset:c } #1
  { \__keys_variable_set:cnnN {#1} { dim } { g } n }
```

(*End definition for* `.dim_set:N` *and* `.dim_gset:N`*. These functions are documented on page 186.*)

.fp_set:N
.fp_set:c
.fp_gset:N
.fp_gset:c

Setting a variable is very easy: just pass the data along.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .fp_set:N } #1
  { \__keys_variable_set:NnnN #1 { fp } { } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .fp_set:c } #1
  { \__keys_variable_set:cnnN {#1} { fp } { } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .fp_gset:N } #1
  { \__keys_variable_set:NnnN #1 { fp } { g } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .fp_gset:c } #1
  { \__keys_variable_set:cnnN {#1} { fp } { g } n }
```

(*End definition for* `.fp_set:N` *and* `.fp_gset:N`*. These functions are documented on page 186.*)

.groups:n

A single property to create groups of keys.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .groups:n } #1
  { \__keys_groups_set:n {#1} }
```

(*End definition for* `.groups:n`*. This function is documented on page 186.*)

.inherit:n Nothing complex: only one variant at the moment!

```
\cs_new_protected:cpn { \c__keys_props_root_tl .inherit:n } #1
  { \__keys_inherit:n {#1} }
```

(*End definition for* `.inherit:n`. *This function is documented on page 186.*)

.initial:n .initial:V .initial:o .initial:x The standard hand-off approach.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .initial:n } #1
  { \__keys_initialise:n {#1} }
\cs_new_protected:cpn { \c__keys_props_root_tl .initial:V } #1
  { \exp_args:NV \__keys_initialise:n #1 }
\cs_new_protected:cpn { \c__keys_props_root_tl .initial:o } #1
  { \exp_args:No \__keys_initialise:n {#1} }
\cs_new_protected:cpn { \c__keys_props_root_tl .initial:x } #1
  { \exp_args:Nx \__keys_initialise:n {#1} }
```

(*End definition for* `.initial:n`. *This function is documented on page 187.*)

.int_set:N .int_set:c .int_gset:N .int_gset:c Setting a variable is very easy: just pass the data along.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .int_set:N } #1
  { \__keys_variable_set:NnnN #1 { int } { } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .int_set:c } #1
  { \__keys_variable_set:cnnN {#1} { int } { } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .int_gset:N } #1
  { \__keys_variable_set:NnnN #1 { int } { g } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .int_gset:c } #1
  { \__keys_variable_set:cnnN {#1} { int } { g } n }
```

(*End definition for* `.int_set:N` *and* `.int_gset:N`. *These functions are documented on page 187.*)

.meta:n Making a meta is handled internally.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .meta:n } #1
  { \__keys_meta_make:n {#1} }
```

(*End definition for* `.meta:n`. *This function is documented on page 187.*)

.meta:nn Meta with path: potentially lots of variants, but for the moment no so many defined.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .meta:nn } #1
  { \__keys_meta_make:nn #1 }
```

(*End definition for* `.meta:nn`. *This function is documented on page 187.*)

.multichoice: .multichoices:nn .multichoices:Vn .multichoices:on .multichoices:xn The same idea as `.choice:` and `.choices:nn`, but where more than one choice is allowed.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .multichoice: }
  { \__keys_multichoice_make: }
\cs_new_protected:cpn { \c__keys_props_root_tl .multichoices:nn } #1
  { \__keys_multichoices_make:nn #1 }
\cs_new_protected:cpn { \c__keys_props_root_tl .multichoices:Vn } #1
  { \exp_args:NV \__keys_multichoices_make:nn #1 }
\cs_new_protected:cpn { \c__keys_props_root_tl .multichoices:on } #1
  { \exp_args:No \__keys_multichoices_make:nn #1 }
\cs_new_protected:cpn { \c__keys_props_root_tl .multichoices:xn } #1
  { \exp_args:Nx \__keys_multichoices_make:nn #1 }
```

(*End definition for* `.multichoice:` *and* `.multichoices:nn`. *These functions are documented on page 187.*)

.muskip_set:N
.muskip_set:c
.muskip_gset:N
.muskip_gset:c

Setting a variable is very easy: just pass the data along.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .muskip_set:N } #1
  { \__keys_variable_set:NnnN #1 { muskip } { } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .muskip_set:c } #1
  { \__keys_variable_set:cnnN {#1} { muskip } { } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .muskip_gset:N } #1
  { \__keys_variable_set:NnnN #1 { muskip } { g } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .muskip_gset:c } #1
  { \__keys_variable_set:cnnN {#1} { muskip } { g } n }
```

(*End definition for `.muskip_set:N` and `.muskip_gset:N`. These functions are documented on page 187.*)

.prop_put:N
.prop_put:c
.prop_gput:N
.prop_gput:c

Setting a variable is very easy: just pass the data along.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .prop_put:N } #1
  { \__keys_prop_put:Nn #1 { } }
\cs_new_protected:cpn { \c__keys_props_root_tl .prop_put:c } #1
  { \__keys_prop_put:cn {#1} { } }
\cs_new_protected:cpn { \c__keys_props_root_tl .prop_gput:N } #1
  { \__keys_prop_put:Nn #1 { g } }
\cs_new_protected:cpn { \c__keys_props_root_tl .prop_gput:c } #1
  { \__keys_prop_put:cn {#1} { g } }
```

(*End definition for `.prop_put:N` and `.prop_gput:N`. These functions are documented on page 187.*)

.skip_set:N
.skip_set:c
.skip_gset:N
.skip_gset:c

Setting a variable is very easy: just pass the data along.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .skip_set:N } #1
  { \__keys_variable_set:NnnN #1 { skip } { } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .skip_set:c } #1
  { \__keys_variable_set:cnnN {#1} { skip } { } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .skip_gset:N } #1
  { \__keys_variable_set:NnnN #1 { skip } { g } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .skip_gset:c } #1
  { \__keys_variable_set:cnnN {#1} { skip } { g } n }
```

(*End definition for `.skip_set:N` and `.skip_gset:N`. These functions are documented on page 187.*)

.tl_set:N
.tl_set:c
.tl_gset:N
.tl_gset:c
.tl_set_x:N
.tl_set_x:c
.tl_gset_x:N
.tl_gset_x:c

Setting a variable is very easy: just pass the data along.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .tl_set:N } #1
  { \__keys_variable_set:NnnN #1 { tl } { } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .tl_set:c } #1
  { \__keys_variable_set:cnnN {#1} { tl } { } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .tl_set_x:N } #1
  { \__keys_variable_set:NnnN #1 { tl } { } x }
\cs_new_protected:cpn { \c__keys_props_root_tl .tl_set_x:c } #1
  { \__keys_variable_set:cnnN {#1} { tl } { } x }
\cs_new_protected:cpn { \c__keys_props_root_tl .tl_gset:N } #1
  { \__keys_variable_set:NnnN #1 { tl } { g } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .tl_gset:c } #1
  { \__keys_variable_set:cnnN {#1} { tl } { g } n }
\cs_new_protected:cpn { \c__keys_props_root_tl .tl_gset_x:N } #1
  { \__keys_variable_set:NnnN #1 { tl } { g } x }
\cs_new_protected:cpn { \c__keys_props_root_tl .tl_gset_x:c } #1
  { \__keys_variable_set:cnnN {#1} { tl } { g } x }
```

(*End definition for `.tl_set:N` and others. These functions are documented on page 188.*)

.undefine: Another simple wrapper.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .undefine: }
  { \__keys_undefine: }
```

(*End definition for* `.undefine:`. *This function is documented on page* *188*.)

.value_forbidden:n
.value_required:n

These are very similar, so both call the same function.

```
\cs_new_protected:cpn { \c__keys_props_root_tl .value_forbidden:n } #1
  { \__keys_value_requirement:nn { forbidden } {#1} }
\cs_new_protected:cpn { \c__keys_props_root_tl .value_required:n } #1
  { \__keys_value_requirement:nn { required } {#1} }
```

(*End definition for* `.value_forbidden:n` *and* `.value_required:n`. *These functions are documented on page* *188*.)

22.6 Setting keys

\keys_set:nn
\keys_set:nV
\keys_set:nv
\keys_set:no
__keys_set:nn
__keys_set:nnn

A simple wrapper allowing for nesting.

```
\cs_new_protected:Npn \keys_set:nn #1#2
  {
    \use:x
      {
        \bool_set_false:N \exp_not:N \l__keys_only_known_bool
        \bool_set_false:N \exp_not:N \l__keys_filtered_bool
        \bool_set_false:N \exp_not:N \l__keys_selective_bool
        \tl_set:Nn \exp_not:N \l__keys_relative_tl
          { \exp_not:N \q_no_value }
        \__keys_set:nn \exp_not:n { {#1} {#2} }
        \bool_if:NT \l__keys_only_known_bool
          { \bool_set_true:N \exp_not:N \l__keys_only_known_bool }
        \bool_if:NT \l__keys_filtered_bool
          { \bool_set_true:N \exp_not:N \l__keys_filtered_bool }
        \bool_if:NT \l__keys_selective_bool
          { \bool_set_true:N \exp_not:N \l__keys_selective_bool }
        \tl_set:Nn \exp_not:N \l__keys_relative_tl
          { \exp_not:o \l__keys_relative_tl }
      }
  }
\cs_generate_variant:Nn \keys_set:nn { nV , nv , no }
\cs_new_protected:Npn \__keys_set:nn #1#2
  { \exp_args:No \__keys_set:nnn \l__keys_module_tl {#1} {#2} }
\cs_new_protected:Npn \__keys_set:nnn #1#2#3
  {
    \tl_set:Nx \l__keys_module_tl { \__keys_trim_spaces:n {#2} }
    \keyval_parse:NNn \__keys_set_keyval:n \__keys_set_keyval:nn {#3}
    \tl_set:Nn \l__keys_module_tl {#1}
  }
```

(*End definition for* `\keys_set:nn`, `\__keys_set:nn`, *and* `\__keys_set:nnn`. *This function is documented on page* *191*.)

\keys_set_known:nnN
\keys_set_known:nVN
\keys_set_known:nvN
\keys_set_known:noN
\keys_set_known:nnnN
\keys_set_known:nVnN
\keys_set_known:nvnN
\keys_set_known:nonN
__keys_set_known:nnnnN
\keys_set_known:nn
\keys_set_known:nV
\keys_set_known:nv
\keys_set_known:no

Setting known keys simply means setting the appropriate flag, then running the standard code. To allow for nested setting, any existing value of `\l__keys_unused_clist` is saved on the stack and reset afterwards. Note that for speed/simplicity reasons we use a `tl` operation to set the `clist` here!

```
\cs_new_protected:Npn \keys_set_known:nnN #1#2#3
  {
    \exp_args:No \__keys_set_known:nnnnN
      \l__keys_unused_clist { \q_no_value } {#1} {#2} #3
  }
\cs_generate_variant:Nn \keys_set_known:nnN { nV , nv , no }
\cs_new_protected:Npn \keys_set_known:nnnN #1#2#3#4
  {
    \exp_args:No \__keys_set_known:nnnnN
      \l__keys_unused_clist {#3} {#1} {#2} #4
  }
\cs_generate_variant:Nn \keys_set_known:nnnN { nV , nv , no }
\cs_new_protected:Npn \__keys_set_known:nnnnN #1#2#3#4#5
  {
    \clist_clear:N \l__keys_unused_clist
    \__keys_set_known:nnn {#2} {#3} {#4}
    \tl_set:Nx #5 { \exp_not:o { \l__keys_unused_clist } }
    \tl_set:Nn \l__keys_unused_clist {#1}
  }
\cs_new_protected:Npn \keys_set_known:nn #1#2
  { \__keys_set_known:nnn { \q_no_value } {#1} {#2} }
\cs_generate_variant:Nn \keys_set_known:nn { nV , nv , no }
\cs_new_protected:Npn \__keys_set_known:nnn #1#2#3
  {
    \use:x
      {
        \bool_set_true:N \exp_not:N \l__keys_only_known_bool
        \bool_set_false:N \exp_not:N \l__keys_filtered_bool
        \bool_set_false:N \exp_not:N \l__keys_selective_bool
        \tl_set:Nn \exp_not:N \l__keys_relative_tl { \exp_not:n {#1} }
        \__keys_set:nn \exp_not:n { {#2} {#3} }
        \bool_if:NF \l__keys_only_known_bool
          { \bool_set_false:N \exp_not:N \l__keys_only_known_bool }
        \bool_if:NT \l__keys_filtered_bool
          { \bool_set_true:N \exp_not:N \l__keys_filtered_bool }
        \bool_if:NT \l__keys_selective_bool
          { \bool_set_true:N \exp_not:N \l__keys_selective_bool }
        \tl_set:Nn \exp_not:N \l__keys_relative_tl
          { \exp_not:o \l__keys_relative_tl }
      }
  }
```

(*End definition for* `\keys_set_known:nnN` *and others. These functions are documented on page 192.*)

`\keys_set_filter:nnnN`
`\keys_set_filter:nnVN`
`\keys_set_filter:nnvN`
`\keys_set_filter:nnoN`
`\keys_set_filter:nnnnN`
`\keys_set_filter:nnVnN`
`\keys_set_filter:nnvnN`
`\keys_set_filter:nnonN`
`\__keys_set_filter:nnnnnN`
`\keys_set_filter:nnn`
`\keys_set_filter:nnV`
`\keys_set_filter:nnv`
`\keys_set_filter:nno`
`\__keys_set_filter:nnnn`
`\keys_set_groups:nnn`
`\keys_set_groups:nnV`
`\keys_set_groups:nnv`
`\keys_set_groups:nno`

The idea of setting keys in a selective manner again uses flags wrapped around the basic code. The comments on `\keys_set_known:nnN` also apply here. We have a bit more shuffling to do to keep everything nestable.

```
\cs_new_protected:Npn \keys_set_filter:nnnN #1#2#3#4
  {
    \exp_args:No \__keys_set_filter:nnnnnN
      \l__keys_unused_clist
        { \q_no_value } {#1} {#2} {#3} #4
```

```
  }
\cs_generate_variant:Nn \keys_set_filter:nnnN { nnV , nnv , nno }
\cs_new_protected:Npn \keys_set_filter:nnnnN #1#2#3#4#5
  {
    \exp_args:No \__keys_set_filter:nnnnnN
      \l__keys_unused_clist {#4} {#1} {#2} {#3} #5
  }
\cs_generate_variant:Nn \keys_set_filter:nnnnN { nnV , nnv , nno }
\cs_new_protected:Npn \__keys_set_filter:nnnnnN #1#2#3#4#5#6
  {
    \clist_clear:N \l__keys_unused_clist
    \__keys_set_filter:nnnn {#2} {#3} {#4} {#5}
    \tl_set:Nx #6 { \exp_not:o { \l__keys_unused_clist } }
    \tl_set:Nn \l__keys_unused_clist {#1}
  }
\cs_new_protected:Npn \keys_set_filter:nnn #1#2#3
  {\__keys_set_filter:nnnn { \q_no_value } {#1} {#2} {#3} }
\cs_generate_variant:Nn \keys_set_filter:nnn { nnV , nnv , nno }
\cs_new_protected:Npn \__keys_set_filter:nnnn #1#2#3#4
  {
    \use:x
      {
        \bool_set_false:N \exp_not:N \l__keys_only_known_bool
        \bool_set_true:N \exp_not:N \l__keys_filtered_bool
        \bool_set_true:N \exp_not:N \l__keys_selective_bool
        \tl_set:Nn \exp_not:N \l__keys_relative_tl { \exp_not:n {#1} }
        \__keys_set_selective:nnn \exp_not:n { {#2} {#3} {#4} }
        \bool_if:NT \l__keys_only_known_bool
          { \bool_set_true:N \exp_not:N \l__keys_only_known_bool }
        \bool_if:NF \l__keys_filtered_bool
          { \bool_set_false:N \exp_not:N \l__keys_filtered_bool }
        \bool_if:NF \l__keys_selective_bool
          { \bool_set_false:N \exp_not:N \l__keys_selective_bool }
        \tl_set:Nn \exp_not:N \l__keys_relative_tl
          { \exp_not:o \l__keys_relative_tl }
      }
  }
\cs_new_protected:Npn \keys_set_groups:nnn #1#2#3
  {
    \use:x
      {
        \bool_set_false:N \exp_not:N \l__keys_only_known_bool
        \bool_set_false:N \exp_not:N \l__keys_filtered_bool
        \bool_set_true:N \exp_not:N \l__keys_selective_bool
        \tl_set:Nn \exp_not:N \l__keys_relative_tl
          { \exp_not:N \q_no_value }
        \__keys_set_selective:nnn \exp_not:n { {#1} {#2} {#3} }
        \bool_if:NT \l__keys_only_known_bool
          { \bool_set_true:N \exp_not:N \l__keys_only_known_bool }
        \bool_if:NF \l__keys_filtered_bool
          { \bool_set_true:N \exp_not:N \l__keys_filtered_bool }
        \bool_if:NF \l__keys_selective_bool
          { \bool_set_false:N \exp_not:N \l__keys_selective_bool }
        \tl_set:Nn \exp_not:N \l__keys_relative_tl
```

```
          { \exp_not:o \l__keys_relative_tl }
      }
  }
\cs_generate_variant:Nn \keys_set_groups:nnn { nnV , nnv , nno }
\cs_new_protected:Npn \__keys_set_selective:nnn
  { \exp_args:No \__keys_set_selective:nnnn \l__keys_selective_seq }
\cs_new_protected:Npn \__keys_set_selective:nnnn #1#2#3#4
  {
    \seq_set_from_clist:Nn \l__keys_selective_seq {#3}
    \__keys_set:nn {#2} {#4}
    \tl_set:Nn \l__keys_selective_seq {#1}
  }
```

(*End definition for* `\keys_set_filter:nnnN` *and others. These functions are documented on page 193.*)

`\__keys_set_keyval:n`
`\__keys_set_keyval:nn`
`\__keys_set_keyval:nnn`
`\__keys_set_keyval:onn`
`\__keys_find_key_module:NNw`
`\__keys_set_selective:`

A shared system once again. First, set the current path and add a default if needed. There are then checks to see if the a value is required or forbidden. If everything passes, move on to execute the code.

```
\cs_new_protected:Npn \__keys_set_keyval:n #1
  {
    \bool_set_true:N \l__keys_no_value_bool
    \__keys_set_keyval:onn \l__keys_module_tl {#1} { }
  }
\cs_new_protected:Npn \__keys_set_keyval:nn #1#2
  {
    \bool_set_false:N \l__keys_no_value_bool
    \__keys_set_keyval:onn \l__keys_module_tl {#1} {#2}
  }
```

The key path here can be fully defined, after which there is a search for the key and module names: the user may have passed them with part of what is actually the module (for our purposes) in the key name. As that happens on a per-key basis, we use the stack approach to restore the module name without a group.

```
\cs_new_protected:Npn \__keys_set_keyval:nnn #1#2#3
  {
    \tl_set:Nx \l_keys_path_tl
      {
        \tl_if_blank:nF {#1}
          { #1 / }
        \__keys_trim_spaces:n {#2}
      }
    \tl_clear:N \l__keys_module_tl
    \tl_clear:N \l__keys_inherit_tl
    \exp_after:wN \__keys_find_key_module:NNw
      \exp_after:wN \l__keys_module_tl
      \exp_after:wN \l_keys_key_tl
      \l_keys_path_tl / \q_stop
    \__keys_value_or_default:n {#3}
    \bool_if:NTF \l__keys_selective_bool
      { \__keys_set_selective: }
      { \__keys_execute: }
    \tl_set:Nn \l__keys_module_tl {#1}
  }
\cs_generate_variant:Nn \__keys_set_keyval:nnn { o }
```

```
\cs_new_protected:Npn \__keys_find_key_module:NNw #1#2#3 / #4 \q_stop
  {
    \tl_if_blank:nTF {#4}
      { \tl_set:Nn #2 {#3} }
      {
        \tl_put_right:Nx #1
          {
            \tl_if_empty:NF #1 { / }
            #3
          }
        \__keys_find_key_module:NNw #1#2 #4 \q_stop
      }
  }
```

If selective setting is active, there are a number of possible sub-cases to consider. The key name may not be known at all or if it is, it may not have any groups assigned. There is then the question of whether the selection is opt-in or opt-out.

```
\cs_new_protected:Npn \__keys_set_selective:
  {
    \cs_if_exist:cTF { \c__keys_groups_root_tl \l_keys_path_tl }
      {
        \clist_set_eq:Nc \l__keys_groups_clist
          { \c__keys_groups_root_tl \l_keys_path_tl }
        \__keys_check_groups:
      }
      {
        \bool_if:NTF \l__keys_filtered_bool
          { \__keys_execute: }
          { \__keys_store_unused: }
      }
  }
```

In the case where selective setting requires a comparison of the list of groups which apply to a key with the list of those which have been set active. That requires two mappings, and again a different outcome depending on whether opt-in or opt-out is set.

```
\cs_new_protected:Npn \__keys_check_groups:
  {
    \bool_set_false:N \l__keys_tmp_bool
    \seq_map_inline:Nn \l__keys_selective_seq
      {
        \clist_map_inline:Nn \l__keys_groups_clist
          {
            \str_if_eq:nnT {##1} {####1}
              {
                \bool_set_true:N \l__keys_tmp_bool
                \clist_map_break:n { \seq_map_break: }
              }
          }
      }
    \bool_if:NTF \l__keys_tmp_bool
      {
        \bool_if:NTF \l__keys_filtered_bool
          { \__keys_store_unused: }
          { \__keys_execute: }
      }
```

```
      {
        \bool_if:NTF \l__keys_filtered_bool
          { \__keys_execute: }
          { \__keys_store_unused: }
      }
  }
```

(*End definition for* `\__keys_set_keyval:n` *and others.*)

`\__keys_value_or_default:n`
`\__keys_default_inherit:`

If a value is given, return it as `#1`, otherwise send a default if available.

```
\cs_new_protected:Npn \__keys_value_or_default:n #1
  {
    \bool_if:NTF \l__keys_no_value_bool
      {
        \cs_if_exist:cTF { \c__keys_default_root_tl \l_keys_path_tl }
          {
            \tl_set_eq:Nc
              \l_keys_value_tl
              { \c__keys_default_root_tl \l_keys_path_tl }
          }
          {
            \tl_clear:N \l_keys_value_tl
            \cs_if_exist:cT
              { \c__keys_inherit_root_tl \__keys_parent:o \l_keys_path_tl }
              { \__keys_default_inherit: }
          }
      }
      { \tl_set:Nn \l_keys_value_tl {#1} }
  }
\cs_new_protected:Npn \__keys_default_inherit:
  {
    \clist_map_inline:cn
      { \c__keys_inherit_root_tl \__keys_parent:o \l_keys_path_tl }
      {
        \cs_if_exist:cT
          { \c__keys_default_root_tl ##1 / \l_keys_key_tl }
          {
            \tl_set_eq:Nc
              \l_keys_value_tl
              { \c__keys_default_root_tl ##1 / \l_keys_key_tl }
            \clist_map_break:
          }
      }
  }
```

(*End definition for* `\__keys_value_or_default:n` *and* `\__keys_default_inherit:`.)

`\__keys_execute:`
`\__keys_execute_inherit:`
`\__keys_execute_unknown:`
`\__keys_execute:nn`
`\__keys_store_unused:`
`\__keys_store_unused_aux:`

Actually executing a key is done in two parts. First, look for the key itself, then look for the `unknown` key with the same path. If both of these fail, complain. What exactly happens if a key is unknown depends on whether unknown keys are being skipped or if an error should be raised.

```
\cs_new_protected:Npn \__keys_execute:
  {
    \cs_if_exist:cTF { \c__keys_code_root_tl \l_keys_path_tl }
```

```
      {
        \cs_if_exist_use:c { \c__keys_validate_root_tl \l_keys_path_tl }
        \cs:w \c__keys_code_root_tl \l_keys_path_tl \exp_after:wN \cs_end:
          \exp_after:wN { \l_keys_value_tl }
      }
      {
        \cs_if_exist:cTF
          { \c__keys_inherit_root_tl \__keys_parent:o \l_keys_path_tl }
          { \__keys_execute_inherit: }
          { \__keys_execute_unknown: }
      }
  }
```

To deal with the case where there is no hit, we leave `\__keys_execute_unknown:` in the input stream and clean it up using the break function: that avoids needing a boolean.

```
\cs_new_protected:Npn \__keys_execute_inherit:
  {
    \clist_map_inline:cn
      { \c__keys_inherit_root_tl \__keys_parent:o \l_keys_path_tl }
      {
        \cs_if_exist:cT
          { \c__keys_code_root_tl ##1 / \l_keys_key_tl }
          {
            \tl_set:Nn \l__keys_inherit_tl {##1}
            \cs:w \c__keys_code_root_tl ##1 / \l_keys_key_tl
              \exp_after:wN \cs_end: \exp_after:wN
              { \l_keys_value_tl }
            \clist_map_break:n { \use_none:n }
          }
      }
    \__keys_execute_unknown:
  }
\cs_new_protected:Npn \__keys_execute_unknown:
  {
    \bool_if:NTF \l__keys_only_known_bool
      { \__keys_store_unused: }
      {
        \cs_if_exist:cTF
          { \c__keys_code_root_tl \l__keys_module_tl / unknown }
          {
            \cs:w \c__keys_code_root_tl \l__keys_module_tl / unknown
              \exp_after:wN \cs_end: \exp_after:wN { \l_keys_value_tl }
          }
          {
            \__kernel_msg_error:nnxx { kernel } { key-unknown }
             { \l_keys_path_tl } { \l__keys_module_tl }
          }
      }
  }
\cs_new:Npn \__keys_execute:nn #1#2
  {
    \cs_if_exist:cTF { \c__keys_code_root_tl #1 }
      {
        \cs:w \c__keys_code_root_tl #1 \exp_after:wN \cs_end:
```

```
        \exp_after:wN { \l_keys_value_tl }
      }
      {#2}
  }
```

When there is no relative path, things here are easy: just save the key name and value. When we are working with a relative path, first we need to turn it into a string: that can't happen earlier as we need to store `\q_no_value`. Then, use a standard delimited approach to fish out the partial path.

```
\cs_new_protected:Npn \__keys_store_unused:
  {
    \quark_if_no_value:NTF \l__keys_relative_tl
      {
        \clist_put_right:Nx \l__keys_unused_clist
          {
            \exp_not:o \l_keys_key_tl
            \bool_if:NF \l__keys_no_value_bool
              { = { \exp_not:o \l_keys_value_tl } }
          }
      }
      {
        \tl_if_empty:NTF \l__keys_relative_tl
          {
            \clist_put_right:Nx \l__keys_unused_clist
              {
                \exp_not:o \l_keys_path_tl
                \bool_if:NF \l__keys_no_value_bool
                  { = { \exp_not:o \l_keys_value_tl } }
              }
          }
          { \__keys_store_unused_aux: }
      }
  }
\cs_new_protected:Npn \__keys_store_unused_aux:
  {
    \tl_set:Nx \l__keys_relative_tl
      { \exp_args:No \__keys_trim_spaces:n \l__keys_relative_tl }
    \use:x
      {
        \cs_set_protected:Npn \__keys_store_unused:w
          ####1 \l__keys_relative_tl /
          ####2 \l__keys_relative_tl /
          ####3 \exp_not:N \q_stop
      }
        {
          \tl_if_blank:nF {##1}
            {
              \__kernel_msg_error:nnxx { kernel } { bad-relative-key-path }
                \l_keys_path_tl
                \l__keys_relative_tl
            }
          \clist_put_right:Nx \l__keys_unused_clist
            {
              \exp_not:n {##2}
```

```
              \bool_if:NF \l__keys_no_value_bool
                { = { \exp_not:o \l_keys_value_tl } }
            }
        }
    \use:x
      {
        \__keys_store_unused:w \l_keys_path_tl
          \l__keys_relative_tl / \l__keys_relative_tl /
          \exp_not:N \q_stop
      }
  }
\cs_new_protected:Npn \__keys_store_unused:w { }
```

(*End definition for* `\__keys_execute:` *and others.*)

`\__keys_choice_find:n`
`\__keys_choice_find:nn`
`\__keys_multichoice_find:n`

Executing a choice has two parts. First, try the choice given, then if that fails call the unknown key. That always exists, as it is created when a choice is first made. So there is no need for any escape code. For multiple choices, the same code ends up used in a mapping.

```
\cs_new:Npn \__keys_choice_find:n #1
  {
    \tl_if_empty:NTF \l__keys_inherit_tl
      { \__keys_choice_find:nn { \l_keys_path_tl } {#1} }
      {
        \__keys_choice_find:nn
          { \l__keys_inherit_tl / \l_keys_key_tl } {#1}
      }
  }
\cs_new:Npn \__keys_choice_find:nn #1#2
  {
    \cs_if_exist:cTF { \c__keys_code_root_tl #1 / \__keys_trim_spaces:n {#2} }
      { \use:c { \c__keys_code_root_tl #1 / \__keys_trim_spaces:n {#2} } {#2} }
      { \use:c { \c__keys_code_root_tl #1 / unknown } {#2} }
  }
\cs_new:Npn \__keys_multichoice_find:n #1
  { \clist_map_function:nN {#1} \__keys_choice_find:n }
```

(*End definition for* `\__keys_choice_find:n`*,* `\__keys_choice_find:nn`*, and* `\__keys_multichoice_find:n`*.*)

22.7 Utilities

`\__keys_parent:n`
`\__keys_parent:o`
`\__keys_parent:w`

Used to strip off the ending part of the key path after the last `/`.

```
\cs_new:Npn \__keys_parent:n #1
  { \__keys_parent:w #1 / / \q_stop { } }
\cs_generate_variant:Nn \__keys_parent:n { o }
\cs_new:Npn \__keys_parent:w #1 / #2 / #3 \q_stop #4
  {
    \tl_if_blank:nTF {#2}
      {
        \tl_if_blank:nF {#4}
          { \use_none:n #4 }
      }
      {
```

```
        \__keys_parent:w #2 / #3 \q_stop { #4 / #1 }
      }
  }
```

(*End definition for* `\__keys_parent:n` *and* `\__keys_parent:w`.)

`\__keys_trim_spaces:n`
`\__keys_trim_spaces_auxi:w`
`\__keys_trim_spaces_auxii:w`
`\__keys_trim_spaces_auxiii:w`

Space stripping has to allow for the fact that the key here might have several parts, and spaces need to be stripped from each part.

```
\cs_new:Npn \__keys_trim_spaces:n #1
  {
    \exp_after:wN \__keys_trim_spaces_auxi:w \tl_to_str:n {#1}
      / \q_nil \q_stop

  }
\cs_new:Npn \__keys_trim_spaces_auxi:w #1 / #2 \q_stop
  {
    \quark_if_nil:nTF {#2}
      { \tl_trim_spaces:n {#1} }
      { \__keys_trim_spaces_auxii:w #1 / #2 }
  }
\cs_new:Npn \__keys_trim_spaces_auxii:w #1 / #2 / \q_nil
  {
    \tl_trim_spaces:n {#1}
    \__keys_trim_spaces_auxiii:w #2 / \q_recursion_tail / \q_recursion_stop
  }
\cs_set:Npn \__keys_trim_spaces_auxiii:w #1 /
  {
    \quark_if_recursion_tail_stop:n {#1}
    \tl_trim_spaces:n { / #1 }
    \__keys_trim_spaces_auxiii:w
  }
```

(*End definition for* `\__keys_trim_spaces:n` *and others.*)

`\keys_if_exist_p:nn`
`\keys_if_exist:nnTF`

A utility for others to see if a key exists.

```
\prg_new_conditional:Npnn \keys_if_exist:nn #1#2 { p , T , F , TF }
  {
    \cs_if_exist:cTF
      { \c__keys_code_root_tl \__keys_trim_spaces:n { #1 / #2 } }
      { \prg_return_true: }
      { \prg_return_false: }
  }
```

(*End definition for* `\keys_if_exist:nnTF`. *This function is documented on page 193.*)

`\keys_if_choice_exist_p:nnn`
`\keys_if_choice_exist:nnnTF`

Just an alternative view on `\keys_if_exist:nnTF`.

```
\prg_new_conditional:Npnn \keys_if_choice_exist:nnn #1#2#3
  { p , T , F , TF }
  {
    \cs_if_exist:cTF
      { \c__keys_code_root_tl \__keys_trim_spaces:n { #1 / #2 / #3 } }
      { \prg_return_true: }
      { \prg_return_false: }
  }
```

(*End definition for* `\keys_if_choice_exist:nnnTF`. *This function is documented on page 193.*)

`\keys_show:nn`
`\keys_log:nn`
`\__keys_show:Nnn`

To show a key, show its code using a message.

```
\cs_new_protected:Npn \keys_show:nn
  { \__keys_show:Nnn \msg_show:nnxxxx }
\cs_new_protected:Npn \keys_log:nn
  { \__keys_show:Nnn \msg_log:nnxxxx }
\cs_new_protected:Npn \__keys_show:Nnn #1#2#3
  {
    #1 { LaTeX / kernel } { show-key }
      { \__keys_trim_spaces:n { #2 / #3 } }
      {
        \keys_if_exist:nnT {#2} {#3}
          {
            \exp_args:Nnf \msg_show_item_unbraced:nn { code }
              {
                \exp_args:Nc \cs_replacement_spec:N
                  {
                    \c__keys_code_root_tl
                    \__keys_trim_spaces:n { #2 / #3 }
                  }
              }
          }
      }
      { } { }
  }
```

(*End definition for* `\keys_show:nn`, `\keys_log:nn`, *and* `\__keys_show:Nnn`. *These functions are documented on page 193.*)

22.8 Messages

For when there is a need to complain.

```
\__kernel_msg_new:nnnn { kernel } { bad-relative-key-path }
  { The~key~'#1'~is~not~inside~the~'#2'~path. }
  { The~key~'#1'~cannot~be~expressed~relative~to~path~'#2'. }
\__kernel_msg_new:nnnn { kernel } { boolean-values-only }
  { Key~'#1'~accepts~boolean~values~only. }
  { The~key~'#1'~only~accepts~the~values~'true'~and~'false'. }
\__kernel_msg_new:nnnn { kernel } { key-choice-unknown }
  { Key~'#1'~accepts~only~a~fixed~set~of~choices. }
  {
    The~key~'#1'~only~accepts~predefined~values,~
    and~'#2'~is~not~one~of~these.
  }
\__kernel_msg_new:nnnn { kernel } { key-unknown }
  { The~key~'#1'~is~unknown~and~is~being~ignored. }
  {
    The~module~'#2'~does~not~have~a~key~called~'#1'.\\
    Check~that~you~have~spelled~the~key~name~correctly.
  }
\__kernel_msg_new:nnnn { kernel } { nested-choice-key }
  { Attempt~to~define~'#1'~as~a~nested~choice~key. }
  {
```

```
    The~key~'#1'~cannot~be~defined~as~a~choice~as~the~parent~key~'#2'~is~
    itself~a~choice.
  }
\__kernel_msg_new:nnnn { kernel } { value-forbidden }
  { The~key~'#1'~does~not~take~a~value. }
  {
    The~key~'#1'~should~be~given~without~a~value.\\
    The~value~'#2'~was~present:~the~key~will~be~ignored.
  }
\__kernel_msg_new:nnnn { kernel } { value-required }
  { The~key~'#1'~requires~a~value. }
  {
    The~key~'#1'~must~have~a~value.\\
    No~value~was~present:~the~key~will~be~ignored.
  }
\__kernel_msg_new:nnn { kernel } { show-key }
  {
    The~key~#1~
    \tl_if_empty:nTF {#2}
      { is~undefined. }
      { has~the~properties: #2 . }
  }
```

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23 l3intarray implementation

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⟨@@=intarray⟩

23.1 Allocating arrays

__intarray_entry:w
__intarray_count:w

We use these primitives quite a lot in this module.

```
\cs_new_eq:NN \__intarray_entry:w \tex_fontdimen:D
\cs_new_eq:NN \__intarray_count:w \tex_hyphenchar:D
```

(*End definition for* `\__intarray_entry:w` *and* `\__intarray_count:w`.)

\l__intarray_loop_int

A loop index.

```
\int_new:N \l__intarray_loop_int
```

(*End definition for* `\l__intarray_loop_int`.)

\c__intarray_sp_dim

Used to convert integers to dimensions fast.

```
\dim_const:Nn \c__intarray_sp_dim { 1 sp }
```

(*End definition for* `\c__intarray_sp_dim`.)

\g__intarray_font_int

Used to assign one font per array.

```
\int_new:N \g__intarray_font_int
```

(*End definition for* `\g__intarray_font_int`.)

```
\__kernel_msg_new:nnn { kernel } { negative-array-size }
  { Size~of~array~may~not~be~negative:~#1 }
```

\intarray_new:Nn
\intarray_new:cn
__intarray_new:N

Declare #1 to be a font (arbitrarily cmr10 at a never-used size). Store the array's size as the \hyphenchar of that font and make sure enough \fontdimen are allocated, by setting the last one. Then clear any \fontdimen that cmr10 starts with. It seems LuaTeX's cmr10 has an extra \fontdimen parameter number 8 compared to other engines (for a math font we would replace 8 by 22 or some such). Every intarray must be global; it's enough to run this check in \intarray_new:Nn.

```
\cs_new_protected:Npn \__intarray_new:N #1
  {
    \__kernel_chk_if_free_cs:N #1
    \int_gincr:N \g__intarray_font_int
    \tex_global:D \tex_font:D #1
      = cmr10~at~ \g__intarray_font_int \c__intarray_sp_dim \scan_stop:
    \int_step_inline:nn { 8 }
      { \__kernel_intarray_gset:Nnn #1 {##1} \c_zero_int }
  }
\cs_new_protected:Npn \intarray_new:Nn #1#2
  {
    \__intarray_new:N #1
    \__intarray_count:w #1 = \int_eval:n {#2} \scan_stop:
    \int_compare:nNnT { \intarray_count:N #1 } < 0
      {
        \__kernel_msg_error:nnx { kernel } { negative-array-size }
          { \intarray_count:N #1 }
      }
    \int_compare:nNnT { \intarray_count:N #1 } > 0
      { \__kernel_intarray_gset:Nnn #1 { \intarray_count:N #1 } { 0 } }
  }
\cs_generate_variant:Nn \intarray_new:Nn { c }
```

(*End definition for* \intarray_new:Nn *and* __intarray_new:N*. This function is documented on page* 196*.*)

\intarray_count:N
\intarray_count:c

Size of an array.

```
\cs_new:Npn \intarray_count:N #1 { \int_value:w \__intarray_count:w #1 }
\cs_generate_variant:Nn \intarray_count:N { c }
```

(*End definition for* \intarray_count:N*. This function is documented on page* 196*.*)

23.2 Array items

__intarray_signed_max_dim:n

Used when an item to be stored is larger than \c_max_dim in absolute value; it is replaced by $\pm$\c_max_dim.

```
\cs_new:Npn \__intarray_signed_max_dim:n #1
  { \int_value:w \int_compare:nNnT {#1} < 0 { - } \c_max_dim }
```

(*End definition for* __intarray_signed_max_dim:n*.*)

__intarray_bounds:NNnTF
__intarray_bounds_error:NNn

The functions \intarray_gset:Nnn and \intarray_item:Nn share bounds checking. The T branch is used if #3 is within bounds of the array #2.

```
\cs_new:Npn \__intarray_bounds:NNnTF #1#2#3#4#5
  {
    \if_int_compare:w 1 > #3 \exp_stop_f:
      \__intarray_bounds_error:NNn #1 #2 {#3}
      #5
```

```
    \else:
      \if_int_compare:w #3 > \intarray_count:N #2 \exp_stop_f:
        \__intarray_bounds_error:NNn #1 #2 {#3}
        #5
      \else:
        #4
      \fi:
    \fi:
  }
\cs_new:Npn \__intarray_bounds_error:NNn #1#2#3
  {
    #1 { kernel } { out-of-bounds }
      { \token_to_str:N #2 } {#3} { \intarray_count:N #2 }
  }
```

(*End definition for* `\__intarray_bounds:NNnTF` *and* `\__intarray_bounds_error:NNn`.)

`\intarray_gset:Nnn`
`\intarray_gset:cnn`
`\__kernel_intarray_gset:Nnn`
`\__intarray_gset:Nnn`
`\__intarray_gset_overflow:Nnn`

Set the appropriate `\fontdimen`. The `\__kernel_intarray_gset:Nnn` function does not use `\int_eval:n`, namely its arguments must be suitable for `\int_value:w`. The user version checks the position and value are within bounds.

```
\cs_new_protected:Npn \__kernel_intarray_gset:Nnn #1#2#3
  { \__intarray_entry:w #2 #1 #3 \c__intarray_sp_dim }
\cs_new_protected:Npn \intarray_gset:Nnn #1#2#3
  {
    \exp_after:wN \__intarray_gset:Nww
    \exp_after:wN #1
    \int_value:w \int_eval:n {#2} \exp_after:wN ;
    \int_value:w \int_eval:n {#3} ;
  }
\cs_generate_variant:Nn \intarray_gset:Nnn { c }
\cs_new_protected:Npn \__intarray_gset:Nww #1#2 ; #3 ;
  {
    \__intarray_bounds:NNnTF \__kernel_msg_error:nnxxx #1 {#2}
      {
        \__intarray_gset_overflow_test:nw {#3}
        \__kernel_intarray_gset:Nnn #1 {#2} {#3}
      }
      { }
  }
\cs_if_exist:NTF \tex_ifabsnum:D
  {
    \cs_new_protected:Npn \__intarray_gset_overflow_test:nw #1
      {
        \tex_ifabsnum:D #1 > \c_max_dim
          \exp_after:wN \__intarray_gset_overflow:NNnn
        \fi:
      }
  }
  {
    \cs_new_protected:Npn \__intarray_gset_overflow_test:nw #1
      {
        \if_int_compare:w \int_abs:n {#1} > \c_max_dim
          \exp_after:wN \__intarray_gset_overflow:NNnn
        \fi:
```

```
      }
  }
\cs_new_protected:Npn \__intarray_gset_overflow:NNnn #1#2#3#4
  {
    \__kernel_msg_error:nnxxxx { kernel } { overflow }
      { \token_to_str:N #2 } {#3} {#4} {  \__intarray_signed_max_dim:n {#4} }
    #1 #2 {#3} { \__intarray_signed_max_dim:n {#4} }
  }
```

(*End definition for* `\intarray_gset:Nnn` *and others. This function is documented on page 196.*)

`\intarray_gzero:N`
`\intarray_gzero:c`

Set the appropriate `\fontdimen` to zero. No bound checking needed. The `\prg_replicate:nn` possibly uses quite a lot of memory, but this is somewhat comparable to the size of the array, and it is much faster than an `\int_step_inline:nn` loop.

```
\cs_new_protected:Npn \intarray_gzero:N #1
  {
    \int_zero:N \l__intarray_loop_int
    \prg_replicate:nn { \intarray_count:N #1 }
      {
        \int_incr:N \l__intarray_loop_int
        \__intarray_entry:w \l__intarray_loop_int #1 \c_zero_dim
      }
  }
\cs_generate_variant:Nn \intarray_gzero:N { c }
```

(*End definition for* `\intarray_gzero:N`*. This function is documented on page 196.*)

`\intarray_item:Nn`
`\intarray_item:cn`
`\__kernel_intarray_item:Nn`
`\__intarray_item:Nn`

Get the appropriate `\fontdimen` and perform bound checks. The `\__kernel_intarray_item:Nn` function omits bound checks and omits `\int_eval:n`, namely its argument must be a TeX integer suitable for `\int_value:w`.

```
\cs_new:Npn \__kernel_intarray_item:Nn #1#2
  { \int_value:w \__intarray_entry:w #2 #1 }
\cs_new:Npn \intarray_item:Nn #1#2
  {
    \exp_after:wN \__intarray_item:Nw
    \exp_after:wN #1
    \int_value:w \int_eval:n {#2} ;
  }
\cs_generate_variant:Nn \intarray_item:Nn { c }
\cs_new:Npn \__intarray_item:Nw #1#2 ;
  {
    \__intarray_bounds:NNnTF \__kernel_msg_expandable_error:nnfff #1 {#2}
      { \__kernel_intarray_item:Nn #1 {#2} }
      { 0 }
  }
```

(*End definition for* `\intarray_item:Nn`*,* `\__kernel_intarray_item:Nn`*, and* `\__intarray_item:Nn`*. This function is documented on page 197.*)

`\intarray_rand_item:N`
`\intarray_rand_item:c`

Importantly, `\intarray_item:Nn` only evaluates its argument once.

```
\cs_new:Npn \intarray_rand_item:N #1
  { \intarray_item:Nn #1 { \int_rand:n { \intarray_count:N #1 } } }
\cs_generate_variant:Nn \intarray_rand_item:N { c }
```

(*End definition for* `\intarray_rand_item:N`*. This function is documented on page 197.*)

23.3 Working with contents of integer arrays

\intarray_const_from_clist:Nn
\intarray_const_from_clist:cn
__intarray_const_from_clist:nN

Similar to `\intarray_new:Nn` (which we don't use because when debugging is enabled that function checks the variable name starts with `g_`). We make use of the fact that TEX allows allocation of successive `\fontdimen` as long as no other font has been declared: no need to count the comma list items first. We need the code in `\intarray_gset:Nnn` that checks the item value is not too big, namely `\__intarray_gset_overflow_test:nw`, but not the code that checks bounds. At the end, set the size of the intarray.

```
\cs_new_protected:Npn \intarray_const_from_clist:Nn #1#2
  {
    \__intarray_new:N #1
    \int_zero:N \l__intarray_loop_int
    \clist_map_inline:nn {#2}
      { \exp_args:Nf \__intarray_const_from_clist:nN { \int_eval:n {##1} } #1 }
    \__intarray_count:w #1 \l__intarray_loop_int
  }
\cs_generate_variant:Nn \intarray_const_from_clist:Nn { c }
\cs_new_protected:Npn \__intarray_const_from_clist:nN #1#2
  {
    \int_incr:N \l__intarray_loop_int
    \__intarray_gset_overflow_test:nw {#1}
    \__kernel_intarray_gset:Nnn #2 \l__intarray_loop_int {#1}
  }
```

(*End definition for* `\intarray_const_from_clist:Nn` *and* `\__intarray_const_from_clist:nN`. *This function is documented on page* *196*.)

\intarray_to_clist:N
\intarray_to_clist:c
__intarray_to_clist:Nn
__intarray_to_clist:w

Loop through the array, putting a comma before each item. Remove the leading comma with f-expansion. We also use the auxiliary in `\intarray_show:N` with argument comma, space.

```
\cs_new:Npn \intarray_to_clist:N #1 { \__intarray_to_clist:Nn #1 { , } }
\cs_generate_variant:Nn \intarray_to_clist:N { c }
\cs_new:Npn \__intarray_to_clist:Nn #1#2
  {
    \int_compare:nNnF { \intarray_count:N #1 } = \c_zero_int
      {
        \exp_last_unbraced:Nf \use_none:n
          { \__intarray_to_clist:w 1 ; #1 {#2} \prg_break_point: }
      }
  }
\cs_new:Npn \__intarray_to_clist:w #1 ; #2#3
  {
    \if_int_compare:w #1 > \__intarray_count:w #2
      \prg_break:n
    \fi:
    #3 \__kernel_intarray_item:Nn #2 {#1}
    \exp_after:wN \__intarray_to_clist:w
    \int_value:w \int_eval:w #1 + \c_one_int ; #2 {#3}
  }
```

(*End definition for* `\intarray_to_clist:N`, `\__intarray_to_clist:Nn`, *and* `\__intarray_to_clist:w`. *This function is documented on page* *259*.)

\intarray_show:N
\intarray_show:c
\intarray_log:c
\intarray_log:N

Convert the list to a comma list (with spaces after each comma)

```
\cs_new_protected:Npn \intarray_show:N { \__intarray_show:NN \msg_show:nnxxxx }
\cs_generate_variant:Nn \intarray_show:N { c }
\cs_new_protected:Npn \intarray_log:N { \__intarray_show:NN \msg_log:nnxxxx }
\cs_generate_variant:Nn \intarray_log:N { c }
\cs_new_protected:Npn \__intarray_show:NN #1#2
  {
    \__kernel_chk_defined:NT #2
      {
        #1 { LaTeX/kernel } { show-intarray }
          { \token_to_str:N #2 }
          { \intarray_count:N #2 }
          { >~ \__intarray_to_clist:Nn #2 { , ~ } }
          { }
      }
  }
```

(*End definition for* `\intarray_show:N` *and* `\intarray_log:c`. *These functions are documented on page* *197*.)

23.4 Random arrays

`\intarray_gset_rand:Nn`
`\intarray_gset_rand:cn`
`\intarray_gset_rand:Nnn`
`\intarray_gset_rand:cnn`
`\__intarray_gset_rand:Nnn`
`\__intarray_gset_rand:Nff`
`\__intarray_gset_rand_auxi:Nnnn`
`\__intarray_gset_rand_auxii:Nnnn`
`\__intarray_gset_rand_auxiii:Nnnn`
`\__intarray_gset_all_same:Nn`

We only perform the bounds checks once. This is done by two `\__intarray_gset_overflow_test:nw`, with an appropriate empty argument to avoid a spurious "at position `#1`" part in the error message. Then calculate the number of choices: this is at most $(2^{30}-1)-(-(2^{30}-1))+1=2^{31}-1$, which just barely does not overflow. For small ranges use `\__kernel_randint:n` (making sure to subtract 1 *before* adding the random number to the ⟨*min*⟩, to avoid overflow when ⟨*min*⟩ or ⟨*max*⟩ are ±`\c_max_int`), otherwise `\__kernel_randint:nn`. Finally, if there are no random numbers do not define any of the auxiliaries.

```
\cs_new_protected:Npn \intarray_gset_rand:Nn #1
  { \intarray_gset_rand:Nnn #1 { 1 } }
\cs_generate_variant:Nn \intarray_gset_rand:Nn { c }
\sys_if_rand_exist:TF
  {
    \cs_new_protected:Npn \intarray_gset_rand:Nnn #1#2#3
      {
        \__intarray_gset_rand:Nff #1
          { \int_eval:n {#2} } { \int_eval:n {#3} }
      }
    \cs_new_protected:Npn \__intarray_gset_rand:Nnn #1#2#3
      {
        \int_compare:nNnTF {#2} > {#3}
          {
            \__kernel_msg_expandable_error:nnnn
              { kernel } { randint-backward-range } {#2} {#3}
            \__intarray_gset_rand:Nnn #1 {#3} {#2}
          }
          {
            \__intarray_gset_overflow_test:nw {#2}
            \__intarray_gset_rand_auxi:Nnnn #1 { } {#2} {#3}
          }
      }
    \cs_generate_variant:Nn \__intarray_gset_rand:Nnn { Nff }
```

```
    \cs_new_protected:Npn \__intarray_gset_rand_auxi:Nnnn #1#2#3#4
      {
        \__intarray_gset_overflow_test:nw {#4}
        \__intarray_gset_rand_auxii:Nnnn #1 { } {#4} {#3}
      }
    \cs_new_protected:Npn \__intarray_gset_rand_auxii:Nnnn #1#2#3#4
      {
        \exp_args:NNf \__intarray_gset_rand_auxiii:Nnnn #1
          { \int_eval:n { #3 - #4 + 1 } } {#4} {#3}
      }
    \cs_new_protected:Npn \__intarray_gset_rand_auxiii:Nnnn #1#2#3#4
      {
        \exp_args:NNf \__intarray_gset_all_same:Nn #1
          {
            \int_compare:nNnTF {#2} > \c__kernel_randint_max_int
              {
                \exp_stop_f:
                \int_eval:n { \__kernel_randint:nn {#3} {#4} }
              }
              {
                \exp_stop_f:
                \int_eval:n { \__kernel_randint:n {#2} - 1 + #3 }
              }
          }
      }
    \cs_new_protected:Npn \__intarray_gset_all_same:Nn #1#2
      {
        \int_zero:N \l__intarray_loop_int
        \prg_replicate:nn { \intarray_count:N #1 }
          {
            \int_incr:N \l__intarray_loop_int
            \__kernel_intarray_gset:Nnn #1 \l__intarray_loop_int {#2}
          }
      }
  }
  {
    \cs_new_protected:Npn \intarray_gset_rand:Nnn #1#2#3
      {
        \__kernel_msg_error:nnn { kernel } { fp-no-random }
          { \intarray_gset_rand:Nnn #1 {#2} {#3} }
      }
  }
\cs_generate_variant:Nn \intarray_gset_rand:Nnn { c }
```

(*End definition for* `\intarray_gset_rand:Nn` *and others. These functions are documented on page* *259**.*)

⟨/initex | package⟩

24 l3fp implementation

Nothing to see here: everything is in the subfiles!

25 l3fp-aux implementation

```
⟨*initex | package⟩
⟨@@=fp⟩
```

25.1 Access to primitives

__fp_int_eval:w
__fp_int_eval_end:
__fp_int_to_roman:w

Largely for performance reasons, we need to directly access primitives rather than use `\int_eval:n`. This happens *a lot*, so we use private names. The same is true for `\romannumeral`, although it is used much less widely.

```
\cs_new_eq:NN \__fp_int_eval:w \tex_numexpr:D
\cs_new_eq:NN \__fp_int_eval_end: \scan_stop:
\cs_new_eq:NN \__fp_int_to_roman:w \tex_romannumeral:D
```

(*End definition for* `\__fp_int_eval:w`*,* `\__fp_int_eval_end:`*, and* `\__fp_int_to_roman:w`*.*)

25.2 Internal representation

Internally, a floating point number $\langle X\rangle$ is a token list containing

`\s__fp \__fp_chk:w` ⟨*case*⟩ ⟨*sign*⟩ ⟨*body*⟩ `;`

Let us explain each piece separately.

Internal floating point numbers are used in expressions, and in this context are subject to `f`-expansion. They must leave a recognizable mark after `f`-expansion, to prevent the floating point number from being re-parsed. Thus, `\s__fp` is simply another name for `\relax`.

When used directly without an accessor function, floating points should produce an error: this is the role of `\__fp_chk:w`. We could make floating point variables be protected to prevent them from expanding under `x`-expansion, but it seems more convenient to treat them as a subcase of token list variables.

The (decimal part of the) IEEE-754-2008 standard requires the format to be able to represent special floating point numbers besides the usual positive and negative cases. We distinguish the various possibilities by their ⟨*case*⟩, which is a single digit:

0 zeros: `+0` and `-0`,

1 "normal" numbers (positive and negative),

2 infinities: `+inf` and `-inf`,

3 quiet and signalling `nan`.

The ⟨*sign*⟩ is `0` (positive) or `2` (negative), except in the case of `nan`, which have $\langle sign\rangle = 1$. This ensures that changing the ⟨*sign*⟩ digit to $2 - \langle sign\rangle$ is exactly equivalent to changing the sign of the number.

Special floating point numbers have the form

`\s__fp \__fp_chk:w` ⟨*case*⟩ ⟨*sign*⟩ `\s__fp_...` `;`

where `\s__fp_...` is a scan mark carrying information about how the number was formed (useful for debugging).

Normal floating point numbers ($\langle case\rangle = 1$) have the form

`\s__fp \__fp_chk:w` 1 ⟨*sign*⟩ `{`⟨*exponent*⟩`}` `{`$\langle X_1\rangle$`}` `{`$\langle X_2\rangle$`}` `{`$\langle X_3\rangle$`}` `{`$\langle X_4\rangle$`}` `;`

Table 3: Internal representation of floating point numbers.

Representation	Meaning
0 0 \s__fp_... ;	Positive zero.
0 2 \s__fp_... ;	Negative zero.
1 0 {$\langle\mathit{exponent}\rangle$} {$\langle X_1\rangle$} {$\langle X_2\rangle$} {$\langle X_3\rangle$} {$\langle X_4\rangle$} ;	Positive floating point.
1 2 {$\langle\mathit{exponent}\rangle$} {$\langle X_1\rangle$} {$\langle X_2\rangle$} {$\langle X_3\rangle$} {$\langle X_4\rangle$} ;	Negative floating point.
2 0 \s__fp_... ;	Positive infinity.
2 2 \s__fp_... ;	Negative infinity.
3 1 \s__fp_... ;	Quiet `nan`.
3 1 \s__fp_... ;	Signalling `nan`.

Here, the $\langle\mathit{exponent}\rangle$ is an integer, between -10000 and 10000. The body consists in four blocks of exactly 4 digits, $0000 \le \langle X_i\rangle \le 9999$, and the floating point is

$$(-1)^{\langle\mathit{sign}\rangle/2}\langle X_1\rangle\langle X_2\rangle\langle X_3\rangle\langle X_4\rangle \cdot 10^{\langle\mathit{exponent}\rangle-16}$$

where we have concatenated the 16 digits. Currently, floating point numbers are normalized such that the $\langle\mathit{exponent}\rangle$ is minimal, in other words, $1000 \le \langle X_1\rangle \le 9999$.

Calculations are done in base 10000, *i.e.* one myriad.

25.3 Using arguments and semicolons

__fp_use_none_stop_f:n

This function removes an argument (typically a digit) and replaces it by `\exp_stop_f:`, a marker which stops `f`-type expansion.

```
\cs_new:Npn \__fp_use_none_stop_f:n #1 { \exp_stop_f: }
```

(*End definition for* `\__fp_use_none_stop_f:n`.)

__fp_use_s:n
__fp_use_s:nn

Those functions place a semicolon after one or two arguments (typically digits).

```
\cs_new:Npn \__fp_use_s:n #1 { #1; }
\cs_new:Npn \__fp_use_s:nn #1#2 { #1#2; }
```

(*End definition for* `\__fp_use_s:n` *and* `\__fp_use_s:nn`.)

__fp_use_none_until_s:w
__fp_use_i_until_s:nw
__fp_use_ii_until_s:nnw

Those functions select specific arguments among a set of arguments delimited by a semicolon.

```
\cs_new:Npn \__fp_use_none_until_s:w #1; { }
\cs_new:Npn \__fp_use_i_until_s:nw #1#2; {#1}
\cs_new:Npn \__fp_use_ii_until_s:nnw #1#2#3; {#2}
```

(*End definition for* `\__fp_use_none_until_s:w`*,* `\__fp_use_i_until_s:nw`*, and* `\__fp_use_ii_until_s:nnw`.)

__fp_reverse_args:Nww

Many internal functions take arguments delimited by semicolons, and it is occasionally useful to swap two such arguments.

```
\cs_new:Npn \__fp_reverse_args:Nww #1 #2; #3; { #1 #3; #2; }
```

(*End definition for* `\__fp_reverse_args:Nww`.)

`\__fp_rrot:www` Rotate three arguments delimited by semicolons. This is the inverse (or the square) of the Forth primitive `ROT`, hence the name.

```
\cs_new:Npn \__fp_rrot:www #1; #2; #3; { #2; #3; #1; }
```

(*End definition for* `\__fp_rrot:www`*.*)

`\__fp_use_i:ww`
`\__fp_use_i:www`

Many internal functions take arguments delimited by semicolons, and it is occasionally useful to remove one or two such arguments.

```
\cs_new:Npn \__fp_use_i:ww #1; #2; { #1; }
\cs_new:Npn \__fp_use_i:www #1; #2; #3; { #1; }
```

(*End definition for* `\__fp_use_i:ww` *and* `\__fp_use_i:www`*.*)

25.4 Constants, and structure of floating points

`\__fp_misused:n` This receives a floating point object (floating point number or tuple) and generates an error stating that it was misused. This is called when for instance an `fp` variable is left in the input stream and its contents reach TEX's stomach.

```
\cs_new_protected:Npn \__fp_misused:n #1
  { \__kernel_msg_error:nnx { kernel } { misused-fp } { \fp_to_tl:n {#1} } }
```

(*End definition for* `\__fp_misused:n`*.*)

`\s__fp`
`\__fp_chk:w`

Floating points numbers all start with `\s__fp \__fp_chk:w`, where `\s__fp` is equal to the TEX primitive `\relax`, and `\__fp_chk:w` is protected. The rest of the floating point number is made of characters (or `\relax`). This ensures that nothing expands under `f`-expansion, nor under `x`-expansion. However, when typeset, `\s__fp` does nothing, and `\__fp_chk:w` is expanded. We define `\__fp_chk:w` to produce an error.

```
\scan_new:N \s__fp
\cs_new_protected:Npn \__fp_chk:w #1 ;
  { \__fp_misused:n { \s__fp \__fp_chk:w #1 ; } }
```

(*End definition for* `\s__fp` *and* `\__fp_chk:w`*.*)

`\s__fp_mark`
`\s__fp_stop`

Aliases of `\tex_relax:D`, used to terminate expressions.

```
\scan_new:N \s__fp_mark
\scan_new:N \s__fp_stop
```

(*End definition for* `\s__fp_mark` *and* `\s__fp_stop`*.*)

`\s__fp_invalid`
`\s__fp_underflow`
`\s__fp_overflow`
`\s__fp_division`
`\s__fp_exact`

A couple of scan marks used to indicate where special floating point numbers come from.

```
\scan_new:N \s__fp_invalid
\scan_new:N \s__fp_underflow
\scan_new:N \s__fp_overflow
\scan_new:N \s__fp_division
\scan_new:N \s__fp_exact
```

(*End definition for* `\s__fp_invalid` *and others.*)

`\c_zero_fp`
`\c_minus_zero_fp`
`\c_inf_fp`
`\c_minus_inf_fp`
`\c_nan_fp`

The special floating points. We define the floating points here as “exact”.

```
\tl_const:Nn \c_zero_fp       { \s__fp \__fp_chk:w 0 0 \s__fp_exact ; }
\tl_const:Nn \c_minus_zero_fp { \s__fp \__fp_chk:w 0 2 \s__fp_exact ; }
\tl_const:Nn \c_inf_fp        { \s__fp \__fp_chk:w 2 0 \s__fp_exact ; }
\tl_const:Nn \c_minus_inf_fp  { \s__fp \__fp_chk:w 2 2 \s__fp_exact ; }
\tl_const:Nn \c_nan_fp        { \s__fp \__fp_chk:w 3 1 \s__fp_exact ; }
```

(*End definition for* `\c_zero_fp` *and others. These variables are documented on page* 205*.*)

`\c__fp_prec_int`
`\c__fp_half_prec_int`
`\c__fp_block_int`

The number of digits of floating points.

```
\int_const:Nn \c__fp_prec_int { 16 }
\int_const:Nn \c__fp_half_prec_int { 8 }
\int_const:Nn \c__fp_block_int { 4 }
```

(*End definition for* `\c__fp_prec_int` *,* `\c__fp_half_prec_int` *, and* `\c__fp_block_int`*.*)

`\c__fp_myriad_int`

Blocks have 4 digits so this integer is useful.

```
\int_const:Nn \c__fp_myriad_int { 10000 }
```

(*End definition for* `\c__fp_myriad_int`*.*)

`\c__fp_minus_min_exponent_int`
`\c__fp_max_exponent_int`

Normal floating point numbers have an exponent between − `minus_min_exponent` and `max_exponent` inclusive. Larger numbers are rounded to $\pm\infty$. Smaller numbers are rounded to ± 0. It would be more natural to define a `min_exponent` with the opposite sign but that would waste one TeX count.

```
\int_const:Nn \c__fp_minus_min_exponent_int { 10000 }
\int_const:Nn \c__fp_max_exponent_int { 10000 }
```

(*End definition for* `\c__fp_minus_min_exponent_int` *and* `\c__fp_max_exponent_int`*.*)

`\c__fp_max_exp_exponent_int`

If a number's exponent is larger than that, its exponential overflows/underflows.

```
\int_const:Nn \c__fp_max_exp_exponent_int { 5 }
```

(*End definition for* `\c__fp_max_exp_exponent_int`*.*)

`\c__fp_overflowing_fp`

A floating point number that is bigger than all normal floating point numbers. This replaces infinities when converting to formats that do not support infinities.

```
\tl_const:Nx \c__fp_overflowing_fp
  {
    \s__fp \__fp_chk:w 1 0
      { \int_eval:n { \c__fp_max_exponent_int + 1 } }
      {1000} {0000} {0000} {0000} ;
  }
```

(*End definition for* `\c__fp_overflowing_fp`*.*)

`\__fp_zero_fp:N`
`\__fp_inf_fp:N`

In case of overflow or underflow, we have to output a zero or infinity with a given sign.

```
\cs_new:Npn \__fp_zero_fp:N #1
  { \s__fp \__fp_chk:w 0 #1 \s__fp_underflow ; }
\cs_new:Npn \__fp_inf_fp:N #1
  { \s__fp \__fp_chk:w 2 #1 \s__fp_overflow ; }
```

(*End definition for* `\__fp_zero_fp:N` *and* `\__fp_inf_fp:N`*.*)

`\__fp_exponent:w`

For normal numbers, the function expands to the exponent, otherwise to 0. This is used in l3str-format.

```
\cs_new:Npn \__fp_exponent:w \s__fp \__fp_chk:w #1
  {
    \if_meaning:w 1 #1
      \exp_after:wN \__fp_use_ii_until_s:nnw
    \else:
      \exp_after:wN \__fp_use_i_until_s:nw
      \exp_after:wN 0
    \fi:
  }
```

(*End definition for* `\__fp_exponent:w`.)

`\__fp_neg_sign:N` When appearing in an integer expression or after `\int_value:w`, this expands to the sign opposite to `#1`, namely 0 (positive) is turned to 2 (negative), 1 (`nan`) to 1, and 2 to 0.

```
\cs_new:Npn \__fp_neg_sign:N #1
  { \__fp_int_eval:w 2 - #1 \__fp_int_eval_end: }
```

(*End definition for* `\__fp_neg_sign:N`.)

`\__fp_kind:w` Expands to 0 for zeros, 1 for normal floating point numbers, 2 for infinities, 3 for `NaN`, 4 for tuples.

```
\cs_new:Npn \__fp_kind:w #1
  {
    \__fp_if_type_fp:NTwFw
      #1 \__fp_use_ii_until_s:nnw
      \s__fp { \__fp_use_i_until_s:nw 4 }
      \q_stop
  }
```

(*End definition for* `\__fp_kind:w`.)

25.5 Overflow, underflow, and exact zero

`\__fp_sanitize:Nw`
`\__fp_sanitize:wN`
`\__fp_sanitize_zero:w`

Expects the sign and the exponent in some order, then the significand (which we don't touch). Outputs the corresponding floating point number, possibly underflowed to ± 0 or overflowed to $\pm\infty$. The functions `\__fp_underflow:w` and `\__fp_overflow:w` are defined in l3fp-traps.

```
\cs_new:Npn \__fp_sanitize:Nw #1 #2;
  {
    \if_case:w
        \if_int_compare:w #2 > \c__fp_max_exponent_int 1 ~ \else:
        \if_int_compare:w #2 < - \c__fp_minus_min_exponent_int 2 ~ \else:
        \if_meaning:w 1 #1 3 ~ \fi: \fi: \fi: 0 ~
    \or: \exp_after:wN \__fp_overflow:w
    \or: \exp_after:wN \__fp_underflow:w
    \or: \exp_after:wN \__fp_sanitize_zero:w
    \fi:
    \s__fp \__fp_chk:w 1 #1 {#2}
  }
\cs_new:Npn \__fp_sanitize:wN #1; #2 { \__fp_sanitize:Nw #2 #1; }
\cs_new:Npn \__fp_sanitize_zero:w \s__fp \__fp_chk:w #1 #2 #3;
  { \c_zero_fp }
```

(*End definition for* `\__fp_sanitize:Nw`*,* `\__fp_sanitize:wN`*, and* `\__fp_sanitize_zero:w`.)

25.6 Expanding after a floating point number

`\__fp_exp_after_o:w`
`\__fp_exp_after_f:nw`

`\__fp_exp_after_o:w` ⟨*floating point*⟩
`\__fp_exp_after_f:nw {`⟨*tokens*⟩`}` ⟨*floating point*⟩

Places ⟨*tokens*⟩ (empty in the case of `\__fp_exp_after_o:w`) between the ⟨*floating point*⟩ and the following tokens, then hits those tokens with `o` or `f`-expansion, and leaves the floating point number unchanged.

We first distinguish normal floating points, which have a significand, from the much simpler special floating points.

```
\cs_new:Npn \__fp_exp_after_o:w \s__fp \__fp_chk:w #1
  {
    \if_meaning:w 1 #1
      \exp_after:wN \__fp_exp_after_normal:nNNw
    \else:
      \exp_after:wN \__fp_exp_after_special:nNNw
    \fi:
    { }
    #1
  }
\cs_new:Npn \__fp_exp_after_f:nw #1 \s__fp \__fp_chk:w #2
  {
    \if_meaning:w 1 #2
      \exp_after:wN \__fp_exp_after_normal:nNNw
    \else:
      \exp_after:wN \__fp_exp_after_special:nNNw
    \fi:
    { \exp:w \exp_end_continue_f:w #1 }
    #2
  }
```

(*End definition for* `\__fp_exp_after_o:w` *and* `\__fp_exp_after_f:nw`*.*)

`\__fp_exp_after_special:nNNw`

`\__fp_exp_after_special:nNNw {⟨after⟩} ⟨case⟩ ⟨sign⟩ ⟨scan mark⟩ ;`

Special floating point numbers are easy to jump over since they contain few tokens.

```
\cs_new:Npn \__fp_exp_after_special:nNNw #1#2#3#4;
  {
    \exp_after:wN \s__fp
    \exp_after:wN \__fp_chk:w
    \exp_after:wN #2
    \exp_after:wN #3
    \exp_after:wN #4
    \exp_after:wN ;
    #1
  }
```

(*End definition for* `\__fp_exp_after_special:nNNw`*.*)

`\__fp_exp_after_normal:nNNw`

For normal floating point numbers, life is slightly harder, since we have many tokens to jump over. Here it would be slightly better if the digits were not braced but instead were delimited arguments (for instance delimited by `,`). That may be changed some day.

```
\cs_new:Npn \__fp_exp_after_normal:nNNw #1 1 #2 #3 #4#5#6#7;
  {
    \exp_after:wN \__fp_exp_after_normal:Nwwwww
    \exp_after:wN #2
    \int_value:w #3   \exp_after:wN ;
    \int_value:w 1 #4 \exp_after:wN ;
    \int_value:w 1 #5 \exp_after:wN ;
    \int_value:w 1 #6 \exp_after:wN ;
    \int_value:w 1 #7 \exp_after:wN ; #1
  }
\cs_new:Npn \__fp_exp_after_normal:Nwwwww
```

```
    #1 #2; 1 #3 ; 1 #4 ; 1 #5 ; 1 #6 ;
  { \s__fp \__fp_chk:w 1 #1 {#2} {#3} {#4} {#5} {#6} ; }
```

(*End definition for* `\__fp_exp_after_normal:nNNw`*.*)

25.7 Other floating point types

`\s__fp_tuple`
`\__fp_tuple_chk:w`
`\c__fp_empty_tuple_fp`

Floating point tuples take the form `\s__fp_tuple \__fp_tuple_chk:w {` ⟨*fp 1*⟩ ⟨*fp 2*⟩ ... `}` `;` where each ⟨*fp*⟩ is a floating point number or tuple, hence ends with `;` itself. When a tuple is typeset, `\__fp_tuple_chk:w` produces an error, just like usual floating point numbers. Tuples may have zero or one element.

```
\scan_new:N \s__fp_tuple
\cs_new_protected:Npn \__fp_tuple_chk:w #1 ;
  { \__fp_misused:n { \s__fp_tuple \__fp_tuple_chk:w #1 ; } }
\tl_const:Nn \c__fp_empty_tuple_fp
  { \s__fp_tuple \__fp_tuple_chk:w { } ; }
```

(*End definition for* `\s__fp_tuple`*,* `\__fp_tuple_chk:w`*, and* `\c__fp_empty_tuple_fp`*.*)

`\__fp_tuple_count:w`
`\__fp_array_count:n`
`\__fp_tuple_count_loop:Nw`

Count the number of items in a tuple of floating points by counting semicolons. The technique is very similar to `\tl_count:n`, but with the loop built-in. Checking for the end of the loop is done with the `\use_none:n #1` construction.

```
\cs_new:Npn \__fp_array_count:n #1
  { \__fp_tuple_count:w \s__fp_tuple \__fp_tuple_chk:w {#1} ; }
\cs_new:Npn \__fp_tuple_count:w \s__fp_tuple \__fp_tuple_chk:w #1 ;
  {
    \int_value:w \__fp_int_eval:w 0
      \__fp_tuple_count_loop:Nw #1 { ? \prg_break: } ;
      \prg_break_point:
    \__fp_int_eval_end:
  }
\cs_new:Npn \__fp_tuple_count_loop:Nw #1#2;
  { \use_none:n #1 + 1 \__fp_tuple_count_loop:Nw }
```

(*End definition for* `\__fp_tuple_count:w`*,* `\__fp_array_count:n`*, and* `\__fp_tuple_count_loop:Nw`*.*)

`\__fp_if_type_fp:NTwFw`

Used as `\__fp_if_type_fp:NTwFw` ⟨*marker*⟩ `{`⟨*true code*⟩`}` `\s__fp` `{`⟨*false code*⟩`}` `\q_stop`, this test whether the ⟨*marker*⟩ is `\s__fp` or not and runs the appropriate ⟨*code*⟩. The very unusual syntax is for optimization purposes as that function is used for all floating point operations.

```
\cs_new:Npn \__fp_if_type_fp:NTwFw #1 \s__fp #2 #3 \q_stop {#2}
```

(*End definition for* `\__fp_if_type_fp:NTwFw`*.*)

`\__fp_array_if_all_fp:nTF`
`\__fp_array_if_all_fp_loop:w`

True if all items are floating point numbers. Used for `min`.

```
\cs_new:Npn \__fp_array_if_all_fp:nTF #1
  {
    \__fp_array_if_all_fp_loop:w #1 { \s__fp \prg_break: } ;
    \prg_break_point: \use_i:nn
  }
\cs_new:Npn \__fp_array_if_all_fp_loop:w #1#2 ;
  {
    \__fp_if_type_fp:NTwFw
      #1 \__fp_array_if_all_fp_loop:w
```

```
      \s__fp { \prg_break:n \use_iii:nnn }
      \q_stop
  }
```

(*End definition for* `\__fp_array_if_all_fp:nTF` *and* `\__fp_array_if_all_fp_loop:w`.)

`\__fp_type_from_scan:N`
`\__fp_type_from_scan_other:N`
`\__fp_type_from_scan:w`

Used as `\__fp_type_from_scan:N` ⟨*token*⟩. Grabs the pieces of the stringified ⟨*token*⟩ which lies after the first `s__fp`. If the ⟨*token*⟩ does not contain that string, the result is `_?`.

```
\cs_new:Npn \__fp_type_from_scan:N #1
  {
    \__fp_if_type_fp:NTwFw
      #1 { }
      \s__fp { \__fp_type_from_scan_other:N #1 }
      \q_stop
  }
\cs_new:Npx \__fp_type_from_scan_other:N #1
  {
    \exp_not:N \exp_after:wN \exp_not:N \__fp_type_from_scan:w
    \exp_not:N \token_to_str:N #1 \exp_not:N \q_mark
      \tl_to_str:n { s__fp _? } \exp_not:N \q_mark \exp_not:N \q_stop
  }
\exp_last_unbraced:NNNNo
  \cs_new:Npn \__fp_type_from_scan:w #1
    { \tl_to_str:n { s__fp } } #2 \q_mark #3 \q_stop {#2}
```

(*End definition for* `\__fp_type_from_scan:N`*,* `\__fp_type_from_scan_other:N`*, and* `\__fp_type_from_scan:w`.)

`\__fp_change_func_type:NNN`
`\__fp_change_func_type_aux:w`
`\__fp_change_func_type_chk:NNN`

Arguments are ⟨*type marker*⟩ ⟨*function*⟩ ⟨*recovery*⟩. This gives the function obtained by placing the type after `@@`. If the function is not defined then ⟨*recovery*⟩ ⟨*function*⟩ is used instead; however that test is not run when the ⟨*type marker*⟩ is `\s__fp`.

```
\cs_new:Npn \__fp_change_func_type:NNN #1#2#3
  {
    \__fp_if_type_fp:NTwFw
      #1 #2
      \s__fp
        {
          \exp_after:wN \__fp_change_func_type_chk:NNN
          \cs:w
            __fp \__fp_type_from_scan_other:N #1
            \exp_after:wN \__fp_change_func_type_aux:w \token_to_str:N #2
          \cs_end:
          #2 #3
        }
      \q_stop
  }
\exp_last_unbraced:NNNNo
  \cs_new:Npn \__fp_change_func_type_aux:w #1 { \tl_to_str:n { __fp } } { }
\cs_new:Npn \__fp_change_func_type_chk:NNN #1#2#3
  {
    \if_meaning:w \scan_stop: #1
      \exp_after:wN #3 \exp_after:wN #2
    \else:
```

```
      \exp_after:wN #1
    \fi:
  }
```

(*End definition for* `\__fp_change_func_type:NNN`*,* `\__fp_change_func_type_aux:w`*, and* `\__fp_change_func_type_chk:NNN`*.*)

`\__fp_exp_after_any_f:Nnw`
`\__fp_exp_after_any_f:nw`
`\__fp_exp_after_stop_f:nw`

The `Nnw` function simply dispatches to the appropriate `\__fp_exp_after..._f:nw` with "..." (either empty or `_`⟨*type*⟩) extracted from `#1`, which should start with `\s__fp`. If it doesn't start with `\s__fp` the function `\__fp_exp_after_?_f:nw` defined in l3fp-parse gives an error; another special ⟨*type*⟩ is `stop`, useful for loops, see below. The `nw` function has an important optimization for floating points numbers; it also fetches its type marker `#2` from the floating point.

```
\cs_new:Npn \__fp_exp_after_any_f:Nnw #1
  { \cs:w __fp_exp_after \__fp_type_from_scan_other:N #1 _f:nw \cs_end: }
\cs_new:Npn \__fp_exp_after_any_f:nw #1#2
  {
    \__fp_if_type_fp:NTwFw
      #2 \__fp_exp_after_f:nw
      \s__fp { \__fp_exp_after_any_f:Nnw #2 }
      \q_stop
    {#1} #2
  }
\cs_new_eq:NN \__fp_exp_after_stop_f:nw \use_none:nn
```

(*End definition for* `\__fp_exp_after_any_f:Nnw`*,* `\__fp_exp_after_any_f:nw`*, and* `\__fp_exp_after_stop_f:nw`*.*)

`\__fp_exp_after_tuple_o:w`
`\__fp_exp_after_tuple_f:nw`
`\__fp_exp_after_array_f:w`

The loop works by using the `n` argument of `\__fp_exp_after_any_f:nw` to place the loop macro after the next item in the tuple and expand it.

`\__fp_exp_after_array_f:w`
⟨fp_1⟩ `;`
...
⟨fp_n⟩ `;`
`\s__fp_stop`

```
\cs_new:Npn \__fp_exp_after_tuple_o:w
  { \__fp_exp_after_tuple_f:nw { \exp_after:wN \exp_stop_f: } }
\cs_new:Npn \__fp_exp_after_tuple_f:nw
  #1 \s__fp_tuple \__fp_tuple_chk:w #2 ;
  {
    \exp_after:wN \s__fp_tuple
    \exp_after:wN \__fp_tuple_chk:w
    \exp_after:wN {
      \exp:w \exp_end_continue_f:w
      \__fp_exp_after_array_f:w #2 \s__fp_stop
    \exp_after:wN }
    \exp_after:wN ;
    \exp:w \exp_end_continue_f:w #1
  }
\cs_new:Npn \__fp_exp_after_array_f:w
  { \__fp_exp_after_any_f:nw { \__fp_exp_after_array_f:w } }
```

(*End definition for* `\__fp_exp_after_tuple_o:w`*,* `\__fp_exp_after_tuple_f:nw`*, and* `\__fp_exp_after_array_f:w`*.*)

25.8 Packing digits

When a positive integer `#1` is known to be less than 10^8, the following trick splits it into two blocks of 4 digits, padding with zeros on the left.

```
\cs_new:Npn \pack:NNNNNw #1 #2#3#4#5 #6; { {#2#3#4#5} {#6} }
\exp_after:wN \pack:NNNNNw
  \__fp_int_value:w \__fp_int_eval:w 1 0000 0000 + #1 ;
```

The idea is that adding 10^8 to the number ensures that it has exactly 9 digits, and can then easily find which digits correspond to what position in the number. Of course, this can be modified for any number of digits less or equal to 9 (we are limited by TeX's integers). This method is very heavily relied upon in `l3fp-basics`.

More specifically, the auxiliary inserts `+ #1#2#3#4#5 ; {#6}`, which allows us to compute several blocks of 4 digits in a nested manner, performing carries on the fly. Say we want to compute $1\,2345 \times 6677\,8899$. With simplified names, we would do

```
\exp_after:wN \post_processing:w
\__fp_int_value:w \__fp_int_eval:w - 5 0000
  \exp_after:wN \pack:NNNNNw
  \__fp_int_value:w \__fp_int_eval:w 4 9995 0000
    + 12345 * 6677
    \exp_after:wN \pack:NNNNNw
    \__fp_int_value:w \__fp_int_eval:w 5 0000 0000
      + 12345 * 8899 ;
```

The `\exp_after:wN` triggers `\int_value:w \__fp_int_eval:w`, which starts a first computation, whose initial value is $-5\,0000$ (the "leading shift"). In that computation appears an `\exp_after:wN`, which triggers the nested computation `\int_value:w \__fp_int_eval:w` with starting value $4\,9995\,0000$ (the "middle shift"). That, in turn, expands `\exp_after:wN` which triggers the third computation. The third computation's value is $5\,0000\,0000 + 12345 \times 8899$, which has 9 digits. Adding $5 \cdot 10^8$ to the product allowed us to know how many digits to expect as long as the numbers to multiply are not too big; it also works to some extent with negative results. The `pack` function puts the last 4 of those 9 digits into a brace group, moves the semi-colon delimiter, and inserts a `+`, which combines the carry with the previous computation. The shifts nicely combine into $5\,0000\,0000/10^4 + 4\,9995\,0000 = 5\,0000\,0000$. As long as the operands are in some range, the result of this second computation has 9 digits. The corresponding `pack` function, expanded after the result is computed, braces the last 4 digits, and leaves `+` ⟨*5 digits*⟩ for the initial computation. The "leading shift" cancels the combination of the other shifts, and the `\post_processing:w` takes care of packing the last few digits.

Admittedly, this is quite intricate. It is probably the key in making l3fp as fast as other pure TeX floating point units despite its increased precision. In fact, this is used so much that we provide different sets of packing functions and shifts, depending on ranges of input.

`\__fp_pack:NNNNNw`
`\c__fp_trailing_shift_int`
`\c__fp_middle_shift_int`
`\c__fp_leading_shift_int`

This set of shifts allows for computations involving results in the range $[-4\cdot 10^8, 5\cdot 10^8-1]$. Shifted values all have exactly 9 digits.

```
\int_const:Nn \c__fp_leading_shift_int  { - 5 0000 }
\int_const:Nn \c__fp_middle_shift_int   { 5 0000 *  9999 }
\int_const:Nn \c__fp_trailing_shift_int { 5 0000 * 10000 }
\cs_new:Npn \__fp_pack:NNNNNw #1 #2#3#4#5 #6; { + #1#2#3#4#5 ; {#6} }
```

(*End definition for* `\__fp_pack:NNNNNw` *and others.*)

`\__fp_pack_big:NNNNNNw`
`\c__fp_big_trailing_shift_int`
`\c__fp_big_middle_shift_int`
`\c__fp_big_leading_shift_int`

This set of shifts allows for computations involving results in the range $[-5\cdot10^8, 6\cdot10^8-1]$ (actually a bit more). Shifted values all have exactly 10 digits. Note that the upper bound is due to TeX's limit of $2^{31}-1$ on integers. The shifts are chosen to be roughly the mid-point of 10^9 and 2^{31}, the two bounds on 10-digit integers in TeX.

```
\int_const:Nn \c__fp_big_leading_shift_int  { - 15 2374 }
\int_const:Nn \c__fp_big_middle_shift_int   { 15 2374 *  9999 }
\int_const:Nn \c__fp_big_trailing_shift_int { 15 2374 * 10000 }
\cs_new:Npn \__fp_pack_big:NNNNNNw #1#2 #3#4#5#6 #7;
  { + #1#2#3#4#5#6 ; {#7} }
```

(*End definition for* `\__fp_pack_big:NNNNNNw` *and others.*)

`\__fp_pack_Bigg:NNNNNNw`
`\c__fp_Bigg_trailing_shift_int`
`\c__fp_Bigg_middle_shift_int`
`\c__fp_Bigg_leading_shift_int`

This set of shifts allows for computations with results in the range $[-1\cdot10^9, 147483647]$; the end-point is $2^{31}-1-2\cdot10^9 \simeq 1.47\cdot10^8$. Shifted values all have exactly 10 digits.

```
\int_const:Nn \c__fp_Bigg_leading_shift_int  { - 20 0000 }
\int_const:Nn \c__fp_Bigg_middle_shift_int   { 20 0000 *  9999 }
\int_const:Nn \c__fp_Bigg_trailing_shift_int { 20 0000 * 10000 }
\cs_new:Npn \__fp_pack_Bigg:NNNNNNw #1#2 #3#4#5#6 #7;
  { + #1#2#3#4#5#6 ; {#7} }
```

(*End definition for* `\__fp_pack_Bigg:NNNNNNw` *and others.*)

`\__fp_pack_twice_four:wNNNNNNNN`

`\__fp_pack_twice_four:wNNNNNNNN` ⟨*tokens*⟩ `;` ⟨≥ 8 *digits*⟩

Grabs two sets of 4 digits and places them before the semi-colon delimiter. Putting several copies of this function before a semicolon packs more digits since each takes the digits packed by the others in its first argument.

```
\cs_new:Npn \__fp_pack_twice_four:wNNNNNNNN #1; #2#3#4#5 #6#7#8#9
  { #1 {#2#3#4#5} {#6#7#8#9} ; }
```

(*End definition for* `\__fp_pack_twice_four:wNNNNNNNN`*.*)

`\__fp_pack_eight:wNNNNNNNN`

`\__fp_pack_eight:wNNNNNNNN` ⟨*tokens*⟩ `;` ⟨≥ 8 *digits*⟩

Grabs one set of 8 digits and places them before the semi-colon delimiter as a single group. Putting several copies of this function before a semicolon packs more digits since each takes the digits packed by the others in its first argument.

```
\cs_new:Npn \__fp_pack_eight:wNNNNNNNN #1; #2#3#4#5 #6#7#8#9
  { #1 {#2#3#4#5#6#7#8#9} ; }
```

(*End definition for* `\__fp_pack_eight:wNNNNNNNN`*.*)

`\__fp_basics_pack_low:NNNNNw`
`\__fp_basics_pack_high:NNNNNw`
`\__fp_basics_pack_high_carry:w`

Addition and multiplication of significands are done in two steps: first compute a (more or less) exact result, then round and pack digits in the final (braced) form. These functions take care of the packing, with special attention given to the case where rounding has caused a carry. Since rounding can only shift the final digit by 1, a carry always produces an exact power of 10. Thus, `\__fp_basics_pack_high_carry:w` is always followed by four times `{0000}`.

This is used in l3fp-basics and l3fp-extended.

```
\cs_new:Npn \__fp_basics_pack_low:NNNNNw #1 #2#3#4#5 #6;
  { + #1 - 1 ; {#2#3#4#5} {#6} ; }
\cs_new:Npn \__fp_basics_pack_high:NNNNNw #1 #2#3#4#5 #6;
  {
```

```
    \if_meaning:w 2 #1
      \__fp_basics_pack_high_carry:w
    \fi:
    ; {#2#3#4#5} {#6}
  }
\cs_new:Npn \__fp_basics_pack_high_carry:w \fi: ; #1
  { \fi: + 1 ; {1000} }
```

(*End definition for* `\__fp_basics_pack_low:NNNNNw`*,* `\__fp_basics_pack_high:NNNNNw`*, and* `\__fp_basics_pack_high_carry:w`*.*)

`\__fp_basics_pack_weird_low:NNNNw`
`\__fp_basics_pack_weird_high:NNNNNNNNw`

This is used in l3fp-basics for additions and divisions. Their syntax is confusing, hence the name.

```
\cs_new:Npn \__fp_basics_pack_weird_low:NNNNw #1 #2#3#4 #5;
  {
    \if_meaning:w 2 #1
      + 1
    \fi:
    \__fp_int_eval_end:
    #2#3#4; {#5} ;
  }
\cs_new:Npn \__fp_basics_pack_weird_high:NNNNNNNNw
   1 #1#2#3#4 #5#6#7#8 #9; { ; {#1#2#3#4} {#5#6#7#8} {#9} }
```

(*End definition for* `\__fp_basics_pack_weird_low:NNNNw` *and* `\__fp_basics_pack_weird_high:NNNNNNNNw`*.*)

25.9 Decimate (dividing by a power of 10)

`\__fp_decimate:nNnnnn`

`\__fp_decimate:nNnnnn {`$\langle$*shift*$\rangle$`}` $\langle f_1\rangle$
`{`$\langle X_1\rangle$`} {`$\langle X_2\rangle$`} {`$\langle X_3\rangle$`} {`$\langle X_4\rangle$`}`

Each $\langle X_i\rangle$ consists in 4 digits exactly, and $1000 \le \langle X_1\rangle < 9999$. The first argument determines by how much we shift the digits. $\langle f_1\rangle$ is called as follows:

$\langle f_1\rangle$ $\langle$*rounding*$\rangle$ `{`$\langle X'_1\rangle$`} {`$\langle X'_2\rangle$`}` $\langle$*extra-digits*$\rangle$ `;`

where $0 \le \langle X'_i\rangle < 10^8 - 1$ are 8 digit integers, forming the truncation of our number. In other words,

$$\left(\sum_{i=1}^{4} \langle X_i\rangle \cdot 10^{-4i} \cdot 10^{-\langle shift\rangle}\right) - \left(\langle X'_1\rangle \cdot 10^{-8} + \langle X'_2\rangle \cdot 10^{-16}\right) = 0.\langle extra\text{-}digits\rangle \cdot 10^{-16} \in [0, 10^{-16}).$$

To round properly later, we need to remember some information about the difference. The $\langle$*rounding*$\rangle$ digit is 0 if and only if the difference is exactly 0, and 5 if and only if the difference is exactly $0.5 \cdot 10^{-16}$. Otherwise, it is the (non-0, non-5) digit closest to 10^{17} times the difference. In particular, if the shift is 17 or more, all the digits are dropped, $\langle$*rounding*$\rangle$ is 1 (not 0), and $\langle X'_1\rangle$ and $\langle X'_2\rangle$ are both zero.

If the shift is 1, the $\langle$*rounding*$\rangle$ digit is simply the only digit that was pushed out of the brace groups (this is important for subtraction). It would be more natural for the $\langle$*rounding*$\rangle$ digit to be placed after the $\langle X'_i\rangle$, but the choice we make involves less reshuffling.

Note that this function treats negative $\langle$*shift*$\rangle$ as 0.

```
\cs_new:Npn \__fp_decimate:nNnnnn #1
  {
```

```
    \cs:w
      __fp_decimate_
      \if_int_compare:w \__fp_int_eval:w #1 > \c__fp_prec_int
        tiny
      \else:
        \__fp_int_to_roman:w \__fp_int_eval:w #1
      \fi:
      :Nnnnn
    \cs_end:
  }
```

Each of the auxiliaries see the function ⟨f_1⟩, followed by 4 blocks of 4 digits.

(*End definition for* `\__fp_decimate:nNnnnn`.)

`\__fp_decimate_:Nnnnn`
`\__fp_decimate_tiny:Nnnnn`

If the ⟨*shift*⟩ is zero, or too big, life is very easy.

```
\cs_new:Npn \__fp_decimate_:Nnnnn #1 #2#3#4#5
  { #1 0 {#2#3} {#4#5} ; }
\cs_new:Npn \__fp_decimate_tiny:Nnnnn #1 #2#3#4#5
  { #1 1 { 0000 0000 } { 0000 0000 } 0 #2#3#4#5 ; }
```

(*End definition for* `\__fp_decimate_:Nnnnn` *and* `\__fp_decimate_tiny:Nnnnn`.)

`\__fp_decimate_auxi:Nnnnn`
`\__fp_decimate_auxii:Nnnnn`
`\__fp_decimate_auxiii:Nnnnn`
`\__fp_decimate_auxiv:Nnnnn`
`\__fp_decimate_auxv:Nnnnn`
`\__fp_decimate_auxvi:Nnnnn`
`\__fp_decimate_auxvii:Nnnnn`
`\__fp_decimate_auxviii:Nnnnn`
`\__fp_decimate_auxix:Nnnnn`
`\__fp_decimate_auxx:Nnnnn`
`\__fp_decimate_auxxi:Nnnnn`
`\__fp_decimate_auxxii:Nnnnn`
`\__fp_decimate_auxxiii:Nnnnn`
`\__fp_decimate_auxxiv:Nnnnn`
`\__fp_decimate_auxxv:Nnnnn`
`\__fp_decimate_auxxvi:Nnnnn`

`\__fp_decimate_auxi:Nnnnn` ⟨f_1⟩ `{`⟨X_1⟩`}` `{`⟨X_2⟩`}` `{`⟨X_3⟩`}` `{`⟨X_4⟩`}`

Shifting happens in two steps: compute the ⟨*rounding*⟩ digit, and repack digits into two blocks of 8. The sixteen functions are very similar, and defined through `\__fp_tmp:w`. The arguments are as follows: `#1` indicates which function is being defined; after one step of expansion, `#2` yields the "extra digits" which are then converted by `\__fp_round_digit:Nw` to the ⟨*rounding*⟩ digit (note the `+` separating blocks of digits to avoid overflowing TeX's integers). This triggers the `f`-expansion of `\__fp_decimate_pack:nnnnnnnnnnw`,[10] responsible for building two blocks of 8 digits, and removing the rest. For this to work, `#3` alternates between braced and unbraced blocks of 4 digits, in such a way that the 5 first and 5 next token groups yield the correct blocks of 8 digits.

```
\cs_new:Npn \__fp_tmp:w #1 #2 #3
  {
    \cs_new:cpn { __fp_decimate_ #1 :Nnnnn } ##1 ##2##3##4##5
      {
        \exp_after:wN ##1
        \int_value:w
          \exp_after:wN \__fp_round_digit:Nw #2 ;
        \__fp_decimate_pack:nnnnnnnnnnw #3 ;
      }
  }
\__fp_tmp:w {i}   {\use_none:nnn      #50}{    0{#2}#3{#4}#5            }
\__fp_tmp:w {ii}  {\use_none:nn       #5 }{    00{#2}#3{#4}#5           }
\__fp_tmp:w {iii} {\use_none:n        #5 }{    000{#2}#3{#4}#5          }
\__fp_tmp:w {iv}  {                   #5 }{   {0000}#2{#3}#4 #5         }
\__fp_tmp:w {v}   {\use_none:nnn    #4#5 }{   0{0000}#2{#3}#4 #5        }
\__fp_tmp:w {vi}  {\use_none:nn     #4#5 }{   00{0000}#2{#3}#4 #5       }
\__fp_tmp:w {vii} {\use_none:n      #4#5 }{   000{0000}#2{#3}#4 #5      }
\__fp_tmp:w {viii}{                 #4#5 }{  {0000}0000{#2}#3 #4 #5     }
\__fp_tmp:w {ix}  {\use_none:nnn  #3#4+#5}{  0{0000}0000{#2}#3 #4 #5    }
```

[10]No, the argument spec is not a mistake: the function calls an auxiliary to do half of the job.

```
\__fp_tmp:w {x}   {\use_none:nn   #3#4+#5}{  00{0000}0000{#2}#3 #4 #5      }
\__fp_tmp:w {xi}  {\use_none:n    #3#4+#5}{  000{0000}0000{#2}#3 #4 #5     }
\__fp_tmp:w {xii} {               #3#4+#5}{ {0000}0000{0000}#2 #3 #4 #5    }
\__fp_tmp:w {xiii}{\use_none:nnn#2#3+#4#5}{ 0{0000}0000{0000}#2 #3 #4 #5   }
\__fp_tmp:w {xiv} {\use_none:nn #2#3+#4#5}{ 00{0000}0000{0000}#2 #3 #4 #5  }
\__fp_tmp:w {xv}  {\use_none:n  #2#3+#4#5}{ 000{0000}0000{0000}#2 #3 #4 #5 }
\__fp_tmp:w {xvi} {            #2#3+#4#5}{{0000}0000{0000}0000 #2 #3 #4 #5}
```

(*End definition for* `\__fp_decimate_auxi:Nnnnn` *and others.*)

`\__fp_decimate_pack:nnnnnnnnnnw`

The computation of the ⟨*rounding*⟩ digit leaves an unfinished `\int_value:w`, which expands the following functions. This allows us to repack nicely the digits we keep. Those digits come as an alternation of unbraced and braced blocks of 4 digits, such that the first 5 groups of token consist in 4 single digits, and one brace group (in some order), and the next 5 have the same structure. This is followed by some digits and a semicolon.

```
\cs_new:Npn \__fp_decimate_pack:nnnnnnnnnnw #1#2#3#4#5
  { \__fp_decimate_pack:nnnnnnw { #1#2#3#4#5 } }
\cs_new:Npn \__fp_decimate_pack:nnnnnnw #1 #2#3#4#5#6
  { {#1} {#2#3#4#5#6} }
```

(*End definition for* `\__fp_decimate_pack:nnnnnnnnnnw`.)

25.10 Functions for use within primitive conditional branches

The functions described in this section are not pretty and can easily be misused. When correctly used, each of them removes one `\fi:` as part of its parameter text, and puts one back as part of its replacement text.

Many computation functions in l3fp must perform tests on the type of floating points that they receive. This is often done in an `\if_case:w` statement or another conditional statement, and only a few cases lead to actual computations: most of the special cases are treated using a few standard functions which we define now. A typical use context for those functions would be

```
\if_case:w ⟨integer⟩ \exp_stop_f:
     \__fp_case_return_o:Nw ⟨fp var⟩
\or: \__fp_case_use:nw {⟨some computation⟩}
\or: \__fp_case_return_same_o:w
\or: \__fp_case_return:nw {⟨something⟩}
\fi:
⟨junk⟩
⟨floating point⟩
```

In this example, the case 0 returns the floating point ⟨*fp var*⟩, expanding once after that floating point. Case 1 does ⟨*some computation*⟩ using the ⟨*floating point*⟩ (presumably compute the operation requested by the user in that non-trivial case). Case 2 returns the ⟨*floating point*⟩ without modifying it, removing the ⟨*junk*⟩ and expanding once after. Case 3 closes the conditional, removes the ⟨*junk*⟩ and the ⟨*floating point*⟩, and expands ⟨*something*⟩ next. In other cases, the "⟨*junk*⟩" is expanded, performing some other operation on the ⟨*floating point*⟩. We provide similar functions with two trailing ⟨*floating points*⟩.

__fp_case_use:nw This function ends a TeX conditional, removes junk until the next floating point, and places its first argument before that floating point, to perform some operation on the floating point.

```
\cs_new:Npn \__fp_case_use:nw #1#2 \fi: #3 \s__fp { \fi: #1 \s__fp }
```

(*End definition for* `\__fp_case_use:nw`.)

__fp_case_return:nw This function ends a TeX conditional, removes junk and a floating point, and places its first argument in the input stream. A quirk is that we don't define this function requiring a floating point to follow, simply anything ending in a semicolon. This, in turn, means that the ⟨*junk*⟩ may not contain semicolons.

```
\cs_new:Npn \__fp_case_return:nw #1#2 \fi: #3 ; { \fi: #1 }
```

(*End definition for* `\__fp_case_return:nw`.)

__fp_case_return_o:Nw This function ends a TeX conditional, removes junk and a floating point, and returns its first argument (an ⟨*fp var*⟩) then expands once after it.

```
\cs_new:Npn \__fp_case_return_o:Nw #1#2 \fi: #3 \s__fp #4 ;
  { \fi: \exp_after:wN #1 }
```

(*End definition for* `\__fp_case_return_o:Nw`.)

__fp_case_return_same_o:w This function ends a TeX conditional, removes junk, and returns the following floating point, expanding once after it.

```
\cs_new:Npn \__fp_case_return_same_o:w #1 \fi: #2 \s__fp
  { \fi: \__fp_exp_after_o:w \s__fp }
```

(*End definition for* `\__fp_case_return_same_o:w`.)

__fp_case_return_o:Nww Same as `\__fp_case_return_o:Nw` but with two trailing floating points.

```
\cs_new:Npn \__fp_case_return_o:Nww #1#2 \fi: #3 \s__fp #4 ; #5 ;
  { \fi: \exp_after:wN #1 }
```

(*End definition for* `\__fp_case_return_o:Nww`.)

__fp_case_return_i_o:ww
__fp_case_return_ii_o:ww Similar to `\__fp_case_return_same_o:w`, but this returns the first or second of two trailing floating point numbers, expanding once after the result.

```
\cs_new:Npn \__fp_case_return_i_o:ww #1 \fi: #2 \s__fp #3 ; \s__fp #4 ;
  { \fi: \__fp_exp_after_o:w \s__fp #3 ; }
\cs_new:Npn \__fp_case_return_ii_o:ww #1 \fi: #2 \s__fp #3 ;
  { \fi: \__fp_exp_after_o:w }
```

(*End definition for* `\__fp_case_return_i_o:ww` *and* `\__fp_case_return_ii_o:ww`.)

25.11 Integer floating points

__fp_int_p:w
__fp_int:wTF

Tests if the floating point argument is an integer. For normal floating point numbers, this holds if the rounding digit resulting from `\__fp_decimate:nNnnnn` is 0.

```
\prg_new_conditional:Npnn \__fp_int:w \s__fp \__fp_chk:w #1 #2 #3 #4;
  { TF , T , F , p }
  {
    \if_case:w #1 \exp_stop_f:
           \prg_return_true:
    \or:
      \if_charcode:w 0
        \__fp_decimate:nNnnnn { \c__fp_prec_int - #3 }
          \__fp_use_i_until_s:nw #4
        \prg_return_true:
      \else:
        \prg_return_false:
      \fi:
    \else: \prg_return_false:
    \fi:
  }
```

(*End definition for* `\__fp_int:wTF`.)

25.12 Small integer floating points

__fp_small_int:wTF
__fp_small_int_true:wTF
__fp_small_int_normal:NnwTF
__fp_small_int_test:NnnwNTF

Tests if the floating point argument is an integer or $\pm\infty$. If so, it is clipped to an integer in the range $[-10^8, 10^8]$ and fed as a braced argument to the ⟨*true code*⟩. Otherwise, the ⟨*false code*⟩ is performed.

First filter special cases: zeros and infinities are integers, `nan` is not. For normal numbers, decimate. If the rounding digit is not 0 run the ⟨*false code*⟩. If it is, then the integer is `#2` `#3`; use `#3` if `#2` vanishes and otherwise 10^8.

```
\cs_new:Npn \__fp_small_int:wTF \s__fp \__fp_chk:w #1#2
  {
    \if_case:w #1 \exp_stop_f:
           \__fp_case_return:nw { \__fp_small_int_true:wTF 0 ; }
    \or:   \exp_after:wN \__fp_small_int_normal:NnwTF
    \or:
      \__fp_case_return:nw
        {
          \exp_after:wN \__fp_small_int_true:wTF \int_value:w
            \if_meaning:w 2 #2 - \fi: 1 0000 0000 ;
        }
    \else: \__fp_case_return:nw \use_ii:nn
    \fi:
    #2
  }
\cs_new:Npn \__fp_small_int_true:wTF #1; #2#3 { #2 {#1} }
\cs_new:Npn \__fp_small_int_normal:NnwTF #1#2#3;
  {
    \__fp_decimate:nNnnnn { \c__fp_prec_int - #2 }
      \__fp_small_int_test:NnnwNw
      #3 #1
  }
```

```
\cs_new:Npn \__fp_small_int_test:NnnwNw #1#2#3#4; #5
  {
    \if_meaning:w 0 #1
      \exp_after:wN \__fp_small_int_true:wTF
      \int_value:w \if_meaning:w 2 #5 - \fi:
        \if_int_compare:w #2 > 0 \exp_stop_f:
          1 0000 0000
        \else:
          #3
        \fi:
      \exp_after:wN ;
    \else:
      \exp_after:wN \use_ii:nn
    \fi:
  }
```

(*End definition for* `\__fp_small_int:wTF` *and others.*)

25.13 Fast string comparison

`\__fp_str_if_eq:nn`

A private version of the low-level string comparison function. As the nature of the arguments is restricted and as speed is of the essence, this version does not seek to deal with # tokens. No l3sys or l3luatex just yet so we have to define in terms of primitives.

```
\sys_if_engine_luatex:TF
  {
    \cs_new:Npn \__fp_str_if_eq:nn #1#2
      {
        \tex_directlua:D
          {
            l3kernel.strcmp
              (
                " \tex_luaescapestring:D {#1}",
                " \tex_luaescapestring:D {#2}"
              )
          }
      }
  }
  { \cs_new_eq:NN \__fp_str_if_eq:nn \tex_strcmp:D }
```

(*End definition for* `\__fp_str_if_eq:nn`.)

25.14 Name of a function from its l3fp-parse name

`\__fp_func_to_name:N`
`\__fp_func_to_name_aux:w`

The goal is to convert for instance `\__fp_sin_o:w` to `sin`. This is used in error messages hence does not need to be fast.

```
\cs_new:Npn \__fp_func_to_name:N #1
  {
    \exp_last_unbraced:Nf
      \__fp_func_to_name_aux:w { \cs_to_str:N #1 } X
  }
\cs_set_protected:Npn \__fp_tmp:w #1 #2
  { \cs_new:Npn \__fp_func_to_name_aux:w ##1 #1 ##2 #2 ##3 X {##2} }
\exp_args:Nff \__fp_tmp:w { \tl_to_str:n { __fp_ } }
  { \tl_to_str:n { _o: } }
```

(*End definition for* `\__fp_func_to_name:N` *and* `\__fp_func_to_name_aux:w`.)

25.15 Messages

Using a floating point directly is an error.

```
\__kernel_msg_new:nnnn { kernel } { misused-fp }
  { A~floating~point~with~value~'#1'~was~misused. }
  {
    To~obtain~the~value~of~a~floating~point~variable,~use~
    '\token_to_str:N \fp_to_decimal:N',~
    '\token_to_str:N \fp_to_tl:N',~or~other~
    conversion~functions.
  }
⟨/initex | package⟩
```

26 l3fp-traps Implementation

```
⟨*initex | package⟩
⟨@@=fp⟩
```

Exceptions should be accessed by an `n`-type argument, among

- `invalid_operation`
- `division_by_zero`
- `overflow`
- `underflow`
- `inexact` (actually never used).

26.1 Flags

`flag␣fp_invalid_operation`
`flag␣fp_division_by_zero`
`flag␣fp_overflow`
`flag␣fp_underflow`

Flags to denote exceptions.

```
\flag_new:n { fp_invalid_operation }
\flag_new:n { fp_division_by_zero }
\flag_new:n { fp_overflow }
\flag_new:n { fp_underflow }
```

(*End definition for* `flag fp_invalid_operation` *and others. These variables are documented on page 207.*)

26.2 Traps

Exceptions can be trapped to obtain custom behaviour. When an invalid operation or a division by zero is trapped, the trap receives as arguments the result as an `N`-type floating point number, the function name (multiple letters for prefix operations, or a single symbol for infix operations), and the operand(s). When an overflow or underflow is trapped, the trap receives the resulting overly large or small floating point number if it is not too big, otherwise it receives $+\infty$. Currently, the inexact exception is entirely ignored.

The behaviour when an exception occurs is controlled by the definitions of the functions

- __fp_invalid_operation:nnw,
- __fp_invalid_operation_o:Nww,
- __fp_invalid_operation_tl_o:ff,
- __fp_division_by_zero_o:Nnw,
- __fp_division_by_zero_o:NNww,
- __fp_overflow:w,
- __fp_underflow:w.

Rather than changing them directly, we provide a user interface as \fp_trap:nn {⟨*exception*⟩} {⟨*way of trapping*⟩}, where the ⟨*way of trapping*⟩ is one of error, flag, or none.

We also provide __fp_invalid_operation_o:nw, defined in terms of __fp_invalid_operation:nnw.

\fp_trap:nn

```
\cs_new_protected:Npn \fp_trap:nn #1#2
  {
    \cs_if_exist_use:cF { __fp_trap_#1_set_#2: }
      {
        \clist_if_in:nnTF
          { invalid_operation , division_by_zero , overflow , underflow }
          {#1}
          {
            \__kernel_msg_error:nnxx { kernel }
              { unknown-fpu-trap-type } {#1} {#2}
          }
          {
            \__kernel_msg_error:nnx
              { kernel } { unknown-fpu-exception } {#1}
          }
      }
  }
```

(*End definition for* \fp_trap:nn. *This function is documented on page 207.*)

__fp_trap_invalid_operation_set_error:
__fp_trap_invalid_operation_set_flag:
__fp_trap_invalid_operation_set_none:
__fp_trap_invalid_operation_set:N

We provide three types of trapping for invalid operations: either produce an error and raise the relevant flag; or only raise the flag; or don't even raise the flag. In most cases, the function produces as a result its first argument, possibly with post-expansion.

```
\cs_new_protected:Npn \__fp_trap_invalid_operation_set_error:
  { \__fp_trap_invalid_operation_set:N \prg_do_nothing: }
\cs_new_protected:Npn \__fp_trap_invalid_operation_set_flag:
  { \__fp_trap_invalid_operation_set:N \use_none:nnnnn }
\cs_new_protected:Npn \__fp_trap_invalid_operation_set_none:
  { \__fp_trap_invalid_operation_set:N \use_none:nnnnnnn }
\cs_new_protected:Npn \__fp_trap_invalid_operation_set:N #1
  {
    \exp_args:Nno \use:n
      { \cs_set:Npn \__fp_invalid_operation:nnw ##1##2##3; }
      {
```

```
        #1
        \__fp_error:nnfn { fp-invalid } {##2} { \fp_to_tl:n { ##3; } } { }
        \flag_raise_if_clear:n { fp_invalid_operation }
        ##1
      }
    \exp_args:Nno \use:n
      { \cs_set:Npn \__fp_invalid_operation_o:Nww ##1##2; ##3; }
      {
        #1
        \__fp_error:nffn { fp-invalid-ii }
          { \fp_to_tl:n { ##2; } } { \fp_to_tl:n { ##3; } } {##1}
        \flag_raise_if_clear:n { fp_invalid_operation }
        \exp_after:wN \c_nan_fp
      }
    \exp_args:Nno \use:n
      { \cs_set:Npn \__fp_invalid_operation_tl_o:ff ##1##2 }
      {
        #1
        \__fp_error:nffn { fp-invalid } {##1} {##2} { }
        \flag_raise_if_clear:n { fp_invalid_operation }
        \exp_after:wN \c_nan_fp
      }
  }
```

(*End definition for* `\__fp_trap_invalid_operation_set_error:` *and others.*)

__fp_trap_division_by_zero_set_error:
__fp_trap_division_by_zero_set_flag:
__fp_trap_division_by_zero_set_none:
__fp_trap_division_by_zero_set:N

We provide three types of trapping for invalid operations and division by zero: either produce an error and raise the relevant flag; or only raise the flag; or don't even raise the flag. In all cases, the function must produce a result, namely its first argument, $\pm\infty$ or `NaN`.

```
\cs_new_protected:Npn \__fp_trap_division_by_zero_set_error:
  { \__fp_trap_division_by_zero_set:N \prg_do_nothing: }
\cs_new_protected:Npn \__fp_trap_division_by_zero_set_flag:
  { \__fp_trap_division_by_zero_set:N \use_none:nnnnn }
\cs_new_protected:Npn \__fp_trap_division_by_zero_set_none:
  { \__fp_trap_division_by_zero_set:N \use_none:nnnnnnn }
\cs_new_protected:Npn \__fp_trap_division_by_zero_set:N #1
  {
    \exp_args:Nno \use:n
      { \cs_set:Npn \__fp_division_by_zero_o:Nnw ##1##2##3; }
      {
        #1
        \__fp_error:nnfn { fp-zero-div } {##2} { \fp_to_tl:n { ##3; } } { }
        \flag_raise_if_clear:n { fp_division_by_zero }
        \exp_after:wN ##1
      }
    \exp_args:Nno \use:n
      { \cs_set:Npn \__fp_division_by_zero_o:NNww ##1##2##3; ##4; }
      {
        #1
        \__fp_error:nffn { fp-zero-div-ii }
          { \fp_to_tl:n { ##3; } } { \fp_to_tl:n { ##4; } } {##2}
        \flag_raise_if_clear:n { fp_division_by_zero }
        \exp_after:wN ##1
```

```
      }
  }
```

(*End definition for* `\__fp_trap_division_by_zero_set_error:` *and others.*)

`\__fp_trap_overflow_set_error:`
`\__fp_trap_overflow_set_flag:`
`\__fp_trap_overflow_set_none:`
`\__fp_trap_overflow_set:N`
`\__fp_trap_underflow_set_error:`
`\__fp_trap_underflow_set_flag:`
`\__fp_trap_underflow_set_none:`
`\__fp_trap_underflow_set:N`
`\__fp_trap_overflow_set:NnNn`

Just as for invalid operations and division by zero, the three different behaviours are obtained by feeding `\prg_do_nothing:`, `\use_none:nnnnn` or `\use_none:nnnnnnn` to an auxiliary, with a further auxiliary common to overflow and underflow functions. In most cases, the argument of the `\__fp_overflow:w` and `\__fp_underflow:w` functions will be an (almost) normal number (with an exponent outside the allowed range), and the error message thus displays that number together with the result to which it overflowed or underflowed. For extreme cases such as `10 ** 1e9999`, the exponent would be too large for TeX, and `\__fp_overflow:w` receives $\pm\infty$ (`\__fp_underflow:w` would receive ± 0); then we cannot do better than simply say an overflow or underflow occurred.

```
\cs_new_protected:Npn \__fp_trap_overflow_set_error:
  { \__fp_trap_overflow_set:N \prg_do_nothing: }
\cs_new_protected:Npn \__fp_trap_overflow_set_flag:
  { \__fp_trap_overflow_set:N \use_none:nnnnn }
\cs_new_protected:Npn \__fp_trap_overflow_set_none:
  { \__fp_trap_overflow_set:N \use_none:nnnnnnn }
\cs_new_protected:Npn \__fp_trap_overflow_set:N #1
  { \__fp_trap_overflow_set:NnNn #1 { overflow } \__fp_inf_fp:N { inf } }
\cs_new_protected:Npn \__fp_trap_underflow_set_error:
  { \__fp_trap_underflow_set:N \prg_do_nothing: }
\cs_new_protected:Npn \__fp_trap_underflow_set_flag:
  { \__fp_trap_underflow_set:N \use_none:nnnnn }
\cs_new_protected:Npn \__fp_trap_underflow_set_none:
  { \__fp_trap_underflow_set:N \use_none:nnnnnnn }
\cs_new_protected:Npn \__fp_trap_underflow_set:N #1
  { \__fp_trap_overflow_set:NnNn #1 { underflow } \__fp_zero_fp:N { 0 } }
\cs_new_protected:Npn \__fp_trap_overflow_set:NnNn #1#2#3#4
  {
    \exp_args:Nno \use:n
      { \cs_set:cpn { __fp_ #2 :w } \s__fp \__fp_chk:w ##1##2##3; }
      {
        #1
        \__fp_error:nffn
          { fp-flow \if_meaning:w 1 ##1 -to \fi: }
          { \fp_to_tl:n { \s__fp \__fp_chk:w ##1##2##3; } }
          { \token_if_eq_meaning:NNF 0 ##2 { - } #4 }
          {#2}
        \flag_raise_if_clear:n { fp_#2 }
        #3 ##2
      }
  }
```

(*End definition for* `\__fp_trap_overflow_set_error:` *and others.*)

`\__fp_invalid_operation:nnw`
`\__fp_invalid_operation_o:Nww`
`\__fp_invalid_operation_tl_o:ff`
`\__fp_division_by_zero_o:Nnw`
`\__fp_division_by_zero_o:NNww`
`\__fp_overflow:w`
`\__fp_underflow:w`

Initialize the control sequences (to log properly their existence). Then set invalid operations to trigger an error, and division by zero, overflow, and underflow to act silently on their flag.

```
\cs_new:Npn \__fp_invalid_operation:nnw #1#2#3; { }
\cs_new:Npn \__fp_invalid_operation_o:Nww #1#2; #3; { }
\cs_new:Npn \__fp_invalid_operation_tl_o:ff #1 #2 { }
```

```
\cs_new:Npn \__fp_division_by_zero_o:Nnw #1#2#3; { }
\cs_new:Npn \__fp_division_by_zero_o:NNww #1#2#3; #4; { }
\cs_new:Npn \__fp_overflow:w { }
\cs_new:Npn \__fp_underflow:w { }
\fp_trap:nn { invalid_operation } { error }
\fp_trap:nn { division_by_zero } { flag }
\fp_trap:nn { overflow } { flag }
\fp_trap:nn { underflow } { flag }
```

(*End definition for* `\__fp_invalid_operation:nnw` *and others.*)

`\__fp_invalid_operation_o:nw`
`\__fp_invalid_operation_o:fw`

Convenient short-hands for returning `\c_nan_fp` for a unary or binary operation, and expanding after.

```
\cs_new:Npn \__fp_invalid_operation_o:nw
  { \__fp_invalid_operation:nnw { \exp_after:wN \c_nan_fp } }
\cs_generate_variant:Nn \__fp_invalid_operation_o:nw { f }
```

(*End definition for* `\__fp_invalid_operation_o:nw`*.*)

26.3 Errors

`\__fp_error:nnnn`
`\__fp_error:nnfn`
`\__fp_error:nffn`
`\__fp_error:nfff`

```
\cs_new:Npn \__fp_error:nnnn
  { \__kernel_msg_expandable_error:nnnnn { kernel } }
\cs_generate_variant:Nn \__fp_error:nnnn { nnf, nff , nfff }
```

(*End definition for* `\__fp_error:nnnn`*.*)

26.4 Messages

Some messages.

```
\__kernel_msg_new:nnnn { kernel } { unknown-fpu-exception }
  {
    The~FPU~exception~'#1'~is~not~known:~
    that~trap~will~never~be~triggered.
  }
  {
    The~only~exceptions~to~which~traps~can~be~attached~are \\
    \iow_indent:n
      {
        * ~ invalid_operation \\
        * ~ division_by_zero \\
        * ~ overflow \\
        * ~ underflow
      }
  }
\__kernel_msg_new:nnnn { kernel } { unknown-fpu-trap-type }
  { The~FPU~trap~type~'#2'~is~not~known. }
  {
    The~trap~type~must~be~one~of \\
    \iow_indent:n
      {
        * ~ error \\
        * ~ flag \\
```

```
          * ~ none
        }
    }
\__kernel_msg_new:nnn { kernel } { fp-flow }
  { An ~ #3 ~ occurred. }
\__kernel_msg_new:nnn { kernel } { fp-flow-to }
  { #1 ~ #3 ed ~ to ~ #2 . }
\__kernel_msg_new:nnn { kernel } { fp-zero-div }
  { Division~by~zero~in~ #1 (#2) }
\__kernel_msg_new:nnn { kernel } { fp-zero-div-ii }
  { Division~by~zero~in~ (#1) #3 (#2) }
\__kernel_msg_new:nnn { kernel } { fp-invalid }
  { Invalid~operation~ #1 (#2) }
\__kernel_msg_new:nnn { kernel } { fp-invalid-ii }
  { Invalid~operation~ (#1) #3 (#2) }
\__kernel_msg_new:nnn { kernel } { fp-unknown-type }
  { Unknown~type~for~'#1' }
```

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27 l3fp-round implementation

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⟨@@=fp⟩

__fp_parse_word_trunc:N
__fp_parse_word_floor:N
__fp_parse_word_ceil:N

```
\cs_new:Npn \__fp_parse_word_trunc:N
  { \__fp_parse_function:NNN \__fp_round_o:Nw \__fp_round_to_zero:NNN }
\cs_new:Npn \__fp_parse_word_floor:N
  { \__fp_parse_function:NNN \__fp_round_o:Nw \__fp_round_to_ninf:NNN }
\cs_new:Npn \__fp_parse_word_ceil:N
  { \__fp_parse_function:NNN \__fp_round_o:Nw \__fp_round_to_pinf:NNN }
```

(*End definition for* `\__fp_parse_word_trunc:N`*,* `\__fp_parse_word_floor:N`*, and* `\__fp_parse_word_ceil:N`*.*)

__fp_parse_word_round:N
__fp_parse_round:Nw

```
\cs_new:Npn \__fp_parse_word_round:N #1#2
  {
    \__fp_parse_function:NNN
      \__fp_round_o:Nw \__fp_round_to_nearest:NNN #1
    #2
  }
\cs_new:Npn \__fp_parse_round:Nw #1 #2 \__fp_round_to_nearest:NNN #3#4
  { #2 #1 #3 }

```

(*End definition for* `\__fp_parse_word_round:N` *and* `\__fp_parse_round:Nw`*.*)

27.1 Rounding tools

\c__fp_five_int This is used as the half-point for which numbers are rounded up/down.

```
\int_const:Nn \c__fp_five_int { 5 }
```

(*End definition for* `\c__fp_five_int`.)

Floating point operations often yield a result that cannot be exactly represented in a significand with 16 digits. In that case, we need to round the exact result to a representable number. The IEEE standard defines four rounding modes:

- Round to nearest: round to the representable floating point number whose absolute difference with the exact result is the smallest. If the exact result lies exactly at the mid-point between two consecutive representable floating point numbers, round to the floating point number whose last digit is even.
- Round towards negative infinity: round to the greatest floating point number not larger than the exact result.
- Round towards zero: round to a floating point number with the same sign as the exact result, with the largest absolute value not larger than the absolute value of the exact result.
- Round towards positive infinity: round to the least floating point number not smaller than the exact result.

This is not fully implemented in l3fp yet, and transcendental functions fall back on the "round to nearest" mode. All rounding for basic algebra is done through the functions defined in this module, which can be redefined to change their rounding behaviour (but there is not interface for that yet).

The rounding tools available in this module are many variations on a base function `\__fp_round:NNN`, which expands to `0\exp_stop_f:` or `1\exp_stop_f:` depending on whether the final result should be rounded up or down.

- `\__fp_round:NNN` ⟨*sign*⟩ ⟨*digit*$_1$⟩ ⟨*digit*$_2$⟩ can expand to `0\exp_stop_f:` or `1\exp_stop_f:`.
- `\__fp_round_s:NNNw` ⟨*sign*⟩ ⟨*digit*$_1$⟩ ⟨*digit*$_2$⟩ ⟨*more digits*⟩`;` can expand to `0\exp_stop_f:;` or `1\exp_stop_f:;`.
- `\__fp_round_neg:NNN` ⟨*sign*⟩ ⟨*digit*$_1$⟩ ⟨*digit*$_2$⟩ can expand to `0\exp_stop_f:` or `1\exp_stop_f:`.

See implementation comments for details on the syntax.

`\__fp_round:NNN`
`\__fp_round_to_nearest:NNN`
`\__fp_round_to_nearest_ninf:NNN`
`\__fp_round_to_nearest_zero:NNN`
`\__fp_round_to_nearest_pinf:NNN`
`\__fp_round_to_ninf:NNN`
`\__fp_round_to_zero:NNN`
`\__fp_round_to_pinf:NNN`

`\__fp_round:NNN` ⟨*final sign*⟩ ⟨*digit*$_1$⟩ ⟨*digit*$_2$⟩

If rounding the number ⟨*final sign*⟩⟨*digit*$_1$⟩.⟨*digit*$_2$⟩ to an integer rounds it towards zero (truncates it), this function expands to `0\exp_stop_f:`, and otherwise to `1\exp_stop_f:`. Typically used within the scope of an `\__fp_int_eval:w`, to add 1 if needed, and thereby round correctly. The result depends on the rounding mode.

It is very important that ⟨*final sign*⟩ be the final sign of the result. Otherwise, the result would be incorrect in the case of rounding towards $-\infty$ or towards $+\infty$. Also recall that ⟨*final sign*⟩ is 0 for positive, and 2 for negative.

By default, the functions below return `0\exp_stop_f:`, but this is superseded by `\__fp_round_return_one:`, which instead returns `1\exp_stop_f:`, expanding everything and removing `0\exp_stop_f:` in the process. In the case of rounding towards $\pm\infty$ or towards 0, this is not really useful, but it prepares us for the "round to nearest, ties to even" mode.

The "round to nearest" mode is the default. If the ⟨*digit*$_2$⟩ is larger than 5, then round up. If it is less than 5, round down. If it is exactly 5, then round such that ⟨*digit*$_1$⟩ plus the result is even. In other words, round up if ⟨*digit*$_1$⟩ is odd.

The “round to nearest” mode has three variants, which differ in how ties are rounded: down towards $-\infty$, truncated towards 0, or up towards $+\infty$.

```
\cs_new:Npn \__fp_round_return_one:
  { \exp_after:wN 1 \exp_after:wN \exp_stop_f: \exp:w }
\cs_new:Npn \__fp_round_to_ninf:NNN #1 #2 #3
  {
    \if_meaning:w 2 #1
      \if_int_compare:w #3 > 0 \exp_stop_f:
        \__fp_round_return_one:
      \fi:
    \fi:
    0 \exp_stop_f:
  }
\cs_new:Npn \__fp_round_to_zero:NNN #1 #2 #3 { 0 \exp_stop_f: }
\cs_new:Npn \__fp_round_to_pinf:NNN #1 #2 #3
  {
    \if_meaning:w 0 #1
      \if_int_compare:w #3 > 0 \exp_stop_f:
        \__fp_round_return_one:
      \fi:
    \fi:
    0 \exp_stop_f:
  }
\cs_new:Npn \__fp_round_to_nearest:NNN #1 #2 #3
  {
    \if_int_compare:w #3 > \c__fp_five_int
      \__fp_round_return_one:
    \else:
      \if_meaning:w 5 #3
        \if_int_odd:w #2 \exp_stop_f:
          \__fp_round_return_one:
        \fi:
      \fi:
    \fi:
    0 \exp_stop_f:
  }
\cs_new:Npn \__fp_round_to_nearest_ninf:NNN #1 #2 #3
  {
    \if_int_compare:w #3 > \c__fp_five_int
      \__fp_round_return_one:
    \else:
      \if_meaning:w 5 #3
        \if_meaning:w 2 #1
            \__fp_round_return_one:
        \fi:
      \fi:
    \fi:
    0 \exp_stop_f:
  }
\cs_new:Npn \__fp_round_to_nearest_zero:NNN #1 #2 #3
  {
    \if_int_compare:w #3 > \c__fp_five_int
      \__fp_round_return_one:
    \fi:
```

```
    0 \exp_stop_f:
  }
\cs_new:Npn \__fp_round_to_nearest_pinf:NNN #1 #2 #3
  {
    \if_int_compare:w #3 > \c__fp_five_int
      \__fp_round_return_one:
    \else:
      \if_meaning:w 5 #3
        \if_meaning:w 0 #1
            \__fp_round_return_one:
        \fi:
      \fi:
    \fi:
    0 \exp_stop_f:
  }
\cs_new_eq:NN \__fp_round:NNN \__fp_round_to_nearest:NNN
```

(*End definition for* `\__fp_round:NNN` *and others.*)

`\__fp_round_s:NNNw`

`\__fp_round_s:NNNw` ⟨*final sign*⟩ ⟨*digit*⟩ ⟨*more digits*⟩ `;`

Similar to `\__fp_round:NNN`, but with an extra semicolon, this function expands to `0\exp_stop_f:;` if rounding ⟨*final sign*⟩⟨*digit*⟩.⟨*more digits*⟩ to an integer truncates, and to `1\exp_stop_f:;` otherwise. The ⟨*more digits*⟩ part must be a digit, followed by something that does not overflow a `\int_use:N \__fp_int_eval:w` construction. The only relevant information about this piece is whether it is zero or not.

```
\cs_new:Npn \__fp_round_s:NNNw #1 #2 #3 #4;
  {
    \exp_after:wN \__fp_round:NNN
    \exp_after:wN #1
    \exp_after:wN #2
    \int_value:w \__fp_int_eval:w
      \if_int_odd:w 0 \if_meaning:w 0 #3 1 \fi:
                      \if_meaning:w 5 #3 1 \fi:
                \exp_stop_f:
        \if_int_compare:w \__fp_int_eval:w #4 > 0 \exp_stop_f:
          1 +
        \fi:
      \fi:
      #3
    ;
  }
```

(*End definition for* `\__fp_round_s:NNNw`.)

`\__fp_round_digit:Nw`

`\int_value:w \__fp_round_digit:Nw` ⟨*digit*⟩ ⟨*intexpr*⟩ `;`

This function should always be called within an `\int_value:w` or `\__fp_int_eval:w` expansion; it may add an extra `\__fp_int_eval:w`, which means that the integer or integer expression should not be ended with a synonym of `\relax`, but with a semi-colon for instance.

```
\cs_new:Npn \__fp_round_digit:Nw #1 #2;
  {
    \if_int_odd:w \if_meaning:w 0 #1 1 \else:
                  \if_meaning:w 5 #1 1 \else:
                  0 \fi: \fi: \exp_stop_f:
```

```
      \if_int_compare:w \__fp_int_eval:w #2 > 0 \exp_stop_f:
        \__fp_int_eval:w 1 +
      \fi:
    \fi:
    #1
  }
```

(*End definition for* `\__fp_round_digit:Nw`.)

`\__fp_round_neg:NNN`
`\__fp_round_to_nearest_neg:NNN`
`\__fp_round_to_nearest_ninf_neg:NNN`
`\__fp_round_to_nearest_zero_neg:NNN`
`\__fp_round_to_nearest_pinf_neg:NNN`
`\__fp_round_to_ninf_neg:NNN`
`\__fp_round_to_zero_neg:NNN`
`\__fp_round_to_pinf_neg:NNN`

`\__fp_round_neg:NNN` ⟨*final sign*⟩ ⟨*digit*$_1$⟩ ⟨*digit*$_2$⟩

This expands to `0\exp_stop_f:` or `1\exp_stop_f:` after doing the following test. Starting from a number of the form ⟨*final sign*⟩0.⟨*15 digits*⟩⟨*digit*$_1$⟩ with exactly 15 (non-all-zero) digits before ⟨*digit*$_1$⟩, subtract from it ⟨*final sign*⟩$0.0\ldots0$⟨*digit*$_2$⟩, where there are 16 zeros. If in the current rounding mode the result should be rounded down, then this function returns `1\exp_stop_f:`. Otherwise, *i.e.*, if the result is rounded back to the first operand, then this function returns `0\exp_stop_f:`.

It turns out that this negative "round to nearest" is identical to the positive one. And this is the default mode.

```
\cs_new_eq:NN \__fp_round_to_ninf_neg:NNN \__fp_round_to_pinf:NNN
\cs_new:Npn \__fp_round_to_zero_neg:NNN #1 #2 #3
  {
    \if_int_compare:w #3 > 0 \exp_stop_f:
      \__fp_round_return_one:
    \fi:
    0 \exp_stop_f:
  }
\cs_new_eq:NN \__fp_round_to_pinf_neg:NNN \__fp_round_to_ninf:NNN
\cs_new_eq:NN \__fp_round_to_nearest_neg:NNN \__fp_round_to_nearest:NNN
\cs_new_eq:NN \__fp_round_to_nearest_ninf_neg:NNN
  \__fp_round_to_nearest_pinf:NNN
\cs_new:Npn \__fp_round_to_nearest_zero_neg:NNN #1 #2 #3
  {
    \if_int_compare:w #3 < \c__fp_five_int \else:
      \__fp_round_return_one:
    \fi:
    0 \exp_stop_f:
  }
\cs_new_eq:NN \__fp_round_to_nearest_pinf_neg:NNN
  \__fp_round_to_nearest_ninf:NNN
\cs_new_eq:NN \__fp_round_neg:NNN \__fp_round_to_nearest_neg:NNN
```

(*End definition for* `\__fp_round_neg:NNN` *and others.*)

27.2 The `round` function

`\__fp_round_o:Nw`
`\__fp_round_aux_o:Nw`

First check that all arguments are floating point numbers. The `trunc`, `ceil` and `floor` functions expect one or two arguments (the second is 0 by default), and the `round` function also accepts a third argument (`nan` by default), which changes `#1` from `\__fp_round_to_nearest:NNN` to one of its analogues.

```
\cs_new:Npn \__fp_round_o:Nw #1
  {
    \__fp_parse_function_all_fp_o:fnw
      { \__fp_round_name_from_cs:N #1 }
```

```
      { \__fp_round_aux_o:Nw #1 }
  }
\cs_new:Npn \__fp_round_aux_o:Nw #1#2 @
  {
    \if_case:w
      \__fp_int_eval:w \__fp_array_count:n {#2} \__fp_int_eval_end:
         \__fp_round_no_arg_o:Nw #1 \exp:w
    \or: \__fp_round:Nwn #1 #2 {0} \exp:w
    \or: \__fp_round:Nww #1 #2 \exp:w
    \else: \__fp_round:Nwww #1 #2 @ \exp:w
    \fi:
    \exp_after:wN \exp_end:
  }
```

(*End definition for* `\__fp_round_o:Nw` *and* `\__fp_round_aux_o:Nw`.)

`\__fp_round_no_arg_o:Nw`

```
\cs_new:Npn \__fp_round_no_arg_o:Nw #1
  {
    \cs_if_eq:NNTF #1 \__fp_round_to_nearest:NNN
      { \__fp_error:nnnn { fp-num-args } { round () } { 1 } { 3 } }
      {
        \__fp_error:nffn { fp-num-args }
          { \__fp_round_name_from_cs:N #1 () } { 1 } { 2 }
      }
    \exp_after:wN \c_nan_fp
  }
```

(*End definition for* `\__fp_round_no_arg_o:Nw`.)

`\__fp_round:Nwww` Having three arguments is only allowed for `round`, not `trunc`, `ceil`, `floor`, so check for that case. If all is well, construct one of `\__fp_round_to_nearest:NNN`, `\__fp_round_to_nearest_zero:NNN`, `\__fp_round_to_nearest_ninf:NNN`, `\__fp_round_to_nearest_pinf:NNN` and act accordingly.

```
\cs_new:Npn \__fp_round:Nwww #1#2 ; #3 ; \s__fp \__fp_chk:w #4#5#6 ; #7 @
  {
    \cs_if_eq:NNTF #1 \__fp_round_to_nearest:NNN
      {
        \tl_if_empty:nTF {#7}
          {
            \exp_args:Nc \__fp_round:Nww
              {
                __fp_round_to_nearest
                \if_meaning:w 0 #4 _zero \else:
                \if_case:w #5 \exp_stop_f: _pinf \or: \else: _ninf \fi: \fi:
                :NNN
              }
            #2 ; #3 ;
          }
          {
            \__fp_error:nnnn { fp-num-args } { round () } { 1 } { 3 }
            \exp_after:wN \c_nan_fp
          }
      }
```

```
    {
      \__fp_error:nffn { fp-num-args }
        { \__fp_round_name_from_cs:N #1 () } { 1 } { 2 }
      \exp_after:wN \c_nan_fp
    }
}
```

(*End definition for* `\__fp_round:Nwww`.)

`\__fp_round_name_from_cs:N`

```
\cs_new:Npn \__fp_round_name_from_cs:N #1
  {
    \cs_if_eq:NNTF #1 \__fp_round_to_zero:NNN { trunc }
      {
        \cs_if_eq:NNTF #1 \__fp_round_to_ninf:NNN { floor }
          {
            \cs_if_eq:NNTF #1 \__fp_round_to_pinf:NNN { ceil }
              { round }
          }
      }
  }
```

(*End definition for* `\__fp_round_name_from_cs:N`.)

`\__fp_round:Nww`
`\__fp_round:Nwn`
`\__fp_round_normal:NwNNnw`
`\__fp_round_normal:NnnwNNnn`
`\__fp_round_pack:Nw`
`\__fp_round_normal:NNwNnn`
`\__fp_round_normal_end:wwNnn`
`\__fp_round_special:NwwNnn`
`\__fp_round_special_aux:Nw`

If the number of digits to round to is an integer or infinity all is good; if it is `nan` then just produce a `nan`; otherwise invalid as we have something like `round(1,3.14)` where the number of digits is not an integer.

```
\cs_new:Npn \__fp_round:Nww #1#2 ; #3 ;
  {
    \__fp_small_int:wTF #3; { \__fp_round:Nwn #1#2; }
      {
        \if:w 3 \__fp_kind:w #3 ;
          \exp_after:wN \use_i:nn
        \else:
          \exp_after:wN \use_ii:nn
        \fi:
        { \exp_after:wN \c_nan_fp }
        {
          \__fp_invalid_operation_tl_o:ff
            { \__fp_round_name_from_cs:N #1 }
            { \__fp_array_to_clist:n { #2; #3; } }
        }
      }
  }
\cs_new:Npn \__fp_round:Nwn #1 \s__fp \__fp_chk:w #2#3#4; #5
  {
    \if_meaning:w 1 #2
      \exp_after:wN \__fp_round_normal:NwNNnw
      \exp_after:wN #1
      \int_value:w #5
    \else:
      \exp_after:wN \__fp_exp_after_o:w
    \fi:
    \s__fp \__fp_chk:w #2#3#4;
```

```
  }
\cs_new:Npn \__fp_round_normal:NwNNnw #1#2 \s__fp \__fp_chk:w 1#3#4#5;
  {
    \__fp_decimate:nNnnnn { \c__fp_prec_int - #4 - #2 }
      \__fp_round_normal:NnnwNNnn #5 #1 #3 {#4} {#2}
  }
\cs_new:Npn \__fp_round_normal:NnnwNNnn #1#2#3#4; #5#6
  {
    \exp_after:wN \__fp_round_normal:NNwNnn
    \int_value:w \__fp_int_eval:w
      \if_int_compare:w #2 > 0 \exp_stop_f:
        1 \int_value:w #2
        \exp_after:wN \__fp_round_pack:Nw
        \int_value:w \__fp_int_eval:w 1#3 +
      \else:
        \if_int_compare:w #3 > 0 \exp_stop_f:
          1 \int_value:w #3 +
        \fi:
      \fi:
      \exp_after:wN #5
      \exp_after:wN #6
      \use_none:nnnnnnn #3
      #1
      \__fp_int_eval_end:
      0000 0000 0000 0000 ; #6
  }
\cs_new:Npn \__fp_round_pack:Nw #1
  { \if_meaning:w 2 #1 + 1 \fi: \__fp_int_eval_end: }
\cs_new:Npn \__fp_round_normal:NNwNnn #1 #2
  {
    \if_meaning:w 0 #2
      \exp_after:wN \__fp_round_special:NwwNnn
      \exp_after:wN #1
    \fi:
    \__fp_pack_twice_four:wNNNNNNNN
    \__fp_pack_twice_four:wNNNNNNNN
    \__fp_round_normal_end:wwNnn
    ; #2
  }
\cs_new:Npn \__fp_round_normal_end:wwNnn #1;#2;#3#4#5
  {
    \exp_after:wN \__fp_exp_after_o:w \exp:w \exp_end_continue_f:w
    \__fp_sanitize:Nw #3 #4 ; #1 ;
  }
\cs_new:Npn \__fp_round_special:NwwNnn #1#2;#3;#4#5#6
  {
    \if_meaning:w 0 #1
      \__fp_case_return:nw
        { \exp_after:wN \__fp_zero_fp:N \exp_after:wN #4 }
    \else:
      \exp_after:wN \__fp_round_special_aux:Nw
      \exp_after:wN #4
      \int_value:w \__fp_int_eval:w 1
        \if_meaning:w 1 #1 -#6 \else: +#5 \fi:
```

```
    \fi:
    ;
  }
\cs_new:Npn \__fp_round_special_aux:Nw #1#2;
  {
    \exp_after:wN \__fp_exp_after_o:w \exp:w \exp_end_continue_f:w
    \__fp_sanitize:Nw #1#2; {1000}{0000}{0000}{0000};
  }
```

(*End definition for* `\__fp_round:Nww` *and others.*)

```
⟨/initex | package⟩
```

28 l3fp-parse implementation

```
⟨*initex | package⟩
⟨@@=fp⟩
```

28.1 Work plan

The task at hand is non-trivial, and some previous failed attempts show that the code leads to unreadable logs, so we had better get it (almost) right the first time. Let us first describe our goal, then discuss the design precisely before writing any code.

In this file at least, a ⟨*floating point object*⟩ is a floating point number or tuple. This can be extended to anything that starts with `\s__fp` or `\s__fp_`⟨*type*⟩ and ends with `;` with some internal structure that depends on the ⟨*type*⟩.

`\__fp_parse:n`

`\__fp_parse:n {`⟨*fpexpr*⟩`}`

Evaluates the ⟨*floating point expression*⟩ and leaves the result in the input stream as a floating point object. This function forms the basis of almost all public l3fp functions. During evaluation, each token is fully `f`-expanded.

`\__fp_parse_o:n` does the same but expands once after its result.

TEXhackers note: Registers (integers, toks, etc.) are automatically unpacked, without requiring a function such as `\int_use:N`. Invalid tokens remaining after `f`-expansion lead to unrecoverable low-level TEX errors.

(*End definition for* `\__fp_parse:n`.)

`\c__fp_prec_func_int`
`\c__fp_prec_hatii_int`
`\c__fp_prec_hat_int`
`\c__fp_prec_not_int`
`\c__fp_prec_juxt_int`
`\c__fp_prec_times_int`
`\c__fp_prec_plus_int`
`\c__fp_prec_comp_int`
`\c__fp_prec_and_int`
`\c__fp_prec_or_int`
`\c__fp_prec_quest_int`
`\c__fp_prec_colon_int`
`\c__fp_prec_comma_int`
`\c__fp_prec_tuple_int`
`\c__fp_prec_end_int`

Floating point expressions are composed of numbers, given in various forms, infix operators, such as `+`, `**`, or `,` (which joins two numbers into a list), and prefix operators, such as the unary `-`, functions, or opening parentheses. Here is a list of precedences which control the order of evaluation (some distinctions are irrelevant for the order of evaluation, but serve as signals), from the tightest binding to the loosest binding.

16 Function calls.

13/14 Binary `**` and `^` (right to left).

12 Unary `+`, `-`, `!` (right to left).

11 Juxtaposition (implicit `*`) with no parenthesis.

10 Binary `*` and `/`.

9 Binary `+` and `-`.

7 Comparisons.

6 Logical `and`, denoted by `&&`.

5 Logical `or`, denoted by `||`.

4 Ternary operator `?:`, piece `?`.

3 Ternary operator `?:`, piece `:`.

2 Commas.

1 Place where a comma is allowed and generates a tuple.

0 Start and end of the expression.

```
\int_const:Nn \c__fp_prec_func_int   { 16 }
\int_const:Nn \c__fp_prec_hatii_int  { 14 }
\int_const:Nn \c__fp_prec_hat_int    { 13 }
\int_const:Nn \c__fp_prec_not_int    { 12 }
\int_const:Nn \c__fp_prec_juxt_int   { 11 }
\int_const:Nn \c__fp_prec_times_int  { 10 }
\int_const:Nn \c__fp_prec_plus_int   { 9 }
\int_const:Nn \c__fp_prec_comp_int   { 7 }
\int_const:Nn \c__fp_prec_and_int    { 6 }
\int_const:Nn \c__fp_prec_or_int     { 5 }
\int_const:Nn \c__fp_prec_quest_int  { 4 }
\int_const:Nn \c__fp_prec_colon_int  { 3 }
\int_const:Nn \c__fp_prec_comma_int  { 2 }
\int_const:Nn \c__fp_prec_tuple_int  { 1 }
\int_const:Nn \c__fp_prec_end_int    { 0 }
```

(*End definition for* `\c__fp_prec_func_int` *and others.*)

28.1.1 Storing results

The main question in parsing expressions expandably is to decide where to put the intermediate results computed for various subexpressions.

One option is to store the values at the start of the expression, and carry them together as the first argument of each macro. However, we want to `f`-expand tokens one by one in the expression (as `\int_eval:n` does), and with this approach, expanding the next unread token forces us to jump with `\exp_after:wN` over every value computed earlier in the expression. With this approach, the run-time grows at least quadratically in the length of the expression, if not as its cube (inserting the `\exp_after:wN` is tricky and slow).

A second option is to place those values at the end of the expression. Then expanding the next unread token is straightforward, but this still hits a performance issue: for long expressions we would be reaching all the way to the end of the expression at every step of the calculation. The run-time is again quadratic.

A variation of the above attempts to place the intermediate results which appear when computing a parenthesized expression near the closing parenthesis. This still lets us expand tokens as we go, and avoids performance problems as long as there are enough parentheses. However, it would be better to avoid requiring the closing parenthesis to be present as soon as the corresponding opening parenthesis is read: the closing parenthesis may still be hidden in a macro yet to be expanded.

Hence, we need to go for some fine expansion control: the result is stored *before* the start!

Let us illustrate this idea in a simple model: adding positive integers which may be resulting from the expansion of macros, or may be values of registers. Assume that one number, say, 12345, has already been found, and that we want to parse the next number. The current status of the code may look as follows.

```
\exp_after:wN \add:ww \int_value:w 12345 \exp_after:wN ;
\exp:w \operand:w ⟨stuff⟩
```

One step of expansion expands `\exp_after:wN`, which triggers the primitive `\int_-value:w`, which reads the five digits we have already found, `12345`. This integer is unfinished, causing the second `\exp_after:wN` to expand, and to trigger the construction `\exp:w`, which expands `\operand:w`, defined to read what follows and make a number out of it, then leave `\exp_end:`, the number, and a semicolon in the input stream. Once `\operand:w` is done expanding, we obtain essentially

```
\exp_after:wN \add:ww \int_value:w 12345 ;
\exp:w \exp_end: 333444 ;
```

where in fact `\exp_after:wN` has already been expanded, `\int_value:w` has already seen `12345`, and `\exp:w` is still looking for a number. It finds `\exp_end:`, hence expands to nothing. Now, `\int_value:w` sees the `;`, which cannot be part of a number. The expansion stops, and we are left with

```
\add:ww 12345 ; 333444 ;
```

which can safely perform the addition by grabbing two arguments delimited by `;`.

If we were to continue parsing the expression, then the following number should also be cleaned up before the next use of a binary operation such as `\add:ww`. Just like `\int_value:w 12345 \exp_after:wN ;` expanded what follows once, we need `\add:ww` to do the calculation, and in the process to expand the following once. This is also true in our real application: all the functions of the form `\__fp_..._o:ww` expand what follows once. This comes at the cost of leaving tokens in the input stack, and we need to be careful not to waste this memory. All of our discussion above is nice but simplistic, as operations should not simply be performed in the order they appear.

28.1.2 Precedence and infix operators

The various operators we will encounter have different precedences, which influence the order of calculations: $1 + 2 \times 3 = 1 + (2 \times 3)$ because $\times$ has a higher precedence than $+$. The true analog of our macro `\operand:w` must thus take care of that. When looking for an operand, it needs to perform calculations until reaching an operator which has lower precedence than the one which called `\operand:w`. This means that `\operand:w` must know what the previous binary operator is, or rather, its precedence: we thus rename it `\operand:Nw`. Let us describe as an example how we plan to do the calculation `41-2^3*4+5`. More precisely we describe how to perform the first operation in this expression. Here, we abuse notations: the first argument of `\operand:Nw` should be an integer constant (`\c__fp_prec_plus_int`, ...) equal to the precedence of the given operator, not directly the operator itself.

- Clean up `41` and find `-`. We call `\operand:Nw -` to find the second operand.
- Clean up `2` and find `^`.
- Compare the precedences of `-` and `^`. Since the latter is higher, we need to compute the exponentiation. For this, find the second operand with a nested call to `\operand:Nw ^`.
- Clean up `3` and find `*`.
- Compare the precedences of `^` and `*`. Since the former is higher, `\operand:Nw ^` has found the second operand of the exponentiation, which is computed: $2^3 = 8$.
- We now have `41-8*4+5`, and `\operand:Nw -` is still looking for a second operand for the subtraction. Is it 8?
- Compare the precedences of `-` and `*`. Since the latter is higher, we are not done with 8. Call `\operand:Nw *` to find the second operand of the multiplication.
- Clean up `4`, and find `+`.
- Compare the precedences of `*` and `+`. Since the former is higher, `\operand:Nw *` has found the second operand of the multiplication, which is computed: $8 * 4 = 32$.
- We now have `41-32+5`, and `\operand:Nw -` is still looking for a second operand for the subtraction. Is it 32?
- Compare the precedences of `-` and `+`. Since they are equal, `\operand:Nw -` has found the second operand for the subtraction, which is computed: $41 - 32 = 9$.
- We now have `9+5`.

The procedure above stops short of performing all computations, but adding a surrounding call to `\operand:Nw` with a very low precedence ensures that all computations are performed before `\operand:Nw` is done. Adding a trailing marker with the same very low precedence prevents the surrounding `\operand:Nw` from going beyond the marker.

The pattern above to find an operand for a given operator, is to find one number and the next operator, then compare precedences to know if the next computation should be done. If it should, then perform it after finding its second operand, and look at the next operator, then compare precedences to know if the next computation should be done. This continues until we find that the next computation should not be done. Then, we stop.

We are now ready to get a bit more technical and describe which of the l3fp-parse functions correspond to each step above.

First, `\__fp_parse_operand:Nw` is the `\operand:Nw` function above, with small modifications due to expansion issues discussed later. We denote by ⟨*precedence*⟩ the argument of `\__fp_parse_operand:Nw`, that is, the precedence of the binary operator whose operand we are trying to find. The basic action is to read numbers from the input stream. This is done by `\__fp_parse_one:Nw`. A first approximation of this function is that it reads one ⟨*number*⟩, performing no computation, and finds the following binary ⟨*operator*⟩. Then it expands to

> ⟨*number*⟩
>   `\__fp_parse_infix_`⟨*operator*⟩`:N` ⟨*precedence*⟩

expanding the `infix` auxiliary before leaving the above in the input stream.

We now explain the `infix` auxiliaries. We need some flexibility in how we treat the case of equal precedences: most often, the first operation encountered should be performed, such as `1-2-3` being computed as `(1-2)-3`, but `2^3^4` should be evaluated as `2^(3^4)` instead. For this reason, and to support the equivalence between `**` and `^` more easily, each binary operator is converted to a control sequence `\__fp_parse_infix_`⟨*operator*⟩`:N` when it is encountered for the first time. Instead of passing both precedences to a test function to do the comparison steps above, we pass the ⟨*precedence*⟩ (of the earlier operator) to the `infix` auxiliary for the following ⟨*operator*⟩, to know whether to perform the computation of the ⟨*operator*⟩. If it should not be performed, the `infix` auxiliary expands to

```
@ \use_none:n \__fp_parse_infix_⟨operator⟩:N
```

and otherwise it calls `\__fp_parse_operand:Nw` with the precedence of the ⟨*operator*⟩ to find its second operand ⟨$number_2$⟩ and the next ⟨$operator_2$⟩, and expands to

```
@ \__fp_parse_apply_binary:NwNwN
    ⟨operator⟩ ⟨number2⟩
@ \__fp_parse_infix_⟨operator2⟩:N
```

The `infix` function is responsible for comparing precedences, but cannot directly call the computation functions, because the first operand ⟨*number*⟩ is before the `infix` function in the input stream. This is why we stop the expansion here and give control to another function to close the loop.

A definition of `\__fp_parse_operand:Nw` ⟨*precedence*⟩ with some of the expansion control removed is

```
\exp_after:wN \__fp_parse_continue:NwN
\exp_after:wN ⟨precedence⟩
\exp:w \exp_end_continue_f:w
  \__fp_parse_one:Nw ⟨precedence⟩
```

This expands `\__fp_parse_one:Nw` ⟨*precedence*⟩ completely, which finds a number, wraps the next ⟨*operator*⟩ into an `infix` function, feeds this function the ⟨*precedence*⟩, and expands it, yielding either

```
\__fp_parse_continue:NwN ⟨precedence⟩
⟨number⟩ @
\use_none:n \__fp_parse_infix_⟨operator⟩:N
```

or

```
\__fp_parse_continue:NwN ⟨precedence⟩
⟨number⟩ @
\__fp_parse_apply_binary:NwNwN
  ⟨operator⟩ ⟨number2⟩
@ \__fp_parse_infix_⟨operator2⟩:N
```

The definition of `\__fp_parse_continue:NwN` is then very simple:

```
\cs_new:Npn \__fp_parse_continue:NwN #1#2@#3 { #3 #1 #2 @ }
```

In the first case, `#3` is `\use_none:n`, yielding

```
\use_none:n ⟨precedence⟩ ⟨number⟩ @
\__fp_parse_infix_⟨operator⟩:N
```

then ⟨*number*⟩ `@` `\__fp_parse_infix_`⟨*operator*⟩`:N`. In the second case, `#3` is `\__fp_-parse_apply_binary:NwNwN`, whose role is to compute ⟨*number*⟩ ⟨*operator*⟩ ⟨$number_2$⟩ and to prepare for the next comparison of precedences: first we get

```
\__fp_parse_apply_binary:NwNwN
  ⟨precedence⟩ ⟨number⟩ @
  ⟨operator⟩ ⟨number₂⟩
@ \__fp_parse_infix_⟨operator₂⟩:N
```

then

```
\exp_after:wN \__fp_parse_continue:NwN
\exp_after:wN ⟨precedence⟩
\exp:w \exp_end_continue_f:w
\__fp_⟨operator⟩_o:ww ⟨number⟩ ⟨number₂⟩
\exp:w \exp_end_continue_f:w
\__fp_parse_infix_⟨operator₂⟩:N ⟨precedence⟩
```

where `\__fp_`⟨*operator*⟩`_o:ww` computes ⟨*number*⟩ ⟨*operator*⟩ ⟨$number_2$⟩ and expands after the result, thus triggers the comparison of the precedence of the ⟨$operator_2$⟩ and the ⟨*precedence*⟩, continuing the loop.

We have introduced the most important functions here, and the next few paragraphs we describe various subtleties.

28.1.3 Prefix operators, parentheses, and functions

Prefix operators (unary `-`, `+`, `!`) and parentheses are taken care of by the same mechanism, and functions (`sin`, `exp`, etc.) as well. Finding the argument of the unary `-`, for instance, is very similar to grabbing the second operand of a binary infix operator, with a subtle precedence explained below. Once that operand is found, the operator can be applied to it (for the unary `-`, this simply flips the sign). A left parenthesis is just a prefix operator with a very low precedence equal to that of the closing parenthesis (which is treated as an infix operator, since it normally appears just after numbers), so that all computations are performed until the closing parenthesis. The prefix operator associated to the left parenthesis does not alter its argument, but it removes the closing parenthesis (with some checks).

Prefix operators are the reason why we only summarily described the function `\__-fp_parse_one:Nw` earlier. This function is responsible for reading in the input stream the first possible ⟨*number*⟩ and the next infix ⟨*operator*⟩. If what follows `\__fp_parse_-one:Nw` ⟨*precedence*⟩ is a prefix operator, then we must find the operand of this prefix operator through a nested call to `\__fp_parse_operand:Nw` with the appropriate precedence, then apply the operator to the operand found to yield the result of `\__fp_parse_-one:Nw`. So far, all is simple.

The unary operators `+`, `-`, `!` complicate things a little bit: `-3**2` should be $-(3^2) = -9$, and not $(-3)^2 = 9$. This would easily be done by giving `-` a lower precedence, equal to that of the infix `+` and `-`. Unfortunately, this fails in cases such as `3**-2*4`, yielding $3^{-2\times 4}$ instead of the correct $3^{-2} \times 4$. A second attempt would be to call `\__-fp_parse_operand:Nw` with the ⟨*precedence*⟩ of the previous operator, but `0>-2+3` is then parsed as `0>-(2+3)`: the addition is performed because it binds more tightly than the comparision which precedes `-`. The correct approach is for a unary `-` to perform operations whose precedence is greater than both that of the previous operation, and that of the unary `-` itself. The unary `-` is given a precedence higher than multiplication and division. This does not lead to any surprising result, since $-(x/y) = (-x)/y$ and similarly for multiplication, and it reduces the number of nested calls to `\__fp_parse_operand:Nw`.

Functions are implemented as prefix operators with very high precedence, so that their argument is the first number that can possibly be built.

Note that contrarily to the `infix` functions discussed earlier, the `prefix` functions do perform tests on the previous ⟨*precedence*⟩ to decide whether to find an argument or not, since we know that we need a number, and must never stop there.

28.1.4 Numbers and reading tokens one by one

So far, we have glossed over one important point: what is a "number"? A number is typically given in the form ⟨*significand*⟩`e`⟨*exponent*⟩, where the ⟨*significand*⟩ is any non-empty string composed of decimal digits and at most one decimal separator (a period), the exponent "`e`⟨*exponent*⟩" is optional and is composed of an exponent mark `e` followed by a possibly empty string of signs `+` or `-` and a non-empty string of decimal digits. The ⟨*significand*⟩ can also be an integer, dimension, skip, or muskip variable, in which case dimensions are converted from points (or mu units) to floating points, and the ⟨*exponent*⟩ can also be an integer variable. Numbers can also be given as floating point variables, or as named constants such as `nan`, `inf` or `pi`. We may add more types in the future.

When `\__fp_parse_one:Nw` is looking for a "number", here is what happens.

- If the next token is a control sequence with the meaning of `\scan_stop:`, it can be: `\s__fp`, in which case our job is done, as what follows is an internal floating point number, or `\s__fp_mark`, in which case the expression has come to an early end, as we are still looking for a number here, or something else, in which case we consider the control sequence to be a bad variable resulting from `c`-expansion.
- If the next token is a control sequence with a different meaning, we assume that it is a register, unpack it with `\tex_the:D`, and use its value (in `pt` for dimensions and skips, `mu` for muskips) as the ⟨*significand*⟩ of a number: we look for an exponent.
- If the next token is a digit, we remove any leading zeros, then read a significand larger than 1 if the next character is a digit, read a significand smaller than 1 if the next character is a period, or we have found a significand equal to 0 otherwise, and look for an exponent.
- If the next token is a letter, we collect more letters until the first non-letter: the resulting word may denote a function such as `asin`, a constant such as `pi` or be unknown. In the first case, we call `\__fp_parse_operand:Nw` to find the argument of the function, then apply the function, before declaring that we are done. Otherwise, we are done, either with the value of the constant, or with the value `nan` for unknown words.
- If the next token is anything else, we check whether it is a known prefix operator, in which case `\__fp_parse_operand:Nw` finds its operand. If it is not known, then either a number is missing (if the token is a known infix operator) or the token is simply invalid in floating point expressions.

Once a number is found, `\__fp_parse_one:Nw` also finds an infix operator. This goes as follows.

- If the next token is a control sequence, it could be the special marker `\s__fp_mark`, and otherwise it is a case of juxtaposing numbers, such as `2\c_zero_int`, with an implied multiplication.
- If the next token is a letter, it is also a case of juxtaposition, as letters cannot be proper infix operators.
- Otherwise (including in the case of digits), if the token is a known infix operator, the appropriate `\__fp_infix_`⟨*operator*⟩`:N` function is built, and if it does not exist, we complain. In particular, the juxtaposition `\c_zero_int 2` is disallowed.

In the above, we need to test whether a character token `#1` is a digit:

```
\if_int_compare:w 9 < 1 \token_to_str:N #1 \exp_stop_f:
  is a digit
\else:
  not a digit
\fi:
```

To exclude `0`, replace `9` by `10`. The use of `\token_to_str:N` ensures that a digit with any catcode is detected. To test if a character token is a letter, we need to work with its character code, testing if `` `#1 `` lies in $[65, 90]$ (uppercase letters) or $[97, 112]$ (lowercase letters)

```
\if_int_compare:w \__fp_int_eval:w
    ( `#1 \if_int_compare:w `#1 > `Z - 32 \fi: ) / 26 = 3 \exp_stop_f:
  is a letter
\else:
  not a letter
\fi:
```

At all steps, we try to accept all category codes: when `#1` is kept to be used later, it is almost always converted to category code other through `\token_to_str:N`. More precisely, catcodes $\{3, 6, 7, 8, 11, 12\}$ should work without trouble, but not $\{1, 2, 4, 10, 13\}$, and of course $\{0, 5, 9\}$ cannot become tokens.

Floating point expressions should behave as much as possible like ε-TEX-based integer expressions and dimension expressions. In particular, `f`-expansion should be performed as the expression is read, token by token, forcing the expansion of protected macros, and ignoring spaces. One advantage of expanding at every step is that restricted expandable functions can then be used in floating point expressions just as they can be in other kinds of expressions. Problematically, spaces stop `f`-expansion: for instance, the macro `\X` below would not be expanded if we simply performed `f`-expansion.

```
\DeclareDocumentCommand {\test} {m} { \fp_eval:n {#1} }
\ExplSyntaxOff
\test { 1 + \X }
```

Of course, spaces typically do not appear in a code setting, but may very easily come in document-level input, from which some expressions may come. To avoid this problem, at every step, we do essentially what `\use:f` would do: take an argument, put it back in the input stream, then `f`-expand it. This is not a complete solution, since a macro's expansion could contain leading spaces which would stop the `f`-expansion before further macro calls are performed. However, in practice it should be enough: in particular, floating point numbers are correctly expanded to the underlying `\s__fp` … structure. The `f`-expansion is performed by `\__fp_parse_expand:w`.

28.2 Main auxiliary functions

__fp_parse_operand:Nw

`\exp:w \__fp_parse_operand:Nw ⟨precedence⟩ \__fp_parse_expand:w`

Reads the "...", performing every computation with a precedence higher than ⟨*precedence*⟩, then expands to

`⟨result⟩ @ \__fp_parse_infix_⟨operation⟩:N ...`

where the ⟨*operation*⟩ is the first operation with a lower precedence, possibly `end`, and the "..." start just after the ⟨*operation*⟩.

(*End definition for* `\__fp_parse_operand:Nw`.)

__fp_parse_infix_+:N

`\__fp_parse_infix_+:N ⟨precedence⟩ ...`

If `+` has a precedence higher than the ⟨*precedence*⟩, cleans up a second ⟨*operand*⟩ and finds the ⟨*operation*$_2$⟩ which follows, and expands to

`@ \__fp_parse_apply_binary:NwNwN + ⟨operand⟩ @ \__fp_parse_infix_⟨operation2⟩:N ...`

Otherwise expands to

`@ \use_none:n \__fp_parse_infix_+:N ...`

A similar function exists for each infix operator.

(*End definition for* `\__fp_parse_infix_+:N`.)

__fp_parse_one:Nw

`\__fp_parse_one:Nw ⟨precedence⟩ ...`

Cleans up one or two operands depending on how the precedence of the next operation compares to the ⟨*precedence*⟩. If the following ⟨*operation*⟩ has a precedence higher than ⟨*precedence*⟩, expands to

```
⟨operand1⟩ @ \__fp_parse_apply_binary:NwNwN ⟨operation⟩ ⟨operand2⟩ @
\__fp_parse_infix_⟨operation2⟩:N ...
```

and otherwise expands to

`⟨operand⟩ @ \use_none:n \__fp_parse_infix_⟨operation⟩:N ...`

(*End definition for* `\__fp_parse_one:Nw`.)

28.3 Helpers

__fp_parse_expand:w

`\exp:w \__fp_parse_expand:w ⟨tokens⟩`

This function must always come within a `\exp:w` expansion. The ⟨*tokens*⟩ should be the part of the expression that we have not yet read. This requires in particular closing all conditionals properly before expanding.

```
\cs_new:Npn \__fp_parse_expand:w #1 { \exp_end_continue_f:w #1 }
```

(*End definition for* `\__fp_parse_expand:w`.)

__fp_parse_return_semicolon:w

This very odd function swaps its position with the following `\fi:` and removes `\__fp_parse_expand:w` normally responsible for expansion. That turns out to be useful.

```
\cs_new:Npn \__fp_parse_return_semicolon:w
    #1 \fi: \__fp_parse_expand:w { \fi: ; #1 }
```

(*End definition for* `\__fp_parse_return_semicolon:w`.)

`\__fp_parse_digits_vii:N`
`\__fp_parse_digits_vi:N`
`\__fp_parse_digits_v:N`
`\__fp_parse_digits_iv:N`
`\__fp_parse_digits_iii:N`
`\__fp_parse_digits_ii:N`
`\__fp_parse_digits_i:N`
`\__fp_parse_digits_:N`

These functions must be called within an `\int_value:w` or `\__fp_int_eval:w` construction. The first token which follows must be `f`-expanded prior to calling those functions. The functions read tokens one by one, and output digits into the input stream, until meeting a non-digit, or up to a number of digits equal to their index. The full expansion is

⟨*digits*⟩ ; ⟨*filling 0*⟩ ; ⟨*length*⟩

where ⟨*filling 0*⟩ is a string of zeros such that ⟨*digits*⟩ ⟨*filling 0*⟩ has the length given by the index of the function, and ⟨*length*⟩ is the number of zeros in the ⟨*filling 0*⟩ string. Each function puts a digit into the input stream and calls the next function, until we find a non-digit. We are careful to pass the tested tokens through `\token_to_str:N` to normalize their category code.

```
\cs_set_protected:Npn \__fp_tmp:w #1 #2 #3
  {
    \cs_new:cpn { __fp_parse_digits_ #1 :N } ##1
      {
        \if_int_compare:w 9 < 1 \token_to_str:N ##1 \exp_stop_f:
          \token_to_str:N ##1 \exp_after:wN #2 \exp:w
        \else:
          \__fp_parse_return_semicolon:w #3 ##1
        \fi:
        \__fp_parse_expand:w
      }
  }
\__fp_tmp:w {vii}  \__fp_parse_digits_vi:N   { 0000000 ; 7 }
\__fp_tmp:w {vi}   \__fp_parse_digits_v:N    { 000000 ; 6 }
\__fp_tmp:w {v}    \__fp_parse_digits_iv:N   { 00000 ; 5 }
\__fp_tmp:w {iv}   \__fp_parse_digits_iii:N  { 0000 ; 4 }
\__fp_tmp:w {iii}  \__fp_parse_digits_ii:N   { 000 ; 3 }
\__fp_tmp:w {ii}   \__fp_parse_digits_i:N    { 00 ; 2 }
\__fp_tmp:w {i}    \__fp_parse_digits_:N     { 0 ; 1 }
\cs_new:Npn \__fp_parse_digits_:N { ; ; 0 }
```

(*End definition for* `\__fp_parse_digits_vii:N` *and others.*)

28.4 Parsing one number

`\__fp_parse_one:Nw`

This function finds one number, and packs the symbol which follows in an `\__fp_parse_infix_...` csname. `#1` is the previous ⟨*precedence*⟩, and `#2` the first token of the operand. We distinguish four cases: `#2` is equal to `\scan_stop:` in meaning, `#2` is a different control sequence, `#2` is a digit, and `#2` is something else (this last case is split further later). Despite the earlier `f`-expansion, `#2` may still be expandable if it was protected by `\exp_not:N`, as may happen with the LaTeX 2_ε command `\protect`. Using a well placed `\reverse_if:N`, this case is sent to `\__fp_parse_one_fp:NN` which deals with it robustly.

```
\cs_new:Npn \__fp_parse_one:Nw #1 #2
  {
    \if_catcode:w \scan_stop: \exp_not:N #2
      \exp_after:wN \if_meaning:w \exp_not:N #2 #2 \else:
        \exp_after:wN \reverse_if:N
```

```
      \fi:
      \if_meaning:w \scan_stop: #2
        \exp_after:wN \exp_after:wN
        \exp_after:wN \__fp_parse_one_fp:NN
      \else:
        \exp_after:wN \exp_after:wN
        \exp_after:wN \__fp_parse_one_register:NN
      \fi:
    \else:
      \if_int_compare:w 9 < 1 \token_to_str:N #2 \exp_stop_f:
        \exp_after:wN \exp_after:wN
        \exp_after:wN \__fp_parse_one_digit:NN
      \else:
        \exp_after:wN \exp_after:wN
        \exp_after:wN \__fp_parse_one_other:NN
      \fi:
    \fi:
    #1 #2
  }
```

(*End definition for* `\__fp_parse_one:Nw`.)

`\__fp_parse_one_fp:NN`
`\__fp_exp_after_mark_f:nw`
`\__fp_exp_after_?_f:nw`

This function receives a ⟨*precedence*⟩ and a control sequence equal to `\scan_stop:` in meaning. There are three cases.

- `\s__fp` starts a floating point number, and we call `\__fp_exp_after_f:nw`, which `f`-expands after the floating point.
- `\s__fp_mark` is a premature end, we call `\__fp_exp_after_mark_f:nw`, which triggers an `fp-early-end` error.
- For a control sequence not containing `\s__fp`, we call `\__fp_exp_after_?_f:nw`, causing a `bad-variable` error.

This scheme is extensible: additional types can be added by starting the variables with a scan mark of the form `\s__fp_`⟨*type*⟩ and defining `\__fp_exp_after_`⟨*type*⟩`_f:nw`. In all cases, we make sure that the second argument of `\__fp_parse_infix:NN` is correctly expanded. A special case only enabled in LaTeX 2_ε is that if `\protect` is encountered then the error message mentions the control sequence which follows it rather than `\protect` itself. The test for LaTeX 2_ε uses `\@unexpandable@protect` rather than `\protect` because `\protect` is often `\scan_stop:` hence "does not exist".

```
\cs_new:Npn \__fp_parse_one_fp:NN #1
  {
    \__fp_exp_after_any_f:nw
      {
        \exp_after:wN \__fp_parse_infix:NN
        \exp_after:wN #1 \exp:w \__fp_parse_expand:w
      }
  }
\cs_new:Npn \__fp_exp_after_mark_f:nw #1
  {
    \int_case:nnF { \exp_after:wN \use_i:nnn \use_none:nnn #1 }
      {
        \c__fp_prec_comma_int { }
```

```
        \c__fp_prec_tuple_int { }
        \c__fp_prec_end_int
          {
            \exp_after:wN \c__fp_empty_tuple_fp
            \exp:w \exp_end_continue_f:w
          }
      }
      {
        \__kernel_msg_expandable_error:nn { kernel } { fp-early-end }
        \exp_after:wN \c_nan_fp \exp:w \exp_end_continue_f:w
      }
    #1
  }
\cs_new:cpn { __fp_exp_after_?_f:nw } #1#2
  {
    \__kernel_msg_expandable_error:nnn { kernel } { bad-variable }
      {#2}
    \exp_after:wN \c_nan_fp \exp:w \exp_end_continue_f:w #1
  }
⟨*package⟩
\cs_set_protected:Npn \__fp_tmp:w #1
  {
    \cs_if_exist:NT #1
      {
        \cs_gset:cpn { __fp_exp_after_?_f:nw } ##1##2
          {
            \exp_after:wN \c_nan_fp \exp:w \exp_end_continue_f:w ##1
            \str_if_eq:nnTF {##2} { \protect }
              {
                \cs_if_eq:NNTF ##2 #1 { \use_i:nn } { \use:n }
                {
                  \__kernel_msg_expandable_error:nnn { kernel }
                    { fp-robust-cmd }
                }
              }
              {
                \__kernel_msg_expandable_error:nnn { kernel }
                  { bad-variable } {##2}
              }
          }
      }
  }
\exp_args:Nc \__fp_tmp:w { @unexpandable@protect }
⟨/package⟩
```

(*End definition for* `\__fp_parse_one_fp:NN`*,* `\__fp_exp_after_mark_f:nw`*, and* `\__fp_exp_after_?_f:nw`*.*)

`\__fp_parse_one_register:NN`
`\__fp_parse_one_register_aux:Nw`
`\__fp_parse_one_register_auxii:wwwNw`
`\__fp_parse_one_register_int:www`
`\__fp_parse_one_register_mu:www`
`\__fp_parse_one_register_dim:ww`

This is called whenever `#2` is a control sequence other than `\scan_stop:` in meaning. We special-case `\wd`, `\ht`, `\dp` (see later) and otherwise assume that it is a register, but carefully unpack it with `\tex_the:D` within braces. First, we find the exponent following `#2`. Then we unpack `#2` with `\tex_the:D`, and the `auxii` auxiliary distinguishes integer registers from dimensions/skips from muskips, according to the presence of a period and/or of `pt`. For integers, simply convert ⟨*value*⟩`e`⟨*exponent*⟩ to a floating point number with __fp_parse:n (this is somewhat wasteful). For other registers, the decimal rounding provided by TEX does not accurately represent the binary value that it manipulates, so we extract this binary value as a number of scaled points with \int_value:w \dim_to_decimal_in_sp:n { ⟨*decimal value*⟩ pt }, and use an auxiliary of \dim_to_fp:n, which performs the multiplication by 2^{-16}, correctly rounded.

```
\cs_new:Npn \__fp_parse_one_register:NN #1#2
  {
    \exp_after:wN \__fp_parse_infix_after_operand:NwN
    \exp_after:wN #1
    \exp:w \exp_end_continue_f:w
      \__fp_parse_one_register_special:N #2
      \exp_after:wN \__fp_parse_one_register_aux:Nw
      \exp_after:wN #2
      \int_value:w
        \exp_after:wN \__fp_parse_exponent:N
        \exp:w \__fp_parse_expand:w
  }
\cs_new:Npx \__fp_parse_one_register_aux:Nw #1
  {
    \exp_not:n
      {
        \exp_after:wN \use:nn
        \exp_after:wN \__fp_parse_one_register_auxii:wwwNw
      }
    \exp_not:N \exp_after:wN { \exp_not:N \tex_the:D #1 }
      ; \exp_not:N \__fp_parse_one_register_dim:ww
      \tl_to_str:n { pt } ; \exp_not:N \__fp_parse_one_register_mu:www
      . \tl_to_str:n { pt } ; \exp_not:N \__fp_parse_one_register_int:www
      \exp_not:N \q_stop
  }
\exp_args:Nno \use:nn
  { \cs_new:Npn \__fp_parse_one_register_auxii:wwwNw #1 . #2 }
    { \tl_to_str:n { pt } #3 ; #4#5 \q_stop }
    { #4 #1.#2; }
\exp_args:Nno \use:nn
  { \cs_new:Npn \__fp_parse_one_register_mu:www #1 }
    { \tl_to_str:n { mu } ; #2 ; }
    { \__fp_parse_one_register_dim:ww #1 ; }
\cs_new:Npn \__fp_parse_one_register_int:www #1; #2.; #3;
  { \__fp_parse:n { #1 e #3 } }
\cs_new:Npn \__fp_parse_one_register_dim:ww #1; #2;
  {
    \exp_after:wN \__fp_from_dim_test:ww
    \int_value:w #2 \exp_after:wN ,
    \int_value:w \dim_to_decimal_in_sp:n { #1 pt } ;
  }
```

(*End definition for __fp_parse_one_register:NN and others.*)

__fp_parse_one_register_special:N
__fp_parse_one_register_math:NNw
__fp_parse_one_register_wd:w
__fp_parse_one_register_wd:Nw

The \wd, \dp, \ht primitives expect an integer argument. We abuse the exponent parser to find the integer argument: simply include the exponent marker e. Once that "exponent" is found, use \tex_the:D to find the box dimension and then copy what we did for dimensions.

```
\cs_new:Npn \__fp_parse_one_register_special:N #1
  {
    \if_meaning:w \box_wd:N #1 \__fp_parse_one_register_wd:w \fi:
    \if_meaning:w \box_ht:N #1 \__fp_parse_one_register_wd:w \fi:
    \if_meaning:w \box_dp:N #1 \__fp_parse_one_register_wd:w \fi:
    \if_meaning:w \infty #1
      \__fp_parse_one_register_math:NNw \infty #1
    \fi:
    \if_meaning:w \pi #1
      \__fp_parse_one_register_math:NNw \pi #1
    \fi:
  }
\cs_new:Npn \__fp_parse_one_register_math:NNw
    #1#2#3#4 \__fp_parse_expand:w
  {
    #3
    \str_if_eq:nnTF {#1} {#2}
      {
        \__kernel_msg_expandable_error:nnn
          { kernel } { fp-infty-pi } {#1}
        \c_nan_fp
      }
      { #4 \__fp_parse_expand:w }
  }
\cs_new:Npn \__fp_parse_one_register_wd:w
    #1#2 \exp_after:wN #3#4 \__fp_parse_expand:w
  {
    #1
    \exp_after:wN \__fp_parse_one_register_wd:Nw
    #4 \__fp_parse_expand:w e
  }
\cs_new:Npn \__fp_parse_one_register_wd:Nw #1#2 ;
  {
    \exp_after:wN \__fp_from_dim_test:ww
    \exp_after:wN 0 \exp_after:wN ,
    \int_value:w \dim_to_decimal_in_sp:n { #1 #2 } ;
  }
```

(*End definition for* `\__fp_parse_one_register_special:N` *and others.*)

`\__fp_parse_one_digit:NN`

A digit marks the beginning of an explicit floating point number. Once the number is found, we catch the case of overflow and underflow with `\__fp_sanitize:wN`, then `\__fp_parse_infix_after_operand:NwN` expands `\__fp_parse_infix:NN` after the number we find, to wrap the following infix operator as required. Finding the number itself begins by removing leading zeros: further steps are described later.

```
\cs_new:Npn \__fp_parse_one_digit:NN #1
  {
    \exp_after:wN \__fp_parse_infix_after_operand:NwN
    \exp_after:wN #1
    \exp:w \exp_end_continue_f:w
      \exp_after:wN \__fp_sanitize:wN
      \int_value:w \__fp_int_eval:w 0 \__fp_parse_trim_zeros:N
  }
```

(*End definition for* `\__fp_parse_one_digit:NN`.)

__fp_parse_one_other:NN

For this function, #2 is a character token which is not a digit. If it is an ASCII letter, __fp_parse_letters:N beyond this one and give the result to __fp_parse_word:Nw. Otherwise, the character is assumed to be a prefix operator, and we build __fp_parse_prefix_⟨*operator*⟩:Nw.

```
\cs_new:Npn \__fp_parse_one_other:NN #1 #2
  {
    \if_int_compare:w
        \__fp_int_eval:w
          ( ‘#2 \if_int_compare:w ‘#2 > ‘Z - 32 \fi: ) / 26
        = 3 \exp_stop_f:
      \exp_after:wN \__fp_parse_word:Nw
      \exp_after:wN #1
      \exp_after:wN #2
      \exp:w \exp_after:wN \__fp_parse_letters:N
      \exp:w
    \else:
      \exp_after:wN \__fp_parse_prefix:NNN
      \exp_after:wN #1
      \exp_after:wN #2
      \cs:w
        __fp_parse_prefix_ \token_to_str:N #2 :Nw
        \exp_after:wN
      \cs_end:
      \exp:w
    \fi:
    \__fp_parse_expand:w
  }
```

(*End definition for __fp_parse_one_other:NN.*)

__fp_parse_word:Nw
__fp_parse_letters:N

Finding letters is a simple recursion. Once __fp_parse_letters:N has done its job, we try to build a control sequence from the word #2. If it is a known word, then the corresponding action is taken, and otherwise, we complain about an unknown word, yield \c_nan_fp, and look for the following infix operator. Note that the unknown word could be a mistyped function as well as a mistyped constant, so there is no way to tell whether to look for arguments; we do not. The standard requires "inf" and "infinity" and "nan" to be recognized regardless of case, but we probably don't want to allow every l3fp word to have an arbitrary mixture of lower and upper case, so we test and use a differently-named control sequence.

```
\cs_new:Npn \__fp_parse_word:Nw #1#2;
  {
    \cs_if_exist_use:cF { __fp_parse_word_#2:N }
      {
        \cs_if_exist_use:cF
          { __fp_parse_caseless_ \str_fold_case:n {#2} :N }
          {
            \__kernel_msg_expandable_error:nnn
              { kernel } { unknown-fp-word } {#2}
            \exp_after:wN \c_nan_fp \exp:w \exp_end_continue_f:w
            \__fp_parse_infix:NN
          }
      }
      #1
```

```
  }
\cs_new:Npn \__fp_parse_letters:N #1
  {
    \exp_end_continue_f:w
    \if_int_compare:w
        \if_catcode:w \scan_stop: \exp_not:N #1
          0
        \else:
          \__fp_int_eval:w
            ( `#1 \if_int_compare:w `#1 > `Z - 32 \fi: ) / 26
        \fi:
        = 3 \exp_stop_f:
      \exp_after:wN #1
      \exp:w \exp_after:wN \__fp_parse_letters:N
      \exp:w
    \else:
      \__fp_parse_return_semicolon:w #1
    \fi:
    \__fp_parse_expand:w
  }
```

(*End definition for* `\__fp_parse_word:Nw` *and* `\__fp_parse_letters:N`.)

`\__fp_parse_prefix:NNN`
`\__fp_parse_prefix_unknown:NNN`

For this function, `#1` is the previous ⟨*precedence*⟩, `#2` is the operator just seen, and `#3` is a control sequence which implements the operator if it is a known operator. If this control sequence is `\scan_stop:`, then the operator is in fact unknown. Either the expression is missing a number there (if the operator is valid as an infix operator), and we put `nan`, wrapping the infix operator in a csname as appropriate, or the character is simply invalid in floating point expressions, and we continue looking for a number, starting again from `\__fp_parse_one:Nw`.

```
\cs_new:Npn \__fp_parse_prefix:NNN #1#2#3
  {
    \if_meaning:w \scan_stop: #3
      \exp_after:wN \__fp_parse_prefix_unknown:NNN
      \exp_after:wN #2
    \fi:
    #3 #1
  }
\cs_new:Npn \__fp_parse_prefix_unknown:NNN #1#2#3
  {
    \cs_if_exist:cTF { __fp_parse_infix_ \token_to_str:N #1 :N }
      {
        \__kernel_msg_expandable_error:nnn
          { kernel } { fp-missing-number } {#1}
        \exp_after:wN \c_nan_fp \exp:w \exp_end_continue_f:w
        \__fp_parse_infix:NN #3 #1
      }
      {
        \__kernel_msg_expandable_error:nnn
          { kernel } { fp-unknown-symbol } {#1}
        \__fp_parse_one:Nw #3
      }
  }
```

(*End definition for* `\__fp_parse_prefix:NNN` *and* `\__fp_parse_prefix_unknown:NNN`.)

28.4.1 Numbers: trimming leading zeros

Numbers are parsed as follows: first we trim leading zeros, then if the next character is a digit, start reading a significand ≥ 1 with the set of functions `\__fp_parse_large`...; if it is a period, the significand is < 1; and otherwise it is zero. In the second case, trim additional zeros after the period, counting them for an exponent shift $\langle exp_1 \rangle < 0$, then read the significand with the set of functions `\__fp_parse_small`... Once the significand is read, read the exponent if `e` is present.

`\__fp_parse_trim_zeros:N`
`\__fp_parse_trim_end:w`

This function expects an already expanded token. It removes any leading zero, then distinguishes three cases: if the first non-zero token is a digit, then call `\__fp_parse_large:N` (the significand is ≥ 1); if it is `.`, then continue trimming zeros with `\__fp_parse_strim_zeros:N`; otherwise, our number is exactly zero, and we call `\__fp_parse_zero:` to take care of that case.

```
\cs_new:Npn \__fp_parse_trim_zeros:N #1
  {
    \if:w 0 \exp_not:N #1
      \exp_after:wN \__fp_parse_trim_zeros:N
      \exp:w
    \else:
      \if:w . \exp_not:N #1
        \exp_after:wN \__fp_parse_strim_zeros:N
        \exp:w
      \else:
        \__fp_parse_trim_end:w #1
      \fi:
    \fi:
    \__fp_parse_expand:w
  }
\cs_new:Npn \__fp_parse_trim_end:w #1 \fi: \fi: \__fp_parse_expand:w
  {
      \fi:
    \fi:
    \if_int_compare:w 9 < 1 \token_to_str:N #1 \exp_stop_f:
      \exp_after:wN \__fp_parse_large:N
    \else:
      \exp_after:wN \__fp_parse_zero:
    \fi:
    #1
  }
```

(*End definition for* `\__fp_parse_trim_zeros:N` *and* `\__fp_parse_trim_end:w`.)

`\__fp_parse_strim_zeros:N`
`\__fp_parse_strim_end:w`

If we have removed all digits until a period (or if the body started with a period), then enter the "`small_trim`" loop which outputs -1 for each removed 0. Those -1 are added to an integer expression waiting for the exponent. If the first non-zero token is a digit, call `\__fp_parse_small:N` (our significand is smaller than 1), and otherwise, the number is an exact zero. The name `strim` stands for "small trim".

```
\cs_new:Npn \__fp_parse_strim_zeros:N #1
  {
    \if:w 0 \exp_not:N #1
      - 1
      \exp_after:wN \__fp_parse_strim_zeros:N \exp:w
```

```
    \else:
      \__fp_parse_strim_end:w #1
    \fi:
    \__fp_parse_expand:w
  }
\cs_new:Npn \__fp_parse_strim_end:w #1 \fi: \__fp_parse_expand:w
  {
    \fi:
    \if_int_compare:w 9 < 1 \token_to_str:N #1 \exp_stop_f:
      \exp_after:wN \__fp_parse_small:N
    \else:
      \exp_after:wN \__fp_parse_zero:
    \fi:
    #1
  }
```

(*End definition for* `\__fp_parse_strim_zeros:N` *and* `\__fp_parse_strim_end:w`.)

`\__fp_parse_zero:` After reading a significand of 0, find any exponent, then put a sign of `1` for `\__fp_sanitize:wN`, which removes everything and leaves an exact zero.

```
\cs_new:Npn \__fp_parse_zero:
  {
    \exp_after:wN ; \exp_after:wN 1
    \int_value:w \__fp_parse_exponent:N
  }
```

(*End definition for* `\__fp_parse_zero:`.)

28.4.2 Number: small significand

`\__fp_parse_small:N` This function is called after we have passed the decimal separator and removed all leading zeros from the significand. It is followed by a non-zero digit (with any catcode). The goal is to read up to 16 digits. But we can't do that all at once, because `\int_value:w` (which allows us to collect digits and continue expanding) can only go up to 9 digits. Hence we grab digits in two steps of 8 digits. Since `#1` is a digit, read seven more digits using `\__fp_parse_digits_vii:N`. The `small_leading` auxiliary leaves those digits in the `\int_value:w`, and grabs some more, or stops if there are no more digits. Then the `pack_leading` auxiliary puts the various parts in the appropriate order for the processing further up.

```
\cs_new:Npn \__fp_parse_small:N #1
  {
    \exp_after:wN \__fp_parse_pack_leading:NNNNNww
    \int_value:w \__fp_int_eval:w 1 \token_to_str:N #1
      \exp_after:wN \__fp_parse_small_leading:wwNN
      \int_value:w 1
        \exp_after:wN \__fp_parse_digits_vii:N
        \exp:w \__fp_parse_expand:w
  }
```

(*End definition for* `\__fp_parse_small:N`.)

`\__fp_parse_small_leading:wwNN`

`\__fp_parse_small_leading:wwNN 1` ⟨*digits*⟩ `;` ⟨*zeros*⟩ `;` ⟨*number of zeros*⟩

We leave ⟨*digits*⟩ ⟨*zeros*⟩ in the input stream: the functions used to grab digits are such that this constitutes digits 1 through 8 of the significand. Then prepare to pack

8 more digits, with an exponent shift of zero (this shift is used in the case of a large significand). If #4 is a digit, leave it behind for the packing function, and read 6 more digits to reach a total of 15 digits: further digits are involved in the rounding. Otherwise put 8 zeros in to complete the significand, then look for an exponent.

```
\cs_new:Npn \__fp_parse_small_leading:wwNN 1 #1 ; #2; #3 #4
  {
    #1 #2
    \exp_after:wN \__fp_parse_pack_trailing:NNNNNNww
    \exp_after:wN 0
    \int_value:w \__fp_int_eval:w 1
      \if_int_compare:w 9 < 1 \token_to_str:N #4 \exp_stop_f:
        \token_to_str:N #4
        \exp_after:wN \__fp_parse_small_trailing:wwNN
        \int_value:w 1
          \exp_after:wN \__fp_parse_digits_vi:N
          \exp:w
      \else:
        0000 0000 \__fp_parse_exponent:Nw #4
      \fi:
      \__fp_parse_expand:w
  }
```

(*End definition for* `\__fp_parse_small_leading:wwNN`.)

__fp_parse_small_trailing:wwNN

`\__fp_parse_small_trailing:wwNN 1` ⟨*digits*⟩ `;` ⟨*zeros*⟩ `;` ⟨*number of zeros*⟩ ⟨*next token*⟩

Leave digits 10 to 15 (arguments #1 and #2) in the input stream. If the ⟨*next token*⟩ is a digit, it is the 16th digit, we keep it, then the `small_round` auxiliary considers this digit and all further digits to perform the rounding: the function expands to nothing, to +0 or to +1. Otherwise, there is no 16-th digit, so we put a 0, and look for an exponent.

```
\cs_new:Npn \__fp_parse_small_trailing:wwNN 1 #1 ; #2; #3 #4
  {
    #1 #2
    \if_int_compare:w 9 < 1 \token_to_str:N #4 \exp_stop_f:
      \token_to_str:N #4
      \exp_after:wN \__fp_parse_small_round:NN
      \exp_after:wN #4
      \exp:w
    \else:
      0 \__fp_parse_exponent:Nw #4
    \fi:
    \__fp_parse_expand:w
  }
```

(*End definition for* `\__fp_parse_small_trailing:wwNN`.)

__fp_parse_pack_trailing:NNNNNNww
__fp_parse_pack_leading:NNNNNww
__fp_parse_pack_carry:w

Those functions are expanded after all the digits are found, we took care of the rounding, as well as the exponent. The last argument is the exponent. The previous five arguments are 8 digits which we pack in groups of 4, and the argument before that is 1, except in the rare case where rounding lead to a carry, in which case the argument is 2. The `trailing` function has an exponent shift as its first argument, which we add to the exponent found in the `e...` syntax. If the trailing digits cause a carry, the integer expression for the leading digits is incremented (+1 in the code below). If the leading digits propagate this carry all the way up, the function `\__fp_parse_pack_carry:w` increments the exponent, and changes the significand from `0000...` to `1000...`: this is simple because such a carry can only occur to give rise to a power of 10.

```
\cs_new:Npn \__fp_parse_pack_trailing:NNNNNNww #1 #2 #3#4#5#6 #7; #8 ;
  {
    \if_meaning:w 2 #2 + 1 \fi:
    ; #8 + #1 ; {#3#4#5#6} {#7};
  }
\cs_new:Npn \__fp_parse_pack_leading:NNNNNww #1 #2#3#4#5 #6; #7;
  {
    + #7
    \if_meaning:w 2 #1 \__fp_parse_pack_carry:w \fi:
    ; 0 {#2#3#4#5} {#6}
  }
\cs_new:Npn \__fp_parse_pack_carry:w \fi: ; 0 #1
  { \fi: + 1 ; 0 {1000} }
```

(*End definition for* `\__fp_parse_pack_trailing:NNNNNNww`*,* `\__fp_parse_pack_leading:NNNNNww`*, and* `\__fp_parse_pack_carry:w`*.*)

28.4.3 Number: large significand

Parsing a significand larger than 1 is a little bit more difficult than parsing small significands. We need to count the number of digits before the decimal separator, and add that to the final exponent. We also need to test for the presence of a dot each time we run out of digits, and branch to the appropriate `parse_small` function in those cases.

`\__fp_parse_large:N` This function is followed by the first non-zero digit of a "large" significand (≥ 1). It is called within an integer expression for the exponent. Grab up to 7 more digits, for a total of 8 digits.

```
\cs_new:Npn \__fp_parse_large:N #1
  {
    \exp_after:wN \__fp_parse_large_leading:wwNN
    \int_value:w 1 \token_to_str:N #1
      \exp_after:wN \__fp_parse_digits_vii:N
      \exp:w \__fp_parse_expand:w
  }
```

(*End definition for* `\__fp_parse_large:N`*.*)

`\__fp_parse_large_leading:wwNN`

`\__fp_parse_large_leading:wwNN 1 ⟨digits⟩ ; ⟨zeros⟩ ; ⟨number of zeros⟩ ⟨next token⟩`

We shift the exponent by the number of digits in `#1`, namely the target number, 8, minus the ⟨*number of zeros*⟩ (number of digits missing). Then prepare to pack the 8 first digits. If the ⟨*next token*⟩ is a digit, read up to 6 more digits (digits 10 to 15). If it is a period, try to grab the end of our 8 first digits, branching to the `small` functions since the number of digit does not affect the exponent anymore. Finally, if this is the end of the significand, insert the ⟨*zeros*⟩ to complete the 8 first digits, insert 8 more, and look for an exponent.

```
\cs_new:Npn \__fp_parse_large_leading:wwNN 1 #1 ; #2; #3 #4
  {
    + \c__fp_half_prec_int - #3
    \exp_after:wN \__fp_parse_pack_leading:NNNNNww
```

```
    \int_value:w \__fp_int_eval:w 1 #1
      \if_int_compare:w 9 < 1 \token_to_str:N #4 \exp_stop_f:
        \exp_after:wN \__fp_parse_large_trailing:wwNN
        \int_value:w 1 \token_to_str:N #4
          \exp_after:wN \__fp_parse_digits_vi:N
          \exp:w
      \else:
        \if:w . \exp_not:N #4
          \exp_after:wN \__fp_parse_small_leading:wwNN
          \int_value:w 1
            \cs:w
              __fp_parse_digits_
              \__fp_int_to_roman:w #3
              :N \exp_after:wN
            \cs_end:
            \exp:w
        \else:
          #2
          \exp_after:wN \__fp_parse_pack_trailing:NNNNNNww
          \exp_after:wN 0
          \int_value:w 1 0000 0000
          \__fp_parse_exponent:Nw #4
        \fi:
      \fi:
      \__fp_parse_expand:w
  }
```

(*End definition for* `\__fp_parse_large_leading:wwNN`.)

__fp_parse_large_trailing:wwNN

`\__fp_parse_large_trailing:wwNN 1` ⟨*digits*⟩ `;` ⟨*zeros*⟩ `;` ⟨*number of zeros*⟩ ⟨*next token*⟩

We have just read 15 digits. If the ⟨*next token*⟩ is a digit, then the exponent shift caused by this block of 8 digits is 8, first argument to the `pack_trailing` function. We keep the ⟨*digits*⟩ and this 16-th digit, and find how this should be rounded using `\__fp_parse_large_round:NN`. Otherwise, the exponent shift is the number of ⟨*digits*⟩, 7 minus the ⟨*number of zeros*⟩, and we test for a decimal point. This case happens in `123451234512345.67` with exactly 15 digits before the decimal separator. Then branch to the appropriate `small` auxiliary, grabbing a few more digits to complement the digits we already grabbed. Finally, if this is truly the end of the significand, look for an exponent after using the ⟨*zeros*⟩ and providing a 16-th digit of 0.

```
\cs_new:Npn \__fp_parse_large_trailing:wwNN 1 #1 ; #2; #3 #4
  {
    \if_int_compare:w 9 < 1 \token_to_str:N #4 \exp_stop_f:
      \exp_after:wN \__fp_parse_pack_trailing:NNNNNNww
      \exp_after:wN \c__fp_half_prec_int
      \int_value:w \__fp_int_eval:w 1 #1 \token_to_str:N #4
        \exp_after:wN \__fp_parse_large_round:NN
        \exp_after:wN #4
        \exp:w
    \else:
      \exp_after:wN \__fp_parse_pack_trailing:NNNNNNww
      \int_value:w \__fp_int_eval:w 7 - #3 \exp_stop_f:
      \int_value:w \__fp_int_eval:w 1 #1
```

```
        \if:w . \exp_not:N #4
          \exp_after:wN \__fp_parse_small_trailing:wwNN
          \int_value:w 1
            \cs:w
              __fp_parse_digits_
              \__fp_int_to_roman:w #3
              :N \exp_after:wN
            \cs_end:
            \exp:w
        \else:
          #2 0 \__fp_parse_exponent:Nw #4
        \fi:
    \fi:
    \__fp_parse_expand:w
  }
```

(*End definition for* `\__fp_parse_large_trailing:wwNN`.)

28.4.4 Number: beyond 16 digits, rounding

`\__fp_parse_round_loop:N`
`\__fp_parse_round_up:N`

This loop is called when rounding a number (whether the mantissa is small or large). It should appear in an integer expression. This function reads digits one by one, until reaching a non-digit, and adds 1 to the integer expression for each digit. If all digits found are 0, the function ends the expression by `;0`, otherwise by `;1`. This is done by switching the loop to `round_up` at the first non-zero digit, thus we avoid to test whether digits are 0 or not once we see a first non-zero digit.

```
\cs_new:Npn \__fp_parse_round_loop:N #1
  {
    \if_int_compare:w 9 < 1 \token_to_str:N #1 \exp_stop_f:
      + 1
      \if:w 0 \token_to_str:N #1
        \exp_after:wN \__fp_parse_round_loop:N
        \exp:w
      \else:
        \exp_after:wN \__fp_parse_round_up:N
        \exp:w
      \fi:
    \else:
      \__fp_parse_return_semicolon:w 0 #1
    \fi:
    \__fp_parse_expand:w
  }
\cs_new:Npn \__fp_parse_round_up:N #1
  {
    \if_int_compare:w 9 < 1 \token_to_str:N #1 \exp_stop_f:
      + 1
      \exp_after:wN \__fp_parse_round_up:N
      \exp:w
    \else:
      \__fp_parse_return_semicolon:w 1 #1
    \fi:
    \__fp_parse_expand:w
  }
```

(*End definition for* `\__fp_parse_round_loop:N` *and* `\__fp_parse_round_up:N`.)

`\__fp_parse_round_after:wN` After the loop `\__fp_parse_round_loop:N`, this function fetches an exponent with `\__fp_parse_exponent:N`, and combines it with the number of digits counted by `\__fp_parse_round_loop:N`. At the same time, the result `0` or `1` is added to the surrounding integer expression.

```
\cs_new:Npn \__fp_parse_round_after:wN #1; #2
  {
    + #2 \exp_after:wN ;
    \int_value:w \__fp_int_eval:w #1 + \__fp_parse_exponent:N
  }
```

(*End definition for* `\__fp_parse_round_after:wN`.)

`\__fp_parse_small_round:NN`
`\__fp_parse_round_after:wN`

Here, `#1` is the digit that we are currently rounding (we only care whether it is even or odd). If `#2` is not a digit, then fetch an exponent and expand to `;`⟨*exponent*⟩ only. Otherwise, we expand to `+0` or `+1`, then `;`⟨*exponent*⟩. To decide which, call `\__fp_round_s:NNNw` to know whether to round up, giving it as arguments a sign 0 (all explicit numbers are positive), the digit `#1` to round, the first following digit `#2`, and either `+0` or `+1` depending on whether the following digits are all zero or not. This last argument is obtained by `\__fp_parse_round_loop:N`, whose number of digits we discard by multiplying it by 0. The exponent which follows the number is also fetched by `\__fp_parse_round_after:wN`.

```
\cs_new:Npn \__fp_parse_small_round:NN #1#2
  {
    \if_int_compare:w 9 < 1 \token_to_str:N #2 \exp_stop_f:
      +
      \exp_after:wN \__fp_round_s:NNNw
      \exp_after:wN 0
      \exp_after:wN #1
      \exp_after:wN #2
      \int_value:w \__fp_int_eval:w
        \exp_after:wN \__fp_parse_round_after:wN
        \int_value:w \__fp_int_eval:w 0 * \__fp_int_eval:w 0
          \exp_after:wN \__fp_parse_round_loop:N
          \exp:w
    \else:
      \__fp_parse_exponent:Nw #2
    \fi:
    \__fp_parse_expand:w
  }
```

(*End definition for* `\__fp_parse_small_round:NN` *and* `\__fp_parse_round_after:wN`.)

`\__fp_parse_large_round:NN`
`\__fp_parse_large_round_test:NN`
`\__fp_parse_large_round_aux:wNN`

Large numbers are harder to round, as there may be a period in the way. Again, `#1` is the digit that we are currently rounding (we only care whether it is even or odd). If there are no more digits (`#2` is not a digit), then we must test for a period: if there is one, then switch to the rounding function for small significands, otherwise fetch an exponent. If there are more digits (`#2` is a digit), then round, checking with `\__fp_parse_round_loop:N` if all further digits vanish, or some are non-zero. This loop is not enough, as it is stopped by a period. After the loop, the `aux` function tests for a period: if it is present, then we must continue looking for digits, this time discarding the number of digits we find.

```
\cs_new:Npn \__fp_parse_large_round:NN #1#2
  {
    \if_int_compare:w 9 < 1 \token_to_str:N #2 \exp_stop_f:
      +
      \exp_after:wN \__fp_round_s:NNNw
      \exp_after:wN 0
      \exp_after:wN #1
      \exp_after:wN #2
      \int_value:w \__fp_int_eval:w
        \exp_after:wN \__fp_parse_large_round_aux:wNN
        \int_value:w \__fp_int_eval:w 1
          \exp_after:wN \__fp_parse_round_loop:N
    \else: %^^A could be dot, or e, or other
      \exp_after:wN \__fp_parse_large_round_test:NN
      \exp_after:wN #1
      \exp_after:wN #2
    \fi:
  }
\cs_new:Npn \__fp_parse_large_round_test:NN #1#2
  {
    \if:w . \exp_not:N #2
      \exp_after:wN \__fp_parse_small_round:NN
      \exp_after:wN #1
      \exp:w
    \else:
      \__fp_parse_exponent:Nw #2
    \fi:
    \__fp_parse_expand:w
  }
\cs_new:Npn \__fp_parse_large_round_aux:wNN #1 ; #2 #3
  {
    + #2
    \exp_after:wN \__fp_parse_round_after:wN
    \int_value:w \__fp_int_eval:w #1
      \if:w . \exp_not:N #3
        + 0 * \__fp_int_eval:w 0
          \exp_after:wN \__fp_parse_round_loop:N
          \exp:w \exp_after:wN \__fp_parse_expand:w
      \else:
        \exp_after:wN ;
        \exp_after:wN 0
        \exp_after:wN #3
      \fi:
  }
```

(*End definition for* `\__fp_parse_large_round:NN`*,* `\__fp_parse_large_round_test:NN`*, and* `\__fp_parse_large_round_aux:wNN`*.*)

28.4.5 Number: finding the exponent

Expansion is a little bit tricky here, in part because we accept input where multiplication is implicit.

```
\__fp_parse:n { 3.2 erf(0.1) }
\__fp_parse:n { 3.2 e\l_my_int }
\__fp_parse:n { 3.2 \c_pi_fp }
```

The first case indicates that just looking one character ahead for an "`e`" is not enough, since we would mistake the function `erf` for an exponent of "`rf`". An alternative would be to look two tokens ahead and check if what follows is a sign or a digit, considering in that case that we must be finding an exponent. But taking care of the second case requires that we unpack registers after `e`. However, blindly expanding the two tokens ahead completely would break the third example (unpacking is even worse). Indeed, in the course of reading 3.2, `\c_pi_fp` is expanded to `\s__fp \__fp_chk:w 1 0 {-1} {3141}` ⋯ `;` and `\s__fp` stops the expansion. Expanding two tokens ahead would then force the expansion of `\__fp_chk:w` (despite it being protected), and that function tries to produce an error.

What can we do? Really, the reason why this last case breaks is that just as TeX does, we should read ahead as little as possible. Here, the only case where there may be an exponent is if the first token ahead is `e`. Then we expand (and possibly unpack) the second token.

`\__fp_parse_exponent:Nw` This auxiliary is convenient to smuggle some material through `\fi:` ending conditional processing. We place those `\fi:` (argument `#2`) at a very odd place because this allows us to insert `\__fp_int_eval:w` ... there if needed.

```
\cs_new:Npn \__fp_parse_exponent:Nw #1 #2 \__fp_parse_expand:w
  {
    \exp_after:wN ;
    \int_value:w #2 \__fp_parse_exponent:N #1
  }
```

(*End definition for* `\__fp_parse_exponent:Nw`.)

`\__fp_parse_exponent:N`
`\__fp_parse_exponent_aux:N`

This function should be called within an `\int_value:w` expansion (or within an integer expression). It leaves digits of the exponent behind it in the input stream, and terminates the expansion with a semicolon. If there is no `e`, leave an exponent of 0. If there is an `e`, expand the next token to run some tests on it. The first rough test is that if the character code of `#1` is greater than that of `9` (largest code valid for an exponent, less than any code valid for an identifier), there was in fact no exponent; otherwise, we search for the sign of the exponent.

```
\cs_new:Npn \__fp_parse_exponent:N #1
  {
    \if:w e \exp_not:N #1
      \exp_after:wN \__fp_parse_exponent_aux:N
      \exp:w
    \else:
      0 \__fp_parse_return_semicolon:w #1
    \fi:
    \__fp_parse_expand:w
  }
\cs_new:Npn \__fp_parse_exponent_aux:N #1
  {
    \if_int_compare:w \if_catcode:w \scan_stop: \exp_not:N #1
                0 \else: `#1 \fi: > `9 \exp_stop_f:
      0 \exp_after:wN ; \exp_after:wN e
    \else:
```

```
      \exp_after:wN \__fp_parse_exponent_sign:N
    \fi:
    #1
  }
```

(*End definition for* `\__fp_parse_exponent:N` *and* `\__fp_parse_exponent_aux:N`.)

`\__fp_parse_exponent_sign:N` Read signs one by one (if there is any).

```
\cs_new:Npn \__fp_parse_exponent_sign:N #1
  {
    \if:w + \if:w - \exp_not:N #1 + \fi: \token_to_str:N #1
      \exp_after:wN \__fp_parse_exponent_sign:N
      \exp:w \exp_after:wN \__fp_parse_expand:w
    \else:
      \exp_after:wN \__fp_parse_exponent_body:N
      \exp_after:wN #1
    \fi:
  }
```

(*End definition for* `\__fp_parse_exponent_sign:N`.)

`\__fp_parse_exponent_body:N` An exponent can be an explicit integer (most common case), or various other things (most of which are invalid).

```
\cs_new:Npn \__fp_parse_exponent_body:N #1
  {
    \if_int_compare:w 9 < 1 \token_to_str:N #1 \exp_stop_f:
      \token_to_str:N #1
      \exp_after:wN \__fp_parse_exponent_digits:N
      \exp:w
    \else:
      \__fp_parse_exponent_keep:NTF #1
        { \__fp_parse_return_semicolon:w #1 }
        {
          \exp_after:wN ;
          \exp:w
        }
    \fi:
    \__fp_parse_expand:w
  }
```

(*End definition for* `\__fp_parse_exponent_body:N`.)

`\__fp_parse_exponent_digits:N` Read digits one by one, and leave them behind in the input stream. When finding a non-digit, stop, and insert a semicolon. Note that we do not check for overflow of the exponent, hence there can be a TeX error. It is mostly harmless, except when parsing `0e9876543210`, which should be a valid representation of 0, but is not.

```
\cs_new:Npn \__fp_parse_exponent_digits:N #1
  {
    \if_int_compare:w 9 < 1 \token_to_str:N #1 \exp_stop_f:
      \token_to_str:N #1
      \exp_after:wN \__fp_parse_exponent_digits:N
      \exp:w
    \else:
      \__fp_parse_return_semicolon:w #1
```

```
    \fi:
    \__fp_parse_expand:w
  }
```

(*End definition for* `\__fp_parse_exponent_digits:N`.)

`\__fp_parse_exponent_keep:NTF` This is the last building block for parsing exponents. The argument `#1` is already fully expanded, and neither `+` nor `-` nor a digit. It can be:

- `\s__fp`, marking the start of an internal floating point, invalid here;
- another control sequence equal to `\relax`, probably a bad variable;
- a register: in this case we make sure that it is an integer register, not a dimension;
- a character other than `+`, `-` or digits, again, an error.

```
\prg_new_conditional:Npnn \__fp_parse_exponent_keep:N #1 { TF }
  {
    \if_catcode:w \scan_stop: \exp_not:N #1
      \if_meaning:w \scan_stop: #1
        \if_int_compare:w
            \__fp_str_if_eq:nn { \s__fp } { \exp_not:N #1 }
            = 0 \exp_stop_f:
          0
          \__kernel_msg_expandable_error:nnn
            { kernel } { fp-after-e } { floating~point~ }
          \prg_return_true:
        \else:
          0
          \__kernel_msg_expandable_error:nnn
            { kernel } { bad-variable } {#1}
          \prg_return_false:
        \fi:
      \else:
        \if_int_compare:w
            \__fp_str_if_eq:nn { \int_value:w #1 } { \tex_the:D #1 }
            = 0 \exp_stop_f:
          \int_value:w #1
        \else:
          0
          \__kernel_msg_expandable_error:nnn
            { kernel } { fp-after-e } { dimension~#1 }
        \fi:
        \prg_return_false:
      \fi:
    \else:
      0
      \__kernel_msg_expandable_error:nnn
        { kernel } { fp-missing } { exponent }
      \prg_return_true:
    \fi:
  }
```

(*End definition for* `\__fp_parse_exponent_keep:NTF`.)

28.5 Constants, functions and prefix operators

28.5.1 Prefix operators

__fp_parse_prefix_+:Nw

A unary + does nothing: we should continue looking for a number.

```
\cs_new_eq:cN { __fp_parse_prefix_+:Nw } \__fp_parse_one:Nw
```

(*End definition for* __fp_parse_prefix_+:Nw.)

__fp_parse_apply_function:NNNwN

Here, #1 is a precedence, #2 is some extra data used by some functions, #3 is *e.g.*, __fp_sin_o:w, and expands once after the calculation, #4 is the operand, and #5 is a __fp_parse_infix_...:N function. We feed the data #2, and the argument #4, to the function #3, which expands \exp:w thus the infix function #5.

```
\cs_new:Npn \__fp_parse_apply_function:NNNwN #1#2#3#4@#5
  {
    #3 #2 #4 @
    \exp:w \exp_end_continue_f:w #5 #1
  }
```

(*End definition for* __fp_parse_apply_function:NNNwN.)

__fp_parse_apply_unary:NNNwN
__fp_parse_apply_unary_chk:NwNw
__fp_parse_apply_unary_chk:nNNNNw
__fp_parse_apply_unary_type:NNN
__fp_parse_apply_unary_error:NNw

In contrast to __fp_parse_apply_function:NNNwN, this checks that the operand #4 is a single argument (namely there is a single ;). We use the fact that any floating point starts with a "safe" token like \s__fp. If there is no argument produce the fp-no-arg error; if there are at least two produce fp-multi-arg. For the error message extract the mathematical function name (such as sin) from the expl3 function that computes it, such as __fp_sin_o:w.

In addition, since there is a single argument we can dispatch on type and check that the resulting function exists. This catches things like sin((1,2)) where it does not make sense to take the sine of a tuple.

```
\cs_new:Npn \__fp_parse_apply_unary:NNNwN #1#2#3#4@#5
  {
    \__fp_parse_apply_unary_chk:NwNw #4 @ ; . \q_stop
    \__fp_parse_apply_unary_type:NNN
    #3 #2 #4 @
    \exp:w \exp_end_continue_f:w #5 #1
  }
\cs_new:Npn \__fp_parse_apply_unary_chk:NwNw #1#2 ; #3#4 \q_stop
  {
    \if_meaning:w @ #3 \else:
      \token_if_eq_meaning:NNTF . #3
        { \__fp_parse_apply_unary_chk:nNNNNw { no } }
        { \__fp_parse_apply_unary_chk:nNNNNw { multi } }
    \fi:
  }
\cs_new:Npn \__fp_parse_apply_unary_chk:nNNNNw #1#2#3#4#5#6 @
  {
    #2
    \__fp_error:nffn { fp-#1-arg } { \__fp_func_to_name:N #4 } { } { }
    \exp_after:wN #4 \exp_after:wN #5 \c_nan_fp @
  }
\cs_new:Npn \__fp_parse_apply_unary_type:NNN #1#2#3
  {
    \__fp_change_func_type:NNN #3 #1 \__fp_parse_apply_unary_error:NNw
```

```
    #2 #3
  }
\cs_new:Npn \__fp_parse_apply_unary_error:NNw #1#2#3 @
  { \__fp_invalid_operation_o:fw { \__fp_func_to_name:N #1 } #3 }
```

(*End definition for* `\__fp_parse_apply_unary:NNNwN` *and others.*)

`\__fp_parse_prefix_-:Nw`
`\__fp_parse_prefix_!:Nw`

The unary `-` and boolean not are harder: we parse the operand using a precedence equal to the maximum of the previous precedence `##1` and the precedence `\c__fp_prec_not_int` of the unary operator, then call the appropriate `\__fp_`⟨*operation*⟩`_o:w` function, where the ⟨*operation*⟩ is `set_sign` or `not`.

```
\cs_set_protected:Npn \__fp_tmp:w #1#2#3#4
  {
    \cs_new:cpn { __fp_parse_prefix_ #1 :Nw } ##1
      {
        \exp_after:wN \__fp_parse_apply_unary:NNNwN
        \exp_after:wN ##1
        \exp_after:wN #4
        \exp_after:wN #3
        \exp:w
        \if_int_compare:w #2 < ##1
          \__fp_parse_operand:Nw ##1
        \else:
          \__fp_parse_operand:Nw #2
        \fi:
        \__fp_parse_expand:w
      }
  }
\__fp_tmp:w - \c__fp_prec_not_int \__fp_set_sign_o:w 2
\__fp_tmp:w ! \c__fp_prec_not_int \__fp_not_o:w ?
```

(*End definition for* `\__fp_parse_prefix_-:Nw` *and* `\__fp_parse_prefix_!:Nw`*.*)

`\__fp_parse_prefix_.:Nw`

Numbers which start with a decimal separator (a period) end up here. Of course, we do not look for an operand, but for the rest of the number. This function is very similar to `\__fp_parse_one_digit:NN` but calls `\__fp_parse_strim_zeros:N` to trim zeros after the decimal point, rather than the `trim_zeros` function for zeros before the decimal point.

```
\cs_new:cpn { __fp_parse_prefix_.:Nw } #1
  {
    \exp_after:wN \__fp_parse_infix_after_operand:NwN
    \exp_after:wN #1
    \exp:w \exp_end_continue_f:w
      \exp_after:wN \__fp_sanitize:wN
      \int_value:w \__fp_int_eval:w 0 \__fp_parse_strim_zeros:N
  }
```

(*End definition for* `\__fp_parse_prefix_.:Nw`*.*)

`\__fp_parse_prefix_(:Nw`
`\__fp_parse_lparen_after:NwN`

The left parenthesis is treated as a unary prefix operator because it appears in exactly the same settings. If the previous precedence is `\c__fp_prec_func_int` we are parsing arguments of a function and commas should not build tuples; otherwise commas should build tuples. We distinguish these cases by precedence: `\c__fp_prec_comma_int` for the case of arguments, `\c__fp_prec_tuple_int` for the case of tuples. Once the operand is found, the lparen_after auxiliary makes sure that there was a closing parenthesis (otherwise it complains), and leaves in the input stream an operand, fetching the following infix operator.

```
\cs_new:cpn { __fp_parse_prefix_(:Nw } #1
  {
    \exp_after:wN \__fp_parse_lparen_after:NwN
    \exp_after:wN #1
    \exp:w
    \if_int_compare:w #1 = \c__fp_prec_func_int
      \__fp_parse_operand:Nw \c__fp_prec_comma_int
    \else:
      \__fp_parse_operand:Nw \c__fp_prec_tuple_int
    \fi:
    \__fp_parse_expand:w
  }
\cs_new:Npx \__fp_parse_lparen_after:NwN #1#2 @ #3
  {
    \exp_not:N \token_if_eq_meaning:NNTF #3
      \exp_not:c { __fp_parse_infix_):N }
      {
        \exp_not:N \__fp_exp_after_array_f:w #2 \s__fp_stop
        \exp_not:N \exp_after:wN
        \exp_not:N \__fp_parse_infix_after_paren:NN
        \exp_not:N \exp_after:wN #1
        \exp_not:N \exp:w
        \exp_not:N \__fp_parse_expand:w
      }
      {
        \exp_not:N \__kernel_msg_expandable_error:nnn
          { kernel } { fp-missing } { ) }
        \exp_not:N \tl_if_empty:nT {#2} \exp_not:N \c__fp_empty_tuple_fp
        #2 @
        \exp_not:N \use_none:n #3
      }
  }
```

(*End definition for* `\__fp_parse_prefix_(:Nw` *and* `\__fp_parse_lparen_after:NwN`.)

`\__fp_parse_prefix_):Nw` The right parenthesis can appear as a prefix in two similar cases: in an empty tuple or tuple ending with a comma, or in an empty argument list or argument list ending with a comma, such as in max(1,2,) or in rand().

```
\cs_new:cpn { __fp_parse_prefix_):Nw } #1
  {
    \if_int_compare:w #1 = \c__fp_prec_comma_int
    \else:
      \if_int_compare:w #1 = \c__fp_prec_tuple_int
        \exp_after:wN \c__fp_empty_tuple_fp \exp:w
      \else:
        \__kernel_msg_expandable_error:nnn
          { kernel } { fp-missing-number } { ) }
        \exp_after:wN \c_nan_fp \exp:w
      \fi:
      \exp_end_continue_f:w
    \fi:
```

```
    \__fp_parse_infix_after_paren:NN #1 )
  }
```

(*End definition for* `\__fp_parse_prefix_):Nw`.)

28.5.2 Constants

`\__fp_parse_word_inf:N`
`\__fp_parse_word_nan:N`
`\__fp_parse_word_pi:N`
`\__fp_parse_word_deg:N`
`\__fp_parse_word_true:N`
`\__fp_parse_word_false:N`

Some words correspond to constant floating points. The floating point constant is left as a result of `\__fp_parse_one:Nw` after expanding `\__fp_parse_infix:NN`.

```
\cs_set_protected:Npn \__fp_tmp:w #1 #2
  {
    \cs_new:cpn { __fp_parse_word_#1:N }
      { \exp_after:wN #2 \exp:w \exp_end_continue_f:w \__fp_parse_infix:NN }
  }
\__fp_tmp:w { inf } \c_inf_fp
\__fp_tmp:w { nan } \c_nan_fp
\__fp_tmp:w { pi  } \c_pi_fp
\__fp_tmp:w { deg } \c_one_degree_fp
\__fp_tmp:w { true } \c_one_fp
\__fp_tmp:w { false } \c_zero_fp
```

(*End definition for* `\__fp_parse_word_inf:N` *and others.*)

`\__fp_parse_caseless_inf:N`
`\__fp_parse_caseless_infinity:N`
`\__fp_parse_caseless_nan:N`

Copies of `\__fp_parse_word_...:N` commands, to allow arbitrary case as mandated by the standard.

```
\cs_new_eq:NN \__fp_parse_caseless_inf:N \__fp_parse_word_inf:N
\cs_new_eq:NN \__fp_parse_caseless_infinity:N \__fp_parse_word_inf:N
\cs_new_eq:NN \__fp_parse_caseless_nan:N \__fp_parse_word_nan:N
```

(*End definition for* `\__fp_parse_caseless_inf:N`, `\__fp_parse_caseless_infinity:N`, *and* `\__fp_parse_caseless_nan:N`.)

`\__fp_parse_word_pt:N`
`\__fp_parse_word_in:N`
`\__fp_parse_word_pc:N`
`\__fp_parse_word_cm:N`
`\__fp_parse_word_mm:N`
`\__fp_parse_word_dd:N`
`\__fp_parse_word_cc:N`
`\__fp_parse_word_nd:N`
`\__fp_parse_word_nc:N`
`\__fp_parse_word_bp:N`
`\__fp_parse_word_sp:N`

Dimension units are also floating point constants but their value is not stored as a floating point constant. We give the values explicitly here.

```
\cs_set_protected:Npn \__fp_tmp:w #1 #2
  {
    \cs_new:cpn { __fp_parse_word_#1:N }
      {
        \__fp_exp_after_f:nw { \__fp_parse_infix:NN }
        \s__fp \__fp_chk:w 10 #2 ;
      }
  }
\__fp_tmp:w {pt} { {1} {1000} {0000} {0000} {0000} }
\__fp_tmp:w {in} { {2} {7227} {0000} {0000} {0000} }
\__fp_tmp:w {pc} { {2} {1200} {0000} {0000} {0000} }
\__fp_tmp:w {cm} { {2} {2845} {2755} {9055} {1181} }
\__fp_tmp:w {mm} { {1} {2845} {2755} {9055} {1181} }
\__fp_tmp:w {dd} { {1} {1070} {0085} {6496} {0630} }
\__fp_tmp:w {cc} { {2} {1284} {0102} {7795} {2756} }
\__fp_tmp:w {nd} { {1} {1066} {9783} {4645} {6693} }
\__fp_tmp:w {nc} { {2} {1280} {3740} {1574} {8031} }
\__fp_tmp:w {bp} { {1} {1003} {7500} {0000} {0000} }
\__fp_tmp:w {sp} { {-4} {1525} {8789} {0625} {0000} }
```

(*End definition for* `\__fp_parse_word_pt:N` *and others.*)

__fp_parse_word_em:N
__fp_parse_word_ex:N

The font-dependent units `em` and `ex` must be evaluated on the fly. We reuse an auxiliary of `\dim_to_fp:n`.

```
\tl_map_inline:nn { {em} {ex} }
  {
    \cs_new:cpn { __fp_parse_word_#1:N }
      {
        \exp_after:wN \__fp_from_dim_test:ww
        \exp_after:wN 0 \exp_after:wN ,
        \int_value:w \dim_to_decimal_in_sp:n { 1 #1 } \exp_after:wN ;
        \exp:w \exp_end_continue_f:w \__fp_parse_infix:NN
      }
  }
```

(*End definition for* `\__fp_parse_word_em:N` *and* `\__fp_parse_word_ex:N`.)

28.5.3 Functions

__fp_parse_unary_function:NNN
__fp_parse_function:NNN

```
\cs_new:Npn \__fp_parse_unary_function:NNN #1#2#3
  {
    \exp_after:wN \__fp_parse_apply_unary:NNNwN
    \exp_after:wN #3
    \exp_after:wN #2
    \exp_after:wN #1
    \exp:w
    \__fp_parse_operand:Nw \c__fp_prec_func_int \__fp_parse_expand:w
  }
\cs_new:Npn \__fp_parse_function:NNN #1#2#3
  {
    \exp_after:wN \__fp_parse_apply_function:NNNwN
    \exp_after:wN #3
    \exp_after:wN #2
    \exp_after:wN #1
    \exp:w
    \__fp_parse_operand:Nw \c__fp_prec_func_int \__fp_parse_expand:w
  }
```

(*End definition for* `\__fp_parse_unary_function:NNN` *and* `\__fp_parse_function:NNN`.)

28.6 Main functions

__fp_parse:n
__fp_parse_o:n
__fp_parse_after:ww

Start an `\exp:w` expansion so that `\__fp_parse:n` expands in two steps. The `\__fp_parse_operand:Nw` function performs computations until reaching an operation with precedence `\c__fp_prec_end_int` or less, namely, the end of the expression. The marker `\s__fp_mark` indicates that the next token is an already parsed version of an infix operator, and `\__fp_parse_infix_end:N` has infinitely negative precedence. Finally, clean up a (well-defined) set of extra tokens and stop the initial expansion with `\exp_end:`.

```
\cs_new:Npn \__fp_parse:n #1
  {
    \exp:w
      \exp_after:wN \__fp_parse_after:ww
      \exp:w
        \__fp_parse_operand:Nw \c__fp_prec_end_int
```

```
        \__fp_parse_expand:w #1
        \s__fp_mark \__fp_parse_infix_end:N
      \s__fp_stop
    \exp_end:
  }
\cs_new:Npn \__fp_parse_after:ww
    #1@ \__fp_parse_infix_end:N \s__fp_stop #2 { #2 #1 }
\cs_new:Npn \__fp_parse_o:n #1
  {
    \exp:w
      \exp_after:wN \__fp_parse_after:ww
      \exp:w
        \__fp_parse_operand:Nw \c__fp_prec_end_int
        \__fp_parse_expand:w #1
        \s__fp_mark \__fp_parse_infix_end:N
      \s__fp_stop
    {
      \exp_end_continue_f:w
      \__fp_exp_after_any_f:nw { \exp_after:wN \exp_stop_f: }
    }
  }
```

(*End definition for* `\__fp_parse:n`*,* `\__fp_parse_o:n`*, and* `\__fp_parse_after:ww`*.*)

`\__fp_parse_operand:Nw`
`\__fp_parse_continue:NwN`

This is just a shorthand which sets up both `\__fp_parse_continue:NwN` and `\__fp_parse_one:Nw` with the same precedence. Note the trailing `\exp:w`.

```
\cs_new:Npn \__fp_parse_operand:Nw #1
  {
    \exp_end_continue_f:w
    \exp_after:wN \__fp_parse_continue:NwN
    \exp_after:wN #1
    \exp:w \exp_end_continue_f:w
    \exp_after:wN \__fp_parse_one:Nw
    \exp_after:wN #1
    \exp:w
  }
\cs_new:Npn \__fp_parse_continue:NwN #1 #2 @ #3 { #3 #1 #2 @ }
```

(*End definition for* `\__fp_parse_operand:Nw` *and* `\__fp_parse_continue:NwN`*.*)

`\__fp_parse_apply_binary:NwNwN`
`\__fp_parse_apply_binary_chk:NN`
`\__fp_parse_apply_binary_error:NNN`

Receives ⟨*precedence*⟩ ⟨*operand*$_1$⟩ `@` ⟨*operation*⟩ ⟨*operand*$_2$⟩ `@` ⟨*infix command*⟩. Builds the appropriate call to the ⟨*operation*⟩ `#3`, dispatching on both types. If the resulting control sequence does not exist, the operation is not allowed.

This is redefined in l3fp-extras.

```
\cs_new:Npn \__fp_parse_apply_binary:NwNwN #1 #2#3@ #4 #5#6@ #7
  {
    \exp_after:wN \__fp_parse_continue:NwN
    \exp_after:wN #1
    \exp:w \exp_end_continue_f:w
      \exp_after:wN \__fp_parse_apply_binary_chk:NN
        \cs:w
          __fp
          \__fp_type_from_scan:N #2
          _#4
```

```
          \__fp_type_from_scan:N #5
          _o:ww
        \cs_end:
        #4
      #2#3 #5#6
    \exp:w \exp_end_continue_f:w #7 #1
  }
\cs_new:Npn \__fp_parse_apply_binary_chk:NN #1#2
  {
    \if_meaning:w \scan_stop: #1
      \__fp_parse_apply_binary_error:NNN #2
    \fi:
    #1
  }
\cs_new:Npn \__fp_parse_apply_binary_error:NNN #1#2#3
  {
    #2
    \__fp_invalid_operation_o:Nww #1
  }
```

(*End definition for* `\__fp_parse_apply_binary:NwNwN`*,* `\__fp_parse_apply_binary_chk:NN`*, and* `\__fp_parse_apply_binary_error:NNN`*.*)

`\__fp_binary_type_o:Nww`
`\__fp_binary_rev_type_o:Nww`

Applies the operator `#1` to its two arguments, dispatching according to their types, and expands once after the result. The `rev` version swaps its arguments before doing this.

```
\cs_new:Npn \__fp_binary_type_o:Nww #1 #2#3 ; #4
  {
    \exp_after:wN \__fp_parse_apply_binary_chk:NN
      \cs:w
        __fp
        \__fp_type_from_scan:N #2
        _ #1
        \__fp_type_from_scan:N #4
        _o:ww
      \cs_end:
      #1
    #2 #3 ; #4
  }
\cs_new:Npn \__fp_binary_rev_type_o:Nww #1 #2#3 ; #4#5 ;
  {
    \exp_after:wN \__fp_parse_apply_binary_chk:NN
      \cs:w
        __fp
        \__fp_type_from_scan:N #4
        _ #1
        \__fp_type_from_scan:N #2
        _o:ww
      \cs_end:
      #1
    #4 #5 ; #2 #3 ;
  }
```

(*End definition for* `\__fp_binary_type_o:Nww` *and* `\__fp_binary_rev_type_o:Nww`*.*)

28.7 Infix operators

__fp_parse_infix_after_operand:NwN

```
\cs_new:Npn \__fp_parse_infix_after_operand:NwN #1 #2;
  {
    \__fp_exp_after_f:nw { \__fp_parse_infix:NN #1 }
    #2;
  }
\cs_new:Npn \__fp_parse_infix:NN #1 #2
  {
    \if_catcode:w \scan_stop: \exp_not:N #2
      \if_int_compare:w
          \__fp_str_if_eq:nn { \s__fp_mark } { \exp_not:N #2 }
          = 0 \exp_stop_f:
        \exp_after:wN \exp_after:wN
        \exp_after:wN \__fp_parse_infix_mark:NNN
      \else:
        \exp_after:wN \exp_after:wN
        \exp_after:wN \__fp_parse_infix_juxt:N
      \fi:
    \else:
      \if_int_compare:w
          \__fp_int_eval:w
            ( `#2 \if_int_compare:w `#2 > `Z - 32 \fi: ) / 26
          = 3 \exp_stop_f:
        \exp_after:wN \exp_after:wN
        \exp_after:wN \__fp_parse_infix_juxt:N
      \else:
        \exp_after:wN \__fp_parse_infix_check:NNN
        \cs:w
          __fp_parse_infix_ \token_to_str:N #2 :N
          \exp_after:wN \exp_after:wN \exp_after:wN
        \cs_end:
      \fi:
    \fi:
    #1
    #2
  }
\cs_new:Npn \__fp_parse_infix_check:NNN #1#2#3
  {
    \if_meaning:w \scan_stop: #1
      \__kernel_msg_expandable_error:nnn
        { kernel } { fp-missing } { * }
      \exp_after:wN \__fp_parse_infix_mul:N
      \exp_after:wN #2
      \exp_after:wN #3
    \else:
      \exp_after:wN #1
      \exp_after:wN #2
      \exp:w \exp_after:wN \__fp_parse_expand:w
    \fi:
  }
```

(*End definition for* `\__fp_parse_infix_after_operand:NwN`.)

__fp_parse_infix_after_paren:NN

Variant of __fp_parse_infix:NN for use after a closing parenthesis. The only difference is that __fp_parse_infix_juxt:N is replaced by __fp_parse_infix_mul:N.

```
\cs_new:Npn \__fp_parse_infix_after_paren:NN #1 #2
  {
    \if_catcode:w \scan_stop: \exp_not:N #2
      \if_int_compare:w
          \__fp_str_if_eq:nn { \s__fp_mark } { \exp_not:N #2 }
          = 0 \exp_stop_f:
        \exp_after:wN \exp_after:wN
        \exp_after:wN \__fp_parse_infix_mark:NNN
      \else:
        \exp_after:wN \exp_after:wN
        \exp_after:wN \__fp_parse_infix_mul:N
      \fi:
    \else:
      \if_int_compare:w
          \__fp_int_eval:w
            ( `#2 \if_int_compare:w `#2 > `Z - 32 \fi: ) / 26
          = 3 \exp_stop_f:
        \exp_after:wN \exp_after:wN
        \exp_after:wN \__fp_parse_infix_mul:N
      \else:
        \exp_after:wN \__fp_parse_infix_check:NNN
        \cs:w
          __fp_parse_infix_ \token_to_str:N #2 :N
          \exp_after:wN \exp_after:wN \exp_after:wN
        \cs_end:
      \fi:
    \fi:
    #1
    #2
  }
```

(*End definition for __fp_parse_infix_after_paren:NN.*)

28.7.1 Closing parentheses and commas

__fp_parse_infix_mark:NNN

As an infix operator, \s__fp_mark means that the next token (#3) has already gone through __fp_parse_infix:NN and should be provided the precedence #1. The scan mark #2 is discarded.

```
\cs_new:Npn \__fp_parse_infix_mark:NNN #1#2#3 { #3 #1 }
```

(*End definition for __fp_parse_infix_mark:NNN.*)

__fp_parse_infix_end:N

This one is a little bit odd: force every previous operator to end, regardless of the precedence.

```
\cs_new:Npn \__fp_parse_infix_end:N #1
  { @ \use_none:n \__fp_parse_infix_end:N }
```

(*End definition for __fp_parse_infix_end:N.*)

__fp_parse_infix_):N

This is very similar to __fp_parse_infix_end:N, complaining about an extra closing parenthesis if the previous operator was the beginning of the expression, with precedence \c__fp_prec_end_int.

```
\cs_set_protected:Npn \__fp_tmp:w #1
  {
    \cs_new:Npn #1 ##1
      {
        \if_int_compare:w ##1 > \c__fp_prec_end_int
          \exp_after:wN @
          \exp_after:wN \use_none:n
          \exp_after:wN #1
        \else:
          \__kernel_msg_expandable_error:nnn { kernel } { fp-extra } { ) }
          \exp_after:wN \__fp_parse_infix:NN
          \exp_after:wN ##1
          \exp:w \exp_after:wN \__fp_parse_expand:w
        \fi:
      }
  }
\exp_args:Nc \__fp_tmp:w { __fp_parse_infix_):N }
```

(*End definition for* `\__fp_parse_infix_):N`*.*)

`\__fp_parse_infix_,:N`
`\__fp_parse_infix_comma:w`
`\__fp_parse_apply_comma:NwNwN`

As for other infix operations, if the previous operations has higher precedence the comma waits. Otherwise we call `\__fp_parse_operand:Nw` to read more comma-delimited arguments that `\__fp_parse_infix_comma:w` simply concatenates into a `@`-delimited array. The first comma in a tuple that is not a function argument is distinguished: in that case call `\__fp_parse_apply_comma:NwNwN` whose job is to convert the first item of the tuple and an array of the remaining items into a tuple. In contrast to `\__fp_parse_apply_binary:NwNwN` this function's operands are not single-object arrays.

```
\cs_set_protected:Npn \__fp_tmp:w #1
  {
    \cs_new:Npn #1 ##1
      {
        \if_int_compare:w ##1 > \c__fp_prec_comma_int
          \exp_after:wN @
          \exp_after:wN \use_none:n
          \exp_after:wN #1
        \else:
          \if_int_compare:w ##1 < \c__fp_prec_comma_int
            \exp_after:wN @
            \exp_after:wN \__fp_parse_apply_comma:NwNwN
            \exp_after:wN ,
            \exp:w
          \else:
            \exp_after:wN \__fp_parse_infix_comma:w
            \exp:w
          \fi:
          \__fp_parse_operand:Nw \c__fp_prec_comma_int
          \exp_after:wN \__fp_parse_expand:w
        \fi:
      }
  }
\exp_args:Nc \__fp_tmp:w { __fp_parse_infix_,:N }
\cs_new:Npn \__fp_parse_infix_comma:w #1 @
  { #1 @ \use_none:n }
\cs_new:Npn \__fp_parse_apply_comma:NwNwN #1 #2@ #3 #4@ #5
```

```
  {
    \exp_after:wN \__fp_parse_continue:NwN
    \exp_after:wN #1
    \exp:w \exp_end_continue_f:w
    \__fp_exp_after_tuple_f:nw { }
      \s__fp_tuple \__fp_tuple_chk:w { #2 #4 } ;
    #5 #1
  }
```

(*End definition for* `\__fp_parse_infix_,:N`*,* `\__fp_parse_infix_comma:w`*, and* `\__fp_parse_apply_comma:NwNwN`*.*)

28.7.2 Usual infix operators

`\__fp_parse_infix_+:N`
`\__fp_parse_infix_-:N`
`\__fp_parse_infix_juxt:N`
`\__fp_parse_infix_/:N`
`\__fp_parse_infix_mul:N`
`\__fp_parse_infix_and:N`
`\__fp_parse_infix_or:N`
`\__fp_parse_infix_^:N`

As described in the "work plan", each infix operator has an associated `\..._infix_...` function, a computing function, and precedence, given as arguments to `\__fp_tmp:w`. Using the general mechanism for arithmetic operations. The power operation must be associative in the opposite order from all others. For this, we use two distinct precedences.

```
\cs_set_protected:Npn \__fp_tmp:w #1#2#3#4
  {
    \cs_new:Npn #1 ##1
      {
        \if_int_compare:w ##1 < #3
          \exp_after:wN @
          \exp_after:wN \__fp_parse_apply_binary:NwNwN
          \exp_after:wN #2
          \exp:w
          \__fp_parse_operand:Nw #4
          \exp_after:wN \__fp_parse_expand:w
        \else:
          \exp_after:wN @
          \exp_after:wN \use_none:n
          \exp_after:wN #1
        \fi:
      }
  }
\exp_args:Nc \__fp_tmp:w { __fp_parse_infix_^:N }   ^
  \c__fp_prec_hatii_int \c__fp_prec_hat_int
\exp_args:Nc \__fp_tmp:w { __fp_parse_infix_juxt:N } *
  \c__fp_prec_juxt_int \c__fp_prec_juxt_int
\exp_args:Nc \__fp_tmp:w { __fp_parse_infix_/:N }   /
  \c__fp_prec_times_int \c__fp_prec_times_int
\exp_args:Nc \__fp_tmp:w { __fp_parse_infix_mul:N } *
  \c__fp_prec_times_int \c__fp_prec_times_int
\exp_args:Nc \__fp_tmp:w { __fp_parse_infix_-:N }   -
  \c__fp_prec_plus_int  \c__fp_prec_plus_int
\exp_args:Nc \__fp_tmp:w { __fp_parse_infix_+:N }   +
  \c__fp_prec_plus_int  \c__fp_prec_plus_int
\exp_args:Nc \__fp_tmp:w { __fp_parse_infix_and:N } &
  \c__fp_prec_and_int   \c__fp_prec_and_int
\exp_args:Nc \__fp_tmp:w { __fp_parse_infix_or:N }  |
  \c__fp_prec_or_int    \c__fp_prec_or_int
```

(*End definition for* `\__fp_parse_infix_+:N` *and others.*)

28.7.3 Juxtaposition

__fp_parse_infix_(:N When an opening parenthesis appears where we expect an infix operator, we compute the product of the previous operand and the contents of the parentheses using `\__fp_parse_infix_mul:N`.

```
\cs_new:cpn { __fp_parse_infix_(:N } #1
  { \__fp_parse_infix_mul:N #1 ( }
```

(*End definition for* `\__fp_parse_infix_(:N`.)

28.7.4 Multi-character cases

__fp_parse_infix_*:N

```
\cs_set_protected:Npn \__fp_tmp:w #1
  {
    \cs_new:cpn { __fp_parse_infix_*:N } ##1##2
      {
        \if:w * \exp_not:N ##2
          \exp_after:wN #1
          \exp_after:wN ##1
        \else:
          \exp_after:wN \__fp_parse_infix_mul:N
          \exp_after:wN ##1
          \exp_after:wN ##2
        \fi:
      }
  }
\exp_args:Nc \__fp_tmp:w { __fp_parse_infix_^:N }
```

(*End definition for* `\__fp_parse_infix_*:N`.)

__fp_parse_infix_|:Nw
__fp_parse_infix_&:Nw

```
\cs_set_protected:Npn \__fp_tmp:w #1#2#3
  {
    \cs_new:Npn #1 ##1##2
      {
        \if:w #2 \exp_not:N ##2
          \exp_after:wN #1
          \exp_after:wN ##1
          \exp:w \exp_after:wN \__fp_parse_expand:w
        \else:
          \exp_after:wN #3
          \exp_after:wN ##1
          \exp_after:wN ##2
        \fi:
      }
  }
\exp_args:Nc \__fp_tmp:w { __fp_parse_infix_|:N } | \__fp_parse_infix_or:N
\exp_args:Nc \__fp_tmp:w { __fp_parse_infix_&:N } & \__fp_parse_infix_and:N
```

(*End definition for* `\__fp_parse_infix_|:Nw` *and* `\__fp_parse_infix_&:Nw`.)

28.7.5 Ternary operator

__fp_parse_infix_?:N
__fp_parse_infix_::N

```
\cs_set_protected:Npn \__fp_tmp:w #1#2#3#4
  {
    \cs_new:Npn #1 ##1
      {
        \if_int_compare:w ##1 < \c__fp_prec_quest_int
          #4
          \exp_after:wN @
          \exp_after:wN #2
          \exp:w
          \__fp_parse_operand:Nw #3
          \exp_after:wN \__fp_parse_expand:w
        \else:
          \exp_after:wN @
          \exp_after:wN \use_none:n
          \exp_after:wN #1
        \fi:
      }
  }
\exp_args:Nc \__fp_tmp:w { __fp_parse_infix_?:N }
  \__fp_ternary:NwwN \c__fp_prec_quest_int { }
\exp_args:Nc \__fp_tmp:w { __fp_parse_infix_::N }
  \__fp_ternary_auxii:NwwN \c__fp_prec_colon_int
  {
    \__kernel_msg_expandable_error:nnnn
      { kernel } { fp-missing } { ? } { ~for~?: }
  }
```

(*End definition for* `\__fp_parse_infix_?:N` *and* `\__fp_parse_infix_::N`.)

28.7.6 Comparisons

__fp_parse_infix_<:N
__fp_parse_infix_=:N
__fp_parse_infix_>:N
__fp_parse_infix_!:N
__fp_parse_excl_error:
__fp_parse_compare:NNNNNNN
__fp_parse_compare_auxi:NNNNNNN
__fp_parse_compare_auxii:NNNNN
__fp_parse_compare_end:NNNNw
__fp_compare:wNNNNw

```
\cs_new:cpn { __fp_parse_infix_<:N } #1
  { \__fp_parse_compare:NNNNNNN #1 1 0 0 0 0 < }
\cs_new:cpn { __fp_parse_infix_=:N } #1
  { \__fp_parse_compare:NNNNNNN #1 1 0 0 0 0 = }
\cs_new:cpn { __fp_parse_infix_>:N } #1
  { \__fp_parse_compare:NNNNNNN #1 1 0 0 0 0 > }
\cs_new:cpn { __fp_parse_infix_!:N } #1
  {
    \exp_after:wN \__fp_parse_compare:NNNNNNN
    \exp_after:wN #1
    \exp_after:wN 0
    \exp_after:wN 1
    \exp_after:wN 1
    \exp_after:wN 1
    \exp_after:wN 1
  }
\cs_new:Npn \__fp_parse_excl_error:
  {
    \__kernel_msg_expandable_error:nnnn
```

```
      { kernel } { fp-missing } { = } { ~after~!. }
  }
\cs_new:Npn \__fp_parse_compare:NNNNNNN #1
  {
    \if_int_compare:w #1 < \c__fp_prec_comp_int
      \exp_after:wN \__fp_parse_compare_auxi:NNNNNNN
      \exp_after:wN \__fp_parse_excl_error:
    \else:
      \exp_after:wN @
      \exp_after:wN \use_none:n
      \exp_after:wN \__fp_parse_compare:NNNNNNN
    \fi:
  }
\cs_new:Npn \__fp_parse_compare_auxi:NNNNNNN #1#2#3#4#5#6#7
  {
    \if_case:w
      \__fp_int_eval:w \exp_after:wN ` \token_to_str:N #7 - `<
        \__fp_int_eval_end:
         \__fp_parse_compare_auxii:NNNNN #2#2#4#5#6
    \or: \__fp_parse_compare_auxii:NNNNN #2#3#2#5#6
    \or: \__fp_parse_compare_auxii:NNNNN #2#3#4#2#6
    \or: \__fp_parse_compare_auxii:NNNNN #2#3#4#5#2
    \else: #1 \__fp_parse_compare_end:NNNNw #3#4#5#6#7
    \fi:
  }
\cs_new:Npn \__fp_parse_compare_auxii:NNNNN #1#2#3#4#5
  {
    \exp_after:wN \__fp_parse_compare_auxi:NNNNNNN
    \exp_after:wN \prg_do_nothing:
    \exp_after:wN #1
    \exp_after:wN #2
    \exp_after:wN #3
    \exp_after:wN #4
    \exp_after:wN #5
    \exp:w \exp_after:wN \__fp_parse_expand:w
  }
\cs_new:Npn \__fp_parse_compare_end:NNNNw #1#2#3#4#5 \fi:
  {
    \fi:
    \exp_after:wN @
    \exp_after:wN \__fp_parse_apply_compare:NwNNNNNwN
    \exp_after:wN \c_one_fp
    \exp_after:wN #1
    \exp_after:wN #2
    \exp_after:wN #3
    \exp_after:wN #4
    \exp:w
    \__fp_parse_operand:Nw \c__fp_prec_comp_int \__fp_parse_expand:w #5
  }
\cs_new:Npn \__fp_parse_apply_compare:NwNNNNNwN
    #1 #2@ #3 #4#5#6#7 #8@ #9
  {
    \if_int_odd:w
        \if_meaning:w \c_zero_fp #3
```

```
          0
        \else:
          \if_case:w \__fp_compare_back_any:ww #8 #2 \exp_stop_f:
            #5 \or: #6 \or: #7 \else: #4
          \fi:
        \fi:
        \exp_stop_f:
      \exp_after:wN \__fp_parse_apply_compare_aux:NNwN
      \exp_after:wN \c_one_fp
    \else:
      \exp_after:wN \__fp_parse_apply_compare_aux:NNwN
      \exp_after:wN \c_zero_fp
    \fi:
    #1 #8 #9
  }
\cs_new:Npn \__fp_parse_apply_compare_aux:NNwN #1 #2 #3; #4
  {
    \if_meaning:w \__fp_parse_compare:NNNNNNN #4
      \exp_after:wN \__fp_parse_continue_compare:NNwNN
      \exp_after:wN #1
      \exp_after:wN #2
      \exp:w \exp_end_continue_f:w
      \__fp_exp_after_o:w #3;
      \exp:w \exp_end_continue_f:w
    \else:
      \exp_after:wN \__fp_parse_continue:NwN
      \exp_after:wN #2
      \exp:w \exp_end_continue_f:w
      \exp_after:wN #1
      \exp:w \exp_end_continue_f:w
    \fi:
    #4 #2
  }
\cs_new:Npn \__fp_parse_continue_compare:NNwNN #1#2 #3@ #4#5
  { #4 #2 #3@ #1 }
```

(*End definition for* `\__fp_parse_infix_<:N` *and others.*)

28.8 Tools for functions

`\__fp_parse_function_all_fp_o:fnw`

Followed by {⟨*function name*⟩} {⟨*code*⟩} ⟨*float array*⟩ @ this checks all floats are floating point numbers (no tuples).

```
\cs_new:Npn \__fp_parse_function_all_fp_o:fnw #1#2#3 @
  {
    \__fp_array_if_all_fp:nTF {#3}
      { #2 #3 @ }
      {
        \__fp_error:nffn { fp-bad-args }
          {#1}
          { \fp_to_tl:n { \s__fp_tuple \__fp_tuple_chk:w {#3} ; } }
          { }
        \exp_after:wN \c_nan_fp
      }
  }
```

(*End definition for* `\__fp_parse_function_all_fp_o:fnw`.)

`\__fp_parse_function_one_two:nnw`
`\__fp_parse_function_one_two_error_o:w`
`\__fp_parse_function_one_two_aux:nnw`
`\__fp_parse_function_one_two_auxii:nnw`

This is followed by `{`⟨*function name*⟩`}` `{`⟨*code*⟩`}` ⟨*float array*⟩ `@`. It checks that the ⟨*float array*⟩ consists of one or two floating point numbers (not tuples), then leaves the ⟨*code*⟩ (if there is one float) or its tail (if there are two floats) followed by the ⟨*float array*⟩. The ⟨*code*⟩ should start with a single token such as `\__fp_atan_default:w` that deals with the single-float case.

The first `\__fp_if_type_fp:NTwFw` test catches the case of no argument and the case of a tuple argument. The next one distinguishes the case of a single argument (no error, just add `\c_one_fp`) from a tuple second argument. Finally check there is no further argument.

```
\cs_new:Npn \__fp_parse_function_one_two:nnw #1#2#3
  {
    \__fp_if_type_fp:NTwFw
      #3 { } \s__fp \__fp_parse_function_one_two_error_o:w \q_stop
    \__fp_parse_function_one_two_aux:nnw {#1} {#2} #3
  }
\cs_new:Npn \__fp_parse_function_one_two_error_o:w #1#2#3#4 @
  {
    \__fp_error:nffn { fp-bad-args }
      {#2}
      { \fp_to_tl:n { \s__fp_tuple \__fp_tuple_chk:w {#4} ; } }
      { }
    \exp_after:wN \c_nan_fp
  }
\cs_new:Npn \__fp_parse_function_one_two_aux:nnw #1#2 #3; #4
  {
    \__fp_if_type_fp:NTwFw
      #4 { }
      \s__fp
      {
        \if_meaning:w @ #4
          \exp_after:wN \use_iv:nnnn
        \fi:
        \__fp_parse_function_one_two_error_o:w
      }
      \q_stop
    \__fp_parse_function_one_two_auxii:nnw {#1} {#2} #3; #4
  }
\cs_new:Npn \__fp_parse_function_one_two_auxii:nnw #1#2#3; #4; #5
  {
    \if_meaning:w @ #5 \else:
      \exp_after:wN \__fp_parse_function_one_two_error_o:w
    \fi:
    \use_ii:nn {#1} { \use_none:n #2 } #3; #4; #5
  }
```

(*End definition for* `\__fp_parse_function_one_two:nnw` *and others.*)

`\__fp_tuple_map_o:nw`
`\__fp_tuple_map_loop_o:nw`

Apply `#1` to all items in the following tuple and expand once afterwards. The code `#1` should itself expand once after its result.

```
\cs_new:Npn \__fp_tuple_map_o:nw #1 \s__fp_tuple \__fp_tuple_chk:w #2 ;
  {
```

```
    \exp_after:wN \s__fp_tuple
    \exp_after:wN \__fp_tuple_chk:w
    \exp_after:wN {
      \exp:w \exp_end_continue_f:w
      \__fp_tuple_map_loop_o:nw {#1} #2
        { \s__fp \prg_break: } ;
      \prg_break_point:
    \exp_after:wN } \exp_after:wN ;
  }
\cs_new:Npn \__fp_tuple_map_loop_o:nw #1#2#3 ;
  {
    \use_none:n #2
    #1 #2 #3 ;
    \exp:w \exp_end_continue_f:w
    \__fp_tuple_map_loop_o:nw {#1}
  }
```

(*End definition for* `\__fp_tuple_map_o:nw` *and* `\__fp_tuple_map_loop_o:nw`.)

`\__fp_tuple_mapthread_o:nww`
`\__fp_tuple_mapthread_loop_o:nw`

Apply `#1` to pairs of items in the two following tuples and expand once afterwards.

```
\cs_new:Npn \__fp_tuple_mapthread_o:nww #1
    \s__fp_tuple \__fp_tuple_chk:w #2 ;
    \s__fp_tuple \__fp_tuple_chk:w #3 ;
  {
    \exp_after:wN \s__fp_tuple
    \exp_after:wN \__fp_tuple_chk:w
    \exp_after:wN {
      \exp:w \exp_end_continue_f:w
      \__fp_tuple_mapthread_loop_o:nw {#1}
        #2 { \s__fp \prg_break: } ; @
        #3 { \s__fp \prg_break: } ;
      \prg_break_point:
    \exp_after:wN } \exp_after:wN ;
  }
\cs_new:Npn \__fp_tuple_mapthread_loop_o:nw #1#2#3 ; #4 @ #5#6 ;
  {
    \use_none:n #2
    \use_none:n #5
    #1 #2 #3 ; #5 #6 ;
    \exp:w \exp_end_continue_f:w
    \__fp_tuple_mapthread_loop_o:nw {#1} #4 @
  }
```

(*End definition for* `\__fp_tuple_mapthread_o:nww` *and* `\__fp_tuple_mapthread_loop_o:nw`.)

28.9 Messages

```
\__kernel_msg_new:nnn { kernel } { fp-deprecated }
  { '#1'~deprecated;~use~'#2' }
\__kernel_msg_new:nnn { kernel } { unknown-fp-word }
  { Unknown~fp~word~#1. }
\__kernel_msg_new:nnn { kernel } { fp-missing }
  { Missing~#1~inserted #2. }
\__kernel_msg_new:nnn { kernel } { fp-extra }
  { Extra~#1~ignored. }
```

```
\__kernel_msg_new:nnn { kernel } { fp-early-end }
  { Premature~end~in~fp~expression. }
\__kernel_msg_new:nnn { kernel } { fp-after-e }
  { Cannot~use~#1 after~'e'. }
\__kernel_msg_new:nnn { kernel } { fp-missing-number }
  { Missing~number~before~'#1'. }
\__kernel_msg_new:nnn { kernel } { fp-unknown-symbol }
  { Unknown~symbol~#1~ignored. }
\__kernel_msg_new:nnn { kernel } { fp-extra-comma }
  { Unexpected~comma~turned~to~nan~result. }
\__kernel_msg_new:nnn { kernel } { fp-no-arg }
  { #1~got~no~argument;~used~nan. }
\__kernel_msg_new:nnn { kernel } { fp-multi-arg }
  { #1~got~more~than~one~argument;~used~nan. }
\__kernel_msg_new:nnn { kernel } { fp-num-args }
  { #1~expects~between~#2~and~#3~arguments. }
\__kernel_msg_new:nnn { kernel } { fp-bad-args }
  { Arguments~in~#1#2~are~invalid. }
\__kernel_msg_new:nnn { kernel } { fp-infty-pi }
  { Math~command~#1 is~not~an~fp }
⟨*package⟩
\cs_if_exist:cT { @unexpandable@protect }
  {
    \__kernel_msg_new:nnn { kernel } { fp-robust-cmd }
      { Robust~command~#1 invalid~in~fp~expression! }
  }
⟨/package⟩
```

```
⟨/initex | package⟩
```

29 l3fp-assign implementation

```
⟨*initex | package⟩
```

```
⟨@@=fp⟩
```

29.1 Assigning values

\fp_new:N

Floating point variables are initialized to be +0.

```
\cs_new_protected:Npn \fp_new:N #1
  { \cs_new_eq:NN #1 \c_zero_fp }
\cs_generate_variant:Nn \fp_new:N {c}
```

(*End definition for* `\fp_new:N`. *This function is documented on page 199.*)

\fp_set:Nn
\fp_set:cn
\fp_gset:Nn
\fp_gset:cn
\fp_const:Nn
\fp_const:cn

Simply use `\__fp_parse:n` within various f-expanding assignments.

```
\cs_new_protected:Npn \fp_set:Nn   #1#2
  { \tl_set:Nx #1 { \exp_not:f { \__fp_parse:n {#2} } } }
\cs_new_protected:Npn \fp_gset:Nn  #1#2
  { \tl_gset:Nx #1 { \exp_not:f { \__fp_parse:n {#2} } } }
\cs_new_protected:Npn \fp_const:Nn #1#2
  { \tl_const:Nx #1 { \exp_not:f { \__fp_parse:n {#2} } } }
\cs_generate_variant:Nn \fp_set:Nn {c}
\cs_generate_variant:Nn \fp_gset:Nn {c}
\cs_generate_variant:Nn \fp_const:Nn {c}
```

(*End definition for* `\fp_set:Nn`*,* `\fp_gset:Nn`*, and* `\fp_const:Nn`*. These functions are documented on page 200.*)

`\fp_set_eq:NN`
`\fp_set_eq:cN`
`\fp_set_eq:Nc`
`\fp_set_eq:cc`
`\fp_gset_eq:NN`
`\fp_gset_eq:cN`
`\fp_gset_eq:Nc`
`\fp_gset_eq:cc`

Copying a floating point is the same as copying the underlying token list.

```
\cs_new_eq:NN \fp_set_eq:NN  \tl_set_eq:NN
\cs_new_eq:NN \fp_gset_eq:NN \tl_gset_eq:NN
\cs_generate_variant:Nn \fp_set_eq:NN  { c , Nc , cc }
\cs_generate_variant:Nn \fp_gset_eq:NN { c , Nc , cc }
```

(*End definition for* `\fp_set_eq:NN` *and* `\fp_gset_eq:NN`*. These functions are documented on page 200.*)

`\fp_zero:N`
`\fp_zero:c`
`\fp_gzero:N`
`\fp_gzero:c`

Setting a floating point to zero: copy `\c_zero_fp`.

```
\cs_new_protected:Npn \fp_zero:N #1 { \fp_set_eq:NN #1 \c_zero_fp }
\cs_new_protected:Npn \fp_gzero:N #1 { \fp_gset_eq:NN #1 \c_zero_fp }
\cs_generate_variant:Nn \fp_zero:N  { c }
\cs_generate_variant:Nn \fp_gzero:N { c }
```

(*End definition for* `\fp_zero:N` *and* `\fp_gzero:N`*. These functions are documented on page 199.*)

`\fp_zero_new:N`
`\fp_zero_new:c`
`\fp_gzero_new:N`
`\fp_gzero_new:c`

Set the floating point to zero, or define it if needed.

```
\cs_new_protected:Npn \fp_zero_new:N #1
  { \fp_if_exist:NTF #1 { \fp_zero:N #1 } { \fp_new:N #1 } }
\cs_new_protected:Npn \fp_gzero_new:N #1
  { \fp_if_exist:NTF #1 { \fp_gzero:N #1 } { \fp_new:N #1 } }
\cs_generate_variant:Nn \fp_zero_new:N  { c }
\cs_generate_variant:Nn \fp_gzero_new:N { c }
```

(*End definition for* `\fp_zero_new:N` *and* `\fp_gzero_new:N`*. These functions are documented on page 200.*)

29.2 Updating values

These match the equivalent functions in l3int and l3skip.

`\fp_add:Nn`
`\fp_add:cn`
`\fp_gadd:Nn`
`\fp_gadd:cn`
`\fp_sub:Nn`
`\fp_sub:cn`
`\fp_gsub:Nn`
`\fp_gsub:cn`
`\__fp_add:NNNn`

For the sake of error recovery we should not simply set `#1` to `#1`$\pm$(`#2`): for instance, if `#2` is `0)+2`, the parsing error would be raised at the last closing parenthesis rather than at the closing parenthesis in the user argument. Thus we evaluate `#2` instead of just putting parentheses. As an optimization we use `\__fp_parse:n` rather than `\fp_eval:n`, which would convert the result away from the internal representation and back.

```
\cs_new_protected:Npn \fp_add:Nn  { \__fp_add:NNNn \fp_set:Nn  + }
\cs_new_protected:Npn \fp_gadd:Nn { \__fp_add:NNNn \fp_gset:Nn + }
\cs_new_protected:Npn \fp_sub:Nn  { \__fp_add:NNNn \fp_set:Nn  - }
\cs_new_protected:Npn \fp_gsub:Nn { \__fp_add:NNNn \fp_gset:Nn - }
\cs_new_protected:Npn \__fp_add:NNNn #1#2#3#4
  { #1 #3 { #3 #2 \__fp_parse:n {#4} } }
\cs_generate_variant:Nn \fp_add:Nn  { c }
\cs_generate_variant:Nn \fp_gadd:Nn { c }
\cs_generate_variant:Nn \fp_sub:Nn  { c }
\cs_generate_variant:Nn \fp_gsub:Nn { c }
```

(*End definition for* `\fp_add:Nn` *and others. These functions are documented on page 200.*)

29.3 Showing values

\fp_show:N
\fp_show:c
\fp_log:N
\fp_log:c
__fp_show:NN

This shows the result of computing its argument by passing the right data to \tl_show:n or \tl_log:n.

```
\cs_new_protected:Npn \fp_show:N { \__fp_show:NN \tl_show:n }
\cs_generate_variant:Nn \fp_show:N { c }
\cs_new_protected:Npn \fp_log:N { \__fp_show:NN \tl_log:n }
\cs_generate_variant:Nn \fp_log:N { c }
\cs_new_protected:Npn \__fp_show:NN #1#2
  {
    \__kernel_chk_defined:NT #2
      { \exp_args:Nx #1 { \token_to_str:N #2 = \fp_to_tl:N #2 } }
  }
```

(*End definition for \fp_show:N , \fp_log:N , and __fp_show:NN. These functions are documented on page 207.*)

\fp_show:n
\fp_log:n

Use general tools.

```
\cs_new_protected:Npn \fp_show:n
  { \msg_show_eval:Nn \fp_to_tl:n }
\cs_new_protected:Npn \fp_log:n
  { \msg_log_eval:Nn \fp_to_tl:n }
```

(*End definition for \fp_show:n and \fp_log:n. These functions are documented on page 207.*)

29.4 Some useful constants and scratch variables

\c_one_fp
\c_e_fp

Some constants.

```
\fp_const:Nn \c_e_fp          { 2.718 2818 2845 9045 }
\fp_const:Nn \c_one_fp        { 1 }
```

(*End definition for \c_one_fp and \c_e_fp. These variables are documented on page 205.*)

\c_pi_fp
\c_one_degree_fp

We simply round π to and $\pi/180$ to 16 significant digits.

```
\fp_const:Nn \c_pi_fp         { 3.141 5926 5358 9793 }
\fp_const:Nn \c_one_degree_fp { 0.0 1745 3292 5199 4330 }
```

(*End definition for \c_pi_fp and \c_one_degree_fp. These variables are documented on page 206.*)

\l_tmpa_fp
\l_tmpb_fp
\g_tmpa_fp
\g_tmpb_fp

Scratch variables are simply initialized there.

```
\fp_new:N \l_tmpa_fp
\fp_new:N \l_tmpb_fp
\fp_new:N \g_tmpa_fp
\fp_new:N \g_tmpb_fp
```

(*End definition for \l_tmpa_fp and others. These variables are documented on page 206.*)

```
⟨/initex | package⟩
```

30 l3fp-logic Implementation

```
⟨*initex | package⟩
⟨@@=fp⟩
```

__fp_parse_word_max:N
__fp_parse_word_min:N

Those functions may receive a variable number of arguments.

```
\cs_new:Npn \__fp_parse_word_max:N
  { \__fp_parse_function:NNN \__fp_minmax_o:Nw 2 }
\cs_new:Npn \__fp_parse_word_min:N
  { \__fp_parse_function:NNN \__fp_minmax_o:Nw 0 }
```

(*End definition for* __fp_parse_word_max:N *and* __fp_parse_word_min:N.)

30.1 Syntax of internal functions

- `\__fp_compare_npos:nwnw` {⟨*expo*$_1$⟩} ⟨*body*$_1$⟩ ; {⟨*expo*$_2$⟩} ⟨*body*$_2$⟩ ;
- `\__fp_minmax_o:Nw` ⟨*sign*⟩ ⟨*floating point array*⟩
- `\__fp_not_o:w ?` ⟨*floating point array*⟩ (with one floating point number only)
- `\__fp_&_o:ww` ⟨*floating point*⟩ ⟨*floating point*⟩
- `\__fp_|_o:ww` ⟨*floating point*⟩ ⟨*floating point*⟩
- `\__fp_ternary:NwwN`, `\__fp_ternary_auxi:NwwN`, `\__fp_ternary_auxii:NwwN` have to be understood.

30.2 Tests

\fp_if_exist_p:N
\fp_if_exist_p:c
\fp_if_exist:N*TF*
\fp_if_exist:c*TF*

Copies of the `cs` functions defined in l3basics.

```
\prg_new_eq_conditional:NNn \fp_if_exist:N \cs_if_exist:N { TF , T , F , p }
\prg_new_eq_conditional:NNn \fp_if_exist:c \cs_if_exist:c { TF , T , F , p }
```

(*End definition for* \fp_if_exist:NTF. *This function is documented on page* *202*.)

\fp_if_nan_p:n
\fp_if_nan:n*TF*

Evaluate and check if the result is a floating point of the same kind as `NaN`.

```
\prg_new_conditional:Npnn \fp_if_nan:n #1 { TF , T , F , p }
  {
    \if:w 3 \exp_last_unbraced:Nf \__fp_kind:w { \__fp_parse:n {#1} }
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
```

(*End definition for* \fp_if_nan:nTF. *This function is documented on page* *258*.)

30.3 Comparison

\fp_compare_p:n
\fp_compare:nTF
__fp_compare_return:w

Within floating point expressions, comparison operators are treated as operations, so we evaluate #1, then compare with ± 0. Tuples are `true`.

```
\prg_new_conditional:Npnn \fp_compare:n #1 { p , T , F , TF }
  {
    \exp_after:wN \__fp_compare_return:w
    \exp:w \exp_end_continue_f:w \__fp_parse:n {#1}
  }
\cs_new:Npn \__fp_compare_return:w #1#2#3;
  {
    \if_charcode:w 0
          \__fp_if_type_fp:NTwFw
            #1 { \use_i_delimit_by_q_stop:nw #3 \q_stop }
            \s__fp 1 \q_stop
      \prg_return_false:
    \else:
      \prg_return_true:
    \fi:
  }
```

(*End definition for* `\fp_compare:nTF` *and* `\__fp_compare_return:w`. *This function is documented on page 203.*)

\fp_compare_p:nNn
\fp_compare:nNnTF
__fp_compare_aux:wn

Evaluate #1 and #3, using an auxiliary to expand both, and feed the two floating point numbers swapped to `\__fp_compare_back_any:ww`, defined below. Compare the result with `` `#2-`= ``, which is -1 for `<`, 0 for `=`, 1 for `>` and 2 for `?`.

```
\prg_new_conditional:Npnn \fp_compare:nNn #1#2#3 { p , T , F , TF }
  {
    \if_int_compare:w
        \exp_after:wN \__fp_compare_aux:wn
          \exp:w \exp_end_continue_f:w \__fp_parse:n {#1} {#3}
        = \__fp_int_eval:w `#2 - `= \__fp_int_eval_end:
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
\cs_new:Npn \__fp_compare_aux:wn #1; #2
  {
    \exp_after:wN \__fp_compare_back_any:ww
      \exp:w \exp_end_continue_f:w \__fp_parse:n {#2} #1;
  }
```

(*End definition for* `\fp_compare:nNnTF` *and* `\__fp_compare_aux:wn`. *This function is documented on page 202.*)

__fp_compare_back_any:ww
__fp_compare_back:ww
__fp_compare_nan:w

`\__fp_compare_back_any:ww` $\langle y\rangle$ `;` $\langle x\rangle$ `;`

Expands (in the same way as `\int_eval:n`) to -1 if $x < y$, 0 if $x = y$, 1 if $x > y$, and 2 otherwise (denoted as $x?y$). If either operand is `nan`, stop the comparison with `\__fp_compare_nan:w` returning 2. If x is negative, swap the outputs 1 and -1 (*i.e.*, $>$ and $<$); we can henceforth assume that $x \geq 0$. If $y \geq 0$, and they have the same type, either they are normal and we compare them with `\__fp_compare_npos:nwnw`, or they are equal. If $y \geq 0$, but of a different type, the highest type is a larger number. Finally, if $y \leq 0$, then $x > y$, unless both are zero.

```
\cs_new:Npn \__fp_compare_back_any:ww #1#2; #3
  {
    \__fp_if_type_fp:NTwFw
      #1 { \__fp_if_type_fp:NTwFw #3 \use_i:nn \s__fp \use_ii:nn \q_stop }
      \s__fp \use_ii:nn \q_stop
    \__fp_compare_back:ww
    {
      \cs:w
        __fp
        \__fp_type_from_scan:N #1
        _compare_back
        \__fp_type_from_scan:N #3
        :ww
      \cs_end:
    }
    #1#2 ; #3
  }
\cs_new:Npn \__fp_compare_back:ww
    \s__fp \__fp_chk:w #1 #2 #3;
    \s__fp \__fp_chk:w #4 #5 #6;
  {
    \int_value:w
      \if_meaning:w 3 #1 \exp_after:wN \__fp_compare_nan:w \fi:
      \if_meaning:w 3 #4 \exp_after:wN \__fp_compare_nan:w \fi:
      \if_meaning:w 2 #5 - \fi:
      \if_meaning:w #2 #5
        \if_meaning:w #1 #4
          \if_meaning:w 1 #1
            \__fp_compare_npos:nwnw #6; #3;
          \else:
            0
          \fi:
        \else:
          \if_int_compare:w #4 < #1 - \fi: 1
        \fi:
      \else:
        \if_int_compare:w #1#4 = 0 \exp_stop_f:
          0
        \else:
          1
        \fi:
      \fi:
    \exp_stop_f:
  }
\cs_new:Npn \__fp_compare_nan:w #1 \fi: \exp_stop_f: { 2 \exp_stop_f: }
```

(*End definition for* `\__fp_compare_back_any:ww`*,* `\__fp_compare_back:ww`*, and* `\__fp_compare_nan:w`*.*)

`\__fp_compare_back_tuple:ww`
`\__fp_tuple_compare_back:ww`
`\__fp_tuple_compare_back_tuple:ww`
`\__fp_tuple_compare_back_loop:w`

Tuple and floating point numbers are not comparable so return 2 in mixed cases or when tuples have a different number of items. Otherwise compare pairs of items with `\__fp_compare_back_any:ww` and if any don't match return 2 (as `\int_value:w 02 \exp_stop_f:`).

```
\cs_new:Npn \__fp_compare_back_tuple:ww #1; #2; { 2 }
\cs_new:Npn \__fp_tuple_compare_back:ww #1; #2; { 2 }
\cs_new:Npn \__fp_tuple_compare_back_tuple:ww
  \s__fp_tuple \__fp_tuple_chk:w #1;
  \s__fp_tuple \__fp_tuple_chk:w #2;
  {
    \int_compare:nNnTF { \__fp_array_count:n {#1} } =
      { \__fp_array_count:n {#2} }
      {
        \int_value:w 0
          \__fp_tuple_compare_back_loop:w
              #1 { \s__fp \prg_break: } ; @
              #2 { \s__fp \prg_break: } ;
            \prg_break_point:
        \exp_stop_f:
      }
      { 2 }
  }
\cs_new:Npn \__fp_tuple_compare_back_loop:w #1#2 ; #3 @ #4#5 ;
  {
    \use_none:n #1
    \use_none:n #4
    \if_int_compare:w
        \__fp_compare_back_any:ww #1 #2 ; #4 #5 ; = 0 \exp_stop_f:
    \else:
      2 \exp_after:wN \prg_break:
    \fi:
    \__fp_tuple_compare_back_loop:w #3 @
  }
```

(*End definition for* `\__fp_compare_back_tuple:ww` *and others.*)

`\__fp_compare_npos:nwnw`
`\__fp_compare_significand:nnnnnnnn`

`\__fp_compare_npos:nwnw` {⟨*expo*$_1$⟩} ⟨*body*$_1$⟩ ; {⟨*expo*$_2$⟩} ⟨*body*$_2$⟩ ;

Within an `\int_value:w` … `\exp_stop_f:` construction, this expands to 0 if the two numbers are equal, -1 if the first is smaller, and 1 if the first is bigger. First compare the exponents: the larger one denotes the larger number. If they are equal, we must compare significands. If both the first 8 digits and the next 8 digits coincide, the numbers are equal. If only the first 8 digits coincide, the next 8 decide. Otherwise, the first 8 digits are compared.

```
\cs_new:Npn \__fp_compare_npos:nwnw #1#2; #3#4;
  {
    \if_int_compare:w #1 = #3 \exp_stop_f:
      \__fp_compare_significand:nnnnnnnn #2 #4
    \else:
      \if_int_compare:w #1 < #3 - \fi: 1
    \fi:
  }
\cs_new:Npn \__fp_compare_significand:nnnnnnnn #1#2#3#4#5#6#7#8
  {
    \if_int_compare:w #1#2 = #5#6 \exp_stop_f:
      \if_int_compare:w #3#4 = #7#8 \exp_stop_f:
        0
      \else:
        \if_int_compare:w #3#4 < #7#8 - \fi: 1
```

```
      \fi:
    \else:
      \if_int_compare:w #1#2 < #5#6 - \fi: 1
    \fi:
  }
```

(*End definition for* `\__fp_compare_npos:nwnw` *and* `\__fp_compare_significand:nnnnnnnn`*.*)

30.4 Floating point expression loops

`\fp_do_until:nn`
`\fp_do_while:nn`
`\fp_until_do:nn`
`\fp_while_do:nn`

These are quite easy given the above functions. The `do_until` and `do_while` versions execute the body, then test. The `until_do` and `while_do` do it the other way round.

```
\cs_new:Npn \fp_do_until:nn #1#2
  {
    #2
    \fp_compare:nF {#1}
      { \fp_do_until:nn {#1} {#2} }
  }
\cs_new:Npn \fp_do_while:nn #1#2
  {
    #2
    \fp_compare:nT {#1}
      { \fp_do_while:nn {#1} {#2} }
  }
\cs_new:Npn \fp_until_do:nn #1#2
  {
    \fp_compare:nF {#1}
      {
        #2
        \fp_until_do:nn {#1} {#2}
      }
  }
\cs_new:Npn \fp_while_do:nn #1#2
  {
    \fp_compare:nT {#1}
      {
        #2
        \fp_while_do:nn {#1} {#2}
      }
  }
```

(*End definition for* `\fp_do_until:nn` *and others. These functions are documented on page 204.*)

`\fp_do_until:nNnn`
`\fp_do_while:nNnn`
`\fp_until_do:nNnn`
`\fp_while_do:nNnn`

As above but not using the `nNn` syntax.

```
\cs_new:Npn \fp_do_until:nNnn #1#2#3#4
  {
    #4
    \fp_compare:nNnF {#1} #2 {#3}
      { \fp_do_until:nNnn {#1} #2 {#3} {#4} }
  }
\cs_new:Npn \fp_do_while:nNnn #1#2#3#4
  {
    #4
    \fp_compare:nNnT {#1} #2 {#3}
```

```
      { \fp_do_while:nNnn {#1} #2 {#3} {#4} }
  }
\cs_new:Npn \fp_until_do:nNnn #1#2#3#4
  {
    \fp_compare:nNnF {#1} #2 {#3}
      {
        #4
        \fp_until_do:nNnn {#1} #2 {#3} {#4}
      }
  }
\cs_new:Npn \fp_while_do:nNnn #1#2#3#4
  {
    \fp_compare:nNnT {#1} #2 {#3}
      {
        #4
        \fp_while_do:nNnn {#1} #2 {#3} {#4}
      }
  }
```

(*End definition for* `\fp_do_until:nNnn` *and others. These functions are documented on page 203.*)

`\fp_step_function:nnnN`
`\fp_step_function:nnnc`
`\__fp_step:wwwN`
`\__fp_step_fp:wwwN`
`\__fp_step:NnnnnN`
`\__fp_step:NfnnnN`

The approach here is somewhat similar to `\int_step_function:nnnN`. There are two subtleties: we use the internal parser `\__fp_parse:n` to avoid converting back and forth from the internal representation; and (due to rounding) even a non-zero step does not guarantee that the loop counter increases.

```
\cs_new:Npn \fp_step_function:nnnN #1#2#3
  {
    \exp_after:wN \__fp_step:wwwN
      \exp:w \exp_end_continue_f:w \__fp_parse_o:n {#1}
      \exp:w \exp_end_continue_f:w \__fp_parse_o:n {#2}
      \exp:w \exp_end_continue_f:w \__fp_parse:n {#3}
  }
\cs_generate_variant:Nn \fp_step_function:nnnN { nnnc }
%      \end{macrocode}
%   Only floating point numbers (not tuples) are allowed arguments.
%   Only \enquote{normal} floating points (not $\pm 0$,
%   $\pm\texttt{inf}$, \texttt{nan}) can be used as step; if positive,
%   call \cs{__fp_step:NnnnnN} with argument |>| otherwise~|<|.  This
%   function has one more argument than its integer counterpart, namely
%   the previous value, to catch the case where the loop has made no
%   progress.  Conversion to decimal is done just before calling the
%   user's function.
%    \begin{macrocode}
\cs_new:Npn \__fp_step:wwwN #1#2; #3#4; #5#6; #7
  {
    \__fp_if_type_fp:NTwFw #1 { } \s__fp \prg_break: \q_stop
    \__fp_if_type_fp:NTwFw #3 { } \s__fp \prg_break: \q_stop
    \__fp_if_type_fp:NTwFw #5 { } \s__fp \prg_break: \q_stop
    \use_i:nnnn { \__fp_step_fp:wwwN #1#2; #3#4; #5#6; #7 }
    \prg_break_point:
    \use:n
      {
        \__fp_error:nfff { fp-step-tuple } { \fp_to_tl:n { #1#2 ; } }
          { \fp_to_tl:n { #3#4 ; } } { \fp_to_tl:n { #5#6 ; } }
```

```
      }
  }
\cs_new:Npn \__fp_step_fp:wwwN #1 ; \s__fp \__fp_chk:w #2#3#4 ; #5; #6
  {
    \token_if_eq_meaning:NNTF #2 1
      {
        \token_if_eq_meaning:NNTF #3 0
          { \__fp_step:NnnnnN > }
          { \__fp_step:NnnnnN < }
      }
      {
        \token_if_eq_meaning:NNTF #2 0
          {
            \__kernel_msg_expandable_error:nnn { kernel }
              { zero-step } {#6}
          }
          {
            \__fp_error:nnfn { fp-bad-step } { }
              { \fp_to_tl:n { \s__fp \__fp_chk:w #2#3#4 ; } } {#6}
          }
        \use_none:nnnnn
      }
      { #1 ; } { \c_nan_fp } { \s__fp \__fp_chk:w #2#3#4 ; } { #5 ; } #6
  }
\cs_new:Npn \__fp_step:NnnnnN #1#2#3#4#5#6
  {
    \fp_compare:nNnTF {#2} = {#3}
      {
        \__fp_error:nffn { fp-tiny-step }
          { \fp_to_tl:n {#3} } { \fp_to_tl:n {#4} } {#6}
      }
      {
        \fp_compare:nNnF {#2} #1 {#5}
          {
            \exp_args:Nf #6 { \__fp_to_decimal_dispatch:w #2 }
            \__fp_step:NfnnnN
              #1 { \__fp_parse:n { #2 + #4 } } {#2} {#4} {#5} #6
          }
      }
  }
\cs_generate_variant:Nn \__fp_step:NnnnnN { Nf }
```

(*End definition for* `\fp_step_function:nnnN` *and others. This function is documented on page 205.*)

`\fp_step_inline:nnnn`
`\fp_step_variable:nnnNn`
`\__fp_step:NNnnnn`

As for `\int_step_inline:nnnn`, create a global function and apply it, following up with a break point.

```
\cs_new_protected:Npn \fp_step_inline:nnnn
  {
    \int_gincr:N \g__kernel_prg_map_int
    \exp_args:NNc \__fp_step:NNnnnn
      \cs_gset_protected:Npn
      { __fp_map_ \int_use:N \g__kernel_prg_map_int :w }
  }
\cs_new_protected:Npn \fp_step_variable:nnnNn #1#2#3#4#5
```

```
  {
    \int_gincr:N \g__kernel_prg_map_int
    \exp_args:NNc \__fp_step:NNnnnn
      \cs_gset_protected:Npx
      { __fp_map_ \int_use:N \g__kernel_prg_map_int :w }
      {#1} {#2} {#3}
      {
        \tl_set:Nn \exp_not:N #4 {##1}
        \exp_not:n {#5}
      }
  }
\cs_new_protected:Npn \__fp_step:NNnnnn #1#2#3#4#5#6
  {
    #1 #2 ##1 {#6}
    \fp_step_function:nnnN {#3} {#4} {#5} #2
    \prg_break_point:Nn \scan_stop: { \int_gdecr:N \g__kernel_prg_map_int }
  }
```

(*End definition for `\fp_step_inline:nnnn`, `\fp_step_variable:nnnNn`, and `\__fp_step:NNnnnn`. These functions are documented on page 205.*)

```
\__kernel_msg_new:nnn { kernel } { fp-step-tuple }
  { Tuple~argument~in~fp_step_...~{#1}{#2}{#3}. }
\__kernel_msg_new:nnn { kernel } { fp-bad-step }
  { Invalid~step~size~#2~in~step~function~#3. }
\__kernel_msg_new:nnn { kernel } { fp-tiny-step }
  { Tiny~step~size~(#1+#2=#1)~in~step~function~#3. }
```

30.5 Extrema

`\__fp_minmax_o:Nw`
`\__fp_minmax_aux_o:Nw`

First check all operands are floating point numbers. The argument `#1` is 2 to find the maximum of an array `#2` of floating point numbers, and 0 to find the minimum. We read numbers sequentially, keeping track of the largest (smallest) number found so far. If numbers are equal (for instance ± 0), the first is kept. We append $-\infty$ (∞), for the case of an empty array. Since no number is smaller (larger) than that, this additional item only affects the maximum (minimum) in the case of `max()` and `min()` with no argument. The weird fp-like trailing marker breaks the loop correctly: see the precise definition of `\__fp_minmax_loop:Nww`.

```
\cs_new:Npn \__fp_minmax_o:Nw #1
  {
    \__fp_parse_function_all_fp_o:fnw
      { \token_if_eq_meaning:NNTF 0 #1 { min } { max } }
      { \__fp_minmax_aux_o:Nw #1 }
  }
\cs_new:Npn \__fp_minmax_aux_o:Nw #1#2 @
  {
    \if_meaning:w 0 #1
      \exp_after:wN \__fp_minmax_loop:Nww \exp_after:wN +
    \else:
      \exp_after:wN \__fp_minmax_loop:Nww \exp_after:wN -
    \fi:
    #2
    \s__fp \__fp_chk:w 2 #1 \s__fp_exact ;
    \s__fp \__fp_chk:w { 3 \__fp_minmax_break_o:w } ;
```

```
  }
```

(*End definition for* `\__fp_minmax_o:Nw` *and* `\__fp_minmax_aux_o:Nw`.)

`\__fp_minmax_loop:Nww`

The first argument is − or + to denote the case where the currently largest (smallest) number found (first floating point argument) should be replaced by the new number (second floating point argument). If the new number is `nan`, keep that as the extremum, unless that extremum is already a `nan`. Otherwise, compare the two numbers. If the new number is larger (in the case of `max`) or smaller (in the case of `min`), the test yields `true`, and we keep the second number as a new maximum; otherwise we keep the first number. Then loop.

```
\cs_new:Npn \__fp_minmax_loop:Nww
    #1 \s__fp \__fp_chk:w #2#3; \s__fp \__fp_chk:w #4#5;
  {
    \if_meaning:w 3 #4
      \if_meaning:w 3 #2
        \__fp_minmax_auxi:ww
      \else:
        \__fp_minmax_auxii:ww
      \fi:
    \else:
      \if_int_compare:w
          \__fp_compare_back:ww
            \s__fp \__fp_chk:w #4#5;
            \s__fp \__fp_chk:w #2#3;
          = #1 1 \exp_stop_f:
        \__fp_minmax_auxii:ww
      \else:
        \__fp_minmax_auxi:ww
      \fi:
    \fi:
    \__fp_minmax_loop:Nww #1
      \s__fp \__fp_chk:w #2#3;
      \s__fp \__fp_chk:w #4#5;
  }
```

(*End definition for* `\__fp_minmax_loop:Nww`.)

`\__fp_minmax_auxi:ww`
`\__fp_minmax_auxii:ww`

Keep the first/second number, and remove the other.

```
\cs_new:Npn \__fp_minmax_auxi:ww  #1 \fi: \fi: #2 \s__fp #3 ; \s__fp #4;
  { \fi: \fi: #2 \s__fp #3 ; }
\cs_new:Npn \__fp_minmax_auxii:ww #1 \fi: \fi: #2 \s__fp #3 ;
  { \fi: \fi: #2 }
```

(*End definition for* `\__fp_minmax_auxi:ww` *and* `\__fp_minmax_auxii:ww`.)

`\__fp_minmax_break_o:w`

This function is called from within an `\if_meaning:w` test. Skip to the end of the tests, close the current test with `\fi:`, clean up, and return the appropriate number with one post-expansion.

```
\cs_new:Npn \__fp_minmax_break_o:w #1 \fi: \fi: #2 \s__fp #3; #4;
  { \fi: \__fp_exp_after_o:w \s__fp #3; }
```

(*End definition for* `\__fp_minmax_break_o:w`.)

30.6 Boolean operations

__fp_not_o:w
__fp_tuple_not_o:w

Return true or false, with two expansions, one to exit the conditional, and one to please l3fp-parse. The first argument is provided by l3fp-parse and is ignored.

```
\cs_new:Npn \__fp_not_o:w #1 \s__fp \__fp_chk:w #2#3; @
  {
    \if_meaning:w 0 #2
      \exp_after:wN \exp_after:wN \exp_after:wN \c_one_fp
    \else:
      \exp_after:wN \exp_after:wN \exp_after:wN \c_zero_fp
    \fi:
  }
\cs_new:Npn \__fp_tuple_not_o:w #1 @ { \exp_after:wN \c_zero_fp }
```

(*End definition for* __fp_not_o:w *and* __fp_tuple_not_o:w.)

__fp_&_o:ww
__fp_tuple_&_o:ww
__fp_&_tuple_o:ww
__fp_tuple_&_tuple_o:ww
__fp_|_o:ww
__fp_tuple_|_o:ww
__fp_|_tuple_o:ww
__fp_tuple_|_tuple_o:ww
__fp_and_return:wNw

For and, if the first number is zero, return it (with the same sign). Otherwise, return the second one. For or, the logic is reversed: if the first number is non-zero, return it, otherwise return the second number: we achieve that by hi-jacking __fp_&_o:ww, inserting an extra argument, \else:, before \s__fp. In all cases, expand after the floating point number.

```
\group_begin:
  \char_set_catcode_letter:N &
  \char_set_catcode_letter:N |
  \cs_new:Npn \__fp_&_o:ww #1 \s__fp \__fp_chk:w #2#3;
    {
      \if_meaning:w 0 #2 #1
        \__fp_and_return:wNw \s__fp \__fp_chk:w #2#3;
      \fi:
      \__fp_exp_after_o:w
    }
  \cs_new:Npn \__fp_&_tuple_o:ww #1 \s__fp \__fp_chk:w #2#3;
    {
      \if_meaning:w 0 #2 #1
        \__fp_and_return:wNw \s__fp \__fp_chk:w #2#3;
      \fi:
      \__fp_exp_after_tuple_o:w
    }
  \cs_new:Npn \__fp_tuple_&_o:ww #1; { \__fp_exp_after_o:w }
  \cs_new:Npn \__fp_tuple_&_tuple_o:ww #1; { \__fp_exp_after_tuple_o:w }
  \cs_new:Npn \__fp_|_o:ww { \__fp_&_o:ww \else: }
  \cs_new:Npn \__fp_|_tuple_o:ww { \__fp_&_tuple_o:ww \else: }
  \cs_new:Npn \__fp_tuple_|_o:ww #1; #2; { \__fp_exp_after_tuple_o:w #1; }
  \cs_new:Npn \__fp_tuple_|_tuple_o:ww #1; #2;
    { \__fp_exp_after_tuple_o:w #1; }
\group_end:
\cs_new:Npn \__fp_and_return:wNw #1; \fi: #2;
  { \fi: \__fp_exp_after_o:w #1; }
```

(*End definition for* __fp_&_o:ww *and others.*)

30.7 Ternary operator

__fp_ternary:NwwN
__fp_ternary_auxi:NwwN
__fp_ternary_auxii:NwwN

The first function receives the test and the true branch of the ?: ternary operator. It calls __fp_ternary_auxii:NwwN if the test branch is a floating point number ±0, and otherwise calls __fp_ternary_auxi:NwwN. These functions select one of their two arguments.

```
\cs_new:Npn \__fp_ternary:NwwN #1 #2#3@ #4@ #5
  {
    \if_meaning:w \__fp_parse_infix_::N #5
      \if_charcode:w 0
            \__fp_if_type_fp:NTwFw
              #2 { \use_i:nn \use_i_delimit_by_q_stop:nw #3 \q_stop }
              \s__fp 1 \q_stop
        \exp_after:wN \exp_after:wN \exp_after:wN \__fp_ternary_auxii:NwwN
      \else:
        \exp_after:wN \exp_after:wN \exp_after:wN \__fp_ternary_auxi:NwwN
      \fi:
      \exp_after:wN #1
      \exp:w \exp_end_continue_f:w
      \__fp_exp_after_array_f:w #4 \s__fp_stop
      \exp_after:wN @
      \exp:w
        \__fp_parse_operand:Nw \c__fp_prec_colon_int
        \__fp_parse_expand:w
    \else:
      \__kernel_msg_expandable_error:nnnn
        { kernel } { fp-missing } { : } { ~for~?: }
      \exp_after:wN \__fp_parse_continue:NwN
      \exp_after:wN #1
      \exp:w \exp_end_continue_f:w
      \__fp_exp_after_array_f:w #4 \s__fp_stop
      \exp_after:wN #5
      \exp_after:wN #1
    \fi:
  }
\cs_new:Npn \__fp_ternary_auxi:NwwN #1#2@#3@#4
  {
    \exp_after:wN \__fp_parse_continue:NwN
    \exp_after:wN #1
    \exp:w \exp_end_continue_f:w
    \__fp_exp_after_array_f:w #2 \s__fp_stop
    #4 #1
  }
\cs_new:Npn \__fp_ternary_auxii:NwwN #1#2@#3@#4
  {
    \exp_after:wN \__fp_parse_continue:NwN
    \exp_after:wN #1
    \exp:w \exp_end_continue_f:w
    \__fp_exp_after_array_f:w #3 \s__fp_stop
    #4 #1
  }
```

(*End definition for* __fp_ternary:NwwN*,* __fp_ternary_auxi:NwwN*, and* __fp_ternary_auxii:NwwN*.*)

```
⟨/initex | package⟩
```

31 l3fp-basics Implementation

```
⟨*initex | package⟩
⟨@@=fp⟩
```

The l3fp-basics module implements addition, subtraction, multiplication, and division of two floating points, and the absolute value and sign-changing operations on one floating point. All operations implemented in this module yield the outcome of rounding the infinitely precise result of the operation to the nearest floating point.

Some algorithms used below end up being quite similar to some described in "What Every Computer Scientist Should Know About Floating Point Arithmetic", by David Goldberg, which can be found at `http://cr.yp.to/2005-590/goldberg.pdf`.

__fp_parse_word_abs:N
__fp_parse_word_logb:N
__fp_parse_word_sign:N
__fp_parse_word_sqrt:N

Unary functions.

```
\cs_new:Npn \__fp_parse_word_abs:N
  { \__fp_parse_unary_function:NNN \__fp_set_sign_o:w 0 }
\cs_new:Npn \__fp_parse_word_logb:N
  { \__fp_parse_unary_function:NNN \__fp_logb_o:w ? }
\cs_new:Npn \__fp_parse_word_sign:N
  { \__fp_parse_unary_function:NNN \__fp_sign_o:w ? }
\cs_new:Npn \__fp_parse_word_sqrt:N
  { \__fp_parse_unary_function:NNN \__fp_sqrt_o:w ? }
```

(*End definition for* `\__fp_parse_word_abs:N` *and others.*)

31.1 Addition and subtraction

We define here two functions, `\__fp_-_o:ww` and `\__fp_+_o:ww`, which perform the subtraction and addition of their two floating point operands, and expand the tokens following the result once.

A more obscure function, `\__fp_add_big_i_o:wNww`, is used in l3fp-expo.

The logic goes as follows:

- `\__fp_-_o:ww` calls `\__fp_+_o:ww` to do the work, with the sign of the second operand flipped;
- `\__fp_+_o:ww` dispatches depending on the type of floating point, calling specialized auxiliaries;
- in all cases except summing two normal floating point numbers, we return one or the other operands depending on the signs, or detect an invalid operation in the case of $\infty - \infty$;
- for normal floating point numbers, compare the signs;
- to add two floating point numbers of the same sign or of opposite signs, shift the significand of the smaller one to match the bigger one, perform the addition or subtraction of significands, check for a carry, round, and pack using the `\__fp_basics_pack_...` functions.

The trickiest part is to round correctly when adding or subtracting normal floating point numbers.

31.1.1 Sign, exponent, and special numbers

__fp_-_o:ww The __fp_+_o:ww auxiliary has a hook: it takes one argument between the first \s__fp and __fp_chk:w, which is applied to the sign of the second operand. Positioning the hook there means that __fp_+_o:ww can still perform the sanity check that it was followed by \s__fp.

```
\cs_new:cpx { __fp_-_o:ww } \s__fp
  {
    \exp_not:c { __fp_+_o:ww }
    \exp_not:n { \s__fp \__fp_neg_sign:N }
  }
```

(*End definition for* __fp_-_o:ww.)

__fp_+_o:ww This function is either called directly with an empty #1 to compute an addition, or it is called by __fp_-_o:ww with __fp_neg_sign:N as #1 to compute a subtraction, in which case the second operand's sign should be changed. If the ⟨*types*⟩ #2 and #4 are the same, dispatch to case #2 (0, 1, 2, or 3), where we call specialized functions: thanks to \int_value:w, those receive the tweaked ⟨$sign_2$⟩ (expansion of #1#5) as an argument. If the ⟨*types*⟩ are distinct, the result is simply the floating point number with the highest ⟨*type*⟩. Since case 3 (used for two nan) also picks the first operand, we can also use it when ⟨$type_1$⟩ is greater than ⟨$type_2$⟩. Also note that we don't need to worry about ⟨$sign_2$⟩ in that case since the second operand is discarded.

```
\cs_new:cpn { __fp_+_o:ww }
    \s__fp #1 \__fp_chk:w #2 #3 ; \s__fp \__fp_chk:w #4 #5
  {
    \if_case:w
      \if_meaning:w #2 #4
        #2
      \else:
        \if_int_compare:w #2 > #4 \exp_stop_f:
          3
        \else:
          4
        \fi:
      \fi:
      \exp_stop_f:
           \exp_after:wN \__fp_add_zeros_o:Nww \int_value:w
    \or:   \exp_after:wN \__fp_add_normal_o:Nww \int_value:w
    \or:   \exp_after:wN \__fp_add_inf_o:Nww \int_value:w
    \or:   \__fp_case_return_i_o:ww
    \else: \exp_after:wN \__fp_add_return_ii_o:Nww \int_value:w
    \fi:
    #1 #5
    \s__fp \__fp_chk:w #2 #3 ;
    \s__fp \__fp_chk:w #4 #5
  }
```

(*End definition for* __fp_+_o:ww.)

__fp_add_return_ii_o:Nww Ignore the first operand, and return the second, but using the sign #1 rather than #4. As usual, expand after the floating point.

```
\cs_new:Npn \__fp_add_return_ii_o:Nww #1 #2 ; \s__fp \__fp_chk:w #3 #4
  { \__fp_exp_after_o:w \s__fp \__fp_chk:w #3 #1 }
```

(*End definition for* `\__fp_add_return_ii_o:Nww`.)

`\__fp_add_zeros_o:Nww`

Adding two zeros yields `\c_zero_fp`, except if both zeros were -0.

```
\cs_new:Npn \__fp_add_zeros_o:Nww #1 \s__fp \__fp_chk:w 0 #2
  {
    \if_int_compare:w #2 #1 = 20 \exp_stop_f:
      \exp_after:wN \__fp_add_return_ii_o:Nww
    \else:
      \__fp_case_return_i_o:ww
    \fi:
    #1
    \s__fp \__fp_chk:w 0 #2
  }
```

(*End definition for* `\__fp_add_zeros_o:Nww`.)

`\__fp_add_inf_o:Nww`

If both infinities have the same sign, just return that infinity, otherwise, it is an invalid operation. We find out if that invalid operation is an addition or a subtraction by testing whether the tweaked ⟨*sign*$_2$⟩ (`#1`) and the ⟨*sign*$_2$⟩ (`#4`) are identical.

```
\cs_new:Npn \__fp_add_inf_o:Nww
    #1 \s__fp \__fp_chk:w 2 #2 #3; \s__fp \__fp_chk:w 2 #4
  {
    \if_meaning:w #1 #2
      \__fp_case_return_i_o:ww
    \else:
      \__fp_case_use:nw
        {
          \exp_last_unbraced:Nf \__fp_invalid_operation_o:Nww
            { \token_if_eq_meaning:NNTF #1 #4 + - }
        }
    \fi:
    \s__fp \__fp_chk:w 2 #2 #3;
    \s__fp \__fp_chk:w 2 #4
  }
```

(*End definition for* `\__fp_add_inf_o:Nww`.)

`\__fp_add_normal_o:Nww`

`\__fp_add_normal_o:Nww` ⟨*sign*$_2$⟩ `\s__fp \__fp_chk:w 1` ⟨*sign*$_1$⟩ ⟨*exp*$_1$⟩ ⟨*body*$_1$⟩ `; \s__fp \__fp_chk:w 1` ⟨*initial sign*$_2$⟩ ⟨*exp*$_2$⟩ ⟨*body*$_2$⟩ `;`

We now have two normal numbers to add, and we have to check signs and exponents more carefully before performing the addition.

```
\cs_new:Npn \__fp_add_normal_o:Nww #1 \s__fp \__fp_chk:w 1 #2
  {
    \if_meaning:w #1#2
      \exp_after:wN \__fp_add_npos_o:NnwNnw
    \else:
      \exp_after:wN \__fp_sub_npos_o:NnwNnw
    \fi:
    #2
  }
```

(*End definition for* `\__fp_add_normal_o:Nww`.)

31.1.2 Absolute addition

In this subsection, we perform the addition of two positive normal numbers.

__fp_add_npos_o:NnwNnw

__fp_add_npos_o:NnwNnw ⟨*sign*$_1$⟩ ⟨*exp*$_1$⟩ ⟨*body*$_1$⟩ ; \s__fp __fp_chk:w 1 ⟨*initial sign*$_2$⟩ ⟨*exp*$_2$⟩ ⟨*body*$_2$⟩ ;

Since we are doing an addition, the final sign is ⟨*sign*$_1$⟩. Start an __fp_int_eval:w, responsible for computing the exponent: the result, and the ⟨*final sign*⟩ are then given to __fp_sanitize:Nw which checks for overflow. The exponent is computed as the largest exponent #2 or #5, incremented if there is a carry. To add the significands, we decimate the smaller number by the difference between the exponents. This is done by __fp_add_big_i:wNww or __fp_add_big_ii:wNww. We need to bring the final sign with us in the midst of the calculation to round properly at the end.

```
\cs_new:Npn \__fp_add_npos_o:NnwNnw #1#2#3 ; \s__fp \__fp_chk:w 1 #4 #5
  {
    \exp_after:wN \__fp_sanitize:Nw
    \exp_after:wN #1
    \int_value:w \__fp_int_eval:w
      \if_int_compare:w #2 > #5 \exp_stop_f:
        #2
        \exp_after:wN \__fp_add_big_i_o:wNww \int_value:w -
      \else:
        #5
        \exp_after:wN \__fp_add_big_ii_o:wNww \int_value:w
      \fi:
      \__fp_int_eval:w #5 - #2 ; #1 #3;
  }
```

(*End definition for* __fp_add_npos_o:NnwNnw.)

__fp_add_big_i_o:wNww
__fp_add_big_ii_o:wNww

__fp_add_big_i_o:wNww ⟨*shift*⟩ ; ⟨*final sign*⟩ ⟨*body*$_1$⟩ ; ⟨*body*$_2$⟩ ;

Used in l3fp-expo. Shift the significand of the small number, then add with __fp_add_significand_o:NnnwnnnnN.

```
\cs_new:Npn \__fp_add_big_i_o:wNww #1; #2 #3; #4;
  {
    \__fp_decimate:nNnnnn {#1}
      \__fp_add_significand_o:NnnwnnnnN
      #4
    #3
    #2
  }
\cs_new:Npn \__fp_add_big_ii_o:wNww #1; #2 #3; #4;
  {
    \__fp_decimate:nNnnnn {#1}
      \__fp_add_significand_o:NnnwnnnnN
      #3
    #4
    #2
  }
```

(*End definition for* __fp_add_big_i_o:wNww *and* __fp_add_big_ii_o:wNww.)

__fp_add_significand_o:NnnwnnnnN
__fp_add_significand_pack:NNNNNNN
__fp_add_significand_test_o:N

__fp_add_significand_o:NnnwnnnnN ⟨*rounding digit*⟩ {⟨Y'_1⟩} {⟨Y'_2⟩} ⟨*extra-digits*⟩ ; {⟨X_1⟩} {⟨X_2⟩} {⟨X_3⟩} {⟨X_4⟩} ⟨*final sign*⟩

To round properly, we must know at which digit the rounding should occur. This requires to know whether the addition produces an overall carry or not. Thus, we do the computation now and check for a carry, then go back and do the rounding. The rounding may cause a carry in very rare cases such as $0.99\cdots95 \to 1.00\cdots0$, but this situation always give an exact power of 10, for which it is easy to correct the result at the end.

```
\cs_new:Npn \__fp_add_significand_o:NnnwnnnnN #1 #2#3 #4; #5#6#7#8
  {
    \exp_after:wN \__fp_add_significand_test_o:N
    \int_value:w \__fp_int_eval:w 1#5#6 + #2
      \exp_after:wN \__fp_add_significand_pack:NNNNNNN
      \int_value:w \__fp_int_eval:w 1#7#8 + #3 ; #1
  }
\cs_new:Npn \__fp_add_significand_pack:NNNNNNN #1 #2#3#4#5#6#7
  {
    \if_meaning:w 2 #1
      + 1
    \fi:
    ; #2 #3 #4 #5 #6 #7 ;
  }
\cs_new:Npn \__fp_add_significand_test_o:N #1
  {
    \if_meaning:w 2 #1
      \exp_after:wN \__fp_add_significand_carry_o:wwwNN
    \else:
      \exp_after:wN \__fp_add_significand_no_carry_o:wwwNN
    \fi:
  }
```

(*End definition for __fp_add_significand_o:NnnwnnnnN, __fp_add_significand_pack:NNNNNNN, and __fp_add_significand_test_o:N.*)

__fp_add_significand_no_carry_o:wwwNN

__fp_add_significand_no_carry_o:wwwNN ⟨*8d*⟩ ; ⟨*6d*⟩ ; ⟨*2d*⟩ ; ⟨*rounding digit*⟩ ⟨*sign*⟩

If there's no carry, grab all the digits again and round. The packing function __fp_basics_pack_high:NNNNNw takes care of the case where rounding brings a carry.

```
\cs_new:Npn \__fp_add_significand_no_carry_o:wwwNN
    #1; #2; #3#4 ; #5#6
  {
    \exp_after:wN \__fp_basics_pack_high:NNNNNw
    \int_value:w \__fp_int_eval:w 1 #1
      \exp_after:wN \__fp_basics_pack_low:NNNNNw
      \int_value:w \__fp_int_eval:w 1 #2 #3#4
        + \__fp_round:NNN #6 #4 #5
        \exp_after:wN ;
  }
```

(*End definition for __fp_add_significand_no_carry_o:wwwNN.*)

__fp_add_significand_carry_o:wwwNN

__fp_add_significand_carry_o:wwwNN ⟨*8d*⟩ ; ⟨*6d*⟩ ; ⟨*2d*⟩ ; ⟨*rounding digit*⟩ ⟨*sign*⟩

The case where there is a carry is very similar. Rounding can even raise the first digit from 1 to 2, but we don't care.

```
\cs_new:Npn \__fp_add_significand_carry_o:wwwNN
    #1; #2; #3#4; #5#6
  {
    + 1
    \exp_after:wN \__fp_basics_pack_weird_high:NNNNNNNNw
    \int_value:w \__fp_int_eval:w 1 1 #1
      \exp_after:wN \__fp_basics_pack_weird_low:NNNNw
      \int_value:w \__fp_int_eval:w 1 #2#3 +
        \exp_after:wN \__fp_round:NNN
        \exp_after:wN #6
        \exp_after:wN #3
        \int_value:w \__fp_round_digit:Nw #4 #5 ;
        \exp_after:wN ;
  }
```

(*End definition for* `\__fp_add_significand_carry_o:wwwNN`*.*)

31.1.3 Absolute subtraction

`\__fp_sub_npos_o:NnwNnw`
`\__fp_sub_eq_o:Nnwnw`
`\__fp_sub_npos_ii_o:Nnwnw`

`\__fp_sub_npos_o:NnwNnw` ⟨*sign*$_1$⟩ ⟨*exp*$_1$⟩ ⟨*body*$_1$⟩ `; \s__fp \__fp_chk:w 1` ⟨*initial sign*$_2$⟩ ⟨*exp*$_2$⟩ ⟨*body*$_2$⟩ `;`

Rounding properly in some modes requires to know what the sign of the result will be. Thus, we start by comparing the exponents and significands. If the numbers coincide, return zero. If the second number is larger, swap the numbers and call `\__fp_sub_npos_i_o:Nnwnw` with the opposite of ⟨*sign*$_1$⟩.

```
\cs_new:Npn \__fp_sub_npos_o:NnwNnw #1#2#3; \s__fp \__fp_chk:w 1 #4#5#6;
  {
    \if_case:w \__fp_compare_npos:nwnw {#2} #3; {#5} #6; \exp_stop_f:
      \exp_after:wN \__fp_sub_eq_o:Nnwnw
    \or:
      \exp_after:wN \__fp_sub_npos_i_o:Nnwnw
    \else:
      \exp_after:wN \__fp_sub_npos_ii_o:Nnwnw
    \fi:
    #1 {#2} #3; {#5} #6;
  }
\cs_new:Npn \__fp_sub_eq_o:Nnwnw #1#2; #3; { \exp_after:wN \c_zero_fp }
\cs_new:Npn \__fp_sub_npos_ii_o:Nnwnw #1 #2; #3;
  {
    \exp_after:wN \__fp_sub_npos_i_o:Nnwnw
      \int_value:w \__fp_neg_sign:N #1
      #3; #2;
  }
```

(*End definition for* `\__fp_sub_npos_o:NnwNnw`*,* `\__fp_sub_eq_o:Nnwnw`*, and* `\__fp_sub_npos_ii_o:Nnwnw`*.*)

`\__fp_sub_npos_i_o:Nnwnw`

After the computation is done, `\__fp_sanitize:Nw` checks for overflow/underflow. It expects the ⟨*final sign*⟩ and the ⟨*exponent*⟩ (delimited by `;`). Start an integer expression for the exponent, which starts with the exponent of the largest number, and may be decreased if the two numbers are very close. If the two numbers have the same exponent, call the `near` auxiliary. Otherwise, decimate y, then call the `far` auxiliary to evaluate the difference between the two significands. Note that we decimate by 1 less than one could expect.

```
\cs_new:Npn \__fp_sub_npos_i_o:Nnwnw #1 #2#3; #4#5;
  {
    \exp_after:wN \__fp_sanitize:Nw
    \exp_after:wN #1
    \int_value:w \__fp_int_eval:w
      #2
      \if_int_compare:w #2 = #4 \exp_stop_f:
        \exp_after:wN \__fp_sub_back_near_o:nnnnnnnnN
      \else:
        \exp_after:wN \__fp_decimate:nNnnnn \exp_after:wN
          { \int_value:w \__fp_int_eval:w #2 - #4 - 1 \exp_after:wN }
          \exp_after:wN \__fp_sub_back_far_o:NnnwnnnnN
      \fi:
        #5
      #3
      #1
  }
```

(*End definition for* `\__fp_sub_npos_i_o:Nnwnw`.)

`\__fp_sub_back_near_o:nnnnnnnnN`
`\__fp_sub_back_near_pack:NNNNNNw`
`\__fp_sub_back_near_after:wNNNNw`

`\__fp_sub_back_near_o:nnnnnnnnN` {$\langle Y_1\rangle$} {$\langle Y_2\rangle$} {$\langle Y_3\rangle$} {$\langle Y_4\rangle$} {$\langle X_1\rangle$} {$\langle X_2\rangle$} {$\langle X_3\rangle$} {$\langle X_4\rangle$} ⟨*final sign*⟩

In this case, the subtraction is exact, so we discard the ⟨*final sign*⟩ `#9`. The very large shifts of 10^9 and $1.1\cdot 10^9$ are unnecessary here, but allow the auxiliaries to be reused later. Each integer expression produces a 10 digit result. If the resulting 16 digits start with a 0, then we need to shift the group, padding with trailing zeros.

```
\cs_new:Npn \__fp_sub_back_near_o:nnnnnnnnN #1#2#3#4 #5#6#7#8 #9
  {
    \exp_after:wN \__fp_sub_back_near_after:wNNNNw
    \int_value:w \__fp_int_eval:w 10#5#6 - #1#2 - 11
      \exp_after:wN \__fp_sub_back_near_pack:NNNNNNw
      \int_value:w \__fp_int_eval:w 11#7#8 - #3#4 \exp_after:wN ;
  }
\cs_new:Npn \__fp_sub_back_near_pack:NNNNNNw #1#2#3#4#5#6#7 ;
  { + #1#2 ; {#3#4#5#6} {#7} ; }
\cs_new:Npn \__fp_sub_back_near_after:wNNNNw 10 #1#2#3#4 #5 ;
  {
    \if_meaning:w 0 #1
      \exp_after:wN \__fp_sub_back_shift:wnnnn
    \fi:
    ; {#1#2#3#4} {#5}
  }
```

(*End definition for* `\__fp_sub_back_near_o:nnnnnnnnN`*,* `\__fp_sub_back_near_pack:NNNNNNw`*, and* `\__fp_sub_back_near_after:wNNNNw`.)

`\__fp_sub_back_shift:wnnnn`
`\__fp_sub_back_shift_ii:ww`
`\__fp_sub_back_shift_iii:NNNNNNNNw`
`\__fp_sub_back_shift_iv:nnnnw`

`\__fp_sub_back_shift:wnnnn ;` {$\langle Z_1\rangle$} {$\langle Z_2\rangle$} {$\langle Z_3\rangle$} {$\langle Z_4\rangle$} `;`

This function is called with $\langle Z_1\rangle \leq 999$. Act with `\number` to trim leading zeros from $\langle Z_1\rangle$ $\langle Z_2\rangle$ (we don't do all four blocks at once, since non-zero blocks would then overflow TeX's integers). If the first two blocks are zero, the auxiliary receives an empty `#1` and trims `#2#30` from leading zeros, yielding a total shift between 7 and 16 to the exponent. Otherwise we get the shift from `#1` alone, yielding a result between 1 and 6. Once the exponent is taken care of, trim leading zeros from `#1#2#3` (when `#1` is empty, the space before `#2#3` is ignored), get four blocks of 4 digits and finally clean up. Trailing zeros are added so that digits can be grabbed safely.

```
\cs_new:Npn \__fp_sub_back_shift:wnnnn ; #1#2
  {
    \exp_after:wN \__fp_sub_back_shift_ii:ww
    \int_value:w #1 #2 0 ;
  }
\cs_new:Npn \__fp_sub_back_shift_ii:ww #1 0 ; #2#3 ;
  {
    \if_meaning:w @ #1 @
      - 7
      - \exp_after:wN \use_i:nnn
        \exp_after:wN \__fp_sub_back_shift_iii:NNNNNNNNw
        \int_value:w #2#3 0 ~ 123456789;
    \else:
      - \__fp_sub_back_shift_iii:NNNNNNNNw #1 123456789;
    \fi:
    \exp_after:wN \__fp_pack_twice_four:wNNNNNNNN
    \exp_after:wN \__fp_pack_twice_four:wNNNNNNNN
    \exp_after:wN \__fp_sub_back_shift_iv:nnnnw
    \exp_after:wN ;
    \int_value:w
    #1 ~ #2#3 0 ~ 0000 0000 0000 000 ;
  }
\cs_new:Npn \__fp_sub_back_shift_iii:NNNNNNNNw #1#2#3#4#5#6#7#8#9; {#8}
\cs_new:Npn \__fp_sub_back_shift_iv:nnnnw #1 ; #2 ; { ; #1 ; }
```

(*End definition for* `\__fp_sub_back_shift:wnnnn` *and others.*)

`\__fp_sub_back_far_o:NnnwnnnnN`

`\__fp_sub_back_far_o:NnnwnnnnN` ⟨*rounding*⟩ `{`⟨Y'_1⟩`}` `{`⟨Y'_2⟩`}` ⟨*extra-digits*⟩ `;` `{`⟨X_1⟩`}` `{`⟨X_2⟩`}` `{`⟨X_3⟩`}` `{`⟨X_4⟩`}` ⟨*final sign*⟩

If the difference is greater than $10^{\langle expo_x\rangle}$, call the `very_far` auxiliary. If the result is less than $10^{\langle expo_x\rangle}$, call the `not_far` auxiliary. If it is too close a call to know yet, namely if $1\langle Y'_1\rangle\langle Y'_2\rangle = \langle X_1\rangle\langle X_2\rangle\langle X_3\rangle\langle X_4\rangle 0$, then call the `quite_far` auxiliary. We use the odd combination of space and semi-colon delimiters to allow the `not_far` auxiliary to grab each piece individually, the `very_far` auxiliary to use `\__fp_pack_eight:wNNNNNNNN`, and the `quite_far` to ignore the significands easily (using the `;` delimiter).

```
\cs_new:Npn \__fp_sub_back_far_o:NnnwnnnnN #1 #2#3 #4; #5#6#7#8
  {
    \if_case:w
      \if_int_compare:w 1 #2 = #5#6 \use_i:nnnn #7 \exp_stop_f:
        \if_int_compare:w #3 = \use_none:n #7#8 0 \exp_stop_f:
          0
        \else:
          \if_int_compare:w #3 > \use_none:n #7#8 0 - \fi: 1
        \fi:
      \else:
        \if_int_compare:w 1 #2 > #5#6 \use_i:nnnn #7 - \fi: 1
      \fi:
      \exp_stop_f:
           \exp_after:wN \__fp_sub_back_quite_far_o:wwNN
    \or:   \exp_after:wN \__fp_sub_back_very_far_o:wwwwNN
```

```
    \else: \exp_after:wN \__fp_sub_back_not_far_o:wwwwNN
    \fi:
    #2 ~ #3 ; #5 #6 ~ #7 #8 ; #1
  }
```

(*End definition for* `\__fp_sub_back_far_o:NnnwnnnnN`*.*)

`\__fp_sub_back_quite_far_o:wwNN`
`\__fp_sub_back_quite_far_ii:NN`

The easiest case is when $x - y$ is extremely close to a power of 10, namely the first digit of x is 1, and all others vanish when subtracting y. Then the ⟨*rounding*⟩ `#3` and the ⟨*final sign*⟩ `#4` control whether we get 1 or 0.9999999999999999. In the usual round-to-nearest mode, we get 1 whenever the ⟨*rounding*⟩ digit is less than or equal to 5 (remember that the ⟨*rounding*⟩ digit is only equal to 5 if there was no further non-zero digit).

```
\cs_new:Npn \__fp_sub_back_quite_far_o:wwNN #1; #2; #3#4
  {
    \exp_after:wN \__fp_sub_back_quite_far_ii:NN
    \exp_after:wN #3
    \exp_after:wN #4
  }
\cs_new:Npn \__fp_sub_back_quite_far_ii:NN #1#2
  {
    \if_case:w \__fp_round_neg:NNN #2 0 #1
      \exp_after:wN \use_i:nn
    \else:
      \exp_after:wN \use_ii:nn
    \fi:
      { ; {1000} {0000} {0000} {0000} ; }
      { - 1 ; {9999} {9999} {9999} {9999} ; }
  }
```

(*End definition for* `\__fp_sub_back_quite_far_o:wwNN` *and* `\__fp_sub_back_quite_far_ii:NN`*.*)

`\__fp_sub_back_not_far_o:wwwwNN`

In the present case, x and y have different exponents, but y is large enough that $x - y$ has a smaller exponent than x. Decrement the exponent (with `-1`). Then proceed in a way similar to the `near` auxiliaries seen earlier, but multiplying x by 10 (`#30` and `#40` below), and with the added quirk that the ⟨*rounding*⟩ digit has to be taken into account. Namely, we may have to decrease the result by one unit if `\__fp_round_neg:NNN` returns 1. This function expects the ⟨*final sign*⟩ `#6`, the last digit of `1100000000+#40-#2`, and the ⟨*rounding*⟩ digit. Instead of redoing the computation for the second argument, we note that `\__fp_round_neg:NNN` only cares about its parity, which is identical to that of the last digit of `#2`.

```
\cs_new:Npn \__fp_sub_back_not_far_o:wwwwNN #1 ~ #2; #3 ~ #4; #5#6
  {
    - 1
    \exp_after:wN \__fp_sub_back_near_after:wNNNNw
    \int_value:w \__fp_int_eval:w 1#30 - #1 - 11
      \exp_after:wN \__fp_sub_back_near_pack:NNNNNNw
      \int_value:w \__fp_int_eval:w 11 0000 0000 + #40 - #2
        - \exp_after:wN \__fp_round_neg:NNN
          \exp_after:wN #6
          \use_none:nnnnnnn #2 #5
        \exp_after:wN ;
  }
```

(*End definition for* `\__fp_sub_back_not_far_o:wwwwNN`*.*)

__fp_sub_back_very_far_o:wwwwNN
__fp_sub_back_very_far_ii_o:nnNwwNN

The case where $x - y$ and x have the same exponent is a bit more tricky, mostly because it cannot reuse the same auxiliaries. Shift the y significand by adding a leading 0. Then the logic is similar to the `not_far` functions above. Rounding is a bit more complicated: we have two ⟨*rounding*⟩ digits `#3` and `#6` (from the decimation, and from the new shift) to take into account, and getting the parity of the main result requires a computation. The first `\int_value:w` triggers the second one because the number is unfinished; we can thus not use 0 in place of 2 there.

```
\cs_new:Npn \__fp_sub_back_very_far_o:wwwwNN #1#2#3#4#5#6#7
  {
    \__fp_pack_eight:wNNNNNNNN
    \__fp_sub_back_very_far_ii_o:nnNwwNN
    { 0 #1#2#3 #4#5#6#7 }
    ;
  }
\cs_new:Npn \__fp_sub_back_very_far_ii_o:nnNwwNN #1#2 ; #3 ; #4 ~ #5; #6#7
  {
    \exp_after:wN \__fp_basics_pack_high:NNNNNw
    \int_value:w \__fp_int_eval:w 1#4 - #1 - 1
      \exp_after:wN \__fp_basics_pack_low:NNNNNw
      \int_value:w \__fp_int_eval:w 2#5 - #2
        - \exp_after:wN \__fp_round_neg:NNN
          \exp_after:wN #7
          \int_value:w
            \if_int_odd:w \__fp_int_eval:w #5 - #2 \__fp_int_eval_end:
              1 \else: 2 \fi:
          \int_value:w \__fp_round_digit:Nw #3 #6 ;
      \exp_after:wN ;
  }
```

(*End definition for* `\__fp_sub_back_very_far_o:wwwwNN` *and* `\__fp_sub_back_very_far_ii_o:nnNwwNN`.)

31.2 Multiplication

31.2.1 Signs, and special numbers

__fp_*_o:ww

We go through an auxiliary, which is common with `\__fp_/_o:ww`. The first argument is the operation, used for the invalid operation exception. The second is inserted in a formula to dispatch cases slightly differently between multiplication and division. The third is the operation for normal floating points. The fourth is there for extra cases needed in `\__fp_/_o:ww`.

```
\cs_new:cpn { __fp_*_o:ww }
  {
    \__fp_mul_cases_o:NnNnww
      *
      { - 2 + }
      \__fp_mul_npos_o:Nww
      { }
  }
```

(*End definition for* `\__fp_*_o:ww`.)

__fp_mul_cases_o:nNnnww

Split into 10 cases (12 for division). If both numbers are normal, go to case 0 (same sign) or case 1 (opposite signs): in both cases, call `\__fp_mul_npos_o:Nww` to do the work. If the first operand is nan, go to case 2, in which the second operand is discarded; if the second operand is nan, go to case 3, in which the first operand is discarded (note the weird interaction with the final test on signs). Then we separate the case where the first number is normal and the second is zero: this goes to cases 4 and 5 for multiplication, 10 and 11 for division. Otherwise, we do a computation which dispatches the products $0\times0 = 0\times1 = 1\times0 = 0$ to case 4 or 5 depending on the combined sign, the products $0\times\infty$ and $\infty\times0$ to case 6 or 7 (invalid operation), and the products $1\times\infty = \infty\times1 = \infty\times\infty = \infty$ to cases 8 and 9. Note that the code for these two cases (which return $\pm\infty$) is inserted as argument #4, because it differs in the case of divisions.

```
\cs_new:Npn \__fp_mul_cases_o:NnNnww
    #1#2#3#4 \s__fp \__fp_chk:w #5#6#7; \s__fp \__fp_chk:w #8#9
  {
    \if_case:w \__fp_int_eval:w
                 \if_int_compare:w #5 #8 = 11 ~
                   1
                 \else:
                   \if_meaning:w 3 #8
                     3
                   \else:
                     \if_meaning:w 3 #5
                       2
                     \else:
                       \if_int_compare:w #5 #8 = 10 ~
                         9 #2 - 2
                       \else:
                         (#5 #2 #8) / 2 * 2 + 7
                       \fi:
                     \fi:
                   \fi:
                 \fi:
                 \if_meaning:w #6 #9 - 1 \fi:
               \__fp_int_eval_end:
          \__fp_case_use:nw { #3 0 }
    \or: \__fp_case_use:nw { #3 2 }
    \or: \__fp_case_return_i_o:ww
    \or: \__fp_case_return_ii_o:ww
    \or: \__fp_case_return_o:Nww \c_zero_fp
    \or: \__fp_case_return_o:Nww \c_minus_zero_fp
    \or: \__fp_case_use:nw { \__fp_invalid_operation_o:Nww #1 }
    \or: \__fp_case_use:nw { \__fp_invalid_operation_o:Nww #1 }
    \or: \__fp_case_return_o:Nww \c_inf_fp
    \or: \__fp_case_return_o:Nww \c_minus_inf_fp
    #4
    \fi:
    \s__fp \__fp_chk:w #5 #6 #7;
    \s__fp \__fp_chk:w #8 #9
  }
```

(*End definition for* `\__fp_mul_cases_o:nNnnww`*.*)

31.2.2 Absolute multiplication

In this subsection, we perform the multiplication of two positive normal numbers.

__fp_mul_npos_o:Nww

`\__fp_mul_npos_o:Nww` ⟨*final sign*⟩ `\s__fp \__fp_chk:w 1` ⟨$sign_1$⟩ `{`⟨exp_1⟩`}` ⟨$body_1$⟩ `; \s__fp \__fp_chk:w 1` ⟨$sign_2$⟩ `{`⟨exp_2⟩`}` ⟨$body_2$⟩ `;`

After the computation, `\__fp_sanitize:Nw` checks for overflow or underflow. As we did for addition, `\__fp_int_eval:w` computes the exponent, catching any shift coming from the computation in the significand. The ⟨*final sign*⟩ is needed to do the rounding properly in the significand computation. We setup the post-expansion here, triggered by `\__fp_mul_significand_o:nnnnNnnnn`.

This is also used in l3fp-convert.

```
\cs_new:Npn \__fp_mul_npos_o:Nww
    #1 \s__fp \__fp_chk:w #2 #3 #4 #5 ; \s__fp \__fp_chk:w #6 #7 #8 #9 ;
  {
    \exp_after:wN \__fp_sanitize:Nw
    \exp_after:wN #1
    \int_value:w \__fp_int_eval:w
      #4 + #8
      \__fp_mul_significand_o:nnnnNnnnn #5 #1 #9
  }
```

(*End definition for* `\__fp_mul_npos_o:Nww`*.*)

__fp_mul_significand_o:nnnnNnnnn
__fp_mul_significand_drop:NNNNNw
__fp_mul_significand_keep:NNNNNw

`\__fp_mul_significand_o:nnnnNnnnn {`⟨X_1⟩`} {`⟨X_2⟩`} {`⟨X_3⟩`} {`⟨X_4⟩`}` ⟨*sign*⟩ `{`⟨Y_1⟩`} {`⟨Y_2⟩`} {`⟨Y_3⟩`} {`⟨Y_4⟩`}`

Note the three semicolons at the end of the definition. One is for the last `\__fp_mul_significand_drop:NNNNNw`; one is for `\__fp_round_digit:Nw` later on; and one, preceded by `\exp_after:wN`, which is correctly expanded (within an `\__fp_int_eval:w`), is used by `\__fp_basics_pack_low:NNNNNw`.

The product of two 16 digit integers has 31 or 32 digits, but it is impossible to know which one before computing. The place where we round depends on that number of digits, and may depend on all digits until the last in some rare cases. The approach is thus to compute the 5 first blocks of 4 digits (the first one is between 100 and 9999 inclusive), and a compact version of the remaining 3 blocks. Afterwards, the number of digits is known, and we can do the rounding within yet another set of `\__fp_int_eval:w`.

```
\cs_new:Npn \__fp_mul_significand_o:nnnnNnnnn #1#2#3#4 #5 #6#7#8#9
  {
    \exp_after:wN \__fp_mul_significand_test_f:NNN
    \exp_after:wN #5
    \int_value:w \__fp_int_eval:w 99990000 + #1*#6 +
      \exp_after:wN \__fp_mul_significand_keep:NNNNNw
      \int_value:w \__fp_int_eval:w 99990000 + #1*#7 + #2*#6 +
        \exp_after:wN \__fp_mul_significand_keep:NNNNNw
        \int_value:w \__fp_int_eval:w 99990000 + #1*#8 + #2*#7 + #3*#6 +
          \exp_after:wN \__fp_mul_significand_drop:NNNNNw
          \int_value:w \__fp_int_eval:w 99990000 + #1*#9 + #2*#8 +
            #3*#7 + #4*#6 +
            \exp_after:wN \__fp_mul_significand_drop:NNNNNw
            \int_value:w \__fp_int_eval:w 99990000 + #2*#9 + #3*#8 +
              #4*#7 +
              \exp_after:wN \__fp_mul_significand_drop:NNNNNw
              \int_value:w \__fp_int_eval:w 99990000 + #3*#9 + #4*#8 +
                \exp_after:wN \__fp_mul_significand_drop:NNNNNw
                \int_value:w \__fp_int_eval:w 100000000 + #4*#9 ;
    ; \exp_after:wN ;
```

```
  }
\cs_new:Npn \__fp_mul_significand_drop:NNNNNw #1#2#3#4#5 #6;
  { #1#2#3#4#5 ; + #6 }
\cs_new:Npn \__fp_mul_significand_keep:NNNNNw #1#2#3#4#5 #6;
  { #1#2#3#4#5 ; #6 ; }
```

(*End definition for* `\__fp_mul_significand_o:nnnnNnnnn`*,* `\__fp_mul_significand_drop:NNNNNw`*, and* `\__fp_mul_significand_keep:NNNNNw`*.*)

__fp_mul_significand_test_f:NNN

`\__fp_mul_significand_test_f:NNN` ⟨*sign*⟩ `1` ⟨*digits 1–8*⟩ `;` ⟨*digits 9–12*⟩ `;` ⟨*digits 13–16*⟩ `; +` ⟨*digits 17–20*⟩ `+` ⟨*digits 21–24*⟩ `+` ⟨*digits 25–28*⟩ `+` ⟨*digits 29–32*⟩ `; \exp_after:wN ;`

If the ⟨*digit 1*⟩ is non-zero, then for rounding we only care about the digits 16 and 17, and whether further digits are zero or not (check for exact ties). On the other hand, if ⟨*digit 1*⟩ is zero, we care about digits 17 and 18, and whether further digits are zero.

```
\cs_new:Npn \__fp_mul_significand_test_f:NNN #1 #2 #3
  {
    \if_meaning:w 0 #3
      \exp_after:wN \__fp_mul_significand_small_f:NNwwwN
    \else:
      \exp_after:wN \__fp_mul_significand_large_f:NwwNNNN
    \fi:
    #1 #3
  }
```

(*End definition for* `\__fp_mul_significand_test_f:NNN`*.*)

__fp_mul_significand_large_f:NwwNNNN

In this branch, ⟨*digit 1*⟩ is non-zero. The result is thus ⟨*digits 1–16*⟩, plus some rounding which depends on the digits 16, 17, and whether all subsequent digits are zero or not. Here, `\__fp_round_digit:Nw` takes digits 17 and further (as an integer expression), and replaces it by a ⟨*rounding digit*⟩, suitable for `\__fp_round:NNN`.

```
\cs_new:Npn \__fp_mul_significand_large_f:NwwNNNN #1 #2; #3; #4#5#6#7; +
  {
    \exp_after:wN \__fp_basics_pack_high:NNNNNw
    \int_value:w \__fp_int_eval:w 1#2
      \exp_after:wN \__fp_basics_pack_low:NNNNNw
      \int_value:w \__fp_int_eval:w 1#3#4#5#6#7
        + \exp_after:wN \__fp_round:NNN
          \exp_after:wN #1
          \exp_after:wN #7
          \int_value:w \__fp_round_digit:Nw
  }
```

(*End definition for* `\__fp_mul_significand_large_f:NwwNNNN`*.*)

__fp_mul_significand_small_f:NNwwwN

In this branch, ⟨*digit 1*⟩ is zero. Our result is thus ⟨*digits 2–17*⟩, plus some rounding which depends on the digits 17, 18, and whether all subsequent digits are zero or not. The 8 digits `1#3` are followed, after expansion of the `small_pack` auxiliary, by the next digit, to form a 9 digit number.

```
\cs_new:Npn \__fp_mul_significand_small_f:NNwwwN #1 #2#3; #4#5; #6; + #7
  {
    - 1
    \exp_after:wN \__fp_basics_pack_high:NNNNNw
    \int_value:w \__fp_int_eval:w 1#3#4
```

```
      \exp_after:wN \__fp_basics_pack_low:NNNNNw
      \int_value:w \__fp_int_eval:w 1#5#6#7
        + \exp_after:wN \__fp_round:NNN
          \exp_after:wN #1
          \exp_after:wN #7
          \int_value:w \__fp_round_digit:Nw
  }
```

(*End definition for* `\__fp_mul_significand_small_f:NNwwwN`.)

31.3 Division

31.3.1 Signs, and special numbers

Time is now ripe to tackle the hardest of the four elementary operations: division.

`\__fp_/_o:ww` Filtering special floating point is very similar to what we did for multiplications, with a few variations. Invalid operation exceptions display `/` rather than `*`. In the formula for dispatch, we replace `- 2 +` by `-`. The case of normal numbers is treated using `\__fp_div_npos_o:Nww` rather than `\__fp_mul_npos_o:Nww`. There are two additional cases: if the first operand is normal and the second is a zero, then the division by zero exception is raised: cases 10 and 11 of the `\if_case:w` construction in `\__fp_mul_cases_o:NnNnww` are provided as the fourth argument here.

```
\cs_new:cpn { __fp_/_o:ww }
  {
    \__fp_mul_cases_o:NnNnww
      /
      { - }
      \__fp_div_npos_o:Nww
      {
        \or:
          \__fp_case_use:nw
            { \__fp_division_by_zero_o:NNww \c_inf_fp / }
        \or:
          \__fp_case_use:nw
            { \__fp_division_by_zero_o:NNww \c_minus_inf_fp / }
      }
  }
```

(*End definition for* `\__fp_/_o:ww`.)

`\__fp_div_npos_o:Nww` `\__fp_div_npos_o:Nww` ⟨*final sign*⟩ `\s__fp \__fp_chk:w 1` ⟨$sign_A$⟩ `{`⟨*exp A*⟩`}` `{`⟨A_1⟩`}` `{`⟨A_2⟩`}` `{`⟨A_3⟩`}` `{`⟨A_4⟩`} ; \s__fp \__fp_chk:w 1` ⟨$sign_Z$⟩ `{`⟨*exp Z*⟩`}` `{`⟨Z_1⟩`}` `{`⟨Z_2⟩`}` `{`⟨Z_3⟩`}` `{`⟨Z_4⟩`} ;`

We want to compute A/Z. As for multiplication, `\__fp_sanitize:Nw` checks for overflow or underflow; we provide it with the ⟨*final sign*⟩, and an integer expression in which we compute the exponent. We set up the arguments of `\__fp_div_significand_i_o:wnnw`, namely an integer ⟨y⟩ obtained by adding 1 to the first 5 digits of Z (explanation given soon below), then the four `{`⟨A_i⟩`}`, then the four `{`⟨Z_i⟩`}`, a semi-colon, and the ⟨*final sign*⟩, used for rounding at the end.

```
\cs_new:Npn \__fp_div_npos_o:Nww
    #1 \s__fp \__fp_chk:w 1 #2 #3 #4 ; \s__fp \__fp_chk:w 1 #5 #6 #7#8#9;
  {
```

```
    \exp_after:wN \__fp_sanitize:Nw
    \exp_after:wN #1
    \int_value:w \__fp_int_eval:w
      #3 - #6
      \exp_after:wN \__fp_div_significand_i_o:wnnw
        \int_value:w \__fp_int_eval:w #7 \use_i:nnnn #8 + 1 ;
        #4
        {#7}{#8}#9 ;
        #1
  }
```

(*End definition for* `\__fp_div_npos_o:Nww`.)

31.3.2 Work plan

In this subsection, we explain how to avoid overflowing TeX's integers when performing the division of two positive normal numbers.

We are given two numbers, $A = 0.A_1A_2A_3A_4$ and $Z = 0.Z_1Z_2Z_3Z_4$, in blocks of 4 digits, and we know that the first digits of A_1 and of Z_1 are non-zero. To compute A/Z, we proceed as follows.

- Find an integer $Q_A \simeq 10^4 A/Z$.
- Replace A by $B = 10^4 A - Q_A Z$.
- Find an integer $Q_B \simeq 10^4 B/Z$.
- Replace B by $C = 10^4 B - Q_B Z$.
- Find an integer $Q_C \simeq 10^4 C/Z$.
- Replace C by $D = 10^4 C - Q_C Z$.
- Find an integer $Q_D \simeq 10^4 D/Z$.
- Consider $E = 10^4 D - Q_D Z$, and ensure correct rounding.

The result is then $Q = 10^{-4}Q_A + 10^{-8}Q_B + 10^{-12}Q_C + 10^{-16}Q_D + \text{rounding}$. Since the Q_i are integers, B, C, D, and E are all exact multiples of 10^{-16}, in other words, computing with 16 digits after the decimal separator yields exact results. The problem is the risk of overflow: in general B, C, D, and E may be greater than 1.

Unfortunately, things are not as easy as they seem. In particular, we want all intermediate steps to be positive, since negative results would require extra calculations at the end. This requires that $Q_A \leq 10^4 A/Z$ *etc.* A reasonable attempt would be to define Q_A as

$$\texttt{\textbackslash int\_eval:n}\left\{\frac{A_1A_2}{Z_1+1} - 1\right\} \leq 10^4\frac{A}{Z}$$

Subtracting 1 at the end takes care of the fact that ε-TeX's `\__fp_int_eval:w` rounds divisions instead of truncating (really, 1/2 would be sufficient, but we work with integers). We add 1 to Z_1 because $Z_1 \leq 10^4 Z < Z_1 + 1$ and we need Q_A to be an underestimate. However, we are now underestimating Q_A too much: it can be wrong by up to 100, for instance when $Z = 0.1$ and $A \simeq 1$. Then B could take values up to 10 (maybe more), and a few steps down the line, we would run into arithmetic overflow, since TeX can only handle integers less than roughly $2 \cdot 10^9$.

A better formula is to take

$$Q_A = \texttt{\textbackslash int\_eval:n}\left\{\frac{10\cdot A_1A_2}{\lfloor 10^{-3}\cdot Z_1Z_2\rfloor + 1} - 1\right\}.$$

This is always less than $10^9A/(10^5Z)$, as we wanted. In words, we take the 5 first digits of Z into account, and the 8 first digits of A, using 0 as a 9-th digit rather than the true digit for efficiency reasons. We shall prove that using this formula to define all the Q_i avoids any overflow. For convenience, let us denote

$$y = \lfloor 10^{-3}\cdot Z_1Z_2\rfloor + 1,$$

so that, taking into account the fact that ε-TeX rounds ties away from zero,

$$\begin{aligned} Q_A &= \left\lfloor \frac{A_1A_20}{y} - \frac{1}{2}\right\rfloor \\ &> \frac{A_1A_20}{y} - \frac{3}{2}. \end{aligned}$$

Note that $10^4 < y \leq 10^5$, and $999 \leq Q_A \leq 99989$. Also note that this formula does not cause an overflow as long as $A < (2^{31}-1)/10^9 \simeq 2.147\cdots$, since the numerator involves an integer slightly smaller than 10^9A.

Let us bound B:

$$\begin{aligned} 10^5B &= A_1A_20 + 10\cdot 0.A_3A_4 - 10\cdot Z_1.Z_2Z_3Z_4\cdot Q_A \\ &< A_1A_20\cdot\left(1 - 10\cdot\frac{Z_1.Z_2Z_3Z_4}{y}\right) + \frac{3}{2}\cdot 10\cdot Z_1.Z_2Z_3Z_4 + 10 \\ &\leq \frac{A_1A_20\cdot(y - 10\cdot Z_1.Z_2Z_3Z_4)}{y} + \frac{3}{2}y + 10 \\ &\leq \frac{A_1A_20\cdot 1}{y} + \frac{3}{2}y + 10 \leq \frac{10^9A}{y} + 1.6\cdot y. \end{aligned}$$

At the last step, we hide 10 into the second term for later convenience. The same reasoning yields

$$\begin{aligned} 10^5B &< 10^9A/y + 1.6y, \\ 10^5C &< 10^9B/y + 1.6y, \\ 10^5D &< 10^9C/y + 1.6y, \\ 10^5E &< 10^9D/y + 1.6y. \end{aligned}$$

The goal is now to prove that none of B, C, D, and E can go beyond $(2^{31}-1)/10^9 = 2.147\cdots$.

Combining the various inequalities together with $A < 1$, we get

$$\begin{aligned} &10^5B < 10^9/y + 1.6y, \\ &10^5C < 10^{13}/y^2 + 1.6(y + 10^4), \\ &10^5D < 10^{17}/y^3 + 1.6(y + 10^4 + 10^8/y), \\ &10^5E < 10^{21}/y^4 + 1.6(y + 10^4 + 10^8/y + 10^{12}/y^2). \end{aligned}$$

All of those bounds are convex functions of y (since every power of y involved is convex, and the coefficients are positive), and thus maximal at one of the end-points of the allowed range $10^4 < y \le 10^5$. Thus,

$$\begin{aligned}
10^5 B &< \max(1.16 \cdot 10^5, 1.7 \cdot 10^5),\\
10^5 C &< \max(1.32 \cdot 10^5, 1.77 \cdot 10^5),\\
10^5 D &< \max(1.48 \cdot 10^5, 1.777 \cdot 10^5),\\
10^5 E &< \max(1.64 \cdot 10^5, 1.7777 \cdot 10^5).
\end{aligned}$$

All of those bounds are less than $2.147 \cdot 10^5$, and we are thus within TEX's bounds in all cases!

We later need to have a bound on the Q_i. Their definitions imply that $Q_A < 10^9 A/y - 1/2 < 10^5 A$ and similarly for the other Q_i. Thus, all of them are less than 177770.

The last step is to ensure correct rounding. We have

$$A/Z = \sum_{i=1}^{4} \left(10^{-4i} Q_i\right) + 10^{-16} E/Z$$

exactly. Furthermore, we know that the result is in $[0.1, 10)$, hence will be rounded to a multiple of 10^{-16} or of 10^{-15}, so we only need to know the integer part of E/Z, and a "rounding" digit encoding the rest. Equivalently, we need to find the integer part of $2E/Z$, and determine whether it was an exact integer or not (this serves to detect ties). Since

$$\frac{2E}{Z} = 2\frac{10^5 E}{10^5 Z} \le 2\frac{10^5 E}{10^4} < 36,$$

this integer part is between 0 and 35 inclusive. We let ε-TEX round

$$P = \texttt{\int_eval:n}\left\{\frac{2 \cdot E_1 E_2}{Z_1 Z_2}\right\},$$

which differs from $2E/Z$ by at most

$$\frac{1}{2} + 2\left|\frac{E}{Z} - \frac{E}{10^{-8} Z_1 Z_2}\right| + 2\left|\frac{10^8 E - E_1 E_2}{Z_1 Z_2}\right| < 1,$$

($1/2$ comes from ε-TEX's rounding) because each absolute value is less than 10^{-7}. Thus P is either the correct integer part, or is off by 1; furthermore, if $2E/Z$ is an integer, $P = 2E/Z$. We will check the sign of $2E - PZ$. If it is negative, then $E/Z \in \big((P-1)/2, P/2\big)$. If it is zero, then $E/Z = P/2$. If it is positive, then $E/Z \in \big(P/2, (P-1)/2\big)$. In each case, we know how to round to an integer, depending on the parity of P, and the rounding mode.

31.3.3 Implementing the significand division

__fp_div_significand_i_o:wnnw

`\__fp_div_significand_i_o:wnnw` $\langle y\rangle$ `;` `{`$\langle A_1\rangle$`}` `{`$\langle A_2\rangle$`}` `{`$\langle A_3\rangle$`}` `{`$\langle A_4\rangle$`}` `{`$\langle Z_1\rangle$`}` `{`$\langle Z_2\rangle$`}` `{`$\langle Z_3\rangle$`}` `{`$\langle Z_4\rangle$`}` `;` $\langle sign\rangle$

Compute $10^6 + Q_A$ (a 7 digit number thanks to the shift), unbrace $\langle A_1\rangle$ and $\langle A_2\rangle$, and prepare the $\langle continuation\rangle$ arguments for 4 consecutive calls to `\__fp_div_significand_calc:wwnnnnnnn`. Each of these calls needs $\langle y\rangle$ (`#1`), and it turns out that we need post-expansion there, hence the `\int_value:w`. Here, `#4` is six brace groups, which give the six first `n`-type arguments of the `calc` function.

```
\cs_new:Npn \__fp_div_significand_i_o:wnnw #1 ; #2#3 #4 ;
  {
    \exp_after:wN \__fp_div_significand_test_o:w
    \int_value:w \__fp_int_eval:w
      \exp_after:wN \__fp_div_significand_calc:wwnnnnnnn
      \int_value:w \__fp_int_eval:w 999999 + #2 #3 0 / #1 ;
        #2 #3 ;
        #4
        { \exp_after:wN \__fp_div_significand_ii:wwn \int_value:w #1 }
        { \exp_after:wN \__fp_div_significand_ii:wwn \int_value:w #1 }
        { \exp_after:wN \__fp_div_significand_ii:wwn \int_value:w #1 }
        { \exp_after:wN \__fp_div_significand_iii:wwnnnnn \int_value:w #1 }
  }
```

(*End definition for* `\__fp_div_significand_i_o:wnnw`.)

__fp_div_significand_calc:wwnnnnnnn
__fp_div_significand_calc_i:wwnnnnnnn
__fp_div_significand_calc_ii:wwnnnnnnn

`\__fp_div_significand_calc:wwnnnnnnn` $\langle 10^6 + Q_A\rangle$ `;` $\langle A_1\rangle$ $\langle A_2\rangle$ `;` `{`$\langle A_3\rangle$`}` `{`$\langle A_4\rangle$`}` `{`$\langle Z_1\rangle$`}` `{`$\langle Z_2\rangle$`}` `{`$\langle Z_3\rangle$`}` `{`$\langle Z_4\rangle$`}` `{`$\langle \mathit{continuation}\rangle$`}` expands to

$\langle 10^6 + Q_A\rangle$ $\langle \mathit{continuation}\rangle$ `;` $\langle B_1\rangle$ $\langle B_2\rangle$ `;` `{`$\langle B_3\rangle$`}` `{`$\langle B_4\rangle$`}` `{`$\langle Z_1\rangle$`}` `{`$\langle Z_2\rangle$`}` `{`$\langle Z_3\rangle$`}` `{`$\langle Z_4\rangle$`}`

where $B = 10^4 A - Q_A \cdot Z$. This function is also used to compute C, D, E (with the input shifted accordingly), and is used in l3fp-expo.

We know that $0 < Q_A < 1.8 \cdot 10^5$, so the product of Q_A with each Z_i is within TeX's bounds. However, it is a little bit too large for our purposes: we would not be able to use the usual trick of adding a large power of 10 to ensure that the number of digits is fixed.

The bound on Q_A, implies that $10^6 + Q_A$ starts with the digit 1, followed by 0 or 1. We test, and call different auxiliaries for the two cases. An earlier implementation did the tests within the computation, but since we added a $\langle \mathit{continuation}\rangle$, this is not possible because the macro has 9 parameters.

The result we want is then (the overall power of 10 is arbitrary):

$$\begin{aligned}&10^{-4}(\#2 - \#1\cdot\#5 - 10\cdot\langle i\rangle\cdot\#5\#6) + 10^{-8}(\#3 - \#1\cdot\#6 - 10\cdot\langle i\rangle\cdot\#7)\\ &+ 10^{-12}(\#4 - \#1\cdot\#7 - 10\cdot\langle i\rangle\cdot\#8) + 10^{-16}(-\#1\cdot\#8),\end{aligned}$$

where $\langle i\rangle$ stands for the 10^5 digit of Q_A, which is 0 or 1, and #1, #2, *etc.* are the parameters of either auxiliary. The factors of 10 come from the fact that $Q_A = 10 \cdot 10^4 \cdot \langle i\rangle + \#1$. As usual, to combine all the terms, we need to choose some shifts which must ensure that the number of digits of the second, third, and fourth terms are each fixed. Here, the positive contributions are at most 10^8 and the negative contributions can go up to 10^9. Indeed, for the auxiliary with $\langle i\rangle = 1$, `#1` is at most 80000, leading to contributions of at worse $-8 \cdot 10^8 4$, while the other negative term is very small $< 10^6$ (except in the first expression, where we don't care about the number of digits); for the auxiliary with $\langle i\rangle = 0$, `#1` can go up to 99999, but there is no other negative term. Hence, a good choice is $2 \cdot 10^9$, which produces totals in the range $[10^9, 2.1 \cdot 10^9]$. We are flirting with TeX's limits once more.

```
\cs_new:Npn \__fp_div_significand_calc:wwnnnnnnn 1#1
```

```
  {
    \if_meaning:w 1 #1
      \exp_after:wN \__fp_div_significand_calc_i:wwnnnnnnn
    \else:
      \exp_after:wN \__fp_div_significand_calc_ii:wwnnnnnnn
    \fi:
  }
\cs_new:Npn \__fp_div_significand_calc_i:wwnnnnnnn
  #1; #2;#3#4 #5#6#7#8 #9
  {
    1 1 #1
    #9 \exp_after:wN ;
    \int_value:w \__fp_int_eval:w \c__fp_Bigg_leading_shift_int
      + #2 - #1 * #5 - #5#60
      \exp_after:wN \__fp_pack_Bigg:NNNNNNw
      \int_value:w \__fp_int_eval:w \c__fp_Bigg_middle_shift_int
        + #3 - #1 * #6 - #70
        \exp_after:wN \__fp_pack_Bigg:NNNNNNw
        \int_value:w \__fp_int_eval:w \c__fp_Bigg_middle_shift_int
          + #4 - #1 * #7 - #80
          \exp_after:wN \__fp_pack_Bigg:NNNNNNw
          \int_value:w \__fp_int_eval:w \c__fp_Bigg_trailing_shift_int
            - #1 * #8 ;
    {#5}{#6}{#7}{#8}
  }
\cs_new:Npn \__fp_div_significand_calc_ii:wwnnnnnnn
  #1; #2;#3#4 #5#6#7#8 #9
  {
    1 0 #1
    #9 \exp_after:wN ;
    \int_value:w \__fp_int_eval:w \c__fp_Bigg_leading_shift_int
      + #2 - #1 * #5
      \exp_after:wN \__fp_pack_Bigg:NNNNNNw
      \int_value:w \__fp_int_eval:w \c__fp_Bigg_middle_shift_int
        + #3 - #1 * #6
        \exp_after:wN \__fp_pack_Bigg:NNNNNNw
        \int_value:w \__fp_int_eval:w \c__fp_Bigg_middle_shift_int
          + #4 - #1 * #7
          \exp_after:wN \__fp_pack_Bigg:NNNNNNw
          \int_value:w \__fp_int_eval:w \c__fp_Bigg_trailing_shift_int
            - #1 * #8 ;
    {#5}{#6}{#7}{#8}
  }
```

(*End definition for* `\__fp_div_significand_calc:wwnnnnnnn`*,* `\__fp_div_significand_calc_i:wwnnnnnnn`*, and* `\__fp_div_significand_calc_ii:wwnnnnnnn`*.*)

`\__fp_div_significand_ii:wwn`

`\__fp_div_significand_ii:wwn` $\langle y\rangle$ `;` $\langle B_1\rangle$ `;` `{`$\langle B_2\rangle$`}` `{`$\langle B_3\rangle$`}` `{`$\langle B_4\rangle$`}` `{`$\langle Z_1\rangle$`}` `{`$\langle Z_2\rangle$`}` `{`$\langle Z_3\rangle$`}` `{`$\langle Z_4\rangle$`}` $\langle continuations\rangle$ $\langle sign\rangle$

Compute Q_B by evaluating $\langle B_1\rangle\langle B_2\rangle 0/y-1$. The result is output to the left, in an `\__fp_int_eval:w` which we start now. Once that is evaluated (and the other Q_i also, since later expansions are triggered by this one), a packing auxiliary takes care of placing the digits of Q_B in an appropriate way for the final addition to obtain Q. This auxiliary is also used to compute Q_C and Q_D with the inputs C and D instead of B.

```
\cs_new:Npn \__fp_div_significand_ii:wwn #1; #2;#3
  {
    \exp_after:wN \__fp_div_significand_pack:NNN
    \int_value:w \__fp_int_eval:w
      \exp_after:wN \__fp_div_significand_calc:wwnnnnnnn
      \int_value:w \__fp_int_eval:w 999999 + #2 #3 0 / #1 ; #2 #3 ;
  }
```

(*End definition for* `\__fp_div_significand_ii:wwn`.)

`\__fp_div_significand_iii:wwnnnnn`

`\__fp_div_significand_iii:wwnnnnn` $\langle y\rangle$ `;` $\langle E_1\rangle$ `;` `{`$\langle E_2\rangle$`}` `{`$\langle E_3\rangle$`}` `{`$\langle E_4\rangle$`}` `{`$\langle Z_1\rangle$`}` `{`$\langle Z_2\rangle$`}` `{`$\langle Z_3\rangle$`}` `{`$\langle Z_4\rangle$`}` $\langle sign\rangle$

We compute $P \simeq 2E/Z$ by rounding $2E_1E_2/Z_1Z_2$. Note the first 0, which multiplies Q_D by 10: we later add (roughly) $5 \cdot P$, which amounts to adding $P/2 \simeq E/Z$ to Q_D, the appropriate correction from a hypothetical Q_E.

```
\cs_new:Npn \__fp_div_significand_iii:wwnnnnn #1; #2;#3#4#5 #6#7
  {
    0
    \exp_after:wN \__fp_div_significand_iv:wwnnnnnnn
    \int_value:w \__fp_int_eval:w ( 2 * #2 #3) / #6 #7 ; % <- P
      #2 ; {#3} {#4} {#5}
      {#6} {#7}
  }
```

(*End definition for* `\__fp_div_significand_iii:wwnnnnn`.)

`\__fp_div_significand_iv:wwnnnnnnn`
`\__fp_div_significand_v:NNw`
`\__fp_div_significand_vi:Nw`

`\__fp_div_significand_iv:wwnnnnnnn` $\langle P\rangle$ `;` $\langle E_1\rangle$ `;` `{`$\langle E_2\rangle$`}` `{`$\langle E_3\rangle$`}` `{`$\langle E_4\rangle$`}` `{`$\langle Z_1\rangle$`}` `{`$\langle Z_2\rangle$`}` `{`$\langle Z_3\rangle$`}` `{`$\langle Z_4\rangle$`}` $\langle sign\rangle$

This adds to the current expression $(10^7 + 10 \cdot Q_D)$ a contribution of $5 \cdot P + \mathrm{sign}(T)$ with $T = 2E - PZ$. This amounts to adding $P/2$ to Q_D, with an extra $\langle rounding\rangle$ digit. This $\langle rounding\rangle$ digit is 0 or 5 if T does not contribute, *i.e.,* if $0 = T = 2E - PZ$, in other words if $10^{16}A/Z$ is an integer or half-integer. Otherwise it is in the appropriate range, $[1,4]$ or $[6,9]$. This is precise enough for rounding purposes (in any mode).

It seems an overkill to compute T exactly as I do here, but I see no faster way right now.

Once more, we need to be careful and show that the calculation $\#1 \cdot \#6\#7$ below does not cause an overflow: naively, P can be up to 35, and $\#6\#7$ up to 10^8, but both cannot happen simultaneously. To show that things are fine, we split in two (non-disjoint) cases.

- For $P < 10$, the product obeys $P \cdot \#6\#7 < 10^8 \cdot P < 10^9$.
- For large $P \geq 3$, the rounding error on P, which is at most 1, is less than a factor of 2, hence $P \leq 4E/Z$. Also, $\#6\#7 \leq 10^8 \cdot Z$, hence $P \cdot \#6\#7 \leq 4E \cdot 10^8 < 10^9$.

Both inequalities could be made tighter if needed.

Note however that $P \cdot \#8\#9$ may overflow, since the two factors are now independent, and the result may reach $3.5 \cdot 10^9$. Thus we compute the two lower levels separately. The rest is standard, except that we use `+` as a separator (ending integer expressions explicitly). T is negative if the first character is `-`, it is positive if the first character is neither `0` nor `-`. It is also positive if the first character is `0` and second argument of `\__fp_div_significand_vi:Nw`, a sum of several terms, is also zero. Otherwise, there was an exact agreement: $T = 0$.

```
\cs_new:Npn \__fp_div_significand_iv:wwnnnnnnn #1; #2;#3#4#5 #6#7#8#9
  {
    + 5 * #1
    \exp_after:wN \__fp_div_significand_vi:Nw
    \int_value:w \__fp_int_eval:w -20 + 2*#2#3 - #1*#6#7 +
      \exp_after:wN \__fp_div_significand_v:NN
      \int_value:w \__fp_int_eval:w 199980 + 2*#4 - #1*#8 +
        \exp_after:wN \__fp_div_significand_v:NN
        \int_value:w \__fp_int_eval:w 200000 + 2*#5 - #1*#9 ;
  }
\cs_new:Npn \__fp_div_significand_v:NN #1#2 { #1#2 \__fp_int_eval_end: + }
\cs_new:Npn \__fp_div_significand_vi:Nw #1#2;
  {
    \if_meaning:w 0 #1
      \if_int_compare:w \__fp_int_eval:w #2 > 0 + 1 \fi:
    \else:
      \if_meaning:w - #1 - \else: + \fi: 1
    \fi:
    ;
  }
```

(*End definition for* `\__fp_div_significand_iv:wwnnnnnnn`*,* `\__fp_div_significand_v:NNw`*, and* `\__fp_div_significand_vi:Nw`*.*)

`\__fp_div_significand_pack:NNN`

At this stage, we are in the following situation: TEX is in the process of expanding several integer expressions, thus functions at the bottom expand before those above.

> `\__fp_div_significand_test_o:w` $10^6 + Q_A$ `\__fp_div_significand_pack:NNN` $10^6 + Q_B$ `\__fp_div_significand_pack:NNN` $10^6 + Q_C$ `\__fp_div_significand_pack:NNN` $10^7 + 10 \cdot Q_D + 5 \cdot P + \varepsilon$ `;` $\langle sign \rangle$

Here, $\varepsilon = \mathrm{sign}(T)$ is 0 in case $2E = PZ$, 1 in case $2E > PZ$, which means that P was the correct value, but not with an exact quotient, and -1 if $2E < PZ$, *i.e.*, P was an overestimate. The packing function we define now does nothing special: it removes the 10^6 and carries two digits (for the 10^5's and the 10^4's).

```
\cs_new:Npn \__fp_div_significand_pack:NNN 1 #1 #2 { + #1 #2 ; }
```

(*End definition for* `\__fp_div_significand_pack:NNN`*.*)

`\__fp_div_significand_test_o:w`

> `\__fp_div_significand_test_o:w 1 0` $\langle 5d \rangle$ `;` $\langle 4d \rangle$ `;` $\langle 4d \rangle$ `;` $\langle 5d \rangle$ `;` $\langle sign \rangle$

The reason we know that the first two digits are `1` and `0` is that the final result is known to be between 0.1 (inclusive) and 10, hence $\widetilde{Q_A}$ (the tilde denoting the contribution from the other Q_i) is at most 99999, and $10^6 + \widetilde{Q_A} = 10 \cdots$.

It is now time to round. This depends on how many digits the final result will have.

```
\cs_new:Npn \__fp_div_significand_test_o:w 10 #1
  {
    \if_meaning:w 0 #1
      \exp_after:wN \__fp_div_significand_small_o:wwwNNNNwN
    \else:
      \exp_after:wN \__fp_div_significand_large_o:wwwNNNNwN
    \fi:
    #1
  }
```

(*End definition for* `\__fp_div_significand_test_o:w`*.*)

__fp_div_significand_small_o:wwwNNNNwN

`\__fp_div_significand_small_o:wwwNNNNwN 0` ⟨*4d*⟩ `;` ⟨*4d*⟩ `;` ⟨*4d*⟩ `;` ⟨*5d*⟩ `;` ⟨*final sign*⟩

Standard use of the functions `\__fp_basics_pack_low:NNNNNw` and `\__fp_basics_pack_high:NNNNNw`. We finally get to use the ⟨*final sign*⟩ which has been sitting there for a while.

```
\cs_new:Npn \__fp_div_significand_small_o:wwwNNNNwN
    0 #1; #2; #3; #4#5#6#7#8; #9
  {
    \exp_after:wN \__fp_basics_pack_high:NNNNNw
    \int_value:w \__fp_int_eval:w 1 #1#2
      \exp_after:wN \__fp_basics_pack_low:NNNNNw
      \int_value:w \__fp_int_eval:w 1 #3#4#5#6#7
        + \__fp_round:NNN #9 #7 #8
        \exp_after:wN ;
  }
```

(*End definition for* `\__fp_div_significand_small_o:wwwNNNNwN`.)

__fp_div_significand_large_o:wwwNNNNwN

`\__fp_div_significand_large_o:wwwNNNNwN` ⟨*5d*⟩ `;` ⟨*4d*⟩ `;` ⟨*4d*⟩ `;` ⟨*5d*⟩ `;` ⟨*sign*⟩

We know that the final result cannot reach 10, hence `1#1#2`, together with contributions from the level below, cannot reach $2 \cdot 10^9$. For rounding, we build the ⟨*rounding digit*⟩ from the last two of our 18 digits.

```
\cs_new:Npn \__fp_div_significand_large_o:wwwNNNNwN
    #1; #2; #3; #4#5#6#7#8; #9
  {
    + 1
    \exp_after:wN \__fp_basics_pack_weird_high:NNNNNNNNw
    \int_value:w \__fp_int_eval:w 1 #1 #2
      \exp_after:wN \__fp_basics_pack_weird_low:NNNNw
      \int_value:w \__fp_int_eval:w 1 #3 #4 #5 #6 +
        \exp_after:wN \__fp_round:NNN
        \exp_after:wN #9
        \exp_after:wN #6
        \int_value:w \__fp_round_digit:Nw #7 #8 ;
      \exp_after:wN ;
  }
```

(*End definition for* `\__fp_div_significand_large_o:wwwNNNNwN`.)

31.4 Square root

__fp_sqrt_o:w

Zeros are unchanged: $\sqrt{-0} = -0$ and $\sqrt{+0} = +0$. Negative numbers (other than -0) have no real square root. Positive infinity, and `nan`, are unchanged. Finally, for normal positive numbers, there is some work to do.

```
\cs_new:Npn \__fp_sqrt_o:w #1 \s__fp \__fp_chk:w #2#3#4; @
  {
    \if_meaning:w 0 #2 \__fp_case_return_same_o:w \fi:
    \if_meaning:w 2 #3
      \__fp_case_use:nw { \__fp_invalid_operation_o:nw { sqrt } }
    \fi:
    \if_meaning:w 1 #2 \else: \__fp_case_return_same_o:w \fi:
    \__fp_sqrt_npos_o:w
```

```
    \s__fp \__fp_chk:w #2 #3 #4;
  }
```

(*End definition for* `\__fp_sqrt_o:w`.)

`\__fp_sqrt_npos_o:w`
`\__fp_sqrt_npos_auxi_o:wwnnN`
`\__fp_sqrt_npos_auxii_o:wNNNNNNNN`

Prepare `\__fp_sanitize:Nw` to receive the final sign `0` (the result is always positive) and the exponent, equal to half of the exponent `#1` of the argument. If the exponent `#1` is even, find a first approximation of the square root of the significand $10^8 a_1 + a_2 = 10^8$`#2#3`$+$`#4#5` through Newton's method, starting at $x = 57234133 \simeq 10^{7.75}$. Otherwise, first shift the significand of of the argument by one digit, getting $a_1' \in [10^6, 10^7)$ instead of $[10^7, 10^8)$, then use Newton's method starting at $17782794 \simeq 10^{7.25}$.

```
\cs_new:Npn \__fp_sqrt_npos_o:w \s__fp \__fp_chk:w 1 0 #1#2#3#4#5;
  {
    \exp_after:wN \__fp_sanitize:Nw
    \exp_after:wN 0
    \int_value:w \__fp_int_eval:w
      \if_int_odd:w #1 \exp_stop_f:
        \exp_after:wN \__fp_sqrt_npos_auxi_o:wwnnN
      \fi:
      #1 / 2
      \__fp_sqrt_Newton_o:wwn 56234133; 0; {#2#3} {#4#5} 0
  }
\cs_new:Npn \__fp_sqrt_npos_auxi_o:wwnnN #1 / 2 #2; 0; #3#4#5
  {
    ( #1 + 1 ) / 2
    \__fp_pack_eight:wNNNNNNNN
    \__fp_sqrt_npos_auxii_o:wNNNNNNNN
    ;
    0 #3 #4
  }
\cs_new:Npn \__fp_sqrt_npos_auxii_o:wNNNNNNNN #1; #2#3#4#5#6#7#8#9
  { \__fp_sqrt_Newton_o:wwn 17782794; 0; {#1} {#2#3#4#5#6#7#8#9} }
```

(*End definition for* `\__fp_sqrt_npos_o:w`, `\__fp_sqrt_npos_auxi_o:wwnnN`, *and* `\__fp_sqrt_npos_auxii_o:wNNNNNNNN`.)

`\__fp_sqrt_Newton_o:wwn`

Newton's method maps $x \mapsto \big[(x + [10^8 a_1/x])/2\big]$ in each iteration, where $[b/c]$ denotes ε-TeX's division. This division rounds the real number b/c to the closest integer, rounding ties away from zero, hence when c is even, $b/c - 1/2 + 1/c \le [b/c] \le b/c + 1/2$ and when c is odd, $b/c - 1/2 + 1/(2c) \le [b/c] \le b/c + 1/2 - 1/(2c)$. For all c, $b/c - 1/2 + 1/(2c) \le [b/c] \le b/c + 1/2$.

Let us prove that the method converges when implemented with ε-TeX integer division, for any $10^6 \le a_1 < 10^8$ and starting value $10^6 \le x < 10^8$. Using the inequalities above and the arithmetic–geometric inequality $(x+t)/2 \ge \sqrt{xt}$ for $t = 10^8 a_1/x$, we find

$$x' = \left[\frac{x + [10^8 a_1/x]}{2}\right] \ge \frac{x + 10^8 a_1/x - 1/2 + 1/(2x)}{2} \ge \sqrt{10^8 a_1} - \frac{1}{4} + \frac{1}{4x}\,.$$

After any step of iteration, we thus have $\delta = x - \sqrt{10^8 a_1} \ge -0.25 + 0.25 \cdot 10^{-8}$. The new difference $\delta' = x' - \sqrt{10^8 a_1}$ after one step is bounded above as

$$x' - \sqrt{10^8 a_1} \le \frac{x + 10^8 a_1/x + 1/2}{2} + \frac{1}{2} - \sqrt{10^8 a_1} \le \frac{\delta}{2}\frac{\delta}{\sqrt{10^8 a_1} + \delta} + \frac{3}{4}\,.$$

For $\delta > 3/2$, this last expression is $\leq \delta/2 + 3/4 < \delta$, hence δ decreases at each step: since all x are integers, δ must reach a value $-1/4 < \delta \leq 3/2$. In this range of values, we get $\delta' \leq \frac{3}{4}\frac{3}{2\sqrt{10^8 a_1}} + \frac{3}{4} \leq 0.75 + 1.125 \cdot 10^{-7}$. We deduce that the difference $\delta = x - \sqrt{10^8 a_1}$ eventually reaches a value in the interval $[-0.25 + 0.25 \cdot 10^{-8}, 0.75 + 11.25 \cdot 10^{-8}]$, whose width is $1 + 11 \cdot 10^{-8}$. The corresponding interval for x may contain two integers, hence x might oscillate between those two values.

However, the fact that $x \mapsto x - 1$ and $x - 1 \mapsto x$ puts stronger constraints, which are not compatible: the first implies

$$x + [10^8 a_1/x] \leq 2x - 2$$

hence $10^8 a_1/x \leq x - 3/2$, while the second implies

$$x - 1 + [10^8 a_1/(x-1)] \geq 2x - 1$$

hence $10^8 a_1/(x-1) \geq x - 1/2$. Combining the two inequalities yields $x^2 - 3x/2 \geq 10^8 a_1 \geq x - 3x/2 + 1/2$, which cannot hold. Therefore, the iteration always converges to a single integer x. To stop the iteration when two consecutive results are equal, the function `\__fp_sqrt_Newton_o:wwn` receives the newly computed result as `#1`, the previous result as `#2`, and a_1 as `#3`. Note that ε-TEX combines the computation of a multiplication and a following division, thus avoiding overflow in `#3 * 100000000 / #1`. In any case, the result is within $[10^7, 10^8]$.

```
\cs_new:Npn \__fp_sqrt_Newton_o:wwn #1; #2; #3
  {
    \if_int_compare:w #1 = #2 \exp_stop_f:
      \exp_after:wN \__fp_sqrt_auxi_o:NNNNwnnN
      \int_value:w \__fp_int_eval:w 9999 9999 +
        \exp_after:wN \__fp_use_none_until_s:w
    \fi:
    \exp_after:wN \__fp_sqrt_Newton_o:wwn
    \int_value:w \__fp_int_eval:w (#1 + #3 * 1 0000 0000 / #1) / 2 ;
    #1; {#3}
  }
```

(*End definition for* `\__fp_sqrt_Newton_o:wwn`.)

`\__fp_sqrt_auxi_o:NNNNwnnN` This function is followed by $10^8 + x - 1$, which has 9 digits starting with 1, then `;` `{`$\langle a_1\rangle$`}` `{`$\langle a_2\rangle$`}` $\langle a'\rangle$. Here, $x \simeq \sqrt{10^8 a_1}$ and we want to estimate the square root of $a = 10^{-8} a_1 + 10^{-16} a_2 + 10^{-17} a'$. We set up an initial underestimate

$$y = (x-1)10^{-8} + 0.2499998875 \cdot 10^{-8} \lesssim \sqrt{a}\,.$$

From the inequalities shown earlier, we know that $y \leq \sqrt{10^{-8} a_1} \leq \sqrt{a}$ and that $\sqrt{10^{-8} a_1} \leq y + 10^{-8} + 11 \cdot 10^{-16}$ hence (using $0.1 \leq y \leq \sqrt{a} \leq 1$)

$$a - y^2 \leq 10^{-8} a_1 + 10^{-8} - y^2 \leq (y + 10^{-8} + 11 \cdot 10^{-16})^2 - y^2 + 10^{-8} < 3.2 \cdot 10^{-8}\,,$$

and $\sqrt{a} - y = (a - y^2)/(\sqrt{a} + y) \leq 16 \cdot 10^{-8}$. Next, `\__fp_sqrt_auxii_o:NnnnnnnnN` is called several times to get closer and closer underestimates of $\sqrt{a}$. By construction, the underestimates y are always increasing, $a - y^2 < 3.2 \cdot 10^{-8}$ for all. Also, $y < 1$.

```
\cs_new:Npn \__fp_sqrt_auxi_o:NNNNwnnN 1 #1#2#3#4#5;
  {
```

```
    \__fp_sqrt_auxii_o:NnnnnnnnN
      \__fp_sqrt_auxiii_o:wnnnnnnnn
      {#1#2#3#4} {#5} {2499} {9988} {7500}
  }
```

(*End definition for* `\__fp_sqrt_auxi_o:NNNNwnnN`.)

`\__fp_sqrt_auxii_o:NnnnnnnnN`

This receives a continuation function `#1`, then five blocks of 4 digits for y, then two 8-digit blocks and a single digit for a. A common estimate of $\sqrt{a}-y=(a-y^2)/(\sqrt{a}+y)$ is $(a-y^2)/(2y)$, which leads to alternating overestimates and underestimates. We tweak this, to only work with underestimates (no need then to worry about signs in the computation). Each step finds the largest integer $j\leq 6$ such that $10^{4j}(a-y^2)<2\cdot 10^8$, then computes the integer (with ε-TEX's rounding division)

$$10^{4j}z=\Bigl[\bigl(\lfloor 10^{4j}(a-y^2)\rfloor-257\bigr)\cdot(0.5\cdot 10^8)\Bigm/\lfloor 10^8y+1\rfloor\Bigr].$$

The choice of j ensures that $10^{4j}z<2\cdot 10^8\cdot 0.5\cdot 10^8/10^7=10^9$, thus $10^9+10^{4j}z$ has exactly 10 digits, does not overflow TEX's integer range, and starts with 1. Incidentally, since all $a-y^2\leq 3.2\cdot 10^{-8}$, we know that $j\geq 3$.

Let us show that z is an underestimate of $\sqrt{a}-y$. On the one hand, $\sqrt{a}-y\leq 16\cdot 10^{-8}$ because this holds for the initial y and values of y can only increase. On the other hand, the choice of j implies that $\sqrt{a}-y\leq 5(\sqrt{a}+y)(\sqrt{a}-y)=5(a-y^2)<10^{9-4j}$. For $j=3$, the first bound is better, while for larger j, the second bound is better. For all $j\in[3,6]$, we find $\sqrt{a}-y<16\cdot 10^{-2j}$. From this, we deduce that

$$10^{4j}(\sqrt{a}-y)=\frac{10^{4j}\bigl(a-y^2-(\sqrt{a}-y)^2\bigr)}{2y}\geq\frac{\lfloor 10^{4j}(a-y^2)\rfloor-257}{2\cdot 10^{-8}\lfloor 10^8y+1\rfloor}+\frac{1}{2}$$

where we have replaced the bound $10^{4j}(16\cdot 10^{-2j})=256$ by 257 and extracted the corresponding term $1/\bigl(2\cdot 10^{-8}\lfloor 10^8y+1\rfloor\bigr)\geq 1/2$. Given that ε-TEX's integer division obeys $[b/c]\leq b/c+1/2$, we deduce that $10^{4j}z\leq 10^{4j}(\sqrt{a}-y)$, hence $y+z\leq\sqrt{a}$ is an underestimate of $\sqrt{a}$, as claimed. One implementation detail: because the computation involves `-#4*#4 - 2*#3*#5 - 2*#2*#6` which may be as low as $-5\cdot 10^8$, we need to use the `pack_big` functions, and the `big` shifts.

```
\cs_new:Npn \__fp_sqrt_auxii_o:NnnnnnnnN #1 #2#3#4#5#6 #7#8#9
  {
    \exp_after:wN #1
    \int_value:w \__fp_int_eval:w \c__fp_big_leading_shift_int
      + #7 - #2 * #2
      \exp_after:wN \__fp_pack_big:NNNNNNw
      \int_value:w \__fp_int_eval:w \c__fp_big_middle_shift_int
        - 2 * #2 * #3
        \exp_after:wN \__fp_pack_big:NNNNNNw
        \int_value:w \__fp_int_eval:w \c__fp_big_middle_shift_int
          + #8 - #3 * #3 - 2 * #2 * #4
          \exp_after:wN \__fp_pack_big:NNNNNNw
          \int_value:w \__fp_int_eval:w \c__fp_big_middle_shift_int
            - 2 * #3 * #4 - 2 * #2 * #5
            \exp_after:wN \__fp_pack_big:NNNNNNw
            \int_value:w \__fp_int_eval:w \c__fp_big_middle_shift_int
              + #9 000 0000 - #4 * #4 - 2 * #3 * #5 - 2 * #2 * #6
              \exp_after:wN \__fp_pack_big:NNNNNNw
```

```
              \int_value:w \__fp_int_eval:w \c__fp_big_middle_shift_int
                - 2 * #4 * #5 - 2 * #3 * #6
                \exp_after:wN \__fp_pack_big:NNNNNNw
                \int_value:w \__fp_int_eval:w \c__fp_big_middle_shift_int
                  - #5 * #5 - 2 * #4 * #6
                  \exp_after:wN \__fp_pack_big:NNNNNNw
                  \int_value:w \__fp_int_eval:w
                    \c__fp_big_middle_shift_int
                    - 2 * #5 * #6
                    \exp_after:wN \__fp_pack_big:NNNNNNw
                    \int_value:w \__fp_int_eval:w
                      \c__fp_big_trailing_shift_int
                      - #6 * #6 ;
    % (
    - 257 ) * 5000 0000 / (#2#3 + 1) + 10 0000 0000 ;
    {#2}{#3}{#4}{#5}{#6} {#7}{#8}#9
  }
```

(*End definition for* `\__fp_sqrt_auxii_o:NnnnnnnnN`.)

`\__fp_sqrt_auxiii_o:wnnnnnnnn`
`\__fp_sqrt_auxiv_o:NNNNNw`
`\__fp_sqrt_auxv_o:NNNNNw`
`\__fp_sqrt_auxvi_o:NNNNNw`
`\__fp_sqrt_auxvii_o:NNNNNw`

We receive here the difference $a - y^2 = d = \sum_i d_i \cdot 10^{-4i}$, as $\langle d_2\rangle$ `;` `{`$\langle d_3\rangle$`}` ... `{`$\langle d_{10}\rangle$`}`, where each block has 4 digits, except $\langle d_2\rangle$. This function finds the largest $j \leq 6$ such that $10^{4j}(a-y^2) < 2\cdot 10^8$, then leaves an open parenthesis and the integer $\lfloor 10^{4j}(a-y^2)\rfloor$ in an integer expression. The closing parenthesis is provided by the caller `\__fp_sqrt_auxii_o:NnnnnnnnN`, which completes the expression

$$10^{4j}z = \left[\left(\lfloor 10^{4j}(a-y^2)\rfloor - 257\right)\cdot(0.5\cdot 10^8) \Big/ \lfloor 10^8 y + 1\rfloor\right]$$

for an estimate of $10^{4j}(\sqrt{a}-y)$. If $d_2 \geq 2$, $j=3$ and the `auxiv` auxiliary receives $10^{12}z$. If $d_2 \leq 1$ but $10^4 d_2 + d_3 \geq 2$, $j=4$ and the `auxv` auxiliary is called, and receives $10^{16}z$, and so on. In all those cases, the `auxviii` auxiliary is set up to add z to y, then go back to the `auxii` step with continuation `auxiii` (the function we are currently describing). The maximum value of j is 6, regardless of whether $10^{12}d_2 + 10^8 d_3 + 10^4 d_4 + d_5 \geq 1$. In this last case, we detect when $10^{24}z < 10^7$, which essentially means $\sqrt{a}-y \lesssim 10^{-17}$: once this threshold is reached, there is enough information to find the correctly rounded $\sqrt{a}$ with only one more call to `\__fp_sqrt_auxii_o:NnnnnnnnN`. Note that the iteration cannot be stuck before reaching $j=6$, because for $j<6$, one has $2\cdot 10^8 \leq 10^{4(j+1)}(a-y^2)$, hence

$$10^{4j}z \geq \frac{(20000-257)(0.5\cdot 10^8)}{\lfloor 10^8 y + 1\rfloor} \geq (20000-257)\cdot 0.5 > 0\,.$$

```
\cs_new:Npn \__fp_sqrt_auxiii_o:wnnnnnnnn
    #1; #2#3#4#5#6#7#8#9
  {
    \if_int_compare:w #1 > 1 \exp_stop_f:
      \exp_after:wN \__fp_sqrt_auxiv_o:NNNNNw
      \int_value:w \__fp_int_eval:w (#1#2 %)
    \else:
      \if_int_compare:w #1#2 > 1 \exp_stop_f:
        \exp_after:wN \__fp_sqrt_auxv_o:NNNNNw
        \int_value:w \__fp_int_eval:w (#1#2#3 %)
      \else:
        \if_int_compare:w #1#2#3 > 1 \exp_stop_f:
          \exp_after:wN \__fp_sqrt_auxvi_o:NNNNNw
```

```
          \int_value:w \__fp_int_eval:w (#1#2#3#4 %)
        \else:
          \exp_after:wN \__fp_sqrt_auxvii_o:NNNNNw
          \int_value:w \__fp_int_eval:w (#1#2#3#4#5 %)
        \fi:
      \fi:
    \fi:
  }
\cs_new:Npn \__fp_sqrt_auxiv_o:NNNNNw 1#1#2#3#4#5#6;
  { \__fp_sqrt_auxviii_o:nnnnnnn {#1#2#3#4#5#6} {00000000} }
\cs_new:Npn \__fp_sqrt_auxv_o:NNNNNw 1#1#2#3#4#5#6;
  { \__fp_sqrt_auxviii_o:nnnnnnn {000#1#2#3#4#5} {#60000} }
\cs_new:Npn \__fp_sqrt_auxvi_o:NNNNNw 1#1#2#3#4#5#6;
  { \__fp_sqrt_auxviii_o:nnnnnnn {0000000#1} {#2#3#4#5#6} }
\cs_new:Npn \__fp_sqrt_auxvii_o:NNNNNw 1#1#2#3#4#5#6;
  {
    \if_int_compare:w #1#2 = 0 \exp_stop_f:
      \exp_after:wN \__fp_sqrt_auxx_o:Nnnnnnnn
    \fi:
    \__fp_sqrt_auxviii_o:nnnnnnn {00000000} {000#1#2#3#4#5}
  }
```

(*End definition for* `\__fp_sqrt_auxiii_o:wnnnnnnnn` *and others.*)

`\__fp_sqrt_auxviii_o:nnnnnnn`
`\__fp_sqrt_auxix_o:wnwnw`

Simply add the two 8-digit blocks of z, aligned to the last four of the five 4-digit blocks of y, then call the `auxii` auxiliary to evaluate $y'^2 = (y+z)^2$.

```
\cs_new:Npn \__fp_sqrt_auxviii_o:nnnnnnn #1#2 #3#4#5#6#7
  {
    \exp_after:wN \__fp_sqrt_auxix_o:wnwnw
    \int_value:w \__fp_int_eval:w #3
      \exp_after:wN \__fp_basics_pack_low:NNNNNw
      \int_value:w \__fp_int_eval:w #1 + 1#4#5
        \exp_after:wN \__fp_basics_pack_low:NNNNNw
        \int_value:w \__fp_int_eval:w #2 + 1#6#7 ;
  }
\cs_new:Npn \__fp_sqrt_auxix_o:wnwnw #1; #2#3; #4#5;
  {
    \__fp_sqrt_auxii_o:NnnnnnnnN
      \__fp_sqrt_auxiii_o:wnnnnnnnn {#1}{#2}{#3}{#4}{#5}
  }
```

(*End definition for* `\__fp_sqrt_auxviii_o:nnnnnnn` *and* `\__fp_sqrt_auxix_o:wnwnw`.)

`\__fp_sqrt_auxx_o:Nnnnnnnn`
`\__fp_sqrt_auxxi_o:wwnnN`

At this stage, $j = 6$ and $10^{24}z < 10^7$, hence

$$10^7 + 1/2 > 10^{24}z + 1/2 \geq \bigl(10^{24}(a-y^2) - 258\bigr) \cdot (0.5 \cdot 10^8) \Bigm/ (10^8 y + 1)\,,$$

then $10^{24}(a-y^2) - 258 < 2(10^7 + 1/2)(y + 10^{-8})$, and

$$10^{24}(a-y^2) < (10^7 + 1290.5)(1 + 10^{-8}/y)(2y) < (10^7 + 1290.5)(1 + 10^{-7})(y + \sqrt{a})\,,$$

which finally implies $0 \leq \sqrt{a} - y < 0.2 \cdot 10^{-16}$. In particular, y is an underestimate of $\sqrt{a}$ and $y + 0.5 \cdot 10^{-16}$ is a (strict) overestimate. There is at exactly one multiple m of $0.5 \cdot 10^{-16}$ in the interval $[y, y + 0.5 \cdot 10^{-16})$. If $m^2 > a$, then the square root is inexact and is obtained by rounding $m-\epsilon$ to a multiple of 10^{-16} (the precise shift $0<\epsilon<0.5\cdot 10^{-16}$ is irrelevant for rounding). If $m^2=a$ then the square root is exactly m, and there is no rounding. If $m^2<a$ then we round $m+\epsilon$. For now, discard a few irrelevant arguments #1, #2, #3, and find the multiple of $0.5\cdot 10^{-16}$ within $[y, y+0.5\cdot 10^{-16})$; rather, only the last 4 digits #8 of y are considered, and we do not perform any carry yet. The auxxi auxiliary sets up auxii with a continuation function auxxii instead of auxiii as before. To prevent auxii from giving a negative results $a-m^2$, we compute $a+10^{-16}-m^2$ instead, always positive since $m<\sqrt{a}+0.5\cdot 10^{-16}$ and $a\leq 1-10^{-16}$.

```
\cs_new:Npn \__fp_sqrt_auxx_o:Nnnnnnnn #1#2#3 #4#5#6#7#8
  {
    \exp_after:wN \__fp_sqrt_auxxi_o:wwnnN
    \int_value:w \__fp_int_eval:w
      (#8 + 2499) / 5000 * 5000 ;
      {#4} {#5} {#6} {#7} ;
  }
\cs_new:Npn \__fp_sqrt_auxxi_o:wwnnN #1; #2; #3#4#5
  {
    \__fp_sqrt_auxii_o:NnnnnnnnN
      \__fp_sqrt_auxxii_o:nnnnnnnnw
      #2 {#1}
      {#3} { #4 + 1 } #5
  }
```

(*End definition for* `\__fp_sqrt_auxx_o:Nnnnnnnn` *and* `\__fp_sqrt_auxxi_o:wwnnN`.)

__fp_sqrt_auxxii_o:nnnnnnnnw
__fp_sqrt_auxxiii_o:w

The difference $0\leq a+10^{-16}-m^2\leq 10^{-16}+(\sqrt{a}-m)(\sqrt{a}+m)\leq 2\cdot 10^{-16}$ was just computed: its first 8 digits vanish, as do the next four, #1, and most of the following four, #2. The guess m is an overestimate if $a+10^{-16}-m^2<10^{-16}$, that is, #1#2 vanishes. Otherwise it is an underestimate, unless $a+10^{-16}-m^2=10^{-16}$ exactly. For an underestimate, call the auxxiv function with argument 9998. For an exact result call it with 9999, and for an overestimate call it with 10000.

```
\cs_new:Npn \__fp_sqrt_auxxii_o:nnnnnnnnw 0; #1#2#3#4#5#6#7#8 #9;
  {
    \if_int_compare:w #1#2 > 0 \exp_stop_f:
      \if_int_compare:w #1#2 = 1 \exp_stop_f:
        \if_int_compare:w #3#4 = 0 \exp_stop_f:
          \if_int_compare:w #5#6 = 0 \exp_stop_f:
            \if_int_compare:w #7#8 = 0 \exp_stop_f:
              \__fp_sqrt_auxxiii_o:w
            \fi:
          \fi:
        \fi:
      \fi:
      \exp_after:wN \__fp_sqrt_auxxiv_o:wnnnnnnnN
      \int_value:w 9998
    \else:
      \exp_after:wN \__fp_sqrt_auxxiv_o:wnnnnnnnN
      \int_value:w 10000
    \fi:
    ;
  }
\cs_new:Npn \__fp_sqrt_auxxiii_o:w \fi: \fi: \fi: \fi: #1 \fi: ;
  {
```

```
    \fi: \fi: \fi: \fi: \fi:
    \__fp_sqrt_auxxiv_o:wnnnnnnnN 9999 ;
  }
```

(*End definition for* `\__fp_sqrt_auxxii_o:nnnnnnnnw` *and* `\__fp_sqrt_auxxiii_o:w`.)

`\__fp_sqrt_auxxiv_o:wnnnnnnnN` This receives 9998, 9999 or 10000 as `#1` when m is an underestimate, exact, or an overestimate, respectively. Then comes m as five blocks of 4 digits, but where the last block `#6` may be 0, 5000, or 10000. In the latter case, we need to add a carry, unless m is an overestimate (`#1` is then 10000). Then comes a as three arguments. Rounding is done by `\__fp_round:NNN`, whose first argument is the final sign 0 (square roots are positive). We fake its second argument. It should be the last digit kept, but this is only used when ties are "rounded to even", and only when the result is exactly half-way between two representable numbers rational square roots of numbers with 16 significant digits have: this situation never arises for the square root, as any exact square root of a 16 digit number has at most 8 significant digits. Finally, the last argument is the next digit, possibly shifted by 1 when there are further nonzero digits. This is achieved by `\__fp_round_digit:Nw`, which receives (after removal of the 10000's digit) one of 0000, 0001, 4999, 5000, 5001, or 9999, which it converts to 0, 1, 4, 5, 6, and 9, respectively.

```
\cs_new:Npn \__fp_sqrt_auxxiv_o:wnnnnnnnN #1; #2#3#4#5#6 #7#8#9
  {
    \exp_after:wN \__fp_basics_pack_high:NNNNNw
    \int_value:w \__fp_int_eval:w 1 0000 0000 + #2#3
      \exp_after:wN \__fp_basics_pack_low:NNNNNw
      \int_value:w \__fp_int_eval:w 1 0000 0000
        + #4#5
        \if_int_compare:w #6 > #1 \exp_stop_f: + 1 \fi:
        + \exp_after:wN \__fp_round:NNN
          \exp_after:wN 0
          \exp_after:wN 0
          \int_value:w
            \exp_after:wN \use_i:nn
            \exp_after:wN \__fp_round_digit:Nw
            \int_value:w \__fp_int_eval:w #6 + 19999 - #1 ;
    \exp_after:wN ;
  }
```

(*End definition for* `\__fp_sqrt_auxxiv_o:wnnnnnnnN`.)

31.5 About the sign and exponent

`\__fp_logb_o:w`
`\__fp_logb_aux_o:w`

The exponent of a normal number is its ⟨*exponent*⟩ minus one.

```
\cs_new:Npn \__fp_logb_o:w ? \s__fp \__fp_chk:w #1#2; @
  {
    \if_case:w #1 \exp_stop_f:
           \__fp_case_use:nw
             { \__fp_division_by_zero_o:Nnw \c_minus_inf_fp { logb } }
    \or:   \exp_after:wN \__fp_logb_aux_o:w
    \or:   \__fp_case_return_o:Nw \c_inf_fp
    \else: \__fp_case_return_same_o:w
    \fi:
    \s__fp \__fp_chk:w #1 #2;
  }
```

```
\cs_new:Npn \__fp_logb_aux_o:w \s__fp \__fp_chk:w #1 #2 #3 #4 ;
  {
    \exp_after:wN \__fp_parse:n \exp_after:wN
      { \int_value:w \int_eval:w #3 - 1 \exp_after:wN }
  }
```

(*End definition for* `\__fp_logb_o:w` *and* `\__fp_logb_aux_o:w`.)

`\__fp_sign_o:w`
`\__fp_sign_aux_o:w`

Find the sign of the floating point: `nan`, `+0`, `-0`, `+1` or `-1`.

```
\cs_new:Npn \__fp_sign_o:w ? \s__fp \__fp_chk:w #1#2; @
  {
    \if_case:w #1 \exp_stop_f:
          \__fp_case_return_same_o:w
    \or:   \exp_after:wN \__fp_sign_aux_o:w
    \or:   \exp_after:wN \__fp_sign_aux_o:w
    \else: \__fp_case_return_same_o:w
    \fi:
    \s__fp \__fp_chk:w #1 #2;
  }
\cs_new:Npn \__fp_sign_aux_o:w \s__fp \__fp_chk:w #1 #2 #3 ;
  { \exp_after:wN \__fp_set_sign_o:w \exp_after:wN #2 \c_one_fp @ }
```

(*End definition for* `\__fp_sign_o:w` *and* `\__fp_sign_aux_o:w`.)

`\__fp_set_sign_o:w`

This function is used for the unary minus and for `abs`. It leaves the sign of `nan` invariant, turns negative numbers (sign 2) to positive numbers (sign 0) and positive numbers (sign 0) to positive or negative numbers depending on `#1`. It also expands after itself in the input stream, just like `\__fp_+_o:ww`.

```
\cs_new:Npn \__fp_set_sign_o:w #1 \s__fp \__fp_chk:w #2#3#4; @
  {
    \exp_after:wN \__fp_exp_after_o:w
    \exp_after:wN \s__fp
    \exp_after:wN \__fp_chk:w
    \exp_after:wN #2
    \int_value:w
      \if_case:w #3 \exp_stop_f: #1 \or: 1 \or: 0 \fi: \exp_stop_f:
    #4;
  }
```

(*End definition for* `\__fp_set_sign_o:w`.)

31.6 Operations on tuples

`\__fp_tuple_set_sign_o:w`
`\__fp_tuple_set_sign_aux_o:Nnw`
`\__fp_tuple_set_sign_aux_o:w`

Two cases: `abs(`⟨*tuple*⟩`)` for which `#1` is 0 (invalid for tuples) and `-`⟨*tuple*⟩ for which `#1` is 2. In that case, map over all items in the tuple an auxiliary that dispatches to the type-appropriate sign-flipping function.

```
\cs_new:Npn \__fp_tuple_set_sign_o:w #1
  {
    \if_meaning:w 2 #1
      \exp_after:wN \__fp_tuple_set_sign_aux_o:Nnw
    \fi:
    \__fp_invalid_operation_o:nw { abs }
  }
\cs_new:Npn \__fp_tuple_set_sign_aux_o:Nnw #1#2#3 @
```

```
  { \__fp_tuple_map_o:nw \__fp_tuple_set_sign_aux_o:w #3 }
\cs_new:Npn \__fp_tuple_set_sign_aux_o:w #1#2 ;
  {
    \__fp_change_func_type:NNN #1 \__fp_set_sign_o:w
      \__fp_parse_apply_unary_error:NNw
    2 #1 #2 ; @
  }
```

(*End definition for* `\__fp_tuple_set_sign_o:w`, `\__fp_tuple_set_sign_aux_o:Nnw`, *and* `\__fp_tuple_set_sign_aux_o:w`.)

`\__fp_*_tuple_o:ww`
`\__fp_tuple_*_o:ww`
`\__fp_tuple_/_o:ww`

For ⟨*number*⟩`*`⟨*tuple*⟩ and ⟨*tuple*⟩`*`⟨*number*⟩ and ⟨*tuple*⟩`/`⟨*number*⟩, loop through the ⟨*tuple*⟩ some code that multiplies or divides by the appropriate ⟨*number*⟩. Importantly we need to dispatch according to the type, and we make sure to apply the operator in the correct order.

```
\cs_new:cpn { __fp_*_tuple_o:ww } #1 ;
  { \__fp_tuple_map_o:nw { \__fp_binary_type_o:Nww * #1 ; } }
\cs_new:cpn { __fp_tuple_*_o:ww } #1 ; #2 ;
  { \__fp_tuple_map_o:nw { \__fp_binary_rev_type_o:Nww * #2 ; } #1 ; }
\cs_new:cpn { __fp_tuple_/_o:ww } #1 ; #2 ;
  { \__fp_tuple_map_o:nw { \__fp_binary_rev_type_o:Nww / #2 ; } #1 ; }
```

(*End definition for* `\__fp_*_tuple_o:ww`, `\__fp_tuple_*_o:ww`, *and* `\__fp_tuple_/_o:ww`.)

`\__fp_tuple_+_tuple_o:ww`
`\__fp_tuple_-_tuple_o:ww`

Check the two tuples have the same number of items and map through these a helper that dispatches appropriately depending on the types. This means `(1,2)+((1,1),2)` gives `(nan,4)`.

```
\cs_set_protected:Npn \__fp_tmp:w #1
  {
    \cs_new:cpn { __fp_tuple_#1_tuple_o:ww }
        \s__fp_tuple \__fp_tuple_chk:w ##1 ;
        \s__fp_tuple \__fp_tuple_chk:w ##2 ;
      {
        \int_compare:nNnTF
          { \__fp_array_count:n {##1} } = { \__fp_array_count:n {##2} }
          { \__fp_tuple_mapthread_o:nww { \__fp_binary_type_o:Nww #1 } }
          { \__fp_invalid_operation_o:nww #1 }
        \s__fp_tuple \__fp_tuple_chk:w {##1} ;
        \s__fp_tuple \__fp_tuple_chk:w {##2} ;
      }
  }
\__fp_tmp:w +
\__fp_tmp:w -
```

(*End definition for* `\__fp_tuple_+_tuple_o:ww` *and* `\__fp_tuple_-_tuple_o:ww`.)

```
⟨/initex | package⟩
```

32 l3fp-extended implementation

```
⟨*initex | package⟩
⟨@@=fp⟩
```

32.1 Description of fixed point numbers

This module provides a few functions to manipulate positive floating point numbers with extended precision (24 digits), but mostly provides functions for fixed-point numbers with this precision (24 digits). Those are used in the computation of Taylor series for the logarithm, exponential, and trigonometric functions. Since we eventually only care about the 16 first digits of the final result, some of the calculations are not performed with the full 24-digit precision. In other words, the last two blocks of each fixed point number may be wrong as long as the error is small enough to be rounded away when converting back to a floating point number. The fixed point numbers are expressed as

{$\langle a_1 \rangle$} {$\langle a_2 \rangle$} {$\langle a_3 \rangle$} {$\langle a_4 \rangle$} {$\langle a_5 \rangle$} {$\langle a_6 \rangle$} ;

where each $\langle a_i \rangle$ is exactly 4 digits (ranging from `0000` to `9999`), except $\langle a_1 \rangle$, which may be any "not-too-large" non-negative integer, with or without leading zeros. Here, "not-too-large" depends on the specific function (see the corresponding comments for details). Checking for overflow is the responsibility of the code calling those functions. The fixed point number a corresponding to the representation above is $a = \sum_{i=1}^{6} \langle a_i \rangle \cdot 10^{-4i}$.

Most functions we define here have the form

`\__fp_fixed_`$\langle$*calculation*$\rangle$`:wwn` $\langle$*operand*$_1\rangle$ `;` $\langle$*operand*$_2\rangle$ `;` `{`$\langle$*continuation*$\rangle$`}`

They perform the $\langle$*calculation*$\rangle$ on the two $\langle$*operands*$\rangle$, then feed the result (6 brace groups followed by a semicolon) to the $\langle$*continuation*$\rangle$, responsible for the next step of the calculation. Some functions only accept an `N`-type $\langle$*continuation*$\rangle$. This allows constructions such as

`\__fp_fixed_add:wwn` $\langle X_1 \rangle$ `;` $\langle X_2 \rangle$ `;`
`\__fp_fixed_mul:wwn` $\langle X_3 \rangle$ `;`
`\__fp_fixed_add:wwn` $\langle X_4 \rangle$ `;`

to compute $(X_1 + X_2) \cdot X_3 + X_4$. This turns out to be very appropriate for computing continued fractions and Taylor series.

At the end of the calculation, the result is turned back to a floating point number using `\__fp_fixed_to_float_o:wN`. This function has to change the exponent of the floating point number: it must be used after starting an integer expression for the overall exponent of the result.

32.2 Helpers for numbers with extended precision

`\c__fp_one_fixed_tl` The fixed-point number 1, used in l3fp-expo.

```
\tl_const:Nn \c__fp_one_fixed_tl
  { {10000} {0000} {0000} {0000} {0000} {0000} ; }
```

(*End definition for* `\c__fp_one_fixed_tl`.)

`\__fp_fixed_continue:wn` This function simply calls the next function.

```
\cs_new:Npn \__fp_fixed_continue:wn #1; #2 { #2 #1; }
```

(*End definition for* `\__fp_fixed_continue:wn`.)

__fp_fixed_add_one:wN

`\__fp_fixed_add_one:wN` ⟨*a*⟩ `;` ⟨*continuation*⟩

This function adds 1 to the fixed point ⟨*a*⟩, by changing a_1 to $10000 + a_1$, then calls the ⟨*continuation*⟩. This requires $a_1 + 10000 < 2^{31}$.

```
\cs_new:Npn \__fp_fixed_add_one:wN #1#2; #3
  {
    \exp_after:wN #3 \exp_after:wN
      { \int_value:w \__fp_int_eval:w \c__fp_myriad_int + #1 } #2 ;
  }
```

(*End definition for* `\__fp_fixed_add_one:wN`.)

__fp_fixed_div_myriad:wn

Divide a fixed point number by 10000. This is a little bit more subtle than just removing the last group and adding a leading group of zeros: the first group `#1` may have any number of digits, and we must split `#1` into the new first group and a second group of exactly 4 digits. The choice of shifts allows `#1` to be in the range $[0, 5 \cdot 10^8 - 1]$.

```
\cs_new:Npn \__fp_fixed_div_myriad:wn #1#2#3#4#5#6;
  {
    \exp_after:wN \__fp_fixed_mul_after:wwn
    \int_value:w \__fp_int_eval:w \c__fp_leading_shift_int
      \exp_after:wN \__fp_pack:NNNNNw
      \int_value:w \__fp_int_eval:w \c__fp_trailing_shift_int
        + #1 ; {#2}{#3}{#4}{#5};
  }
```

(*End definition for* `\__fp_fixed_div_myriad:wn`.)

__fp_fixed_mul_after:wwn

The fixed point operations which involve multiplication end by calling this auxiliary. It braces the last block of digits, and places the ⟨*continuation*⟩ `#3` in front.

```
\cs_new:Npn \__fp_fixed_mul_after:wwn #1; #2; #3 { #3 {#1} #2; }
```

(*End definition for* `\__fp_fixed_mul_after:wwn`.)

32.3 Multiplying a fixed point number by a short one

__fp_fixed_mul_short:wwn

`\__fp_fixed_mul_short:wwn`
  `{`⟨a_1⟩`} {`⟨a_2⟩`} {`⟨a_3⟩`} {`⟨a_4⟩`} {`⟨a_5⟩`} {`⟨a_6⟩`} ;`
  `{`⟨b_0⟩`} {`⟨b_1⟩`} {`⟨b_2⟩`} ; {`⟨*continuation*⟩`}`

Computes the product $c = ab$ of $a = \sum_i \langle a_i \rangle 10^{-4i}$ and $b = \sum_i \langle b_i \rangle 10^{-4i}$, rounds it to the closest multiple of 10^{-24}, and leaves ⟨*continuation*⟩ `{`⟨c_1⟩`} ... {`⟨c_6⟩`} ;` in the input stream, where each of the ⟨c_i⟩ are blocks of 4 digits, except ⟨c_1⟩, which is any TeX integer. Note that indices for ⟨b⟩ start at 0: for instance a second operand of `{0001}{0000}{0000}` leaves the first operand unchanged (rather than dividing it by 10^4, as `\__fp_fixed_mul:wwn` would).

```
\cs_new:Npn \__fp_fixed_mul_short:wwn #1#2#3#4#5#6; #7#8#9;
  {
    \exp_after:wN \__fp_fixed_mul_after:wwn
    \int_value:w \__fp_int_eval:w \c__fp_leading_shift_int
      + #1*#7
      \exp_after:wN \__fp_pack:NNNNNw
      \int_value:w \__fp_int_eval:w \c__fp_middle_shift_int
        + #1*#8 + #2*#7
        \exp_after:wN \__fp_pack:NNNNNw
        \int_value:w \__fp_int_eval:w \c__fp_middle_shift_int
```

```
          + #1*#9 + #2*#8 + #3*#7
          \exp_after:wN \__fp_pack:NNNNNw
          \int_value:w \__fp_int_eval:w \c__fp_middle_shift_int
            + #2*#9 + #3*#8 + #4*#7
            \exp_after:wN \__fp_pack:NNNNNw
            \int_value:w \__fp_int_eval:w \c__fp_middle_shift_int
              + #3*#9 + #4*#8 + #5*#7
              \exp_after:wN \__fp_pack:NNNNNw
              \int_value:w \__fp_int_eval:w \c__fp_trailing_shift_int
                + #4*#9 + #5*#8 + #6*#7
                + ( #5*#9 + #6*#8 + #6*#9 / \c__fp_myriad_int )
                / \c__fp_myriad_int ; ;
  }
```

(*End definition for* `\__fp_fixed_mul_short:wwn`.)

32.4 Dividing a fixed point number by a small integer

`\__fp_fixed_div_int:wwN`
`\__fp_fixed_div_int:wnN`
`\__fp_fixed_div_int_auxi:wnn`
`\__fp_fixed_div_int_auxii:wnn`
`\__fp_fixed_div_int_pack:Nw`
`\__fp_fixed_div_int_after:Nw`

`\__fp_fixed_div_int:wwN` ⟨a⟩ ; ⟨n⟩ ; ⟨continuation⟩

Divides the fixed point number ⟨a⟩ by the (small) integer $0 < \langle n \rangle < 10^4$ and feeds the result to the ⟨*continuation*⟩. There is no bound on a_1.

The arguments of the `i` auxiliary are 1: one of the a_i, 2: n, 3: the `ii` or the `iii` auxiliary. It computes a (somewhat tight) lower bound Q_i for the ratio a_i/n.

The `ii` auxiliary receives Q_i, n, and a_i as arguments. It adds Q_i to a surrounding integer expression, and starts a new one with the initial value 9999, which ensures that the result of this expression has 5 digits. The auxiliary also computes $a_i - n \cdot Q_i$, placing the result in front of the 4 digits of a_{i+1}. The resulting $a'_{i+1} = 10^4(a_i - n \cdot Q_i) + a_{i+1}$ serves as the first argument for a new call to the `i` auxiliary.

When the `iii` auxiliary is called, the situation looks like this:

`\__fp_fixed_div_int_after:Nw` ⟨*continuation*⟩
$-1 + Q_1$
`\__fp_fixed_div_int_pack:Nw` $9999 + Q_2$
`\__fp_fixed_div_int_pack:Nw` $9999 + Q_3$
`\__fp_fixed_div_int_pack:Nw` $9999 + Q_4$
`\__fp_fixed_div_int_pack:Nw` $9999 + Q_5$
`\__fp_fixed_div_int_pack:Nw` 9999
`\__fp_fixed_div_int_auxii:wnn` Q_6 `;` `{`⟨n⟩`}` `{`⟨a_6⟩`}`

where expansion is happening from the last line up. The `iii` auxiliary adds $Q_6 + 2 \simeq a_6/n + 1$ to the last 9999, giving the integer closest to $10000 + a_6/n$.

Each `pack` auxiliary receives 5 digits followed by a semicolon. The first digit is added as a carry to the integer expression above, and the 4 other digits are braced. Each call to the `pack` auxiliary thus produces one brace group. The last brace group is produced by the `after` auxiliary, which places the ⟨*continuation*⟩ as appropriate.

```
\cs_new:Npn \__fp_fixed_div_int:wwN #1#2#3#4#5#6 ; #7 ; #8
  {
    \exp_after:wN \__fp_fixed_div_int_after:Nw
    \exp_after:wN #8
    \int_value:w \__fp_int_eval:w - 1
      \__fp_fixed_div_int:wnN
      #1; {#7} \__fp_fixed_div_int_auxi:wnn
```

```
      #2; {#7} \__fp_fixed_div_int_auxi:wnn
      #3; {#7} \__fp_fixed_div_int_auxi:wnn
      #4; {#7} \__fp_fixed_div_int_auxi:wnn
      #5; {#7} \__fp_fixed_div_int_auxi:wnn
      #6; {#7} \__fp_fixed_div_int_auxii:wnn ;
  }
\cs_new:Npn \__fp_fixed_div_int:wnN #1; #2 #3
  {
    \exp_after:wN #3
    \int_value:w \__fp_int_eval:w #1 / #2 - 1 ;
    {#2}
    {#1}
  }
\cs_new:Npn \__fp_fixed_div_int_auxi:wnn #1; #2 #3
  {
    + #1
    \exp_after:wN \__fp_fixed_div_int_pack:Nw
    \int_value:w \__fp_int_eval:w 9999
      \exp_after:wN \__fp_fixed_div_int:wnN
      \int_value:w \__fp_int_eval:w #3 - #1*#2 \__fp_int_eval_end:
  }
\cs_new:Npn \__fp_fixed_div_int_auxii:wnn #1; #2 #3 { + #1 + 2 ; }
\cs_new:Npn \__fp_fixed_div_int_pack:Nw #1 #2; { + #1; {#2} }
\cs_new:Npn \__fp_fixed_div_int_after:Nw #1 #2; { #1 {#2} }
```

(*End definition for* `\__fp_fixed_div_int:wwN` *and others.*)

32.5 Adding and subtracting fixed points

__fp_fixed_add:wwn
__fp_fixed_sub:wwn
__fp_fixed_add:Nnnnnwnn
__fp_fixed_add:nnNnnnwn
__fp_fixed_add_pack:NNNNNwn
__fp_fixed_add_after:NNNNNwn

`\__fp_fixed_add:wwn` ⟨*a*⟩ `;` ⟨*b*⟩ `;` `{`⟨*continuation*⟩`}`

Computes $a+b$ (resp. $a-b$) and feeds the result to the ⟨*continuation*⟩. This function requires $0 \leq a_1, b_1 \leq 114748$, its result must be positive (this happens automatically for addition) and its first group must have at most 5 digits: $(a \pm b)_1 < 100000$. The two functions only differ by a sign, hence use a common auxiliary. It would be nice to grab the 12 brace groups in one go; only 9 parameters are allowed. Start by grabbing the sign, $a_1, \ldots, a_4$, the rest of a, and b_1 and b_2. The second auxiliary receives the rest of a, the sign multiplying b, the rest of b, and the ⟨*continuation*⟩ as arguments. After going down through the various level, we go back up, packing digits and bringing the ⟨*continuation*⟩ (`#8`, then `#7`) from the end of the argument list to its start.

```
\cs_new:Npn \__fp_fixed_add:wwn { \__fp_fixed_add:Nnnnnwnn + }
\cs_new:Npn \__fp_fixed_sub:wwn { \__fp_fixed_add:Nnnnnwnn - }
\cs_new:Npn \__fp_fixed_add:Nnnnnwnn #1 #2#3#4#5 #6; #7#8
  {
    \exp_after:wN \__fp_fixed_add_after:NNNNNwn
    \int_value:w \__fp_int_eval:w 9 9999 9998 + #2#3 #1 #7#8
      \exp_after:wN \__fp_fixed_add_pack:NNNNNwn
      \int_value:w \__fp_int_eval:w 1 9999 9998 + #4#5
        \__fp_fixed_add:nnNnnnwn #6 #1
  }
\cs_new:Npn \__fp_fixed_add:nnNnnnwn #1#2 #3 #4#5 #6#7 ; #8
  {
    #3 #4#5
    \exp_after:wN \__fp_fixed_add_pack:NNNNNwn
```

```
    \int_value:w \__fp_int_eval:w 2 0000 0000 #3 #6#7 + #1#2 ; {#8} ;
  }
\cs_new:Npn \__fp_fixed_add_pack:NNNNNwn #1 #2#3#4#5 #6; #7
  { + #1 ; {#7} {#2#3#4#5} {#6} }
\cs_new:Npn \__fp_fixed_add_after:NNNNNwn 1 #1 #2#3#4#5 #6; #7
  { #7 {#1#2#3#4#5} {#6} }
```

(*End definition for* `\__fp_fixed_add:wwn` *and others.*)

32.6 Multiplying fixed points

`\__fp_fixed_mul:wwn`
`\__fp_fixed_mul:nnnnnnnw`

`\__fp_fixed_mul:wwn` ⟨*a*⟩ `;` ⟨*b*⟩ `;` `{`⟨*continuation*⟩`}`

Computes $a \times b$ and feeds the result to ⟨*continuation*⟩. This function requires $0 \le a_1, b_1 < 10000$. Once more, we need to play around the limit of 9 arguments for TeX macros. Note that we don't need to obtain an exact rounding, contrarily to the `*` operator, so things could be harder. We wish to perform carries in

$$
\begin{aligned}
a \times b = & a_1 \cdot b_1 \cdot 10^{-8} \\
& + (a_1 \cdot b_2 + a_2 \cdot b_1) \cdot 10^{-12} \\
& + (a_1 \cdot b_3 + a_2 \cdot b_2 + a_3 \cdot b_1) \cdot 10^{-16} \\
& + (a_1 \cdot b_4 + a_2 \cdot b_3 + a_3 \cdot b_2 + a_4 \cdot b_1) \cdot 10^{-20} \\
& + \Big(a_2 \cdot b_4 + a_3 \cdot b_3 + a_4 \cdot b_2 \\
& \qquad + \frac{a_3 \cdot b_4 + a_4 \cdot b_3 + a_1 \cdot b_6 + a_2 \cdot b_5 + a_5 \cdot b_2 + a_6 \cdot b_1}{10^4} \\
& \qquad + a_1 \cdot b_5 + a_5 \cdot b_1\Big) \cdot 10^{-24} + O(10^{-24}),
\end{aligned}
$$

where the $O(10^{-24})$ stands for terms which are at most $5 \cdot 10^{-24}$; ignoring those leads to an error of at most 5 `ulp`. Note how the first 15 terms only depend on $a_1, \ldots, a_4$ and $b_1, \ldots, b_4$, while the last 6 terms only depend on a_1, a_2, a_5, a_6, and the corresponding parts of b. Hence, the first function grabs $a_1, \ldots, a_4$, the rest of a, and $b_1, \ldots, b_4$, and writes the 15 first terms of the expression, including a left parenthesis for the fraction. The `i` auxiliary receives a_5, a_6, b_1, b_2, a_1, a_2, b_5, b_6 and finally the ⟨*continuation*⟩ as arguments. It writes the end of the expression, including the right parenthesis and the denominator of the fraction. The ⟨*continuation*⟩ is finally placed in front of the 6 brace groups by `\__fp_fixed_mul_after:wwn`.

```
\cs_new:Npn \__fp_fixed_mul:wwn #1#2#3#4 #5; #6#7#8#9
  {
    \exp_after:wN \__fp_fixed_mul_after:wwn
    \int_value:w \__fp_int_eval:w \c__fp_leading_shift_int
      \exp_after:wN \__fp_pack:NNNNNw
      \int_value:w \__fp_int_eval:w \c__fp_middle_shift_int
        + #1*#6
        \exp_after:wN \__fp_pack:NNNNNw
        \int_value:w \__fp_int_eval:w \c__fp_middle_shift_int
          + #1*#7 + #2*#6
          \exp_after:wN \__fp_pack:NNNNNw
          \int_value:w \__fp_int_eval:w \c__fp_middle_shift_int
            + #1*#8 + #2*#7 + #3*#6
            \exp_after:wN \__fp_pack:NNNNNw
```

```
            \int_value:w \__fp_int_eval:w \c__fp_middle_shift_int
              + #1*#9 + #2*#8 + #3*#7 + #4*#6
              \exp_after:wN \__fp_pack:NNNNNw
              \int_value:w \__fp_int_eval:w \c__fp_trailing_shift_int
                + #2*#9 + #3*#8 + #4*#7
                + ( #3*#9 + #4*#8
                  + \__fp_fixed_mul:nnnnnnnw #5 {#6}{#7}  {#1}{#2}
  }
\cs_new:Npn \__fp_fixed_mul:nnnnnnnw #1#2 #3#4 #5#6 #7#8 ;
  {
    #1*#4 + #2*#3 + #5*#8 + #6*#7 ) / \c__fp_myriad_int
    + #1*#3 + #5*#7 ; ;
  }
```

(*End definition for* `\__fp_fixed_mul:wwn` *and* `\__fp_fixed_mul:nnnnnnnw`.)

32.7 Combining product and sum of fixed points

`\__fp_fixed_mul_add:wwwn`
`\__fp_fixed_mul_sub_back:wwwn`
`\__fp_fixed_mul_one_minus_mul:wwn`

`\__fp_fixed_mul_add:wwwn` ⟨*a*⟩ ; ⟨*b*⟩ ; ⟨*c*⟩ ; {⟨*continuation*⟩}
`\__fp_fixed_mul_sub_back:wwwn` ⟨*a*⟩ ; ⟨*b*⟩ ; ⟨*c*⟩ ; {⟨*continuation*⟩}
`\__fp_fixed_one_minus_mul:wwn` ⟨*a*⟩ ; ⟨*b*⟩ ; {⟨*continuation*⟩}

Sometimes called FMA (fused multiply-add), these functions compute $a\times b+c$, $c-a\times b$, and $1-a\times b$ and feed the result to the ⟨*continuation*⟩. Those functions require $0\leq a_1,b_1,c_1\leq 10000$. Since those functions are at the heart of the computation of Taylor expansions, we over-optimize them a bit, and in particular we do not factor out the common parts of the three functions.

For definiteness, consider the task of computing $a\times b+c$. We perform carries in

$$\begin{aligned}
a\times b+c = &(a_1\cdot b_1+c_1c_2)\cdot 10^{-8}\\
&+(a_1\cdot b_2+a_2\cdot b_1)\cdot 10^{-12}\\
&+(a_1\cdot b_3+a_2\cdot b_2+a_3\cdot b_1+c_3c_4)\cdot 10^{-16}\\
&+(a_1\cdot b_4+a_2\cdot b_3+a_3\cdot b_2+a_4\cdot b_1)\cdot 10^{-20}\\
&+\Big(a_2\cdot b_4+a_3\cdot b_3+a_4\cdot b_2\\
&\qquad+\frac{a_3\cdot b_4+a_4\cdot b_3+a_1\cdot b_6+a_2\cdot b_5+a_5\cdot b_2+a_6\cdot b_1}{10^4}\\
&\qquad+a_1\cdot b_5+a_5\cdot b_1+c_5c_6\Big)\cdot 10^{-24}+O(10^{-24}),
\end{aligned}$$

where c_1c_2, c_3c_4, c_5c_6 denote the 8-digit number obtained by juxtaposing the two blocks of digits of c, and $\cdot$ denotes multiplication. The task is obviously tough because we have 18 brace groups in front of us.

Each of the three function starts the first two levels (the first, corresponding to 10^{-4}, is empty), with c_1c_2 in the first level, calls the `i` auxiliary with arguments described later, and adds a trailing $+c_5c_6$ `;` {⟨*continuation*⟩} `;`. The $+c_5c_6$ piece, which is omitted for `\__fp_fixed_one_minus_mul:wwn`, is taken in the integer expression for the 10^{-24} level.

```
\cs_new:Npn \__fp_fixed_mul_add:wwwn #1; #2; #3#4#5#6#7#8;
  {
    \exp_after:wN \__fp_fixed_mul_after:wwn
    \int_value:w \__fp_int_eval:w \c__fp_big_leading_shift_int
      \exp_after:wN \__fp_pack_big:NNNNNNw
```

```
      \int_value:w \__fp_int_eval:w \c__fp_big_middle_shift_int + #3 #4
        \__fp_fixed_mul_add:Nwnnnwnnn +
          + #5 #6 ; #2 ; #1 ; #2 ; +
          + #7 #8 ; ;
  }
\cs_new:Npn \__fp_fixed_mul_sub_back:wwwn #1; #2; #3#4#5#6#7#8;
  {
    \exp_after:wN \__fp_fixed_mul_after:wwn
    \int_value:w \__fp_int_eval:w \c__fp_big_leading_shift_int
      \exp_after:wN \__fp_pack_big:NNNNNNw
      \int_value:w \__fp_int_eval:w \c__fp_big_middle_shift_int + #3 #4
        \__fp_fixed_mul_add:Nwnnnwnnn -
          + #5 #6 ; #2 ; #1 ; #2 ; -
          + #7 #8 ; ;
  }
\cs_new:Npn \__fp_fixed_one_minus_mul:wwn #1; #2;
  {
    \exp_after:wN \__fp_fixed_mul_after:wwn
    \int_value:w \__fp_int_eval:w \c__fp_big_leading_shift_int
      \exp_after:wN \__fp_pack_big:NNNNNNw
      \int_value:w \__fp_int_eval:w \c__fp_big_middle_shift_int +
        1 0000 0000
        \__fp_fixed_mul_add:Nwnnnwnnn -
          ; #2 ; #1 ; #2 ; -
          ; ;
  }
```

(*End definition for* `\__fp_fixed_mul_add:wwwn`*,* `\__fp_fixed_mul_sub_back:wwwn`*, and* `\__fp_fixed_mul_one_minus_mul:wwn`*.*)

`\__fp_fixed_mul_add:Nwnnnwnnn`

`\__fp_fixed_mul_add:Nwnnnwnnn` ⟨*op*⟩ `+` ⟨c_3⟩ ⟨c_4⟩ `;`
⟨*b*⟩ `;` ⟨*a*⟩ `;` ⟨*b*⟩ `;` ⟨*op*⟩
`+` ⟨c_5⟩ ⟨c_6⟩ `;`

Here, ⟨*op*⟩ is either `+` or `-`. Arguments `#3`, `#4`, `#5` are ⟨b_1⟩, ⟨b_2⟩, ⟨b_3⟩; arguments `#7`, `#8`, `#9` are ⟨a_1⟩, ⟨a_2⟩, ⟨a_3⟩. We can build three levels: $a_1 \cdot b_1$ for 10^{-8}, $(a_1 \cdot b_2 + a_2 \cdot b_1)$ for 10^{-12}, and $(a_1 \cdot b_3 + a_2 \cdot b_2 + a_3 \cdot b_1 + c_3 c_4)$ for 10^{-16}. The a–b products use the sign `#1`. Note that `#2` is empty for `\__fp_fixed_one_minus_mul:wwn`. We call the `ii` auxiliary for levels 10^{-20} and 10^{-24}, keeping the pieces of ⟨a⟩ we've read, but not ⟨b⟩, since there is another copy later in the input stream.

```
\cs_new:Npn \__fp_fixed_mul_add:Nwnnnwnnn #1 #2; #3#4#5#6; #7#8#9
  {
    #1 #7*#3
    \exp_after:wN \__fp_pack_big:NNNNNNw
    \int_value:w \__fp_int_eval:w \c__fp_big_middle_shift_int
      #1 #7*#4 #1 #8*#3
      \exp_after:wN \__fp_pack_big:NNNNNNw
      \int_value:w \__fp_int_eval:w \c__fp_big_middle_shift_int
        #1 #7*#5 #1 #8*#4 #1 #9*#3 #2
        \exp_after:wN \__fp_pack_big:NNNNNNw
        \int_value:w \__fp_int_eval:w \c__fp_big_middle_shift_int
          #1 \__fp_fixed_mul_add:nnnnwnnnn {#7}{#8}{#9}
  }
```

(*End definition for* `\__fp_fixed_mul_add:Nwnnnwnnn`*.*)

__fp_fixed_mul_add:nnnnwnnnn

__fp_fixed_mul_add:nnnnwnnnn ⟨*a*⟩ ; ⟨*b*⟩ ; ⟨*op*⟩
+ ⟨c_5⟩ ⟨c_6⟩ ;

Level 10^{-20} is $(a_1 \cdot b_4 + a_2 \cdot b_3 + a_3 \cdot b_2 + a_4 \cdot b_1)$, multiplied by the sign, which was inserted by the `i` auxiliary. Then we prepare level 10^{-24}. We don't have access to all parts of ⟨*a*⟩ and ⟨*b*⟩ needed to make all products. Instead, we prepare the partial expressions

$$b_1 + a_4 \cdot b_2 + a_3 \cdot b_3 + a_2 \cdot b_4 + a_1$$
$$b_2 + a_4 \cdot b_3 + a_3 \cdot b_4 + a_2.$$

Obviously, those expressions make no mathematical sense: we complete them with $a_5 \cdot$ and $\cdot\, b_5$, and with $a_6 \cdot b_1 + a_5 \cdot$ and $\cdot\, b_5 + a_1 \cdot b_6$, and of course with the trailing $+\, c_5 c_6$. To do all this, we keep a_1, a_5, a_6, and the corresponding pieces of ⟨*b*⟩.

```
\cs_new:Npn \__fp_fixed_mul_add:nnnnwnnnn #1#2#3#4#5; #6#7#8#9
  {
    ( #1*#9 + #2*#8 + #3*#7 + #4*#6 )
    \exp_after:wN \__fp_pack_big:NNNNNNw
    \int_value:w \__fp_int_eval:w \c__fp_big_trailing_shift_int
      \__fp_fixed_mul_add:nnnnwnnwN
        { #6 + #4*#7 + #3*#8 + #2*#9 + #1 }
        { #7 + #4*#8 + #3*#9 + #2 }
        {#1} #5;
        {#6}
  }
```

(*End definition for* `\__fp_fixed_mul_add:nnnnwnnnn`.)

__fp_fixed_mul_add:nnnnwnnwN

__fp_fixed_mul_add:nnnnwnnwN {⟨*partial*$_1$⟩} {⟨*partial*$_2$⟩}
{⟨a_1⟩} {⟨a_5⟩} {⟨a_6⟩} ; {⟨b_1⟩} {⟨b_5⟩} {⟨b_6⟩} ;
⟨*op*⟩ + ⟨c_5⟩ ⟨c_6⟩ ;

Complete the ⟨*partial*$_1$⟩ and ⟨*partial*$_2$⟩ expressions as explained for the `ii` auxiliary. The second one is divided by 10000: this is the carry from level 10^{-28}. The trailing $+\, c_5 c_6$ is taken into the expression for level 10^{-24}. Note that the total of level 10^{-24} is in the interval $[-5 \cdot 10^8, 6 \cdot 10^8$ (give or take a couple of 10000), hence adding it to the shift gives a 10-digit number, as expected by the packing auxiliaries. See l3fp-aux for the definition of the shifts and packing auxiliaries.

```
\cs_new:Npn \__fp_fixed_mul_add:nnnnwnnwN #1#2 #3#4#5; #6#7#8; #9
  {
    #9 (#4* #1 *#7)
    #9 (#5*#6+#4* #2 *#7+#3*#8) / \c__fp_myriad_int
  }
```

(*End definition for* `\__fp_fixed_mul_add:nnnnwnnwN`.)

32.8 Extended-precision floating point numbers

In this section we manipulate floating point numbers with roughly 24 significant figures ("extended-precision" numbers, in short, "ep"), which take the form of an integer exponent, followed by a comma, then six groups of digits, ending with a semicolon. The first group of digit may be any non-negative integer, while other groups of digits have 4 digits. In other words, an extended-precision number is an exponent ending in a comma, then a fixed point number. The corresponding value is $0.\langle digits\rangle \cdot 10^{\langle exponent\rangle}$. This convention differs from floating points.

__fp_ep_to_fixed:wwn
__fp_ep_to_fixed_auxi:www
__fp_ep_to_fixed_auxii:nnnnnnnwn

Converts an extended-precision number with an exponent at most 4 and a first block less than 10^8 to a fixed point number whose first block has 12 digits, hopefully starting with many zeros.

```
\cs_new:Npn \__fp_ep_to_fixed:wwn #1,#2
  {
    \exp_after:wN \__fp_ep_to_fixed_auxi:www
    \int_value:w \__fp_int_eval:w 1 0000 0000 + #2 \exp_after:wN ;
    \exp:w \exp_end_continue_f:w
    \prg_replicate:nn { 4 - \int_max:nn {#1} { -32 } } { 0 } ;
  }
\cs_new:Npn \__fp_ep_to_fixed_auxi:www 1#1; #2; #3#4#5#6#7;
  {
    \__fp_pack_eight:wNNNNNNNN
    \__fp_pack_twice_four:wNNNNNNNN
    \__fp_pack_twice_four:wNNNNNNNN
    \__fp_pack_twice_four:wNNNNNNNN
    \__fp_ep_to_fixed_auxii:nnnnnnnwn ;
    #2 #1#3#4#5#6#7 0000 !
  }
\cs_new:Npn \__fp_ep_to_fixed_auxii:nnnnnnnwn #1#2#3#4#5#6#7; #8! #9
  { #9 {#1#2}{#3}{#4}{#5}{#6}{#7}; }
```

(*End definition for* `\__fp_ep_to_fixed:wwn`, `\__fp_ep_to_fixed_auxi:www`, *and* `\__fp_ep_to_fixed_auxii:nnnnnnnwn`.)

__fp_ep_to_ep:wwN
__fp_ep_to_ep_loop:N
__fp_ep_to_ep_end:www
__fp_ep_to_ep_zero:ww

Normalize an extended-precision number. More precisely, leading zeros are removed from the mantissa of the argument, decreasing its exponent as appropriate. Then the digits are packed into 6 groups of 4 (discarding any remaining digit, not rounding). Finally, the continuation `#8` is placed before the resulting exponent–mantissa pair. The input exponent may in fact be given as an integer expression. The `loop` auxiliary grabs a digit: if it is 0, decrement the exponent and continue looping, and otherwise call the `end` auxiliary, which places all digits in the right order (the digit that was not 0, and any remaining digits), followed by some 0, then packs them up neatly in $3 \times 2 = 6$ blocks of four. At the end of the day, remove with `\__fp_use_i:ww` any digit that did not make it in the final mantissa (typically only zeros, unless the original first block has more than 4 digits).

```
\cs_new:Npn \__fp_ep_to_ep:wwN #1,#2#3#4#5#6#7; #8
  {
    \exp_after:wN #8
    \int_value:w \__fp_int_eval:w #1 + 4
      \exp_after:wN \use_i:nn
      \exp_after:wN \__fp_ep_to_ep_loop:N
      \int_value:w \__fp_int_eval:w 1 0000 0000 + #2 \__fp_int_eval_end:
      #3#4#5#6#7 ; ; !
  }
\cs_new:Npn \__fp_ep_to_ep_loop:N #1
  {
    \if_meaning:w 0 #1
      - 1
    \else:
      \__fp_ep_to_ep_end:www #1
    \fi:
    \__fp_ep_to_ep_loop:N
```

```
  }
\cs_new:Npn \__fp_ep_to_ep_end:www
    #1 \fi: \__fp_ep_to_ep_loop:N #2; #3!
  {
    \fi:
    \if_meaning:w ; #1
      - 2 * \c__fp_max_exponent_int
      \__fp_ep_to_ep_zero:ww
    \fi:
    \__fp_pack_twice_four:wNNNNNNNN
    \__fp_pack_twice_four:wNNNNNNNN
    \__fp_pack_twice_four:wNNNNNNNN
    \__fp_use_i:ww , ;
    #1 #2 0000 0000 0000 0000 0000 0000 ;
  }
\cs_new:Npn \__fp_ep_to_ep_zero:ww \fi: #1; #2; #3;
  { \fi: , {1000}{0000}{0000}{0000}{0000}{0000} ; }
```

(*End definition for* `\__fp_ep_to_ep:wwN` *and others.*)

`\__fp_ep_compare:wwww`
`\__fp_ep_compare_aux:wwww`

In l3fp-trig we need to compare two extended-precision numbers. This is based on the same function for positive floating point numbers, with an extra test if comparing only 16 decimals is not enough to distinguish the numbers. Note that this function only works if the numbers are normalized so that their first block is in $[1000, 9999]$.

```
\cs_new:Npn \__fp_ep_compare:wwww #1,#2#3#4#5#6#7;
  { \__fp_ep_compare_aux:wwww {#1}{#2}{#3}{#4}{#5}; #6#7; }
\cs_new:Npn \__fp_ep_compare_aux:wwww #1;#2;#3,#4#5#6#7#8#9;
  {
    \if_case:w
      \__fp_compare_npos:nwnw #1; {#3}{#4}{#5}{#6}{#7}; \exp_stop_f:
            \if_int_compare:w #2 = #8#9 \exp_stop_f:
              0
            \else:
              \if_int_compare:w #2 < #8#9 - \fi: 1
            \fi:
    \or:    1
    \else: -1
    \fi:
  }
```

(*End definition for* `\__fp_ep_compare:wwww` *and* `\__fp_ep_compare_aux:wwww`.)

`\__fp_ep_mul:wwwwn`
`\__fp_ep_mul_raw:wwwwN`

Multiply two extended-precision numbers: first normalize them to avoid losing too much precision, then multiply the mantissas `#2` and `#4` as fixed point numbers, and sum the exponents `#1` and `#3`. The result's first block is in $[100, 9999]$.

```
\cs_new:Npn \__fp_ep_mul:wwwwn #1,#2; #3,#4;
  {
    \__fp_ep_to_ep:wwN #3,#4;
    \__fp_fixed_continue:wn
    {
      \__fp_ep_to_ep:wwN #1,#2;
      \__fp_ep_mul_raw:wwwwN
    }
    \__fp_fixed_continue:wn
```

```
  }
\cs_new:Npn \__fp_ep_mul_raw:wwwwN #1,#2; #3,#4; #5
  {
    \__fp_fixed_mul:wwn #2; #4;
    { \exp_after:wN #5 \int_value:w \__fp_int_eval:w #1 + #3 , }
  }
```

(*End definition for* `\__fp_ep_mul:wwwwn` *and* `\__fp_ep_mul_raw:wwwwN`.)

32.9 Dividing extended-precision numbers

Divisions of extended-precision numbers are difficult to perform with exact rounding: the technique used in l3fp-basics for 16-digit floating point numbers does not generalize easily to 24-digit numbers. Thankfully, there is no need for exact rounding.

Let us call $\langle n\rangle$ the numerator and $\langle d\rangle$ the denominator. After a simple normalization step, we can assume that $\langle n\rangle \in [0.1, 1)$ and $\langle d\rangle \in [0.1, 1)$, and compute $\langle n\rangle/(10\langle d\rangle) \in (0.01, 1)$. In terms of the 6 blocks of digits $\langle n_1\rangle \cdots \langle n_6\rangle$ and the 6 blocks $\langle d_1\rangle \cdots \langle d_6\rangle$, the condition translates to $\langle n_1\rangle, \langle d_1\rangle \in [1000, 9999]$.

We first find an integer estimate $a \simeq 10^8/\langle d\rangle$ by computing

$$\begin{aligned}
\alpha &= \left[\frac{10^9}{\langle d_1\rangle + 1}\right] \\
\beta &= \left[\frac{10^9}{\langle d_1\rangle}\right] \\
a &= 10^3\alpha + (\beta - \alpha)\cdot\left(10^3 - \left[\frac{\langle d_2\rangle}{10}\right]\right) - 1250,
\end{aligned}$$

where $\left[\frac{\bullet}{\bullet}\right]$ denotes ε-TEX's rounding division, which rounds ties away from zero. The idea is to interpolate between $10^3\alpha$ and $10^3\beta$ with a parameter $\langle d_2\rangle/10^4$, so that when $\langle d_2\rangle = 0$ one gets $a = 10^3\beta - 1250 \simeq 10^{12}/\langle d_1\rangle \simeq 10^8/\langle d\rangle$, while when $\langle d_2\rangle = 9999$ one gets $a = 10^3\alpha - 1250 \simeq 10^{12}/(\langle d_1\rangle + 1) \simeq 10^8/\langle d\rangle$. The shift by 1250 helps to ensure that a is an underestimate of the correct value. We shall prove that

$$1 - 1.755\cdot 10^{-5} < \frac{\langle d\rangle a}{10^8} < 1.$$

We can then compute the inverse of $\langle d\rangle a/10^8 = 1 - \epsilon$ using the relation $1/(1-\epsilon) \simeq (1+\epsilon)(1+\epsilon^2) + \epsilon^4$, which is correct up to a relative error of $\epsilon^5 < 1.6\cdot 10^{-24}$. This allows us to find the desired ratio as

$$\frac{\langle n\rangle}{\langle d\rangle} = \frac{\langle n\rangle a}{10^8}\big((1+\epsilon)(1+\epsilon^2) + \epsilon^4\big).$$

Let us prove the upper bound first (multiplied by 10^{15}). Note that $10^7\langle d\rangle < 10^3\langle d_1\rangle + 10^{-1}(\langle d_2\rangle + 1)$, and that ε-TEX's division $\left[\frac{\langle d_2\rangle}{10}\right]$ underestimates $10^{-1}(\langle d_2\rangle + 1)$ by 0.5 at most, as can be checked for each possible last digit of $\langle d_2\rangle$. Then,

$$10^7\langle d\rangle a < \left(10^3\langle d_1\rangle + \left[\frac{\langle d_2\rangle}{10}\right] + \frac{1}{2}\right)\left(\left(10^3 - \left[\frac{\langle d_2\rangle}{10}\right]\right)\beta + \left[\frac{\langle d_2\rangle}{10}\right]\alpha - 1250\right) \tag{1}$$

$$< \left(10^3\langle d_1\rangle + \left[\frac{\langle d_2\rangle}{10}\right] + \frac{1}{2}\right) \tag{2}$$

$$\left(\left(10^3 - \left[\frac{\langle d_2\rangle}{10}\right]\right)\left(\frac{10^9}{\langle d_1\rangle} + \frac{1}{2}\right) + \left[\frac{\langle d_2\rangle}{10}\right]\left(\frac{10^9}{\langle d_1\rangle + 1} + \frac{1}{2}\right) - 1250\right) \tag{3}$$

$$< \left(10^3\langle d_1\rangle + \left[\frac{\langle d_2\rangle}{10}\right] + \frac{1}{2}\right)\left(\frac{10^{12}}{\langle d_1\rangle} - \left[\frac{\langle d_2\rangle}{10}\right]\frac{10^9}{\langle d_1\rangle(\langle d_1\rangle + 1)} - 750\right) \tag{4}$$

We recognize a quadratic polynomial in $[\langle d_2\rangle/10]$ with a negative leading coefficient: this polynomial is bounded above, according to $([\langle d_2\rangle/10]+a)(b-c[\langle d_2\rangle/10]) \leq (b+ca)^2/(4c)$. Hence,

$$10^7\langle d\rangle a < \frac{10^{15}}{\langle d_1\rangle(\langle d_1\rangle + 1)}\left(\langle d_1\rangle + \frac{1}{2} + \frac{1}{4}10^{-3} - \frac{3}{8}\cdot 10^{-9}\langle d_1\rangle(\langle d_1\rangle + 1)\right)^2$$

Since $\langle d_1\rangle$ takes integer values within $[1000, 9999]$, it is a simple programming exercise to check that the squared expression is always less than $\langle d_1\rangle(\langle d_1\rangle+1)$, hence $10^7\langle d\rangle a < 10^{15}$. The upper bound is proven. We also find that $\frac{3}{8}$ can be replaced by slightly smaller numbers, but nothing less than $0.374563\ldots$, and going back through the derivation of the upper bound, we find that 1250 is as small a shift as we can obtain without breaking the bound.

Now, the lower bound. The same computation as for the upper bound implies

$$10^7\langle d\rangle a > \left(10^3\langle d_1\rangle + \left[\frac{\langle d_2\rangle}{10}\right] - \frac{1}{2}\right)\left(\frac{10^{12}}{\langle d_1\rangle} - \left[\frac{\langle d_2\rangle}{10}\right]\frac{10^9}{\langle d_1\rangle(\langle d_1\rangle + 1)} - 1750\right)$$

This time, we want to find the minimum of this quadratic polynomial. Since the leading coefficient is still negative, the minimum is reached for one of the extreme values $[y/10] = 0$ or $[y/10] = 100$, and we easily check the bound for those values.

We have proven that the algorithm gives us a precise enough answer. Incidentally, the upper bound that we derived tells us that $a < 10^8/\langle d\rangle \leq 10^9$, hence we can compute a safely as a TeX integer, and even add 10^9 to it to ease grabbing of all the digits. The lower bound implies $10^8 - 1755 < a$, which we do not care about.

`\__fp_ep_div:wwwwn` Compute the ratio of two extended-precision numbers. The result is an extended-precision number whose first block lies in the range $[100, 9999]$, and is placed after the ⟨*continuation*⟩ once we are done. First normalize the inputs so that both first block lie in $[1000, 9999]$, then call `\__fp_ep_div_esti:wwwwn` ⟨*denominator*⟩ ⟨*numerator*⟩, responsible for estimating the inverse of the denominator.

```
\cs_new:Npn \__fp_ep_div:wwwwn #1,#2; #3,#4;
  {
    \__fp_ep_to_ep:wwN #1,#2;
    \__fp_fixed_continue:wn
    {
      \__fp_ep_to_ep:wwN #3,#4;
      \__fp_ep_div_esti:wwwwn
    }
  }
```

(*End definition for* `\__fp_ep_div:wwwwn`.)

`\__fp_ep_div_esti:wwwwn`
`\__fp_ep_div_estii:wwnnwwn`
`\__fp_ep_div_estiii:NNNNNwwwn`

The `esti` function evaluates $\alpha = 10^9/(\langle d_1\rangle + 1)$, which is used twice in the expression for a, and combines the exponents `#1` and `#4` (with a shift by 1 because we later compute $\langle n\rangle/(10\langle d\rangle)$. Then the `estii` function evaluates $10^9 + a$, and puts the exponent `#2` after the continuation `#7`: from there on we can forget exponents and focus on the mantissa. The `estiii` function multiplies the denominator `#7` by $10^{-8}a$ (obtained as a split into the single digit `#1` and two blocks of 4 digits, `#2#3#4#5` and `#6`). The result $10^{-8}a\langle d\rangle = (1-\epsilon)$, and a partially packed $10^{-9}a$ (as a block of four digits, and five individual digits, not packed by lack of available macro parameters here) are passed to `\__fp_ep_div_epsi:wnNNNNn`, which computes $10^{-9}a/(1-\epsilon)$, that is, $1/(10\langle d\rangle)$ and we finally multiply this by the numerator `#8`.

```
\cs_new:Npn \__fp_ep_div_esti:wwwwn #1,#2#3; #4,
  {
    \exp_after:wN \__fp_ep_div_estii:wwnnwwn
    \int_value:w \__fp_int_eval:w 10 0000 0000 / ( #2 + 1 )
      \exp_after:wN ;
    \int_value:w \__fp_int_eval:w #4 - #1 + 1 ,
    {#2} #3;
  }
\cs_new:Npn \__fp_ep_div_estii:wwnnwwn #1; #2,#3#4#5; #6; #7
  {
    \exp_after:wN \__fp_ep_div_estiii:NNNNNwwwn
    \int_value:w \__fp_int_eval:w 10 0000 0000 - 1750
      + #1 000 + (10 0000 0000 / #3 - #1) * (1000 - #4 / 10) ;
    {#3}{#4}#5; #6; { #7 #2, }
  }
\cs_new:Npn \__fp_ep_div_estiii:NNNNNwwwn 1#1#2#3#4#5#6; #7;
  {
    \__fp_fixed_mul_short:wwn #7; {#1}{#2#3#4#5}{#6};
    \__fp_ep_div_epsi:wnNNNNNn {#1#2#3#4}#5#6
    \__fp_fixed_mul:wwn
  }
```

(*End definition for* `\__fp_ep_div_esti:wwwwn`*,* `\__fp_ep_div_estii:wwnnwwn`*, and* `\__fp_ep_div_estiii:NNNNNwwwn`.)

`\__fp_ep_div_epsi:wnNNNNNn`
`\__fp_ep_div_eps_pack:NNNNNw`
`\__fp_ep_div_epsii:wwnNNNNNn`

The bounds shown above imply that the `epsi` function's first operand is $(1-\epsilon)$ with $\epsilon \in [0, 1.755 \cdot 10^{-5}]$. The `epsi` function computes ϵ as $1-(1-\epsilon)$. Since $\epsilon < 10^{-4}$, its first block vanishes and there is no need to explicitly use `#1` (which is 9999). Then `epsii` evaluates $10^{-9}a/(1-\epsilon)$ as $(1+\epsilon^2)(1+\epsilon)(10^{-9}a\epsilon) + 10^{-9}a$. Importantly, we compute $10^{-9}a\epsilon$ before multiplying it with the rest, rather than multiplying by ϵ and then $10^{-9}a$, as this second option loses more precision. Also, the combination of `short_mul` and `div_myriad` is both faster and more precise than a simple `mul`.

```
\cs_new:Npn \__fp_ep_div_epsi:wnNNNNNn #1#2#3#4#5#6;
  {
    \exp_after:wN \__fp_ep_div_epsii:wwnNNNNNn
    \int_value:w \__fp_int_eval:w 1 9998 - #2
      \exp_after:wN \__fp_ep_div_eps_pack:NNNNNw
      \int_value:w \__fp_int_eval:w 1 9999 9998 - #3#4
        \exp_after:wN \__fp_ep_div_eps_pack:NNNNNw
        \int_value:w \__fp_int_eval:w 2 0000 0000 - #5#6 ; ;
  }
```

```
\cs_new:Npn \__fp_ep_div_eps_pack:NNNNNw #1#2#3#4#5#6;
  { + #1 ; {#2#3#4#5} {#6} }
\cs_new:Npn \__fp_ep_div_epsii:wwnNNNNNn 1#1; #2; #3#4#5#6#7#8
  {
    \__fp_fixed_mul:wwn {0000}{#1}#2; {0000}{#1}#2;
    \__fp_fixed_add_one:wN
    \__fp_fixed_mul:wwn {10000} {#1} #2 ;
    {
      \__fp_fixed_mul_short:wwn {0000}{#1}#2; {#3}{#4#5#6#7}{#8000};
      \__fp_fixed_div_myriad:wn
      \__fp_fixed_mul:wwn
    }
    \__fp_fixed_add:wwn {#3}{#4#5#6#7}{#8000}{0000}{0000}{0000};
  }
```

(*End definition for* `\__fp_ep_div_epsi:wnNNNNNn`*,* `\__fp_ep_div_eps_pack:NNNNNw`*, and* `\__fp_ep_div_epsii:wwnNNNNNn`*.*)

32.10 Inverse square root of extended precision numbers

The idea here is similar to division. Normalize the input, multiplying by powers of 100 until we have $x \in [0.01, 1)$. Then find an integer approximation $r \in [101, 1003]$ of $10^2/\sqrt{x}$, as the fixed point of iterations of the Newton method: essentially $r \mapsto (r + 10^8/(x_1 r))/2$, starting from a guess that optimizes the number of steps before convergence. In fact, just as there is a slight shift when computing divisions to ensure that some inequalities hold, we replace 10^8 by a slightly larger number which ensures that $r^2 x \geq 10^4$. This also causes $r \in [101, 1003]$. Another correction to the above is that the input is actually normalized to $[0.1, 1)$, and we use either 10^8 or 10^9 in the Newton method, depending on the parity of the exponent. Skipping those technical hurdles, once we have the approximation r, we set $y = 10^{-4} r^2 x$ (or rather, the correct power of 10 to get $y \simeq 1$) and compute $y^{-1/2}$ through another application of Newton's method. This time, the starting value is $z = 1$, each step maps $z \mapsto z(1.5 - 0.5yz^2)$, and we perform a fixed number of steps. Our final result combines r with $y^{-1/2}$ as $x^{-1/2} = 10^{-2} r y^{-1/2}$.

`\__fp_ep_isqrt:wwn`
`\__fp_ep_isqrt_aux:wwn`
`\__fp_ep_isqrt_auxii:wwnnnwn`

First normalize the input, then check the parity of the exponent `#1`. If it is even, the result's exponent will be $-$`#1`$/2$, otherwise it will be (`#1` $- 1)/2$ (except in the case where the input was an exact power of 100). The `auxii` function receives as `#1` the result's exponent just computed, as `#2` the starting value for the iteration giving r (the values 168 and 535 lead to the least number of iterations before convergence, on average), as `#3` and `#4` one empty argument and one `0`, depending on the parity of the original exponent, as `#5` and `#6` the normalized mantissa (`#5` $\in [1000, 9999]$), and as `#7` the continuation. It sets up the iteration giving r: the `esti` function thus receives the initial two guesses `#2` and 0, an approximation `#5` of $10^4 x$ (its first block of digits), and the empty/zero arguments `#3` and `#4`, followed by the mantissa and an altered continuation where we have stored the result's exponent.

```
\cs_new:Npn \__fp_ep_isqrt:wwn #1,#2;
  {
    \__fp_ep_to_ep:wwN #1,#2;
    \__fp_ep_isqrt_auxi:wwn
  }
\cs_new:Npn \__fp_ep_isqrt_auxi:wwn #1,
  {
```

```
    \exp_after:wN \__fp_ep_isqrt_auxii:wwnnnwn
    \int_value:w \__fp_int_eval:w
      \int_if_odd:nTF {#1}
        { (1 - #1) / 2 , 535 , { 0 } { } }
        { 1 - #1 / 2 , 168 , { } { 0 } }
  }
\cs_new:Npn \__fp_ep_isqrt_auxii:wwnnnwn #1, #2, #3#4 #5#6; #7
  {
    \__fp_ep_isqrt_esti:wwwnnwn #2, 0, #5, {#3} {#4}
      {#5} #6 ; { #7 #1 , }
  }
```

(*End definition for* `\__fp_ep_isqrt:wwn`*,* `\__fp_ep_isqrt_aux:wwn`*, and* `\__fp_ep_isqrt_auxii:wwnnnwn`*.*)

`\__fp_ep_isqrt_esti:wwwnnwn`
`\__fp_ep_isqrt_estii:wwwnnwn`
`\__fp_ep_isqrt_estiii:NNNNNwwwn`

If the last two approximations gave the same result, we are done: call the `estii` function to clean up. Otherwise, evaluate $(\langle prev\rangle + 1.005 \cdot 10^{8 \text{ or } 9}/(\langle prev\rangle \cdot x))/2$, as the next approximation: omitting the 1.005 factor, this would be Newton's method. We can check by brute force that if `#4` is empty (the original exponent was even), the process computes an integer slightly larger than $100/\sqrt{x}$, while if `#4` is 0 (the original exponent was odd), the result is an integer slightly larger than $100/\sqrt{x/10}$. Once we are done, we evaluate $100r^2/2$ or $10r^2/2$ (when the exponent is even or odd, respectively) and feed that to `estiii`. This third auxiliary finds $y_{\text{even}}/2 = 10^{-4}r^2x/2$ or $y_{\text{odd}}/2 = 10^{-5}r^2x/2$ (again, depending on earlier parity). A simple program shows that $y \in [1, 1.0201]$. The number $y/2$ is fed to `\__fp_ep_isqrt_epsi:wN`, which computes $1/\sqrt{y}$, and we finally multiply the result by r.

```
\cs_new:Npn \__fp_ep_isqrt_esti:wwwnnwn #1, #2, #3, #4
  {
    \if_int_compare:w #1 = #2 \exp_stop_f:
      \exp_after:wN \__fp_ep_isqrt_estii:wwwnnwn
    \fi:
    \exp_after:wN \__fp_ep_isqrt_esti:wwwnnwn
    \int_value:w \__fp_int_eval:w
      (#1 + 1 0050 0000 #4 / (#1 * #3)) / 2 ,
    #1, #3, {#4}
  }
\cs_new:Npn \__fp_ep_isqrt_estii:wwwnnwn #1, #2, #3, #4#5
  {
    \exp_after:wN \__fp_ep_isqrt_estiii:NNNNNwwwn
    \int_value:w \__fp_int_eval:w 1000 0000 + #2 * #2 #5 * 5
      \exp_after:wN , \int_value:w \__fp_int_eval:w 10000 + #2 ;
  }
\cs_new:Npn \__fp_ep_isqrt_estiii:NNNNNwwwn 1#1#2#3#4#5#6, 1#7#8; #9;
  {
    \__fp_fixed_mul_short:wwn #9; {#1} {#2#3#4#5} {#600} ;
    \__fp_ep_isqrt_epsi:wN
    \__fp_fixed_mul_short:wwn {#7} {#80} {0000} ;
  }
```

(*End definition for* `\__fp_ep_isqrt_esti:wwwnnwn`*,* `\__fp_ep_isqrt_estii:wwwnnwn`*, and* `\__fp_ep_isqrt_estiii:NNNNNwwwn`*.*)

`\__fp_ep_isqrt_epsi:wN`
`\__fp_ep_isqrt_epsii:wwN`

Here, we receive a fixed point number $y/2$ with $y \in [1, 1.0201]$. Starting from $z = 1$ we iterate $z \mapsto z(3/2 - z^2y/2)$. In fact, we start from the first iteration $z = 3/2 - y/2$ to avoid useless multiplications. The `epsii` auxiliary receives z as `#1` and y as `#2`.

```
\cs_new:Npn \__fp_ep_isqrt_epsi:wN #1;
  {
    \__fp_fixed_sub:wwn {15000}{0000}{0000}{0000}{0000}{0000}; #1;
    \__fp_ep_isqrt_epsii:wwN #1;
    \__fp_ep_isqrt_epsii:wwN #1;
    \__fp_ep_isqrt_epsii:wwN #1;
  }
\cs_new:Npn \__fp_ep_isqrt_epsii:wwN #1; #2;
  {
    \__fp_fixed_mul:wwn #1; #1;
    \__fp_fixed_mul_sub_back:wwwn #2;
      {15000}{0000}{0000}{0000}{0000}{0000};
    \__fp_fixed_mul:wwn #1;
  }
```

(*End definition for* `\__fp_ep_isqrt_epsi:wN` *and* `\__fp_ep_isqrt_epsii:wwN`.)

32.11 Converting from fixed point to floating point

After computing Taylor series, we wish to convert the result from extended precision (with or without an exponent) to the public floating point format. The functions here should be called within an integer expression for the overall exponent of the floating point.

`\__fp_ep_to_float_o:wwN`
`\__fp_ep_inv_to_float_o:wwN`

An extended-precision number is simply a comma-delimited exponent followed by a fixed point number. Leave the exponent in the current integer expression then convert the fixed point number.

```
\cs_new:Npn \__fp_ep_to_float_o:wwN #1,
  { + \__fp_int_eval:w #1 \__fp_fixed_to_float_o:wN }
\cs_new:Npn \__fp_ep_inv_to_float_o:wwN #1,#2;
  {
    \__fp_ep_div:wwwwn 1,{1000}{0000}{0000}{0000}{0000}{0000}; #1,#2;
    \__fp_ep_to_float_o:wwN
  }
```

(*End definition for* `\__fp_ep_to_float_o:wwN` *and* `\__fp_ep_inv_to_float_o:wwN`.)

`\__fp_fixed_inv_to_float_o:wN`

Another function which reduces to converting an extended precision number to a float.

```
\cs_new:Npn \__fp_fixed_inv_to_float_o:wN
  { \__fp_ep_inv_to_float_o:wwN 0, }
```

(*End definition for* `\__fp_fixed_inv_to_float_o:wN`.)

`\__fp_fixed_to_float_rad_o:wN`

Converts the fixed point number `#1` from degrees to radians then to a floating point number. This could perhaps remain in l3fp-trig.

```
\cs_new:Npn \__fp_fixed_to_float_rad_o:wN #1;
  {
    \__fp_fixed_mul:wwn #1; {5729}{5779}{5130}{8232}{0876}{7981};
    { \__fp_ep_to_float_o:wwN 2, }
  }
```

(*End definition for* `\__fp_fixed_to_float_rad_o:wN`.)

`\__fp_fixed_to_float_o:wN`
`\__fp_fixed_to_float_o:Nw`

... `\__fp_int_eval:w` ⟨*exponent*⟩ `\__fp_fixed_to_float_o:wN` {⟨a_1⟩} {⟨a_2⟩} {⟨a_3⟩} {⟨a_4⟩} {⟨a_5⟩} {⟨a_6⟩} ; ⟨*sign*⟩

yields

⟨*exponent'*⟩ ; {⟨a'_1⟩} {⟨a'_2⟩} {⟨a'_3⟩} {⟨a'_4⟩} ;

And the `to_fixed` version gives six brace groups instead of 4, ensuring that $1000 \leq \langle a'_1\rangle \leq 9999$. At this stage, we know that ⟨a_1⟩ is positive (otherwise, it is sign of an error before), and we assume that it is less than 10^8.[11]

```
\cs_new:Npn \__fp_fixed_to_float_o:Nw #1#2;
  { \__fp_fixed_to_float_o:wN #2; #1 }
\cs_new:Npn \__fp_fixed_to_float_o:wN #1#2#3#4#5#6; #7
  { % for the 8-digit-at-the-start thing
    + \__fp_int_eval:w \c__fp_block_int
    \exp_after:wN \exp_after:wN
    \exp_after:wN \__fp_fixed_to_loop:N
    \exp_after:wN \use_none:n
    \int_value:w \__fp_int_eval:w
      1 0000 0000 + #1   \exp_after:wN \__fp_use_none_stop_f:n
      \int_value:w   1#2 \exp_after:wN \__fp_use_none_stop_f:n
      \int_value:w 1#3#4 \exp_after:wN \__fp_use_none_stop_f:n
      \int_value:w 1#5#6
    \exp_after:wN ;
    \exp_after:wN ;
  }
\cs_new:Npn \__fp_fixed_to_loop:N #1
  {
    \if_meaning:w 0 #1
      - 1
      \exp_after:wN \__fp_fixed_to_loop:N
    \else:
      \exp_after:wN \__fp_fixed_to_loop_end:w
      \exp_after:wN #1
    \fi:
  }
\cs_new:Npn \__fp_fixed_to_loop_end:w #1 #2 ;
  {
    \if_meaning:w ; #1
      \exp_after:wN \__fp_fixed_to_float_zero:w
    \else:
      \exp_after:wN \__fp_pack_twice_four:wNNNNNNNN
      \exp_after:wN \__fp_pack_twice_four:wNNNNNNNN
      \exp_after:wN \__fp_fixed_to_float_pack:ww
      \exp_after:wN ;
    \fi:
    #1 #2 0000 0000 0000 0000 ;
  }
\cs_new:Npn \__fp_fixed_to_float_zero:w ; 0000 0000 0000 0000 ;
  {
    - 2 * \c__fp_max_exponent_int ;
    {0000} {0000} {0000} {0000} ;
  }
```

[11] Bruno: I must double check this assumption.

```
\cs_new:Npn \__fp_fixed_to_float_pack:ww #1 ; #2#3 ; ;
  {
    \if_int_compare:w #2 > 4 \exp_stop_f:
      \exp_after:wN \__fp_fixed_to_float_round_up:wnnnnw
    \fi:
    ; #1 ;
  }
\cs_new:Npn \__fp_fixed_to_float_round_up:wnnnnw ; #1#2#3#4 ;
  {
    \exp_after:wN \__fp_basics_pack_high:NNNNNw
    \int_value:w \__fp_int_eval:w 1 #1#2
      \exp_after:wN \__fp_basics_pack_low:NNNNNw
      \int_value:w \__fp_int_eval:w 1 #3#4 + 1 ;
  }
```

(*End definition for* `\__fp_fixed_to_float_o:wN` *and* `\__fp_fixed_to_float_o:Nw`.)

```
⟨/initex | package⟩
```

33 l3fp-expo implementation

```
⟨*initex | package⟩
⟨@@=fp⟩
```

`\__fp_parse_word_exp:N`
`\__fp_parse_word_ln:N`
`\__fp_parse_word_fact:N`

Unary functions.

```
\cs_new:Npn \__fp_parse_word_exp:N
  { \__fp_parse_unary_function:NNN \__fp_exp_o:w ? }
\cs_new:Npn \__fp_parse_word_ln:N
  { \__fp_parse_unary_function:NNN \__fp_ln_o:w ? }
\cs_new:Npn \__fp_parse_word_fact:N
  { \__fp_parse_unary_function:NNN \__fp_fact_o:w ? }
```

(*End definition for* `\__fp_parse_word_exp:N`, `\__fp_parse_word_ln:N`, *and* `\__fp_parse_word_fact:N`.)

33.1 Logarithm

33.1.1 Work plan

As for many other functions, we filter out special cases in `\__fp_ln_o:w`. Then `\__fp_ln_npos_o:w` receives a positive normal number, which we write in the form $a \cdot 10^b$ with $a \in [0.1, 1)$.

The rest of this section is actually not in sync with the code. Or is the code not in sync with the section? In the current code, $c \in [1, 10]$ *is such that* $0.7 \le ac < 1.4$.

We are given a positive normal number, of the form $a \cdot 10^b$ with $a \in [0.1, 1)$. To compute its logarithm, we find a small integer $5 \le c < 50$ such that $0.91 \le ac/5 < 1.1$, and use the relation

$$\ln(a \cdot 10^b) = b \cdot \ln(10) - \ln(c/5) + \ln(ac/5).$$

The logarithms $\ln(10)$ and $\ln(c/5)$ are looked up in a table. The last term is computed using the following Taylor series of ln near 1:

$$\ln\left(\frac{ac}{5}\right) = \ln\left(\frac{1+t}{1-t}\right) = 2t\left(1 + t^2\left(\frac{1}{3} + t^2\left(\frac{1}{5} + t^2\left(\frac{1}{7} + t^2\left(\frac{1}{9} + \cdots\right)\right)\right)\right)\right)$$

where $t = 1 - 10/(ac + 5)$. We can now see one reason for the choice of $ac \sim 5$: then $ac + 5 = 10(1 - \epsilon)$ with $-0.05 < \epsilon \leq 0.045$, hence

$$t = \frac{\epsilon}{1-\epsilon} = \epsilon(1+\epsilon)(1+\epsilon^2)(1+\epsilon^4)\ldots,$$

is not too difficult to compute.

33.1.2 Some constants

\c__fp_ln_i_fixed_tl
\c__fp_ln_ii_fixed_tl
\c__fp_ln_iii_fixed_tl
\c__fp_ln_iv_fixed_tl
\c__fp_ln_vi_fixed_tl
\c__fp_ln_vii_fixed_tl
\c__fp_ln_viii_fixed_tl
\c__fp_ln_ix_fixed_tl
\c__fp_ln_x_fixed_tl

A few values of the logarithm as extended fixed point numbers. Those are needed in the implementation. It turns out that we don't need the value of ln(5).

```
\tl_const:Nn \c__fp_ln_i_fixed_tl   { {0000}{0000}{0000}{0000}{0000}{0000};}
\tl_const:Nn \c__fp_ln_ii_fixed_tl  { {6931}{4718}{0559}{9453}{0941}{7232};}
\tl_const:Nn \c__fp_ln_iii_fixed_tl {{10986}{1228}{8668}{1096}{9139}{5245};}
\tl_const:Nn \c__fp_ln_iv_fixed_tl  {{13862}{9436}{1119}{8906}{1883}{4464};}
\tl_const:Nn \c__fp_ln_vi_fixed_tl  {{17917}{5946}{9228}{0550}{0081}{2477};}
\tl_const:Nn \c__fp_ln_vii_fixed_tl {{19459}{1014}{9055}{3133}{0510}{5353};}
\tl_const:Nn \c__fp_ln_viii_fixed_tl{{20794}{4154}{1679}{8359}{2825}{1696};}
\tl_const:Nn \c__fp_ln_ix_fixed_tl  {{21972}{2457}{7336}{2193}{8279}{0490};}
\tl_const:Nn \c__fp_ln_x_fixed_tl   {{23025}{8509}{2994}{0456}{8401}{7991};}
```

(*End definition for* `\c__fp_ln_i_fixed_tl` *and others.*)

33.1.3 Sign, exponent, and special numbers

__fp_ln_o:w

The logarithm of negative numbers (including $-\infty$ and -0) raises the "invalid" exception. The logarithm of $+0$ is $-\infty$, raising a division by zero exception. The logarithm of $+\infty$ or a `nan` is itself. Positive normal numbers call `\__fp_ln_npos_o:w`.

```
\cs_new:Npn \__fp_ln_o:w #1 \s__fp \__fp_chk:w #2#3#4; @
  {
    \if_meaning:w 2 #3
      \__fp_case_use:nw { \__fp_invalid_operation_o:nw { ln } }
    \fi:
    \if_case:w #2 \exp_stop_f:
      \__fp_case_use:nw
        { \__fp_division_by_zero_o:Nnw \c_minus_inf_fp { ln } }
    \or:
    \else:
      \__fp_case_return_same_o:w
    \fi:
    \__fp_ln_npos_o:w \s__fp \__fp_chk:w #2#3#4;
  }
```

(*End definition for* `\__fp_ln_o:w`.)

33.1.4 Absolute ln

__fp_ln_npos_o:w

We catch the case of a significand very close to 0.1 or to 1. In all other cases, the final result is at least 10^{-4}, and then an error of $0.5 \cdot 10^{-20}$ is acceptable.

```
\cs_new:Npn \__fp_ln_npos_o:w \s__fp \__fp_chk:w 10#1#2#3;
  { %^^A todo: ln(1) should be "exact zero", not "underflow"
    \exp_after:wN \__fp_sanitize:Nw
    \int_value:w % for the overall sign
```

```
      \if_int_compare:w #1 < 1 \exp_stop_f:
        2
      \else:
        0
      \fi:
      \exp_after:wN \exp_stop_f:
      \int_value:w \__fp_int_eval:w % for the exponent
        \__fp_ln_significand:NNNNnnnN #2#3
        \__fp_ln_exponent:wn {#1}
  }
```

(*End definition for* `\__fp_ln_npos_o:w`.)

__fp_ln_significand:NNNNnnnN

`\__fp_ln_significand:NNNNnnnN` ⟨X_1⟩ {⟨X_2⟩} {⟨X_3⟩} {⟨X_4⟩} ⟨*continuation*⟩

This function expands to

⟨*continuation*⟩ {⟨Y_1⟩} {⟨Y_2⟩} {⟨Y_3⟩} {⟨Y_4⟩} {⟨Y_5⟩} {⟨Y_6⟩} ;

where $Y = -\ln(X)$ as an extended fixed point.

```
\cs_new:Npn \__fp_ln_significand:NNNNnnnN #1#2#3#4
  {
    \exp_after:wN \__fp_ln_x_ii:wnnnn
    \int_value:w
      \if_case:w #1 \exp_stop_f:
      \or:
        \if_int_compare:w #2 < 4 \exp_stop_f:
          \__fp_int_eval:w 10 - #2
        \else:
          6
        \fi:
      \or: 4
      \or: 3
      \or: 2
      \or: 2
      \or: 2
      \else: 1
      \fi:
    ; { #1 #2 #3 #4 }
  }
```

(*End definition for* `\__fp_ln_significand:NNNNnnnN`.)

__fp_ln_x_ii:wnnnn

We have thus found $c \in [1, 10]$ such that $0.7 \leq ac < 1.4$ in all cases. Compute $1 + x = 1 + ac \in [1.7, 2.4)$.

```
\cs_new:Npn \__fp_ln_x_ii:wnnnn #1; #2#3#4#5
  {
    \exp_after:wN \__fp_ln_div_after:Nw
    \cs:w c__fp_ln_ \__fp_int_to_roman:w #1 _fixed_tl \exp_after:wN \cs_end:
    \int_value:w
      \exp_after:wN \__fp_ln_x_iv:wnnnnnnnn
      \int_value:w \__fp_int_eval:w
        \exp_after:wN \__fp_ln_x_iii_var:NNNNNw
        \int_value:w \__fp_int_eval:w 9999 9990 + #1*#2#3 +
          \exp_after:wN \__fp_ln_x_iii:NNNNNNw
          \int_value:w \__fp_int_eval:w 10 0000 0000 + #1*#4#5 ;
```

```
    {20000} {0000} {0000} {0000}
  } %^^A todo: reoptimize (a generalization attempt failed).
\cs_new:Npn \__fp_ln_x_iii:NNNNNNw #1#2 #3#4#5#6 #7;
  { #1#2; {#3#4#5#6} {#7} }
\cs_new:Npn \__fp_ln_x_iii_var:NNNNNw #1 #2#3#4#5 #6;
  {
    #1#2#3#4#5 + 1 ;
    {#1#2#3#4#5} {#6}
  }
```

The Taylor series to be used is expressed in terms of $t = (x-1)/(x+1) = 1 - 2/(x+1)$. We now compute the quotient with extended precision, reusing some code from `\__fp_-/_o:ww`. Note that $1 + x$ is known exactly.

To reuse notations from l3fp-basics, we want to compute A/Z with $A = 2$ and $Z = x + 1$. In l3fp-basics, we considered the case where both A and Z are arbitrary, in the range $[0.1, 1)$, and we had to monitor the growth of the sequence of remainders A, B, C, etc. to ensure that no overflow occurred during the computation of the next quotient. The main source of risk was our choice to define the quotient as roughly $10^9 \cdot A/10^5 \cdot Z$: then A was bound to be below $2.147\cdots$, and this limit was never far.

In our case, we can simply work with $10^8 \cdot A$ and $10^4 \cdot Z$, because our reason to work with higher powers has gone: we needed the integer $y \simeq 10^5 \cdot Z$ to be at least 10^4, and now, the definition $y \simeq 10^4 \cdot Z$ suffices.

Let us thus define $y = \lfloor 10^4 \cdot Z \rfloor + 1 \in (1.7 \cdot 10^4, 2.4 \cdot 10^4]$, and

$$Q_1 = \left\lfloor \frac{\lfloor 10^8 \cdot A \rfloor}{y} - \frac{1}{2} \right\rfloor .$$

(The 1/2 comes from how ε-TeX rounds.) As for division, it is easy to see that $Q_1 \leq 10^4 A/Z$, *i.e.*, Q_1 is an underestimate.

Exactly as we did for division, we set $B = 10^4 A - Q_1 Z$. Then

$$\begin{aligned} 10^4 B &\leq A_1 A_2 . A_3 A_4 - \left(\frac{A_1 A_2}{y} - \frac{3}{2} \right) 10^4 Z \\ &\leq A_1 A_2 \left(1 - \frac{10^4 Z}{y} \right) + 1 + \frac{3}{2} y \\ &\leq 10^8 \frac{A}{y} + 1 + \frac{3}{2} y \end{aligned}$$

In the same way, and using $1.7 \cdot 10^4 \leq y \leq 2.4 \cdot 10^4$, and convexity, we get

$$\begin{aligned}
10^4 A &= 2 \cdot 10^4 \\
10^4 B &\leq 10^8 \frac{A}{y} + 1.6y \leq 4.7 \cdot 10^4 \\
10^4 C &\leq 10^8 \frac{B}{y} + 1.6y \leq 5.8 \cdot 10^4 \\
10^4 D &\leq 10^8 \frac{C}{y} + 1.6y \leq 6.3 \cdot 10^4 \\
10^4 E &\leq 10^8 \frac{D}{y} + 1.6y \leq 6.5 \cdot 10^4 \\
10^4 F &\leq 10^8 \frac{E}{y} + 1.6y \leq 6.6 \cdot 10^4
\end{aligned}$$

Note that we compute more steps than for division: since t is not the end result, we need to know it with more accuracy (on the other hand, the ending is much simpler, as we don't need an exact rounding for transcendental functions, but just a faithful rounding).

`\__fp_ln_x_iv:wnnnnnnnn` ⟨*1 or 2*⟩ ⟨*8d*⟩ `;` `{`⟨*4d*⟩`}` `{`⟨*4d*⟩`}` ⟨*fixed-tl*⟩

The number is x. Compute y by adding 1 to the five first digits.

```
\cs_new:Npn \__fp_ln_x_iv:wnnnnnnnn #1; #2#3#4#5 #6#7#8#9
  {
    \exp_after:wN \__fp_div_significand_pack:NNN
    \int_value:w \__fp_int_eval:w
    \__fp_ln_div_i:w #1 ;
      #6 #7 ; {#8} {#9}
      {#2} {#3} {#4} {#5}
      { \exp_after:wN \__fp_ln_div_ii:wwn \int_value:w #1 }
      { \exp_after:wN \__fp_ln_div_ii:wwn \int_value:w #1 }
      { \exp_after:wN \__fp_ln_div_ii:wwn \int_value:w #1 }
      { \exp_after:wN \__fp_ln_div_ii:wwn \int_value:w #1 }
      { \exp_after:wN \__fp_ln_div_vi:wwn \int_value:w #1 }
  }
\cs_new:Npn \__fp_ln_div_i:w #1;
  {
    \exp_after:wN \__fp_div_significand_calc:wwnnnnnnn
    \int_value:w \__fp_int_eval:w 999999 + 2 0000 0000 / #1 ; % Q1
  }
\cs_new:Npn \__fp_ln_div_ii:wwn #1; #2;#3 % y; B1;B2 <- for k=1
  {
    \exp_after:wN \__fp_div_significand_pack:NNN
    \int_value:w \__fp_int_eval:w
      \exp_after:wN \__fp_div_significand_calc:wwnnnnnnn
      \int_value:w \__fp_int_eval:w 999999 + #2 #3 / #1 ; % Q2
      #2 #3 ;
  }
\cs_new:Npn \__fp_ln_div_vi:wwn #1; #2;#3#4#5 #6#7#8#9 %y;F1;F2F3F4x1x2x3x4
  {
    \exp_after:wN \__fp_div_significand_pack:NNN
```

```
    \int_value:w \__fp_int_eval:w 1000000 + #2 #3 / #1 ; % Q6
  }
```

We now have essentially

> `\__fp_ln_div_after:Nw` ⟨*fixed tl*⟩
> `\__fp_div_significand_pack:NNN` $10^6 + Q_1$
> `\__fp_div_significand_pack:NNN` $10^6 + Q_2$
> `\__fp_div_significand_pack:NNN` $10^6 + Q_3$
> `\__fp_div_significand_pack:NNN` $10^6 + Q_4$
> `\__fp_div_significand_pack:NNN` $10^6 + Q_5$
> `\__fp_div_significand_pack:NNN` $10^6 + Q_6$ `;`
> ⟨*exponent*⟩ `;` ⟨*continuation*⟩

where ⟨*fixed tl*⟩ holds the logarithm of a number in $[1, 10]$, and ⟨*exponent*⟩ is the exponent. Also, the expansion is done backwards. Then `\__fp_div_significand_pack:NNN` puts things in the correct order to add the Q_i together and put semicolons between each piece. Once those have been expanded, we get

> `\__fp_ln_div_after:Nw` ⟨*fixed-tl*⟩ ⟨*1d*⟩ `;` ⟨*4d*⟩ `;` ⟨*4d*⟩ `;`
> ⟨*4d*⟩ `;` ⟨*4d*⟩ `;` ⟨*4d*⟩ `;` ⟨*4d*⟩ `;` ⟨*exponent*⟩ `;`

Just as with division, we know that the first two digits are `1` and `0` because of bounds on the final result of the division $2/(x + 1)$, which is between roughly 0.8 and 1.2. We then compute $1 - 2/(x + 1)$, after testing whether $2/(x + 1)$ is greater than or smaller than 1.

```
\cs_new:Npn \__fp_ln_div_after:Nw #1#2;
  {
    \if_meaning:w 0 #2
      \exp_after:wN \__fp_ln_t_small:Nw
    \else:
      \exp_after:wN \__fp_ln_t_large:NNw
      \exp_after:wN -
    \fi:
    #1
  }
\cs_new:Npn \__fp_ln_t_small:Nw #1 #2; #3; #4; #5; #6; #7;
  {
    \exp_after:wN \__fp_ln_t_large:NNw
    \exp_after:wN + % <sign>
    \exp_after:wN #1
    \int_value:w \__fp_int_eval:w 9999 - #2 \exp_after:wN ;
    \int_value:w \__fp_int_eval:w 9999 - #3 \exp_after:wN ;
    \int_value:w \__fp_int_eval:w 9999 - #4 \exp_after:wN ;
    \int_value:w \__fp_int_eval:w 9999 - #5 \exp_after:wN ;
    \int_value:w \__fp_int_eval:w 9999 - #6 \exp_after:wN ;
    \int_value:w \__fp_int_eval:w 1 0000 - #7 ;
  }
```

> `\__fp_ln_t_large:NNw` ⟨*sign*⟩ ⟨*fixed tl*⟩
> ⟨t_1⟩`;` ⟨t_2⟩ `;` ⟨t_3⟩`;` ⟨t_4⟩`;` ⟨t_5⟩ `;` ⟨t_6⟩`;`
> ⟨*exponent*⟩ `;` ⟨*continuation*⟩

Compute the square $\mathtt{t}^2$, and keep `t` at the end with its sign. We know that $\mathtt{t} < 0.1765$, so every piece has at most 4 digits. However, since we were not careful in `\__fp_ln_t_small:w`, they can have less than 4 digits.

```
\cs_new:Npn \__fp_ln_t_large:NNw #1 #2 #3; #4; #5; #6; #7; #8;
  {
    \exp_after:wN \__fp_ln_square_t_after:w
    \int_value:w \__fp_int_eval:w 9999 0000 + #3*#3
      \exp_after:wN \__fp_ln_square_t_pack:NNNNNw
      \int_value:w \__fp_int_eval:w 9999 0000 + 2*#3*#4
        \exp_after:wN \__fp_ln_square_t_pack:NNNNNw
        \int_value:w \__fp_int_eval:w 9999 0000 + 2*#3*#5 + #4*#4
          \exp_after:wN \__fp_ln_square_t_pack:NNNNNw
          \int_value:w \__fp_int_eval:w 9999 0000 + 2*#3*#6 + 2*#4*#5
            \exp_after:wN \__fp_ln_square_t_pack:NNNNNw
            \int_value:w \__fp_int_eval:w
              1 0000 0000 + 2*#3*#7 + 2*#4*#6 + #5*#5
              + (2*#3*#8 + 2*#4*#7 + 2*#5*#6) / 1 0000
              % ; ; ;
    \exp_after:wN \__fp_ln_twice_t_after:w
    \int_value:w \__fp_int_eval:w -1 + 2*#3
      \exp_after:wN \__fp_ln_twice_t_pack:Nw
      \int_value:w \__fp_int_eval:w 9999 + 2*#4
        \exp_after:wN \__fp_ln_twice_t_pack:Nw
        \int_value:w \__fp_int_eval:w 9999 + 2*#5
          \exp_after:wN \__fp_ln_twice_t_pack:Nw
          \int_value:w \__fp_int_eval:w 9999 + 2*#6
            \exp_after:wN \__fp_ln_twice_t_pack:Nw
            \int_value:w \__fp_int_eval:w 9999 + 2*#7
              \exp_after:wN \__fp_ln_twice_t_pack:Nw
              \int_value:w \__fp_int_eval:w 10000 + 2*#8 ; ;
    { \__fp_ln_c:NwNw #1 }
    #2
  }
\cs_new:Npn \__fp_ln_twice_t_pack:Nw #1 #2; { + #1 ; {#2} }
\cs_new:Npn \__fp_ln_twice_t_after:w #1; { ;;; {#1} }
\cs_new:Npn \__fp_ln_square_t_pack:NNNNNw #1 #2#3#4#5 #6;
  { + #1#2#3#4#5 ; {#6} }
\cs_new:Npn \__fp_ln_square_t_after:w 1 0 #1#2#3 #4;
  { \__fp_ln_Taylor:wwNw {0#1#2#3} {#4} }
```

(*End definition for* `\__fp_ln_x_ii:wnnnn`.)

`\__fp_ln_Taylor:wwNw` Denoting $T = t^2$, we get

```
\__fp_ln_Taylor:wwNw
  {⟨T1⟩} {⟨T2⟩} {⟨T3⟩} {⟨T4⟩} {⟨T5⟩} {⟨T6⟩} ; ;
  {⟨(2t)1⟩} {⟨(2t)2⟩} {⟨(2t)3⟩} {⟨(2t)4⟩} {⟨(2t)5⟩} {⟨(2t)6⟩} ;
  { \__fp_ln_c:NwNw ⟨sign⟩ }
  ⟨fixed tl⟩ ⟨exponent⟩ ; ⟨continuation⟩
```

And we want to compute

$$\ln\left(\frac{1+t}{1-t}\right) = 2t\left(1 + T\left(\frac{1}{3} + T\left(\frac{1}{5} + T\left(\frac{1}{7} + T\left(\frac{1}{9} + \cdots\right)\right)\right)\right)\right)$$

The process looks as follows

```
\loop 5; A;
\div_int 5; 1.0; \add A; \mul T; {\loop \eval 5-2;}
\add 0.2; A; \mul T; {\loop \eval 5-2;}
\mul B; T; {\loop 3;}
\loop 3; C;
```

This uses the routine for dividing a number by a small integer ($< 10^4$).

```
\cs_new:Npn \__fp_ln_Taylor:wwNw
  { \__fp_ln_Taylor_loop:www 21 ; {0000}{0000}{0000}{0000}{0000}{0000} ; }
\cs_new:Npn \__fp_ln_Taylor_loop:www #1; #2; #3;
  {
    \if_int_compare:w #1 = 1 \exp_stop_f:
      \__fp_ln_Taylor_break:w
    \fi:
    \exp_after:wN \__fp_fixed_div_int:wwN \c__fp_one_fixed_tl #1;
    \__fp_fixed_add:wwn #2;
    \__fp_fixed_mul:wwn #3;
    {
      \exp_after:wN \__fp_ln_Taylor_loop:www
      \int_value:w \__fp_int_eval:w #1 - 2 ;
    }
    #3;
  }
\cs_new:Npn \__fp_ln_Taylor_break:w \fi: #1 \__fp_fixed_add:wwn #2#3; #4 ;;
  {
    \fi:
    \exp_after:wN \__fp_fixed_mul:wwn
    \exp_after:wN { \int_value:w \__fp_int_eval:w 10000 + #2 } #3;
  }
```

(*End definition for* `\__fp_ln_Taylor:wwNw`.)

`\__fp_ln_c:NwNw`

`\__fp_ln_c:NwNw` ⟨*sign*⟩
`{`⟨r_1⟩`} {`⟨r_2⟩`} {`⟨r_3⟩`} {`⟨r_4⟩`} {`⟨r_5⟩`} {`⟨r_6⟩`} ;`
⟨*fixed tl*⟩ ⟨*exponent*⟩ `;` ⟨*continuation*⟩

We are now reduced to finding $\ln(c)$ and ⟨*exponent*⟩ $\ln(10)$ in a table, and adding it to the mixture. The first step is to get $\ln(c) - \ln(x) = -\ln(a)$, then we get `b` $\ln(10)$ and add or subtract.

For now, $\ln(x)$ is given as $\cdot 10^0$. Unless both the exponent is 1 and $c = 1$, we shift to working in units of $\cdot 10^4$, since the final result is at least $\ln(10/7) \simeq 0.35$.

```
\cs_new:Npn \__fp_ln_c:NwNw #1 #2; #3
  {
    \if_meaning:w + #1
      \exp_after:wN \exp_after:wN \exp_after:wN \__fp_fixed_sub:wwn
    \else:
      \exp_after:wN \exp_after:wN \exp_after:wN \__fp_fixed_add:wwn
    \fi:
    #3 #2 ;
  }
```

(*End definition for* `\__fp_ln_c:NwNw`.)

__fp_ln_exponent:wn

```
\__fp_ln_exponent:wn
  {⟨s1⟩} {⟨s2⟩} {⟨s3⟩} {⟨s4⟩} {⟨s5⟩} {⟨s6⟩} ;
  {⟨exponent⟩}
```

Compute ⟨*exponent*⟩ times ln(10). Apart from the cases where ⟨*exponent*⟩ is 0 or 1, the result is necessarily at least $\ln(10) \simeq 2.3$ in magnitude. We can thus drop the least significant 4 digits. In the case of a very large (positive or negative) exponent, we can (and we need to) drop 4 additional digits, since the result is of order 10^4. Naively, one would think that in both cases we can drop 4 more digits than we do, but that would be slightly too tight for rounding to happen correctly. Besides, we already have addition and subtraction for 24 digits fixed point numbers.

```
\cs_new:Npn \__fp_ln_exponent:wn #1; #2
  {
    \if_case:w #2 \exp_stop_f:
      0 \__fp_case_return:nw { \__fp_fixed_to_float_o:Nw 2 }
    \or:
      \exp_after:wN \__fp_ln_exponent_one:ww \int_value:w
    \else:
      \if_int_compare:w #2 > 0 \exp_stop_f:
        \exp_after:wN \__fp_ln_exponent_small:NNww
        \exp_after:wN 0
        \exp_after:wN \__fp_fixed_sub:wwn \int_value:w
      \else:
        \exp_after:wN \__fp_ln_exponent_small:NNww
        \exp_after:wN 2
        \exp_after:wN \__fp_fixed_add:wwn \int_value:w -
      \fi:
    \fi:
    #2; #1;
  }
```

Now we painfully write all the cases.[12] No overflow nor underflow can happen, except when computing `ln(1)`.

```
\cs_new:Npn \__fp_ln_exponent_one:ww 1; #1;
  {
    0
    \exp_after:wN \__fp_fixed_sub:wwn \c__fp_ln_x_fixed_tl #1;
    \__fp_fixed_to_float_o:wN 0
  }
```

For small exponents, we just drop one block of digits, and set the exponent of the log to 4 (minus any shift coming from leading zeros in the conversion from fixed point to floating point). Note that here the exponent has been made positive.

```
\cs_new:Npn \__fp_ln_exponent_small:NNww #1#2#3; #4#5#6#7#8#9;
  {
    4
    \exp_after:wN \__fp_fixed_mul:wwn
      \c__fp_ln_x_fixed_tl
      {#3}{0000}{0000}{0000}{0000}{0000} ;
    #2
      {0000}{#4}{#5}{#6}{#7}{#8};
    \__fp_fixed_to_float_o:wN #1
  }
```

[12] Bruno: do rounding.

(*End definition for* `\__fp_ln_exponent:wn`.)

33.2 Exponential

33.2.1 Sign, exponent, and special numbers

__fp_exp_o:w

```
\cs_new:Npn \__fp_exp_o:w #1 \s__fp \__fp_chk:w #2#3#4; @
  {
    \if_case:w #2 \exp_stop_f:
      \__fp_case_return_o:Nw \c_one_fp
    \or:
      \exp_after:wN \__fp_exp_normal_o:w
    \or:
      \if_meaning:w 0 #3
        \exp_after:wN \__fp_case_return_o:Nw
        \exp_after:wN \c_inf_fp
      \else:
        \exp_after:wN \__fp_case_return_o:Nw
        \exp_after:wN \c_zero_fp
      \fi:
    \or:
      \__fp_case_return_same_o:w
    \fi:
    \s__fp \__fp_chk:w #2#3#4;
  }
```

(*End definition for* `\__fp_exp_o:w`.)

__fp_exp_normal_o:w
__fp_exp_pos_o:Nnwnw
__fp_exp_overflow:NN

```
\cs_new:Npn \__fp_exp_normal_o:w \s__fp \__fp_chk:w 1#1
  {
    \if_meaning:w 0 #1
      \__fp_exp_pos_o:NNwnw + \__fp_fixed_to_float_o:wN
    \else:
      \__fp_exp_pos_o:NNwnw - \__fp_fixed_inv_to_float_o:wN
    \fi:
  }
\cs_new:Npn \__fp_exp_pos_o:NNwnw #1#2#3 \fi: #4#5;
  {
    \fi:
    \if_int_compare:w #4 > \c__fp_max_exp_exponent_int
      \token_if_eq_charcode:NNTF + #1
        { \__fp_exp_overflow:NN \__fp_overflow:w \c_inf_fp }
        { \__fp_exp_overflow:NN \__fp_underflow:w \c_zero_fp }
      \exp:w
    \else:
      \exp_after:wN \__fp_sanitize:Nw
      \exp_after:wN 0
      \int_value:w #1 \__fp_int_eval:w
        \if_int_compare:w #4 < 0 \exp_stop_f:
          \exp_after:wN \use_i:nn
        \else:
          \exp_after:wN \use_ii:nn
```

```
        \fi:
        {
          0
          \__fp_decimate:nNnnnn { - #4 }
            \__fp_exp_Taylor:Nnnwn
        }
        {
          \__fp_decimate:nNnnnn { \c__fp_prec_int - #4 }
            \__fp_exp_pos_large:NnnNwn
        }
        #5
        {#4}
        #1 #2 0
        \exp:w
    \fi:
    \exp_after:wN \exp_end:
  }
\cs_new:Npn \__fp_exp_overflow:NN #1#2
  {
    \exp_after:wN \exp_after:wN
    \exp_after:wN #1
    \exp_after:wN #2
  }
```

(*End definition for* `\__fp_exp_normal_o:w`, `\__fp_exp_pos_o:Nnwnw`, *and* `\__fp_exp_overflow:NN`.)

`\__fp_exp_Taylor:Nnnwn`
`\__fp_exp_Taylor_loop:www`
`\__fp_exp_Taylor_break:Nww`

This function is called for numbers in the range $[10^{-9}, 10^{-1})$. We compute 10 terms of the Taylor series. The first argument is irrelevant (rounding digit used by some other functions). The next three arguments, at least 16 digits, delimited by a semicolon, form a fixed point number, so we pack it in blocks of 4 digits.

```
\cs_new:Npn \__fp_exp_Taylor:Nnnwn #1#2#3 #4; #5 #6
  {
    #6
    \__fp_pack_twice_four:wNNNNNNNN
    \__fp_pack_twice_four:wNNNNNNNN
    \__fp_pack_twice_four:wNNNNNNNN
    \__fp_exp_Taylor_ii:ww
    ; #2#3#4 0000 0000 ;
  }
\cs_new:Npn \__fp_exp_Taylor_ii:ww #1; #2;
  { \__fp_exp_Taylor_loop:www 10 ; #1 ; #1 ; \s_stop }
\cs_new:Npn \__fp_exp_Taylor_loop:www #1; #2; #3;
  {
    \if_int_compare:w #1 = 1 \exp_stop_f:
      \exp_after:wN \__fp_exp_Taylor_break:Nww
    \fi:
    \__fp_fixed_div_int:wwN #3 ; #1 ;
    \__fp_fixed_add_one:wN
    \__fp_fixed_mul:wwn #2 ;
    {
      \exp_after:wN \__fp_exp_Taylor_loop:www
      \int_value:w \__fp_int_eval:w #1 - 1 ;
      #2 ;
    }
```

```
  }
\cs_new:Npn \__fp_exp_Taylor_break:Nww #1 #2; #3 \s_stop
  { \__fp_fixed_add_one:wN #2 ; }
```

(*End definition for* `\__fp_exp_Taylor:Nnnwn`*,* `\__fp_exp_Taylor_loop:www`*, and* `\__fp_exp_Taylor_break:Nww`*.*)

`\c__fp_exp_intarray` The integer array has $6 \times 9 \times 4 = 216$ items encoding the values of $\exp(j \times 10^i)$ for $j = 1, \ldots, 9$ and $i = -1, \ldots, 4$. Each value is expressed as $\simeq 10^p \times 0.m_1 m_2 m_3$ with three 8-digit blocks m_1, m_2, m_3 and an integer exponent p (one more than the scientific exponent), and these are stored in the integer array as four items: p, $10^8 + m_1$, $10^8 + m_2$, $10^8 + m_3$. The various exponentials are stored in increasing order of $j \times 10^i$.

Storing this data in an integer array makes it slightly harder to access (slower, too), but uses 16 bytes of memory per exponential stored, while storing as tokens used around 40 tokens; tokens have an especially large footprint in Unicode-aware engines.

```
\intarray_const_from_clist:Nn \c__fp_exp_intarray
  {
          1 , 1 1105 1709 , 1 1807 5647 , 1 6248 1171 ,
          1 , 1 1221 4027 , 1 5816 0169 , 1 8339 2107 ,
          1 , 1 1349 8588 , 1 0757 6003 , 1 1039 8374 ,
          1 , 1 1491 8246 , 1 9764 1270 , 1 3178 2485 ,
          1 , 1 1648 7212 , 1 7070 0128 , 1 1468 4865 ,
          1 , 1 1822 1188 , 1 0039 0508 , 1 9748 7537 ,
          1 , 1 2013 7527 , 1 0747 0476 , 1 5216 2455 ,
          1 , 1 2225 5409 , 1 2849 2467 , 1 6045 7954 ,
          1 , 1 2459 6031 , 1 1115 6949 , 1 6638 0013 ,
          1 , 1 2718 2818 , 1 2845 9045 , 1 2353 6029 ,
          1 , 1 7389 0560 , 1 9893 0650 , 1 2272 3043 ,
          2 , 1 2008 5536 , 1 9231 8766 , 1 7740 9285 ,
          2 , 1 5459 8150 , 1 0331 4423 , 1 9078 1103 ,
          3 , 1 1484 1315 , 1 9102 5766 , 1 0342 1116 ,
          3 , 1 4034 2879 , 1 3492 7351 , 1 2260 8387 ,
          4 , 1 1096 6331 , 1 5842 8458 , 1 5992 6372 ,
          4 , 1 2980 9579 , 1 8704 1728 , 1 2747 4359 ,
          4 , 1 8103 0839 , 1 2757 5384 , 1 0077 1000 ,
          5 , 1 2202 6465 , 1 7948 0671 , 1 6516 9579 ,
          9 , 1 4851 6519 , 1 5409 7902 , 1 7796 9107 ,
         14 , 1 1068 6474 , 1 5815 2446 , 1 2146 9905 ,
         18 , 1 2353 8526 , 1 6837 0199 , 1 8540 7900 ,
         22 , 1 5184 7055 , 1 2858 7072 , 1 4640 8745 ,
         27 , 1 1142 0073 , 1 8981 5684 , 1 2836 6296 ,
         31 , 1 2515 4386 , 1 7091 9167 , 1 0062 6578 ,
         35 , 1 5540 6223 , 1 8439 3510 , 1 0525 7117 ,
         40 , 1 1220 4032 , 1 9431 7840 , 1 8020 0271 ,
         44 , 1 2688 1171 , 1 4181 6135 , 1 4484 1263 ,
         87 , 1 7225 9737 , 1 6812 5749 , 1 2581 7748 ,
        131 , 1 1942 4263 , 1 9524 1255 , 1 9365 8421 ,
        174 , 1 5221 4696 , 1 8976 4143 , 1 9505 8876 ,
        218 , 1 1403 5922 , 1 1785 2837 , 1 4107 3977 ,
        261 , 1 3773 0203 , 1 0092 9939 , 1 8234 0143 ,
        305 , 1 1014 2320 , 1 5473 5004 , 1 5094 5533 ,
        348 , 1 2726 3745 , 1 7211 2566 , 1 5673 6478 ,
        391 , 1 7328 8142 , 1 2230 7421 , 1 7051 8866 ,
        435 , 1 1970 0711 , 1 1401 7046 , 1 9938 8888 ,
```

```
      869 , 1 3881 1801 , 1 9428 4368 , 1 5764 8232 ,
     1303 , 1 7646 2009 , 1 8905 4704 , 1 8893 1073 ,
     1738 , 1 1506 3559 , 1 7005 0524 , 1 9009 7592 ,
     2172 , 1 2967 6283 , 1 8402 3667 , 1 0689 6630 ,
     2606 , 1 5846 4389 , 1 5650 2114 , 1 7278 5046 ,
     3041 , 1 1151 7900 , 1 5080 6878 , 1 2914 4154 ,
     3475 , 1 2269 1083 , 1 0850 6857 , 1 8724 4002 ,
     3909 , 1 4470 3047 , 1 3316 5442 , 1 6408 6591 ,
     4343 , 1 8806 8182 , 1 2566 2921 , 1 5872 6150 ,
     8686 , 1 7756 0047 , 1 2598 6861 , 1 0458 3204 ,
    13029 , 1 6830 5723 , 1 7791 4884 , 1 1932 7351 ,
    17372 , 1 6015 5609 , 1 3095 3052 , 1 3494 7574 ,
    21715 , 1 5297 7951 , 1 6443 0315 , 1 3251 3576 ,
    26058 , 1 4665 6719 , 1 0099 3379 , 1 5527 2929 ,
    30401 , 1 4108 9724 , 1 3326 3186 , 1 5271 5665 ,
    34744 , 1 3618 6973 , 1 3140 0875 , 1 3856 4102 ,
    39087 , 1 3186 9209 , 1 6113 3900 , 1 6705 9685 ,
  }
```

(*End definition for* `\c__fp_exp_intarray`.)

`\__fp_exp_pos_large:NnnNwn`
`\__fp_exp_large_after:wwn`
`\__fp_exp_large:NwN`
`\__fp_exp_intarray:w`
`\__fp_exp_intarray_aux:w`

The first two arguments are irrelevant (a rounding digit, and a brace group with 8 zeros). The third argument is the integer part of our number, then we have the decimal part delimited by a semicolon, and finally the exponent, in the range $[0, 5]$. Remove leading zeros from the integer part: putting `#4` in there too ensures that an integer part of 0 is also removed. Then read digits one by one, looking up $\exp(\langle \mathit{digit}\rangle \cdot 10^{\langle \mathit{exponent}\rangle})$ in a table, and multiplying that to the current total. The loop is done by `\__fp_exp_large:NwN`, whose `#1` is the ⟨*exponent*⟩, `#2` is the current mantissa, and `#3` is the ⟨*digit*⟩. At the end, `\__fp_exp_large_after:wwn` moves on to the Taylor series, eventually multiplied with the mantissa that we have just computed.

```
\cs_new:Npn \__fp_exp_pos_large:NnnNwn #1#2#3 #4#5; #6
  {
    \exp_after:wN \exp_after:wN \exp_after:wN \__fp_exp_large:NwN
    \exp_after:wN \exp_after:wN \exp_after:wN #6
    \exp_after:wN \c__fp_one_fixed_tl
    \int_value:w #3 #4 \exp_stop_f:
    #5 00000 ;
  }
\cs_new:Npn \__fp_exp_large:NwN #1#2; #3
  {
    \if_case:w #3 ~
      \exp_after:wN \__fp_fixed_continue:wn
    \else:
      \exp_after:wN \__fp_exp_intarray:w
      \int_value:w \__fp_int_eval:w 36 * #1 + 4 * #3 \exp_after:wN ;
    \fi:
    #2;
    {
      \if_meaning:w 0 #1
        \exp_after:wN \__fp_exp_large_after:wwn
      \else:
        \exp_after:wN \__fp_exp_large:NwN
        \int_value:w \__fp_int_eval:w #1 - 1 \exp_after:wN \scan_stop:
      \fi:
```

```
    }
  }
\cs_new:Npn \__fp_exp_intarray:w #1 ;
  {
    +
    \__kernel_intarray_item:Nn \c__fp_exp_intarray
      { \__fp_int_eval:w #1 - 3 \scan_stop: }
    \exp_after:wN \use_i:nnn
    \exp_after:wN \__fp_fixed_mul:wwn
    \int_value:w 0
    \exp_after:wN \__fp_exp_intarray_aux:w
    \int_value:w \__kernel_intarray_item:Nn
                   \c__fp_exp_intarray { \__fp_int_eval:w #1 - 2 }
    \exp_after:wN \__fp_exp_intarray_aux:w
    \int_value:w \__kernel_intarray_item:Nn
                   \c__fp_exp_intarray { \__fp_int_eval:w #1 - 1 }
    \exp_after:wN \__fp_exp_intarray_aux:w
    \int_value:w \__kernel_intarray_item:Nn \c__fp_exp_intarray {#1} ; ;
  }
\cs_new:Npn \__fp_exp_intarray_aux:w 1 #1#2#3#4#5 ; { ; {#1#2#3#4} {#5} }
\cs_new:Npn \__fp_exp_large_after:wwn #1; #2; #3
  {
    \__fp_exp_Taylor:Nnnwn ? { } { } 0 #2; {} #3
    \__fp_fixed_mul:wwn #1;
  }
```

(*End definition for* `\__fp_exp_pos_large:NnnNwn` *and others.*)

33.3 Power

Raising a number a to a power b leads to many distinct situations.

a^b	$-\infty$	$(-\infty,-0)$	$-$integer	± 0	$+$integer	$(0,\infty)$	$+\infty$	NaN
$+\infty$	$+0$	$+0$		$+1$	$+\infty$		$+\infty$	NaN
$(1,\infty)$	$+0$	$+\lvert a\rvert^b$		$+1$	$+\lvert a\rvert^b$		$+\infty$	NaN
$+1$	$+1$	$+1$		$+1$	$+1$		$+1$	$+1$
$(0,1)$	$+\infty$	$+\lvert a\rvert^b$		$+1$	$+\lvert a\rvert^b$		$+0$	NaN
$+0$	$+\infty$	$+\infty$		$+1$	$+0$		$+0$	NaN
-0	$+\infty$	NaN	$(-1)^b\infty$	$+1$	$(-1)^b 0$	$+0$	$+0$	NaN
$(-1,0)$	$+\infty$	NaN	$(-1)^b\lvert a\rvert^b$	$+1$	$(-1)^b\lvert a\rvert^b$	NaN	$+0$	NaN
-1	$+1$	NaN	$(-1)^b$	$+1$	$(-1)^b$	NaN	$+1$	NaN
$(-\infty,-1)$	$+0$	NaN	$(-1)^b\lvert a\rvert^b$	$+1$	$(-1)^b\lvert a\rvert^b$	NaN	$+\infty$	NaN
$-\infty$	$+0$	$+0$	$(-1)^b 0$	$+1$	$(-1)^b\infty$	NaN	$+\infty$	NaN
NaN	NaN	NaN	NaN	$+1$	NaN	NaN	NaN	NaN

We distinguished in this table the cases of finite (positive or negative) integer exponents, as $(-1)^b$ is defined in that case. One peculiarity of this operation is that $\mathtt{NaN}^0 = 1^{\mathtt{NaN}} = 1$, because this relation is obeyed for any number, even $\pm\infty$.

`\__fp_^_o:ww` We cram most of the tests into a single function to save csnames. First treat the case $b = 0$: $a^0 = 1$ for any a, even `nan`. Then test the sign of a.

- If it is positive, and a is a normal number, call `\__fp_pow_normal_o:ww` followed by the two `fp` a and b. For $a = +0$ or $+\inf$, call `\__fp_pow_zero_or_inf:ww` instead, to return either $+0$ or $+\infty$ as appropriate.
- If a is a `nan`, then skip to the next semicolon (which happens to be conveniently the end of b) and return `nan`.
- Finally, if a is negative, compute a^b (`\__fp_pow_normal_o:ww` which ignores the sign of its first operand), and keep an extra copy of a and b (the second brace group, containing { b a }, is inserted between a and b). Then do some tests to find the final sign of the result if it exists.

```
\cs_new:cpn { __fp_ \iow_char:N \^ _o:ww }
    \s__fp \__fp_chk:w #1#2#3; \s__fp \__fp_chk:w #4#5#6;
  {
    \if_meaning:w 0 #4
      \__fp_case_return_o:Nw \c_one_fp
    \fi:
    \if_case:w #2 \exp_stop_f:
      \exp_after:wN \use_i:nn
    \or:
      \__fp_case_return_o:Nw \c_nan_fp
    \else:
      \exp_after:wN \__fp_pow_neg:www
      \exp:w \exp_end_continue_f:w \exp_after:wN \use:nn
    \fi:
    {
      \if_meaning:w 1 #1
        \exp_after:wN \__fp_pow_normal_o:ww
      \else:
        \exp_after:wN \__fp_pow_zero_or_inf:ww
      \fi:
      \s__fp \__fp_chk:w #1#2#3;
    }
    { \s__fp \__fp_chk:w #4#5#6; \s__fp \__fp_chk:w #1#2#3; }
    \s__fp \__fp_chk:w #4#5#6;
  }
```

(*End definition for* `\__fp_^_o:ww`.)

`\__fp_pow_zero_or_inf:ww`

Raising -0 or $-\infty$ to `nan` yields `nan`. For other powers, the result is $+0$ if 0 is raised to a positive power or ∞ to a negative power, and $+\infty$ otherwise. Thus, if the type of a and the sign of b coincide, the result is 0, since those conveniently take the same possible values, 0 and 2. Otherwise, either $a = \pm\infty$ and $b > 0$ and the result is $+\infty$, or $a = \pm 0$ with $b < 0$ and we have a division by zero unless $b = -\infty$.

```
\cs_new:Npn \__fp_pow_zero_or_inf:ww
    \s__fp \__fp_chk:w #1#2; \s__fp \__fp_chk:w #3#4
  {
    \if_meaning:w 1 #4
      \__fp_case_return_same_o:w
    \fi:
    \if_meaning:w #1 #4
      \__fp_case_return_o:Nw \c_zero_fp
    \fi:
```

```
    \if_meaning:w 2 #1
      \__fp_case_return_o:Nw \c_inf_fp
    \fi:
    \if_meaning:w 2 #3
      \__fp_case_return_o:Nw \c_inf_fp
    \else:
      \__fp_case_use:nw
        {
          \__fp_division_by_zero_o:NNww \c_inf_fp ^
            \s__fp \__fp_chk:w #1 #2 ;
        }
    \fi:
    \s__fp \__fp_chk:w #3#4
  }
```

(*End definition for* `\__fp_pow_zero_or_inf:ww`.)

`\__fp_pow_normal_o:ww` We have in front of us a, and $b \neq 0$, we know that a is a normal number, and we wish to compute $|a|^b$. If $|a| = 1$, we return 1, unless $a = -1$ and b is `nan`. Indeed, returning 1 at this point would wrongly raise "invalid" when the sign is considered. If $|a| \neq 1$, test the type of b:

0 Impossible, we already filtered $b = \pm 0$.

1 Call `\__fp_pow_npos_o:Nww`.

2 Return $+\infty$ or $+0$ depending on the sign of b and whether the exponent of a is positive or not.

3 Return b.

```
\cs_new:Npn \__fp_pow_normal_o:ww
    \s__fp \__fp_chk:w 1 #1#2#3; \s__fp \__fp_chk:w #4#5
  {
    \if_int_compare:w \__fp_str_if_eq:nn { #2 #3 }
              { 1 {1000} {0000} {0000} {0000} } = 0 \exp_stop_f:
      \if_int_compare:w #4 #1 = 32 \exp_stop_f:
        \exp_after:wN \__fp_case_return_ii_o:ww
      \fi:
      \__fp_case_return_o:Nww \c_one_fp
    \fi:
    \if_case:w #4 \exp_stop_f:
    \or:
      \exp_after:wN \__fp_pow_npos_o:Nww
      \exp_after:wN #5
    \or:
      \if_meaning:w 2 #5 \exp_after:wN \reverse_if:N \fi:
      \if_int_compare:w #2 > 0 \exp_stop_f:
        \exp_after:wN \__fp_case_return_o:Nww
        \exp_after:wN \c_inf_fp
      \else:
        \exp_after:wN \__fp_case_return_o:Nww
        \exp_after:wN \c_zero_fp
      \fi:
    \or:
```

```
      \__fp_case_return_ii_o:ww
    \fi:
    \s__fp \__fp_chk:w 1 #1 {#2} #3 ;
    \s__fp \__fp_chk:w #4 #5
  }
```

(*End definition for* `\__fp_pow_normal_o:ww`.)

`\__fp_pow_npos_o:Nww` We now know that $a \neq \pm 1$ is a normal number, and b is a normal number too. We want to compute $|a|^b = (|x| \cdot 10^n)^{y \cdot 10^p} = \exp((\ln|x| + n\ln(10)) \cdot y \cdot 10^p) = \exp(z)$. To compute the exponential accurately, we need to know the digits of z up to the 16-th position. Since the exponential of 10^5 is infinite, we only need at most 21 digits, hence the fixed point result of `\__fp_ln_o:w` is precise enough for our needs. Start an integer expression for the decimal exponent of $e^{|z|}$. If z is negative, negate that decimal exponent, and prepare to take the inverse when converting from the fixed point to the floating point result.

```
\cs_new:Npn \__fp_pow_npos_o:Nww #1 \s__fp \__fp_chk:w 1#2#3
  {
    \exp_after:wN \__fp_sanitize:Nw
    \exp_after:wN 0
    \int_value:w
      \if:w #1 \if_int_compare:w #3 > 0 \exp_stop_f: 0 \else: 2 \fi:
        \exp_after:wN \__fp_pow_npos_aux:NNnww
        \exp_after:wN +
        \exp_after:wN \__fp_fixed_to_float_o:wN
      \else:
        \exp_after:wN \__fp_pow_npos_aux:NNnww
        \exp_after:wN -
        \exp_after:wN \__fp_fixed_inv_to_float_o:wN
      \fi:
      {#3}
  }
```

(*End definition for* `\__fp_pow_npos_o:Nww`.)

`\__fp_pow_npos_aux:NNnww` The first argument is the conversion function from fixed point to float. Then comes an exponent and the 4 brace groups of x, followed by b. Compute $-\ln(x)$.

```
\cs_new:Npn \__fp_pow_npos_aux:NNnww #1#2#3#4#5; \s__fp \__fp_chk:w 1#6#7#8;
  {
    #1
    \__fp_int_eval:w
      \__fp_ln_significand:NNNNnnnN #4#5
      \__fp_pow_exponent:wnN {#3}
      \__fp_fixed_mul:wwn #8 {0000}{0000} ;
      \__fp_pow_B:wwN #7;
      #1 #2 0 % fixed_to_float_o:wN
  }
\cs_new:Npn \__fp_pow_exponent:wnN #1; #2
  {
    \if_int_compare:w #2 > 0 \exp_stop_f:
      \exp_after:wN \__fp_pow_exponent:Nwnnnnnw % n\ln(10) - (-\ln(x))
      \exp_after:wN +
    \else:
      \exp_after:wN \__fp_pow_exponent:Nwnnnnnw % -(|n|\ln(10) + (-\ln(x)))
      \exp_after:wN -
```

```
    \fi:
    #2; #1;
  }
\cs_new:Npn \__fp_pow_exponent:Nwnnnnnw #1#2; #3#4#5#6#7#8;
  { %^^A todo: use that in ln.
    \exp_after:wN \__fp_fixed_mul_after:wwn
    \int_value:w \__fp_int_eval:w \c__fp_leading_shift_int
      \exp_after:wN \__fp_pack:NNNNNw
      \int_value:w \__fp_int_eval:w \c__fp_middle_shift_int
        #1#2*23025 - #1 #3
        \exp_after:wN \__fp_pack:NNNNNw
        \int_value:w \__fp_int_eval:w \c__fp_middle_shift_int
          #1 #2*8509 - #1 #4
          \exp_after:wN \__fp_pack:NNNNNw
          \int_value:w \__fp_int_eval:w \c__fp_middle_shift_int
            #1 #2*2994 - #1 #5
            \exp_after:wN \__fp_pack:NNNNNw
            \int_value:w \__fp_int_eval:w \c__fp_middle_shift_int
              #1 #2*0456 - #1 #6
              \exp_after:wN \__fp_pack:NNNNNw
              \int_value:w \__fp_int_eval:w \c__fp_trailing_shift_int
                #1 #2*8401 - #1 #7
                #1 ( #2*7991 - #8 ) / 1 0000 ; ;
  }
\cs_new:Npn \__fp_pow_B:wwN #1#2#3#4#5#6; #7;
  {
    \if_int_compare:w #7 < 0 \exp_stop_f:
      \exp_after:wN \__fp_pow_C_neg:w \int_value:w -
    \else:
      \if_int_compare:w #7 < 22 \exp_stop_f:
        \exp_after:wN \__fp_pow_C_pos:w \int_value:w
      \else:
        \exp_after:wN \__fp_pow_C_overflow:w \int_value:w
      \fi:
    \fi:
    #7 \exp_after:wN ;
    \int_value:w \__fp_int_eval:w 10 0000 + #1 \__fp_int_eval_end:
    #2#3#4#5#6 0000 0000 0000 0000 0000 0000 ; %^^A todo: how many 0?
  }
\cs_new:Npn \__fp_pow_C_overflow:w #1; #2; #3
  {
    + 2 * \c__fp_max_exponent_int
    \exp_after:wN \__fp_fixed_continue:wn \c__fp_one_fixed_tl
  }
\cs_new:Npn \__fp_pow_C_neg:w #1 ; 1
  {
    \exp_after:wN \exp_after:wN \exp_after:wN \__fp_pow_C_pack:w
    \prg_replicate:nn {#1} {0}
  }
\cs_new:Npn \__fp_pow_C_pos:w #1; 1
  { \__fp_pow_C_pos_loop:wN #1; }
\cs_new:Npn \__fp_pow_C_pos_loop:wN #1; #2
  {
    \if_meaning:w 0 #1
```

```
      \exp_after:wN \__fp_pow_C_pack:w
      \exp_after:wN #2
    \else:
      \if_meaning:w 0 #2
        \exp_after:wN \__fp_pow_C_pos_loop:wN \int_value:w
      \else:
        \exp_after:wN \__fp_pow_C_overflow:w \int_value:w
      \fi:
      \__fp_int_eval:w #1 - 1 \exp_after:wN ;
    \fi:
  }
\cs_new:Npn \__fp_pow_C_pack:w
  {
    \exp_after:wN \__fp_exp_large:NwN
    \exp_after:wN 5
    \c__fp_one_fixed_tl
  }
```

(*End definition for* `\__fp_pow_npos_aux:NNnww`.)

`\__fp_pow_neg:www`
`\__fp_pow_neg_aux:wNN`

This function is followed by three floating point numbers: $\mathtt{a}^b$, $a \in [-\infty, -0]$, and b. If b is an even integer (case -1), $a^b = \mathtt{a}^b$. If b is an odd integer (case 0), $a^b = -\mathtt{a}^b$, obtained by a call to `\__fp_pow_neg_aux:wNN`. Otherwise, the sign is undefined. This is invalid, unless $\mathtt{a}^b$ turns out to be $+0$ or `nan`, in which case we return that as a^b. In particular, since the underflow detection occurs before `\__fp_pow_neg:www` is called, `(-0.1)**(12345.67)` gives $+0$ rather than complaining that the sign is not defined.

```
\cs_new:Npn \__fp_pow_neg:www \s__fp \__fp_chk:w #1#2; #3; #4;
  {
    \if_case:w \__fp_pow_neg_case:w #4 ;
      \exp_after:wN \__fp_pow_neg_aux:wNN
    \or:
      \if_int_compare:w \__fp_int_eval:w #1 / 2 = 1 \exp_stop_f:
        \__fp_invalid_operation_o:Nww ^ #3; #4;
        \exp:w \exp_end_continue_f:w
        \exp_after:wN \exp_after:wN
        \exp_after:wN \__fp_use_none_until_s:w
      \fi:
    \fi:
    \__fp_exp_after_o:w
    \s__fp \__fp_chk:w #1#2;
  }
\cs_new:Npn \__fp_pow_neg_aux:wNN #1 \s__fp \__fp_chk:w #2#3
  {
    \exp_after:wN \__fp_exp_after_o:w
    \exp_after:wN \s__fp
    \exp_after:wN \__fp_chk:w
    \exp_after:wN #2
    \int_value:w \__fp_int_eval:w 2 - #3 \__fp_int_eval_end:
  }
```

(*End definition for* `\__fp_pow_neg:www` *and* `\__fp_pow_neg_aux:wNN`.)

`\__fp_pow_neg_case:w`
`\__fp_pow_neg_case_aux:nnnnn`
`\__fp_pow_neg_case_aux:Nnnw`

This function expects a floating point number, and determines its “parity”. It should be used after `\if_case:w` or in an integer expression. It gives -1 if the number is an even integer, 0 if the number is an odd integer, and 1 otherwise. Zeros and $\pm\infty$ are even (because very large finite floating points are even), while nan is a non-integer. The sign of normal numbers is irrelevant to parity. After __fp_decimate:nNnnnn the argument #1 of __fp_pow_neg_case_aux:Nnnw is a rounding digit, 0 if and only if the number was an integer, and #3 is the 8 least significant digits of that integer.

```
\cs_new:Npn \__fp_pow_neg_case:w \s__fp \__fp_chk:w #1#2#3;
  {
    \if_case:w #1 \exp_stop_f:
           -1
    \or:   \__fp_pow_neg_case_aux:nnnnn #3
    \or:   -1
    \else: 1
    \fi:
    \exp_stop_f:
  }
\cs_new:Npn \__fp_pow_neg_case_aux:nnnnn #1#2#3#4#5
  {
    \if_int_compare:w #1 > \c__fp_prec_int
      -1
    \else:
      \__fp_decimate:nNnnnn { \c__fp_prec_int - #1 }
        \__fp_pow_neg_case_aux:Nnnw
        {#2} {#3} {#4} {#5}
    \fi:
  }
\cs_new:Npn \__fp_pow_neg_case_aux:Nnnw #1#2#3#4 ;
  {
    \if_meaning:w 0 #1
      \if_int_odd:w #3 \exp_stop_f:
        0
      \else:
        -1
      \fi:
    \else:
      1
    \fi:
  }
```

(*End definition for* __fp_pow_neg_case:w *,* __fp_pow_neg_case_aux:nnnnn *, and* __fp_pow_neg_case_aux:Nnnw*.*)

33.4 Factorial

\c__fp_fact_max_arg_int The maximum integer whose factorial fits in the exponent range is 3248, as $3249! \sim 10^{10000.8}$

```
\int_const:Nn \c__fp_fact_max_arg_int { 3248 }
```

(*End definition for* \c__fp_fact_max_arg_int*.*)

__fp_fact_o:w First detect ± 0 and $+\infty$ and nan. Then note that factorial of anything with a negative sign (except -0) is undefined. Then call __fp_small_int:wTF to get an integer as the argument, and start a loop. This is not the most efficient way of computing the factorial, but it works all right. Of course we work with 24 digits instead of 16. It is easy to check that computing factorials with this precision is enough.

```
\cs_new:Npn \__fp_fact_o:w #1 \s__fp \__fp_chk:w #2#3#4; @
  {
    \if_case:w #2 \exp_stop_f:
      \__fp_case_return_o:Nw \c_one_fp
    \or:
    \or:
      \if_meaning:w 0 #3
        \exp_after:wN \__fp_case_return_same_o:w
      \fi:
    \or:
      \__fp_case_return_same_o:w
    \fi:
    \if_meaning:w 2 #3
      \__fp_case_use:nw { \__fp_invalid_operation_o:fw { fact } }
    \fi:
    \__fp_fact_pos_o:w
    \s__fp \__fp_chk:w #2 #3 #4 ;
  }
```

(*End definition for* `\__fp_fact_o:w`.)

`\__fp_fact_pos_o:w`
`\__fp_fact_int_o:w`

Then check the input is an integer, and call `\__fp_facorial_int_o:n` with that `int` as an argument. If it's too big the factorial overflows. Otherwise call `\__fp_sanitize:Nw` with a positive sign marker `0` and an integer expression that will mop up any exponent in the calculation.

```
\cs_new:Npn \__fp_fact_pos_o:w #1;
  {
    \__fp_small_int:wTF #1;
      { \__fp_fact_int_o:n }
      { \__fp_invalid_operation_o:fw { fact } #1; }
  }
\cs_new:Npn \__fp_fact_int_o:n #1
  {
    \if_int_compare:w #1 > \c__fp_fact_max_arg_int
      \__fp_case_return:nw
        {
          \exp_after:wN \exp_after:wN \exp_after:wN \__fp_overflow:w
          \exp_after:wN \c_inf_fp
        }
    \fi:
    \exp_after:wN \__fp_sanitize:Nw
    \exp_after:wN 0
    \int_value:w \__fp_int_eval:w
    \__fp_fact_loop_o:w #1 . 4 , { 1 } { } { } { } { } { } ;
  }
```

(*End definition for* `\__fp_fact_pos_o:w` *and* `\__fp_fact_int_o:w`.)

`\__fp_fact_loop_o:w`

The loop receives an integer `#1` whose factorial we want to compute, which we progressively decrement, and the result so far as an extended-precision number `#2` in the form ⟨*exponent*⟩`,`⟨*mantissa*⟩`;`. The loop goes in steps of two because we compute `#1*#1-1` as an integer expression (it must fit since `#1` is at most 3248), then multiply with the result so far. We don't need to fill in most of the mantissa with zeros because `\__fp_ep_mul:wwwwn` first normalizes the extended precision number to avoid loss of precision. When reaching a small enough number simply use a table of factorials less than 10^8. This limit is chosen because the normalization step cannot deal with larger integers.

```
\cs_new:Npn \__fp_fact_loop_o:w #1 . #2 ;
  {
    \if_int_compare:w #1 < 12 \exp_stop_f:
      \__fp_fact_small_o:w #1
    \fi:
    \exp_after:wN \__fp_ep_mul:wwwwn
    \exp_after:wN 4 \exp_after:wN ,
    \exp_after:wN { \int_value:w \__fp_int_eval:w #1 * (#1 - 1) }
    { } { } { } { } { } ;
    #2 ;
    {
      \exp_after:wN \__fp_fact_loop_o:w
      \int_value:w \__fp_int_eval:w #1 - 2 .
    }
  }
\cs_new:Npn \__fp_fact_small_o:w #1 \fi: #2 ; #3 ; #4
  {
    \fi:
    \exp_after:wN \__fp_ep_mul:wwwwn
    \exp_after:wN 4 \exp_after:wN ,
    \exp_after:wN
      {
        \int_value:w
        \if_case:w #1 \exp_stop_f:
        1 \or: 1 \or: 2 \or: 6 \or: 24 \or: 120 \or: 720 \or: 5040
        \or: 40320 \or: 362880 \or: 3628800 \or: 39916800
        \fi:
      } { } { } { } { } { } ;
    #3 ;
    \__fp_ep_to_float_o:wwN 0
  }
```

(*End definition for* `\__fp_fact_loop_o:w`.)

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34 l3fp-trig Implementation

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⟨@@=fp⟩

`\__fp_parse_word_acos:N`
`\__fp_parse_word_acosd:N`
`\__fp_parse_word_acsc:N`
`\__fp_parse_word_acscd:N`
`\__fp_parse_word_asec:N`
`\__fp_parse_word_asecd:N`
`\__fp_parse_word_asin:N`
`\__fp_parse_word_asind:N`
`\__fp_parse_word_cos:N`
`\__fp_parse_word_cosd:N`
`\__fp_parse_word_cot:N`
`\__fp_parse_word_cotd:N`
`\__fp_parse_word_csc:N`
`\__fp_parse_word_cscd:N`
`\__fp_parse_word_sec:N`
`\__fp_parse_word_secd:N`
`\__fp_parse_word_sin:N`
`\__fp_parse_word_sind:N`

Unary functions.

```
\tl_map_inline:nn
  {
    {acos} {acsc} {asec} {asin}
    {cos} {cot} {csc} {sec} {sin} {tan}
  }
  {
    \cs_new:cpx { __fp_parse_word_#1:N }
```

```
      {
        \exp_not:N \__fp_parse_unary_function:NNN
        \exp_not:c { __fp_#1_o:w }
        \exp_not:N \use_i:nn
      }
    \cs_new:cpx { __fp_parse_word_#1d:N }
      {
        \exp_not:N \__fp_parse_unary_function:NNN
        \exp_not:c { __fp_#1_o:w }
        \exp_not:N \use_ii:nn
      }
  }
```

(*End definition for* `\__fp_parse_word_acos:N` *and others.*)

`\__fp_parse_word_acot:N`
`\__fp_parse_word_acotd:N`
`\__fp_parse_word_atan:N`
`\__fp_parse_word_atand:N`

Those functions may receive a variable number of arguments.

```
\cs_new:Npn \__fp_parse_word_acot:N
  { \__fp_parse_function:NNN \__fp_acot_o:Nw \use_i:nn }
\cs_new:Npn \__fp_parse_word_acotd:N
  { \__fp_parse_function:NNN \__fp_acot_o:Nw \use_ii:nn }
\cs_new:Npn \__fp_parse_word_atan:N
  { \__fp_parse_function:NNN \__fp_atan_o:Nw \use_i:nn }
\cs_new:Npn \__fp_parse_word_atand:N
  { \__fp_parse_function:NNN \__fp_atan_o:Nw \use_ii:nn }
```

(*End definition for* `\__fp_parse_word_acot:N` *and others.*)

34.1 Direct trigonometric functions

The approach for all trigonometric functions (sine, cosine, tangent, cotangent, cosecant, and secant), with arguments given in radians or in degrees, is the same.

- Filter out special cases (± 0, $\pm\inf$ and `NaN`).
- Keep the sign for later, and work with the absolute value $|x|$ of the argument.
- Small numbers ($|x| < 1$ in radians, $|x| < 10$ in degrees) are converted to fixed point numbers (and to radians if $|x|$ is in degrees).
- For larger numbers, we need argument reduction. Subtract a multiple of $\pi/2$ (in degrees, 90) to bring the number to the range to $[0, \pi/2)$ (in degrees, $[0, 90)$).
- Reduce further to $[0, \pi/4]$ (in degrees, $[0, 45]$) using $\sin x = \cos(\pi/2 - x)$, and when working in degrees, convert to radians.
- Use the appropriate power series depending on the octant $\lfloor \frac{\mathtt{x}}{\pi/4} \rfloor \mod 8$ (in degrees, the same formula with $\pi/4 \to 45$), the sign, and the function to compute.

34.1.1 Filtering special cases

`\__fp_sin_o:w`

This function, and its analogs for `cos`, `csc`, `sec`, `tan`, and `cot` instead of `sin`, are followed either by `\use_i:nn` and a float in radians or by `\use_ii:nn` and a float in degrees. The sine of ± 0 or `NaN` is the same float. The sine of $\pm\infty$ raises an invalid operation exception with the appropriate function name. Otherwise, call the `trig` function to perform argument reduction and if necessary convert the reduced argument to radians.

Then, __fp_sin_series_o:NNwwww is called to compute the Taylor series: this function receives a sign #3, an initial octant of 0, and the function __fp_ep_to_float_o:wwN which converts the result of the series to a floating point directly rather than taking its inverse, since $\sin(x) = \#3 \sin|x|$.

```
\cs_new:Npn \__fp_sin_o:w #1 \s__fp \__fp_chk:w #2#3#4; @
  {
    \if_case:w #2 \exp_stop_f:
           \__fp_case_return_same_o:w
    \or:   \__fp_case_use:nw
             {
               \__fp_trig:NNNNNwn #1 \__fp_sin_series_o:NNwwww
                 \__fp_ep_to_float_o:wwN #3 0
             }
    \or:   \__fp_case_use:nw
             { \__fp_invalid_operation_o:fw { #1 { sin } { sind } } }
    \else: \__fp_case_return_same_o:w
    \fi:
    \s__fp \__fp_chk:w #2 #3 #4;
  }
```

(*End definition for __fp_sin_o:w.*)

__fp_cos_o:w The cosine of ± 0 is 1. The cosine of $\pm\infty$ raises an invalid operation exception. The cosine of NaN is itself. Otherwise, the trig function reduces the argument to at most half a right-angle and converts if necessary to radians. We then call the same series as for sine, but using a positive sign 0 regardless of the sign of x, and with an initial octant of 2, because $\cos(x) = +\sin(\pi/2 + |x|)$.

```
\cs_new:Npn \__fp_cos_o:w #1 \s__fp \__fp_chk:w #2#3; @
  {
    \if_case:w #2 \exp_stop_f:
           \__fp_case_return_o:Nw \c_one_fp
    \or:   \__fp_case_use:nw
             {
               \__fp_trig:NNNNNwn #1 \__fp_sin_series_o:NNwwww
                 \__fp_ep_to_float_o:wwN 0 2
             }
    \or:   \__fp_case_use:nw
             { \__fp_invalid_operation_o:fw { #1 { cos } { cosd } } }
    \else: \__fp_case_return_same_o:w
    \fi:
    \s__fp \__fp_chk:w #2 #3;
  }
```

(*End definition for __fp_cos_o:w.*)

__fp_csc_o:w The cosecant of ± 0 is $\pm\infty$ with the same sign, with a division by zero exception (see __fp_cot_zero_o:Nfw defined below), which requires the function name. The cosecant of $\pm\infty$ raises an invalid operation exception. The cosecant of NaN is itself. Otherwise, the trig function performs the argument reduction, and converts if necessary to radians before calling the same series as for sine, using the sign #3, a starting octant of 0, and inverting during the conversion from the fixed point sine to the floating point result, because $\csc(x) = \#3\big(\sin|x|\big)^{-1}$.

```
\cs_new:Npn \__fp_csc_o:w #1 \s__fp \__fp_chk:w #2#3#4; @
```

```
  {
    \if_case:w #2 \exp_stop_f:
           \__fp_cot_zero_o:Nfw #3 { #1 { csc } { cscd } }
    \or:   \__fp_case_use:nw
             {
               \__fp_trig:NNNNNwn #1 \__fp_sin_series_o:NNwwww
                 \__fp_ep_inv_to_float_o:wwN #3 0
             }
    \or:   \__fp_case_use:nw
             { \__fp_invalid_operation_o:fw { #1 { csc } { cscd } } }
    \else: \__fp_case_return_same_o:w
    \fi:
    \s__fp \__fp_chk:w #2 #3 #4;
  }
```

(*End definition for* `\__fp_csc_o:w`.)

`\__fp_sec_o:w` The secant of ± 0 is 1. The secant of $\pm\infty$ raises an invalid operation exception. The secant of `NaN` is itself. Otherwise, the `trig` function reduces the argument and turns it to radians before calling the same series as for sine, using a positive sign 0, a starting octant of 2, and inverting upon conversion, because $\sec(x) = +1/\sin(\pi/2 + |x|)$.

```
\cs_new:Npn \__fp_sec_o:w #1 \s__fp \__fp_chk:w #2#3; @
  {
    \if_case:w #2 \exp_stop_f:
           \__fp_case_return_o:Nw \c_one_fp
    \or:   \__fp_case_use:nw
             {
               \__fp_trig:NNNNNwn #1 \__fp_sin_series_o:NNwwww
                 \__fp_ep_inv_to_float_o:wwN 0 2
             }
    \or:   \__fp_case_use:nw
             { \__fp_invalid_operation_o:fw { #1 { sec } { secd } } }
    \else: \__fp_case_return_same_o:w
    \fi:
    \s__fp \__fp_chk:w #2 #3;
  }
```

(*End definition for* `\__fp_sec_o:w`.)

`\__fp_tan_o:w` The tangent of ± 0 or `NaN` is the same floating point number. The tangent of $\pm\infty$ raises an invalid operation exception. Once more, the `trig` function does the argument reduction step and conversion to radians before calling `\__fp_tan_series_o:NNwwww`, with a sign `#3` and an initial octant of 1 (this shift is somewhat arbitrary). See `\__fp_cot_o:w` for an explanation of the 0 argument.

```
\cs_new:Npn \__fp_tan_o:w #1 \s__fp \__fp_chk:w #2#3#4; @
  {
    \if_case:w #2 \exp_stop_f:
           \__fp_case_return_same_o:w
    \or:   \__fp_case_use:nw
             {
               \__fp_trig:NNNNNwn #1
                 \__fp_tan_series_o:NNwwww 0 #3 1
             }
    \or:   \__fp_case_use:nw
```

```
              { \__fp_invalid_operation_o:fw { #1 { tan } { tand } } }
    \else: \__fp_case_return_same_o:w
    \fi:
    \s__fp \__fp_chk:w #2 #3 #4;
  }
```

(*End definition for* `\__fp_tan_o:w`.)

`\__fp_cot_o:w`
`\__fp_cot_zero_o:Nfw`

The cotangent of ± 0 is $\pm\infty$ with the same sign, with a division by zero exception (see `\__fp_cot_zero_o:Nfw`. The cotangent of $\pm\infty$ raises an invalid operation exception. The cotangent of `NaN` is itself. We use $\cot x = -\tan(\pi/2 + x)$, and the initial octant for the tangent was chosen to be 1, so the octant here starts at 3. The change in sign is obtained by feeding `\__fp_tan_series_o:NNwwww` two signs rather than just the sign of the argument: the first of those indicates whether we compute tangent or cotangent. Those signs are eventually combined.

```
\cs_new:Npn \__fp_cot_o:w #1 \s__fp \__fp_chk:w #2#3#4; @
  {
    \if_case:w #2 \exp_stop_f:
           \__fp_cot_zero_o:Nfw #3 { #1 { cot } { cotd } }
    \or:   \__fp_case_use:nw
             {
               \__fp_trig:NNNNNwn #1
                 \__fp_tan_series_o:NNwwww 2 #3 3
             }
    \or:   \__fp_case_use:nw
             { \__fp_invalid_operation_o:fw { #1 { cot } { cotd } } }
    \else: \__fp_case_return_same_o:w
    \fi:
    \s__fp \__fp_chk:w #2 #3 #4;
  }
\cs_new:Npn \__fp_cot_zero_o:Nfw #1#2#3 \fi:
  {
    \fi:
    \token_if_eq_meaning:NNTF 0 #1
      { \exp_args:NNf \__fp_division_by_zero_o:Nnw \c_inf_fp }
      { \exp_args:NNf \__fp_division_by_zero_o:Nnw \c_minus_inf_fp }
    {#2}
  }
```

(*End definition for* `\__fp_cot_o:w` *and* `\__fp_cot_zero_o:Nfw`.)

34.1.2 Distinguishing small and large arguments

`\__fp_trig:NNNNNwn`

The first argument is `\use_i:nn` if the operand is in radians and `\use_ii:nn` if it is in degrees. Arguments `#2` to `#5` control what trigonometric function we compute, and `#6` to `#8` are pieces of a normal floating point number. Call the `_series` function `#2`, with arguments `#3`, either a conversion function (`\__fp_ep_to_float_o:wN` or `\__fp_ep_inv_to_float_o:wN`) or a sign 0 or 2 when computing tangent or cotangent; `#4`, a sign 0 or 2; the octant, computed in an integer expression starting with `#5` and stopped by a period; and a fixed point number obtained from the floating point number by argument reduction (if necessary) and conversion to radians (if necessary). Any argument reduction adjusts the octant accordingly by leaving a (positive) shift into its integer expression. Let us explain the integer comparison. Two of the four `\exp_after:wN` are expanded, the expansion hits the test, which is true if the float is at least 1 when working in radians, and at least 10 when working in degrees. Then one of the remaining `\exp_after:wN` hits `#1`, which picks the `trig` or `trigd` function in whichever branch of the conditional was taken. The final `\exp_after:wN` closes the conditional. At the end of the day, a number is `large` if it is ≥ 1 in radians or ≥ 10 in degrees, and `small` otherwise. All four `trig`/`trigd` auxiliaries receive the operand as an extended-precision number.

```
\cs_new:Npn \__fp_trig:NNNNNwn #1#2#3#4#5 \s__fp \__fp_chk:w 1#6#7#8;
  {
    \exp_after:wN #2
    \exp_after:wN #3
    \exp_after:wN #4
    \int_value:w \__fp_int_eval:w #5
      \exp_after:wN \exp_after:wN \exp_after:wN \exp_after:wN
      \if_int_compare:w #7 > #1 0 1 \exp_stop_f:
        #1 \__fp_trig_large:ww \__fp_trigd_large:ww
      \else:
        #1 \__fp_trig_small:ww \__fp_trigd_small:ww
      \fi:
    #7,#8{0000}{0000};
  }
```

(*End definition for* `\__fp_trig:NNNNNwn`.)

34.1.3 Small arguments

`\__fp_trig_small:ww`

This receives a small extended-precision number in radians and converts it to a fixed point number. Some trailing digits may be lost in the conversion, so we keep the original floating point number around: when computing sine or tangent (or their inverses), the last step is to multiply by the floating point number (as an extended-precision number) rather than the fixed point number. The period serves to end the integer expression for the octant.

```
\cs_new:Npn \__fp_trig_small:ww #1,#2;
  { \__fp_ep_to_fixed:wwn #1,#2; . #1,#2; }
```

(*End definition for* `\__fp_trig_small:ww`.)

`\__fp_trigd_small:ww`

Convert the extended-precision number to radians, then call `\__fp_trig_small:ww` to massage it in the form appropriate for the `_series` auxiliary.

```
\cs_new:Npn \__fp_trigd_small:ww #1,#2;
  {
    \__fp_ep_mul_raw:wwwwN
      -1,{1745}{3292}{5199}{4329}{5769}{2369}; #1,#2;
    \__fp_trig_small:ww
  }
```

(*End definition for* `\__fp_trigd_small:ww`.)

34.1.4 Argument reduction in degrees

`\__fp_trigd_large:ww`
`\__fp_trigd_large_auxi:nnnnwNNNN`
`\__fp_trigd_large_auxii:wNw`
`\__fp_trigd_large_auxiii:www`

Note that $25 \times 360 = 9000$, so $10^{k+1} \equiv 10^k \pmod{360}$ for $k \geq 3$. When the exponent `#1` is very large, we can thus safely replace it by 22 (or even 19). We turn the floating point number into a fixed point number with two blocks of 8 digits followed by five blocks of 4 digits. The original float is $100 \times \langle block_1 \rangle \cdots \langle block_3 \rangle . \langle block_4 \rangle \cdots \langle block_7 \rangle$, or is equal to it modulo 360 if the exponent `#1` is very large. The first auxiliary finds $\langle block_1 \rangle + \langle block_2 \rangle$ (mod 9), a single digit, and prepends it to the 4 digits of $\langle block_3 \rangle$. It also unpacks $\langle block_4 \rangle$ and grabs the 4 digits of $\langle block_7 \rangle$. The second auxiliary grabs the $\langle block_3 \rangle$ plus any contribution from the first two blocks as `#1`, the first digit of $\langle block_4 \rangle$ (just after the decimal point in hundreds of degrees) as `#2`, and the three other digits as `#3`. It finds the quotient and remainder of `#1#2` modulo 9, adds twice the quotient to the integer expression for the octant, and places the remainder (between 0 and 8) before `#3` to form a new $\langle block_4 \rangle$. The resulting fixed point number is $x \in [0, 0.9]$. If $x \geq 0.45$, we add 1 to the octant and feed $0.9 - x$ with an exponent of 2 (to compensate the fact that we are working in units of hundreds of degrees rather than degrees) to `\__fp_trigd_small:ww`. Otherwise, we feed it x with an exponent of 2. The third auxiliary also discards digits which were not packed into the various $\langle blocks \rangle$. Since the original exponent `#1` is at least 2, those are all 0 and no precision is lost (`#6` and `#7` are four 0 each).

```
\cs_new:Npn \__fp_trigd_large:ww #1, #2#3#4#5#6#7;
  {
    \exp_after:wN \__fp_pack_eight:wNNNNNNNN
    \exp_after:wN \__fp_pack_eight:wNNNNNNNN
    \exp_after:wN \__fp_pack_twice_four:wNNNNNNNN
    \exp_after:wN \__fp_pack_twice_four:wNNNNNNNN
    \exp_after:wN \__fp_trigd_large_auxi:nnnnwNNNN
    \exp_after:wN ;
    \exp:w \exp_end_continue_f:w
    \prg_replicate:nn { \int_max:nn { 22 - #1 } { 0 } } { 0 }
    #2#3#4#5#6#7 0000 0000 0000 !
  }
\cs_new:Npn \__fp_trigd_large_auxi:nnnnwNNNN #1#2#3#4#5; #6#7#8#9
  {
    \exp_after:wN \__fp_trigd_large_auxii:wNw
    \int_value:w \__fp_int_eval:w #1 + #2
      - (#1 + #2 - 4) / 9 * 9 \__fp_int_eval_end:
    #3;
    #4; #5{#6#7#8#9};
  }
\cs_new:Npn \__fp_trigd_large_auxii:wNw #1; #2#3;
  {
    + (#1#2 - 4) / 9 * 2
    \exp_after:wN \__fp_trigd_large_auxiii:www
    \int_value:w \__fp_int_eval:w #1#2
      - (#1#2 - 4) / 9 * 9 \__fp_int_eval_end: #3 ;
  }
\cs_new:Npn \__fp_trigd_large_auxiii:www #1; #2; #3!
  {
    \if_int_compare:w #1 < 4500 \exp_stop_f:
      \exp_after:wN \__fp_use_i_until_s:nw
      \exp_after:wN \__fp_fixed_continue:wn
    \else:
      + 1
    \fi:
    \__fp_fixed_sub:wwn {9000}{0000}{0000}{0000}{0000}{0000};
      {#1}#2{0000}{0000};
    { \__fp_trigd_small:ww 2, }
  }
```

(*End definition for* `\__fp_trigd_large:ww` *and others.*)

34.1.5 Argument reduction in radians

Arguments greater or equal to 1 need to be reduced to a range where we only need a few terms of the Taylor series. We reduce to the range $[0, 2\pi]$ by subtracting multiples of 2π, then to the smaller range $[0, \pi/2]$ by subtracting multiples of $\pi/2$ (keeping track of how many times $\pi/2$ is subtracted), then to $[0, \pi/4]$ by mapping $x \to \pi/2 - x$ if appropriate. When the argument is very large, say, 10^{100}, an equally large multiple of 2π must be subtracted, hence we must work with a very good approximation of 2π in order to get a sensible remainder modulo 2π.

Specifically, we multiply the argument by an approximation of $1/(2\pi)$ with 10048 digits, then discard the integer part of the result, keeping 52 digits of the fractional part. From the fractional part of $x/(2\pi)$ we deduce the octant (quotient of the first three digits by 125). We then multiply by 8 or -8 (the latter when the octant is odd), ignore any integer part (related to the octant), and convert the fractional part to an extended precision number, before multiplying by $\pi/4$ to convert back to a value in radians in $[0, \pi/4]$.

It is possible to prove that given the precision of floating points and their range of exponents, the 52 digits may start at most with 24 zeros. The 5 last digits are affected by carries from computations which are not done, hence we are left with at least $52 - 24 - 5 = 23$ significant digits, enough to round correctly up to $0.6 \cdot \mathrm{ulp}$ in all cases.

`\c__fp_trig_intarray` This integer array stores blocks of 8 decimals of $10^{-16}/(2\pi)$. Each entry is 10^8 plus an 8 digit number storing 8 decimals. In total we store 10112 decimals of $10^{-16}/(2\pi)$. The number of decimals we really need is the maximum exponent plus the number of digits we later need, 52, plus 12 ($4-1$ groups of 4 digits). The memory footprint (1/2 byte per digit) is the same as an earlier method of storing the data as a control sequence name, but the major advantage is that we can unpack specific subsets of the digits without unpacking the 10112 decimals.

```
\intarray_const_from_clist:Nn \c__fp_trig_intarray
  {
    100000000, 100000000, 115915494, 130918953, 135768883, 176337251,
    143620344, 159645740, 145644874, 176673440, 158896797, 163422653,
    150901138, 102766253, 108595607, 128427267, 157958036, 189291184,
    161145786, 152877967, 141073169, 198392292, 139966937, 140907757,
    130777463, 196925307, 168871739, 128962173, 197661693, 136239024,
    117236290, 111832380, 111422269, 197557159, 140461890, 108690267,
    139561204, 189410936, 193784408, 155287230, 199946443, 140024867,
    123477394, 159610898, 132309678, 130749061, 166986462, 180469944,
    186521878, 181574786, 156696424, 110389958, 174139348, 160998386,
    180991999, 162442875, 158517117, 188584311, 117518767, 116054654,
    175369880, 109739460, 136475933, 137680593, 102494496, 163530532,
    171567755, 103220324, 177781639, 171660229, 146748119, 159816584,
    106060168, 103035998, 113391198, 174988327, 186654435, 127975507,
    100162406, 177564388, 184957131, 108801221, 199376147, 168137776,
    147378906, 133068046, 145797848, 117613124, 127314069, 196077502,
    145002977, 159857089, 105690279, 167851315, 125210016, 131774602,
    109248116, 106240561, 145620314, 164840892, 148459191, 143521157,
    154075562, 100871526, 160680221, 171591407, 157474582, 172259774,
    162853998, 175155329, 139081398, 117724093, 158254797, 107332871,
    190406999, 175907657, 170784934, 170393589, 182808717, 134256403,
```

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176196993, 107341038, 199957869, 118905980, 193737772, 106187543,
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153181535, 144003840, 168987471, 176915887, 163190966, 150696440,
147769706, 187683656, 177810477, 197954503, 153395758, 130188183,
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    110348701, 139928688, 153550062, 106151434, 130786653, 196085995,
    100587149, 139141652, 106530207, 100852656, 124074703, 166073660,
    153338052, 163766757, 120188394, 197277047, 122215363, 138511354,
    183463624, 161985542, 159938719, 133367482, 104220974, 149956672,
    170250544, 164232439, 157506869, 159133019, 137469191, 142980999,
    134242305, 150172665, 121209241, 145596259, 160554427, 159095199,
    168243130, 184279693, 171132070, 121049823, 123819574, 171759855,
    119501864, 163094029, 175943631, 194450091, 191506160, 149228764,
    132319212, 197034460, 193584259, 126727638, 168143633, 109856853,
    127860243, 132141052, 133076065, 188414958, 158718197, 107124299,
    159592267, 181172796, 144388537, 196763139, 127431422, 179531145,
    100064922, 112650013, 132686230, 121550837,
  }
```

(*End definition for* `\c__fp_trig_intarray`.)

`\__fp_trig_large:ww`
`\__fp_trig_large_auxi:w`
`\__fp_trig_large_auxii:w`
`\__fp_trig_large_auxiii:w`

The exponent `#1` is between 1 and 10000. We wish to look up decimals $10^{\#1-16}/(2\pi)$ starting from the digit $\#1+1$. Since they are stored in batches of 8, compute $\lfloor \#1/8 \rfloor$ and fetch blocks of 8 digits starting there. The numbering of items in `\c__fp_trig_intarray` starts at 1, so the block $\lfloor \#1/8 \rfloor + 1$ contains the digit we want, at one of the eight positions. Each call to `\int_value:w \__kernel_intarray_item:Nn` expands the next, until being stopped by `\__fp_trig_large_auxiii:w` using `\exp_stop_f:`. Once all these blocks are unpacked, the `\exp_stop_f:` and 0 to 7 digits are removed by `\use_none:n...n`. Finally, `\__fp_trig_large_auxii:w` packs 64 digits (there are between 65 and 72 at this point) into groups of 4 and the `auxv` auxiliary is called.

```
\cs_new:Npn \__fp_trig_large:ww #1, #2#3#4#5#6;
  {
    \exp_after:wN \__fp_trig_large_auxi:w
    \int_value:w \__fp_int_eval:w (#1 - 4) / 8 \exp_after:wN ,
    \int_value:w #1 , ;
    {#2}{#3}{#4}{#5} ;
  }
\cs_new:Npn \__fp_trig_large_auxi:w #1, #2,
  {
    \exp_after:wN \exp_after:wN
    \exp_after:wN \__fp_trig_large_auxii:w
    \cs:w
```

```
      use_none:n \prg_replicate:nn { #2 - #1 * 8 } { n }
      \exp_after:wN
    \cs_end:
    \int_value:w
    \__kernel_intarray_item:Nn \c__fp_trig_intarray
      { \__fp_int_eval:w #1 + 1 \scan_stop: }
    \exp_after:wN \__fp_trig_large_auxiii:w \int_value:w
    \__kernel_intarray_item:Nn \c__fp_trig_intarray
      { \__fp_int_eval:w #1 + 2 \scan_stop: }
    \exp_after:wN \__fp_trig_large_auxiii:w \int_value:w
    \__kernel_intarray_item:Nn \c__fp_trig_intarray
      { \__fp_int_eval:w #1 + 3 \scan_stop: }
    \exp_after:wN \__fp_trig_large_auxiii:w \int_value:w
    \__kernel_intarray_item:Nn \c__fp_trig_intarray
      { \__fp_int_eval:w #1 + 4 \scan_stop: }
    \exp_after:wN \__fp_trig_large_auxiii:w \int_value:w
    \__kernel_intarray_item:Nn \c__fp_trig_intarray
      { \__fp_int_eval:w #1 + 5 \scan_stop: }
    \exp_after:wN \__fp_trig_large_auxiii:w \int_value:w
    \__kernel_intarray_item:Nn \c__fp_trig_intarray
      { \__fp_int_eval:w #1 + 6 \scan_stop: }
    \exp_after:wN \__fp_trig_large_auxiii:w \int_value:w
    \__kernel_intarray_item:Nn \c__fp_trig_intarray
      { \__fp_int_eval:w #1 + 7 \scan_stop: }
    \exp_after:wN \__fp_trig_large_auxiii:w \int_value:w
    \__kernel_intarray_item:Nn \c__fp_trig_intarray
      { \__fp_int_eval:w #1 + 8 \scan_stop: }
    \exp_after:wN \__fp_trig_large_auxiii:w \int_value:w
    \__kernel_intarray_item:Nn \c__fp_trig_intarray
      { \__fp_int_eval:w #1 + 9 \scan_stop: }
    \exp_stop_f:
  }
\cs_new:Npn \__fp_trig_large_auxii:w
  {
    \__fp_pack_twice_four:wNNNNNNNN \__fp_pack_twice_four:wNNNNNNNN
    \__fp_pack_twice_four:wNNNNNNNN \__fp_pack_twice_four:wNNNNNNNN
    \__fp_pack_twice_four:wNNNNNNNN \__fp_pack_twice_four:wNNNNNNNN
    \__fp_pack_twice_four:wNNNNNNNN \__fp_pack_twice_four:wNNNNNNNN
    \__fp_trig_large_auxv:www ;
  }
\cs_new:Npn \__fp_trig_large_auxiii:w 1 { \exp_stop_f: }
```

(*End definition for* `\__fp_trig_large:ww` *and others.*)

`\__fp_trig_large_auxv:www`
`\__fp_trig_large_auxvi:wnnnnnnnn`
`\__fp_trig_large_pack:NNNNNw`

First come the first 64 digits of the fractional part of $10^{\#1-16}/(2\pi)$, arranged in 16 blocks of 4, and ending with a semicolon. Then a few more digits of the same fractional part, ending with a semicolon, then 4 blocks of 4 digits holding the significand of the original argument. Multiply the 16-digit significand with the 64-digit fractional part: the `auxvi` auxiliary receives the significand as `#2#3#4#5` and 16 digits of the fractional part as `#6#7#8#9`, and computes one step of the usual ladder of `pack` functions we use for multiplication (see *e.g.,* `\__fp_fixed_mul:wwn`), then discards one block of the fractional part to set things up for the next step of the ladder. We perform 13 such steps, replacing the last `middle` shift by the appropriate `trailing` shift, then discard the significand and remaining 3 blocks from the fractional part, as there are not enough digits to compute any more step in the ladder. The last semicolon closes the ladder, and we return control to the `auxvii` auxiliary.

```
\cs_new:Npn \__fp_trig_large_auxv:www #1; #2; #3;
  {
    \exp_after:wN \__fp_use_i_until_s:nw
    \exp_after:wN \__fp_trig_large_auxvii:w
    \int_value:w \__fp_int_eval:w \c__fp_leading_shift_int
      \prg_replicate:nn { 13 }
        { \__fp_trig_large_auxvi:wnnnnnnnn }
      + \c__fp_trailing_shift_int - \c__fp_middle_shift_int
      \__fp_use_i_until_s:nw
      ; #3 #1 ; ;
  }
\cs_new:Npn \__fp_trig_large_auxvi:wnnnnnnnn #1; #2#3#4#5#6#7#8#9
  {
    \exp_after:wN \__fp_trig_large_pack:NNNNNw
    \int_value:w \__fp_int_eval:w \c__fp_middle_shift_int
      + #2*#9 + #3*#8 + #4*#7 + #5*#6
      #1; {#2}{#3}{#4}{#5} {#7}{#8}{#9}
  }
\cs_new:Npn \__fp_trig_large_pack:NNNNNw #1#2#3#4#5#6;
  { + #1#2#3#4#5 ; #6 }
```

(*End definition for* `\__fp_trig_large_auxv:www`*,* `\__fp_trig_large_auxvi:wnnnnnnnn`*, and* `\__fp_-trig_large_pack:NNNNNw`*.*)

`\__fp_trig_large_auxvii:w`
`\__fp_trig_large_auxviii:w`
`\__fp_trig_large_auxix:Nw`
`\__fp_trig_large_auxx:wNNNNN`
`\__fp_trig_large_auxxi:w`

The `auxvii` auxiliary is followed by 52 digits and a semicolon. We find the octant as the integer part of 8 times what follows, or equivalently as the integer part of `#1#2#3`/125, and add it to the surrounding integer expression for the octant. We then compute 8 times the 52-digit number, with a minus sign if the octant is odd. Again, the last `middle` shift is converted to a `trailing` shift. Any integer part (including negative values which come up when the octant is odd) is discarded by `\__fp_use_i_until_s:nw`. The resulting fractional part should then be converted to radians by multiplying by $2\pi/8$, but first, build an extended precision number by abusing `\__fp_ep_to_ep_loop:N` with the appropriate trailing markers. Finally, `\__fp_trig_small:ww` sets up the argument for the functions which compute the Taylor series.

```
\cs_new:Npn \__fp_trig_large_auxvii:w #1#2#3
  {
    \exp_after:wN \__fp_trig_large_auxviii:ww
    \int_value:w \__fp_int_eval:w (#1#2#3 - 62) / 125 ;
    #1#2#3
  }
\cs_new:Npn \__fp_trig_large_auxviii:ww #1;
  {
    + #1
    \if_int_odd:w #1 \exp_stop_f:
      \exp_after:wN \__fp_trig_large_auxix:Nw
      \exp_after:wN -
    \else:
      \exp_after:wN \__fp_trig_large_auxix:Nw
      \exp_after:wN +
    \fi:
  }
```

```
\cs_new:Npn \__fp_trig_large_auxix:Nw
  {
    \exp_after:wN \__fp_use_i_until_s:nw
    \exp_after:wN \__fp_trig_large_auxxi:w
    \int_value:w \__fp_int_eval:w \c__fp_leading_shift_int
      \prg_replicate:nn { 13 }
        { \__fp_trig_large_auxx:wNNNNN }
      + \c__fp_trailing_shift_int - \c__fp_middle_shift_int
      ;
  }
\cs_new:Npn \__fp_trig_large_auxx:wNNNNN #1; #2 #3#4#5#6
  {
    \exp_after:wN \__fp_trig_large_pack:NNNNNw
    \int_value:w \__fp_int_eval:w \c__fp_middle_shift_int
      #2 8 * #3#4#5#6
      #1; #2
  }
\cs_new:Npn \__fp_trig_large_auxxi:w #1;
  {
    \exp_after:wN \__fp_ep_mul_raw:wwwwN
    \int_value:w \__fp_int_eval:w 0 \__fp_ep_to_ep_loop:N #1 ; ; !
    0,{7853}{9816}{3397}{4483}{0961}{5661};
    \__fp_trig_small:ww
  }
```

(*End definition for* `\__fp_trig_large_auxvii:w` *and others.*)

34.1.6 Computing the power series

`\__fp_sin_series_o:NNwwww`
`\__fp_sin_series_aux_o:NNnwww`

Here we receive a conversion function `\__fp_ep_to_float_o:wwN` or `\__fp_ep_inv_to_float_o:wwN`, a ⟨*sign*⟩ (0 or 2), a (non-negative) ⟨*octant*⟩ delimited by a dot, a ⟨*fixed point*⟩ number delimited by a semicolon, and an extended-precision number. The auxiliary receives:

- the conversion function `#1`;
- the final sign, which depends on the octant `#3` and the sign `#2`;
- the octant `#3`, which controls the series we use;
- the square `#4 * #4` of the argument as a fixed point number, computed with `\__fp_fixed_mul:wwn`;
- the number itself as an extended-precision number.

If the octant is in $\{1, 2, 5, 6, \dots\}$, we are near an extremum of the function and we use the series

$$\cos(x) = 1 - x^2\left(\frac{1}{2!} - x^2\left(\frac{1}{4!} - x^2\left(\cdots\right)\right)\right).$$

Otherwise, the series

$$\sin(x) = x\left(1 - x^2\left(\frac{1}{3!} - x^2\left(\frac{1}{5!} - x^2\left(\cdots\right)\right)\right)\right)$$

is used. Finally, the extended-precision number is converted to a floating point number with the given sign, and `\__fp_sanitize:Nw` checks for overflow and underflow.

```
\cs_new:Npn \__fp_sin_series_o:NNwwww #1#2#3. #4;
  {
    \__fp_fixed_mul:wwn #4; #4;
    {
      \exp_after:wN \__fp_sin_series_aux_o:NNnwww
      \exp_after:wN #1
      \int_value:w
        \if_int_odd:w \__fp_int_eval:w (#3 + 2) / 4 \__fp_int_eval_end:
          #2
        \else:
          \if_meaning:w #2 0 2 \else: 0 \fi:
        \fi:
      {#3}
    }
  }
\cs_new:Npn \__fp_sin_series_aux_o:NNnwww #1#2#3 #4; #5,#6;
  {
    \if_int_odd:w \__fp_int_eval:w #3 / 2 \__fp_int_eval_end:
      \exp_after:wN \use_i:nn
    \else:
      \exp_after:wN \use_ii:nn
    \fi:
    { % 1/18!
      \__fp_fixed_mul_sub_back:wwwn    {0000}{0000}{0000}{0001}{5619}{2070};
                                    #4;{0000}{0000}{0000}{0477}{9477}{3324};
      \__fp_fixed_mul_sub_back:wwwn #4;{0000}{0000}{0011}{4707}{4559}{7730};
      \__fp_fixed_mul_sub_back:wwwn #4;{0000}{0000}{2087}{6756}{9878}{6810};
      \__fp_fixed_mul_sub_back:wwwn #4;{0000}{0027}{5573}{1922}{3985}{8907};
      \__fp_fixed_mul_sub_back:wwwn #4;{0000}{2480}{1587}{3015}{8730}{1587};
      \__fp_fixed_mul_sub_back:wwwn #4;{0013}{8888}{8888}{8888}{8888}{8889};
      \__fp_fixed_mul_sub_back:wwwn #4;{0416}{6666}{6666}{6666}{6666}{6667};
      \__fp_fixed_mul_sub_back:wwwn #4;{5000}{0000}{0000}{0000}{0000}{0000};
      \__fp_fixed_mul_sub_back:wwwn#4;{10000}{0000}{0000}{0000}{0000}{0000};
      { \__fp_fixed_continue:wn 0, }
    }
    { % 1/17!
      \__fp_fixed_mul_sub_back:wwwn    {0000}{0000}{0000}{0028}{1145}{7254};
                                    #4;{0000}{0000}{0000}{7647}{1637}{3182};
      \__fp_fixed_mul_sub_back:wwwn #4;{0000}{0000}{0160}{5904}{3836}{8216};
      \__fp_fixed_mul_sub_back:wwwn #4;{0000}{0002}{5052}{1083}{8544}{1719};
      \__fp_fixed_mul_sub_back:wwwn #4;{0000}{0275}{5731}{9223}{9858}{9065};
      \__fp_fixed_mul_sub_back:wwwn #4;{0001}{9841}{2698}{4126}{9841}{2698};
      \__fp_fixed_mul_sub_back:wwwn #4;{0083}{3333}{3333}{3333}{3333}{3333};
      \__fp_fixed_mul_sub_back:wwwn #4;{1666}{6666}{6666}{6666}{6666}{6667};
      \__fp_fixed_mul_sub_back:wwwn#4;{10000}{0000}{0000}{0000}{0000}{0000};
      { \__fp_ep_mul:wwwwn 0, } #5,#6;
    }
    {
      \exp_after:wN \__fp_sanitize:Nw
      \exp_after:wN #2
      \int_value:w \__fp_int_eval:w #1
    }
```

```
    #2
  }
```

(*End definition for* `\__fp_sin_series_o:NNwwww` *and* `\__fp_sin_series_aux_o:NNnwww`.)

`\__fp_tan_series_o:NNwwww`
`\__fp_tan_series_aux_o:Nnwww`

Contrarily to `\__fp_sin_series_o:NNwwww` which received a conversion auxiliary as `#1`, here, `#1` is 0 for tangent and 2 for cotangent. Consider first the case of the tangent. The octant `#3` starts at 1, which means that it is 1 or 2 for $|x| \in [0, \pi/2]$, it is 3 or 4 for $|x| \in [\pi/2, \pi]$, and so on: the intervals on which $\tan|x| \geq 0$ coincide with those for which $\lfloor(\#3+1)/2\rfloor$ is odd. We also have to take into account the original sign of x to get the sign of the final result; it is straightforward to check that the first `\int_value:w` expansion produces 0 for a positive final result, and 2 otherwise. A similar story holds for $\cot(x)$.

The auxiliary receives the sign, the octant, the square of the (reduced) input, and the (reduced) input (an extended-precision number) as arguments. It then computes the numerator and denominator of

$$\tan(x) \simeq \frac{x(1 - x^2(a_1 - x^2(a_2 - x^2(a_3 - x^2(a_4 - x^2 a_5)))))}{1 - x^2(b_1 - x^2(b_2 - x^2(b_3 - x^2(b_4 - x^2 b_5))))}.$$

The ratio is computed by `\__fp_ep_div:wwwwn`, then converted to a floating point number. For octants `#3` (really, quadrants) next to a pole of the functions, the fixed point numerator and denominator are exchanged before computing the ratio. Note that this `\if_int_odd:w` test relies on the fact that the octant is at least 1.

```
\cs_new:Npn \__fp_tan_series_o:NNwwww #1#2#3. #4;
  {
    \__fp_fixed_mul:wwn #4; #4;
    {
      \exp_after:wN \__fp_tan_series_aux_o:Nnwww
      \int_value:w
        \if_int_odd:w \__fp_int_eval:w #3 / 2 \__fp_int_eval_end:
          \exp_after:wN \reverse_if:N
        \fi:
        \if_meaning:w #1#2 2 \else: 0 \fi:
      {#3}
    }
  }
\cs_new:Npn \__fp_tan_series_aux_o:Nnwww #1 #2 #3; #4,#5;
  {
    \__fp_fixed_mul_sub_back:wwwn     {0000}{0000}{1527}{3493}{0856}{7059};
                              #3; {0000}{0159}{6080}{0274}{5257}{6472};
    \__fp_fixed_mul_sub_back:wwwn #3; {0002}{4571}{2320}{0157}{2558}{8481};
    \__fp_fixed_mul_sub_back:wwwn #3; {0115}{5830}{7533}{5397}{3168}{2147};
    \__fp_fixed_mul_sub_back:wwwn #3; {1929}{8245}{6140}{3508}{7719}{2982};
    \__fp_fixed_mul_sub_back:wwwn #3;{10000}{0000}{0000}{0000}{0000}{0000};
    { \__fp_ep_mul:wwwwn 0, } #4,#5;
    {
      \__fp_fixed_mul_sub_back:wwwn    {0000}{0007}{0258}{0681}{9408}{4706};
                                #3;{0000}{2343}{7175}{1399}{6151}{7670};
      \__fp_fixed_mul_sub_back:wwwn #3;{0019}{2638}{4588}{9232}{8861}{3691};
      \__fp_fixed_mul_sub_back:wwwn #3;{0536}{6357}{0691}{4344}{6852}{4252};
      \__fp_fixed_mul_sub_back:wwwn #3;{5263}{1578}{9473}{6842}{1052}{6315};
      \__fp_fixed_mul_sub_back:wwwn#3;{10000}{0000}{0000}{0000}{0000}{0000};
```

```
      {
        \reverse_if:N \if_int_odd:w
            \__fp_int_eval:w (#2 - 1) / 2 \__fp_int_eval_end:
          \exp_after:wN \__fp_reverse_args:Nww
        \fi:
        \__fp_ep_div:wwwwn 0,
      }
    }
    {
      \exp_after:wN \__fp_sanitize:Nw
      \exp_after:wN #1
      \int_value:w \__fp_int_eval:w \__fp_ep_to_float_o:wwN
    }
    #1
}
```

(*End definition for* `\__fp_tan_series_o:NNwwww` *and* `\__fp_tan_series_aux_o:Nnwww`.)

34.2 Inverse trigonometric functions

All inverse trigonometric functions (arcsine, arccosine, arctangent, arccotangent, arccosecant, and arcsecant) are based on a function often denoted `atan2`. This function is accessed directly by feeding two arguments to arctangent, and is defined by $\operatorname{atan}(y, x) = \operatorname{atan}(y/x)$ for generic y and x. Its advantages over the conventional arctangent is that it takes values in $[-\pi, \pi]$ rather than $[-\pi/2, \pi/2]$, and that it is better behaved in boundary cases. Other inverse trigonometric functions are expressed in terms of atan as

$$\operatorname{acos} x = \operatorname{atan}(\sqrt{1-x^2}, x) \tag{5}$$

$$\operatorname{asin} x = \operatorname{atan}(x, \sqrt{1-x^2}) \tag{6}$$

$$\operatorname{asec} x = \operatorname{atan}(\sqrt{x^2-1}, 1) \tag{7}$$

$$\operatorname{acsc} x = \operatorname{atan}(1, \sqrt{x^2-1}) \tag{8}$$

$$\operatorname{atan} x = \operatorname{atan}(x, 1) \tag{9}$$

$$\operatorname{acot} x = \operatorname{atan}(1, x). \tag{10}$$

Rather than introducing a new function, `atan2`, the arctangent function `atan` is overloaded: it can take one or two arguments. In the comments below, following many texts, we call the first argument y and the second x, because $\operatorname{atan}(y, x) = \operatorname{atan}(y/x)$ is the angular coordinate of the point (x, y).

As for direct trigonometric functions, the first step in computing $\operatorname{atan}(y, x)$ is argument reduction. The sign of y gives that of the result. We distinguish eight regions where the point $(x, |y|)$ can lie, of angular size roughly $\pi/8$, characterized by their "octant", between 0 and 7 included. In each region, we compute an arctangent as a Taylor series, then shift this arctangent by the appropriate multiple of $\pi/4$ and sign to get the result. Here is a list of octants, and how we compute the arctangent (we assume $y > 0$: otherwise replace y by $-y$ below):

0 $0 < |y| < 0.41421x$, then $\operatorname{atan} \frac{|y|}{x}$ is given by a nicely convergent Taylor series;

1 $0 < 0.41421x < |y| < x$, then $\operatorname{atan} \frac{|y|}{x} = \frac{\pi}{4} - \operatorname{atan} \frac{x-|y|}{x+|y|}$;

2 $0 < 0.41421|y| < x < |y|$, then $\operatorname{atan}\frac{|y|}{x} = \frac{\pi}{4} + \operatorname{atan}\frac{-x+|y|}{x+|y|}$;

3 $0 < x < 0.41421|y|$, then $\operatorname{atan}\frac{|y|}{x} = \frac{\pi}{2} - \operatorname{atan}\frac{x}{|y|}$;

4 $0 < -x < 0.41421|y|$, then $\operatorname{atan}\frac{|y|}{x} = \frac{\pi}{2} + \operatorname{atan}\frac{-x}{|y|}$;

5 $0 < 0.41421|y| < -x < |y|$, then $\operatorname{atan}\frac{|y|}{x} = \frac{3\pi}{4} - \operatorname{atan}\frac{x+|y|}{-x+|y|}$;

6 $0 < -0.41421x < |y| < -x$, then $\operatorname{atan}\frac{|y|}{x} = \frac{3\pi}{4} + \operatorname{atan}\frac{-x-|y|}{-x+|y|}$;

7 $0 < |y| < -0.41421x$, then $\operatorname{atan}\frac{|y|}{x} = \pi - \operatorname{atan}\frac{|y|}{-x}$.

In the following, we denote by z the ratio among $|\frac{y}{x}|$, $|\frac{x}{y}|$, $|\frac{x+y}{x-y}|$, $|\frac{x-y}{x+y}|$ which appears in the right-hand side above.

34.2.1 Arctangent and arccotangent

__fp_atan_o:Nw
__fp_acot_o:Nw
__fp_atan_default:w

The parsing step manipulates `atan` and `acot` like `min` and `max`, reading in an array of operands, but also leaves `\use_i:nn` or `\use_ii:nn` depending on whether the result should be given in radians or in degrees. The helper `\__fp_parse_function_one_two:nnw` checks that the operand is one or two floating point numbers (not tuples) and leaves its second argument or its tail accordingly (its first argument is used for error messages). More precisely if we are given a single floating point number `\__fp_atan_default:w` places `\c_one_fp` (expanded) after it; otherwise `\__fp_atan_default:w` is omitted by `\__fp_parse_function_one_two:nnw`.

```
\cs_new:Npn \__fp_atan_o:Nw #1
  {
    \__fp_parse_function_one_two:nnw
      { #1 { atan } { atand } }
      { \__fp_atan_default:w \__fp_atanii_o:Nww #1 }
  }
\cs_new:Npn \__fp_acot_o:Nw #1
  {
    \__fp_parse_function_one_two:nnw
      { #1 { acot } { acotd } }
      { \__fp_atan_default:w \__fp_acotii_o:Nww #1 }
  }
\cs_new:Npx \__fp_atan_default:w #1#2#3 @ { #1 #2 #3 \c_one_fp @ }
```

(*End definition for* `\__fp_atan_o:Nw`*,* `\__fp_acot_o:Nw`*, and* `\__fp_atan_default:w`*.*)

__fp_atanii_o:Nww
__fp_acotii_o:Nww

If either operand is `nan`, we return it. If both are normal, we call `\__fp_atan_normal_o:NNnwNnw`. If both are zero or both infinity, we call `\__fp_atan_inf_o:NNNw` with argument 2, leading to a result among $\{\pm\pi/4, \pm 3\pi/4\}$ (in degrees, $\{\pm 45, \pm 135\}$). Otherwise, one is much bigger than the other, and we call `\__fp_atan_inf_o:NNNw` with either an argument of 4, leading to the values $\pm\pi/2$ (in degrees, ± 90), or 0, leading to $\{\pm 0, \pm\pi\}$ (in degrees, $\{\pm 0, \pm 180\}$). Since $\operatorname{acot}(x, y) = \operatorname{atan}(y, x)$, `\__fp_acotii_o:ww` simply reverses its two arguments.

```
\cs_new:Npn \__fp_atanii_o:Nww
    #1 \s__fp \__fp_chk:w #2#3#4; \s__fp \__fp_chk:w #5 #6 @
  {
    \if_meaning:w 3 #2 \__fp_case_return_i_o:ww \fi:
```

```
    \if_meaning:w 3 #5 \__fp_case_return_ii_o:ww \fi:
    \if_case:w
      \if_meaning:w #2 #5
        \if_meaning:w 1 #2 10 \else: 0 \fi:
      \else:
        \if_int_compare:w #2 > #5 \exp_stop_f: 1 \else: 2 \fi:
      \fi:
      \exp_stop_f:
         \__fp_case_return:nw { \__fp_atan_inf_o:NNNw #1 #3 2 }
    \or: \__fp_case_return:nw { \__fp_atan_inf_o:NNNw #1 #3 4 }
    \or: \__fp_case_return:nw { \__fp_atan_inf_o:NNNw #1 #3 0 }
    \fi:
    \__fp_atan_normal_o:NNnwNnw #1
    \s__fp \__fp_chk:w #2#3#4;
    \s__fp \__fp_chk:w #5 #6
  }
\cs_new:Npn \__fp_acotii_o:Nww #1#2; #3;
  { \__fp_atanii_o:Nww #1#3; #2; }
```

(*End definition for* `\__fp_atanii_o:Nww` *and* `\__fp_acotii_o:Nww`*.*)

`\__fp_atan_inf_o:NNNw` This auxiliary is called whenever one number is ± 0 or $\pm\infty$ (and neither is `NaN`). Then the result only depends on the signs, and its value is a multiple of $\pi/4$. We use the same auxiliary as for normal numbers, `\__fp_atan_combine_o:NwwwwwN`, with arguments the final sign `#2`; the octant `#3`; $\operatorname{atan} z/z = 1$ as a fixed point number; $z = 0$ as a fixed point number; and $z = 0$ as an extended-precision number. Given the values we provide, $\operatorname{atan} z$ is computed to be 0, and the result is $[\texttt{\#3}/2] \cdot \pi/4$ if the sign `#5` of x is positive, and $[(7 - \texttt{\#3})/2] \cdot \pi/4$ for negative x, where the divisions are rounded up.

```
\cs_new:Npn \__fp_atan_inf_o:NNNw #1#2#3 \s__fp \__fp_chk:w #4#5#6;
  {
    \exp_after:wN \__fp_atan_combine_o:NwwwwwN
    \exp_after:wN #2
    \int_value:w \__fp_int_eval:w
      \if_meaning:w 2 #5 7 - \fi: #3 \exp_after:wN ;
    \c__fp_one_fixed_tl
    {0000}{0000}{0000}{0000}{0000}{0000};
    0,{0000}{0000}{0000}{0000}{0000}{0000}; #1
  }
```

(*End definition for* `\__fp_atan_inf_o:NNNw`*.*)

`\__fp_atan_normal_o:NNnwNnw` Here we simply reorder the floating point data into a pair of signed extended-precision numbers, that is, a sign, an exponent ending with a comma, and a six-block mantissa ending with a semi-colon. This extended precision is required by other inverse trigonometric functions, to compute things like $\operatorname{atan}(x, \sqrt{1 - x^2})$ without intermediate rounding errors.

```
\cs_new_protected:Npn \__fp_atan_normal_o:NNnwNnw
    #1 \s__fp \__fp_chk:w 1#2#3#4; \s__fp \__fp_chk:w 1#5#6#7;
  {
    \__fp_atan_test_o:NwwNwwN
      #2 #3, #4{0000}{0000};
      #5 #6, #7{0000}{0000}; #1
  }
```

(*End definition for* `\__fp_atan_normal_o:NNnwNnw`.)

`\__fp_atan_test_o:NwwNwwN`

This receives: the sign `#1` of y, its exponent `#2`, its 24 digits `#3` in groups of 4, and similarly for x. We prepare to call `\__fp_atan_combine_o:NwwwwwN` which expects the sign `#1`, the octant, the ratio $(\operatorname{atan} z)/z = 1 - \cdots$, and the value of z, both as a fixed point number and as an extended-precision floating point number with a mantissa in $[0.01, 1)$. For now, we place `#1` as a first argument, and start an integer expression for the octant. The sign of x does not affect z, so we simply leave a contribution to the octant: $\langle \mathit{octant} \rangle \to 7 - \langle \mathit{octant} \rangle$ for negative x. Then we order $|y|$ and $|x|$ in a non-decreasing order: if $|y| > |x|$, insert $3-$ in the expression for the octant, and swap the two numbers. The finer test with 0.41421 is done by `\__fp_atan_div:wnwwnw` after the operands have been ordered.

```
\cs_new:Npn \__fp_atan_test_o:NwwNwwN #1#2,#3; #4#5,#6;
  {
    \exp_after:wN \__fp_atan_combine_o:NwwwwwN
    \exp_after:wN #1
    \int_value:w \__fp_int_eval:w
      \if_meaning:w 2 #4
        7 - \__fp_int_eval:w
      \fi:
      \if_int_compare:w
          \__fp_ep_compare:wwww #2,#3; #5,#6; > 0 \exp_stop_f:
        3 -
        \exp_after:wN \__fp_reverse_args:Nww
      \fi:
      \__fp_atan_div:wnwwnw #2,#3; #5,#6;
  }
```

(*End definition for* `\__fp_atan_test_o:NwwNwwN`.)

`\__fp_atan_div:wnwwnw`
`\__fp_atan_near:wwwn`
`\__fp_atan_near_aux:wwn`

This receives two positive numbers a and b (equal to $|x|$ and $|y|$ in some order), each as an exponent and 6 blocks of 4 digits, such that $0 < a < b$. If $0.41421b < a$, the two numbers are "near", hence the point (y, x) that we started with is closer to the diagonals $\{|y| = |x|\}$ than to the axes $\{xy = 0\}$. In that case, the octant is 1 (possibly combined with the $7-$ and $3-$ inserted earlier) and we wish to compute $\operatorname{atan} \frac{b-a}{a+b}$. Otherwise, the octant is 0 (again, combined with earlier terms) and we wish to compute $\operatorname{atan} \frac{a}{b}$. In any case, call `\__fp_atan_auxi:ww` followed by z, as a comma-delimited exponent and a fixed point number.

```
\cs_new:Npn \__fp_atan_div:wnwwnw #1,#2#3; #4,#5#6;
  {
    \if_int_compare:w
      \__fp_int_eval:w 41421 * #5 < #2 000
        \if_case:w \__fp_int_eval:w #4 - #1 \__fp_int_eval_end:
          00 \or: 0 \fi:
      \exp_stop_f:
      \exp_after:wN \__fp_atan_near:wwwn
    \fi:
    0
    \__fp_ep_div:wwwwn #1,{#2}#3; #4,{#5}#6;
    \__fp_atan_auxi:ww
  }
\cs_new:Npn \__fp_atan_near:wwwn
    0 \__fp_ep_div:wwwwn #1,#2; #3,
```

```
  {
    1
    \__fp_ep_to_fixed:wwn #1 - #3, #2;
    \__fp_atan_near_aux:wwn
  }
\cs_new:Npn \__fp_atan_near_aux:wwn #1; #2;
  {
    \__fp_fixed_add:wwn #1; #2;
    { \__fp_fixed_sub:wwn #2; #1; { \__fp_ep_div:wwwwn 0, } 0, }
  }
```

(*End definition for* `\__fp_atan_div:wnwwnw`*,* `\__fp_atan_near:wwwn`*, and* `\__fp_atan_near_aux:wwn`*.*)

`\__fp_atan_auxi:ww`
`\__fp_atan_auxii:w`

Convert z from a representation as an exponent and a fixed point number in $[0.01, 1)$ to a fixed point number only, then set up the call to `\__fp_atan_Taylor_loop:www`, followed by the fixed point representation of z and the old representation.

```
\cs_new:Npn \__fp_atan_auxi:ww #1,#2;
  { \__fp_ep_to_fixed:wwn #1,#2; \__fp_atan_auxii:w #1,#2; }
\cs_new:Npn \__fp_atan_auxii:w #1;
  {
    \__fp_fixed_mul:wwn #1; #1;
    {
      \__fp_atan_Taylor_loop:www 39 ;
        {0000}{0000}{0000}{0000}{0000}{0000} ;
    }
    ! #1;
  }
```

(*End definition for* `\__fp_atan_auxi:ww` *and* `\__fp_atan_auxii:w`*.*)

`\__fp_atan_Taylor_loop:www`
`\__fp_atan_Taylor_break:w`

We compute the series of $(\operatorname{atan} z)/z$. A typical intermediate stage has `#1` $= 2k-1$, `#2` $= \frac{1}{2k+1} - z^2(\frac{1}{2k+3} - z^2(\cdots - z^2\frac{1}{39}))$, and `#3` $= z^2$. To go to the next step $k \to k-1$, we compute $\frac{1}{2k-1}$, then subtract from it z^2 times `#2`. The loop stops when $k = 0$: then `#2` is $(\operatorname{atan} z)/z$, and there is a need to clean up all the unnecessary data, end the integer expression computing the octant with a semicolon, and leave the result `#2` afterwards.

```
\cs_new:Npn \__fp_atan_Taylor_loop:www #1; #2; #3;
  {
    \if_int_compare:w #1 = -1 \exp_stop_f:
      \__fp_atan_Taylor_break:w
    \fi:
    \exp_after:wN \__fp_fixed_div_int:wwN \c__fp_one_fixed_tl #1;
    \__fp_rrot:www \__fp_fixed_mul_sub_back:wwwn #2; #3;
    {
      \exp_after:wN \__fp_atan_Taylor_loop:www
      \int_value:w \__fp_int_eval:w #1 - 2 ;
    }
    #3;
  }
\cs_new:Npn \__fp_atan_Taylor_break:w
    \fi: #1 \__fp_fixed_mul_sub_back:wwwn #2; #3 !
  { \fi: ; #2 ; }
```

(*End definition for* `\__fp_atan_Taylor_loop:www` *and* `\__fp_atan_Taylor_break:w`*.*)

__fp_atan_combine_o:NwwwwwN
__fp_atan_combine_aux:ww

This receives a $\langle sign\rangle$, an $\langle octant\rangle$, a fixed point value of $(\operatorname{atan} z)/z$, a fixed point number z, and another representation of z, as an $\langle exponent\rangle$ and the fixed point number $10^{-\langle exponent\rangle}z$, followed by either `\use_i:nn` (when working in radians) or `\use_ii:nn` (when working in degrees). The function computes the floating point result

$$\langle sign\rangle\left(\left\lceil\frac{\langle octant\rangle}{2}\right\rceil\frac{\pi}{4}+(-1)^{\langle octant\rangle}\frac{\operatorname{atan} z}{z}\cdot z\right), \tag{11}$$

multiplied by $180/\pi$ if working in degrees, and using in any case the most appropriate representation of z. The floating point result is passed to `\__fp_sanitize:Nw`, which checks for overflow or underflow. If the octant is 0, leave the exponent `#5` for `\__fp_sanitize:Nw`, and multiply `#3` $=\frac{\operatorname{atan} z}{z}$ with `#6`, the adjusted z. Otherwise, multiply `#3` $=\frac{\operatorname{atan} z}{z}$ with `#4` $=z$, then compute the appropriate multiple of $\frac{\pi}{4}$ and add or subtract the product `#3` $\cdot$ `#4`. In both cases, convert to a floating point with `\__fp_fixed_to_float_o:wN`.

```
\cs_new:Npn \__fp_atan_combine_o:NwwwwwN #1 #2; #3; #4; #5,#6; #7
  {
    \exp_after:wN \__fp_sanitize:Nw
    \exp_after:wN #1
    \int_value:w \__fp_int_eval:w
      \if_meaning:w 0 #2
        \exp_after:wN \use_i:nn
      \else:
        \exp_after:wN \use_ii:nn
      \fi:
      { #5 \__fp_fixed_mul:wwn #3; #6; }
      {
        \__fp_fixed_mul:wwn #3; #4;
        {
          \exp_after:wN \__fp_atan_combine_aux:ww
          \int_value:w \__fp_int_eval:w #2 / 2 ; #2;
        }
      }
      { #7 \__fp_fixed_to_float_o:wN \__fp_fixed_to_float_rad_o:wN }
      #1
  }
\cs_new:Npn \__fp_atan_combine_aux:ww #1; #2;
  {
    \__fp_fixed_mul_short:wwn
      {7853}{9816}{3397}{4483}{0961}{5661};
      {#1}{0000}{0000};
    {
      \if_int_odd:w #2 \exp_stop_f:
        \exp_after:wN \__fp_fixed_sub:wwn
      \else:
        \exp_after:wN \__fp_fixed_add:wwn
      \fi:
    }
  }
```

(*End definition for* `\__fp_atan_combine_o:NwwwwwN` *and* `\__fp_atan_combine_aux:ww`.)

34.2.2 Arcsine and arccosine

__fp_asin_o:w Again, the first argument provided by l3fp-parse is `\use_i:nn` if we are to work in radians and `\use_ii:nn` for degrees. Then comes a floating point number. The arcsine of ± 0 or `NaN` is the same floating point number. The arcsine of $\pm\infty$ raises an invalid operation exception. Otherwise, call an auxiliary common with `\__fp_acos_o:w`, feeding it information about what function is being performed (for "invalid operation" exceptions).

```
\cs_new:Npn \__fp_asin_o:w #1 \s__fp \__fp_chk:w #2#3; @
  {
    \if_case:w #2 \exp_stop_f:
      \__fp_case_return_same_o:w
    \or:
      \__fp_case_use:nw
        { \__fp_asin_normal_o:NfwNnnnnw #1 { #1 { asin } { asind } } }
    \or:
      \__fp_case_use:nw
        { \__fp_invalid_operation_o:fw { #1 { asin } { asind } } }
    \else:
      \__fp_case_return_same_o:w
    \fi:
    \s__fp \__fp_chk:w #2 #3;
  }
```

(*End definition for* `\__fp_asin_o:w`.)

__fp_acos_o:w The arccosine of ± 0 is $\pi/2$ (in degrees, 90). The arccosine of $\pm\infty$ raises an invalid operation exception. The arccosine of `NaN` is itself. Otherwise, call an auxiliary common with `\__fp_sin_o:w`, informing it that it was called by `acos` or `acosd`, and preparing to swap some arguments down the line.

```
\cs_new:Npn \__fp_acos_o:w #1 \s__fp \__fp_chk:w #2#3; @
  {
    \if_case:w #2 \exp_stop_f:
      \__fp_case_use:nw { \__fp_atan_inf_o:NNNw #1 0 4 }
    \or:
      \__fp_case_use:nw
        {
          \__fp_asin_normal_o:NfwNnnnnw #1 { #1 { acos } { acosd } }
            \__fp_reverse_args:Nww
        }
    \or:
      \__fp_case_use:nw
        { \__fp_invalid_operation_o:fw { #1 { acos } { acosd } } }
    \else:
      \__fp_case_return_same_o:w
    \fi:
    \s__fp \__fp_chk:w #2 #3;
  }
```

(*End definition for* `\__fp_acos_o:w`.)

__fp_asin_normal_o:NfwNnnnnw If the exponent `#5` is at most 0, the operand lies within $(-1, 1)$ and the operation is permitted: call `\__fp_asin_auxi_o:NnNww` with the appropriate arguments. If the number is exactly ± 1 (the test works because we know that `#5` ≥ 1, `#6#7` ≥ 10000000, `#8#9` ≥ 0, with equality only for ±1), we also call `\__fp_asin_auxi_o:NnNww`. Otherwise, `\__fp_use_i:ww` gets rid of the `asin` auxiliary, and raises instead an invalid operation, because the operand is outside the domain of arcsine or arccosine.

```
\cs_new:Npn \__fp_asin_normal_o:NfwNnnnnw
    #1#2#3 \s__fp \__fp_chk:w 1#4#5#6#7#8#9;
  {
    \if_int_compare:w #5 < 1 \exp_stop_f:
      \exp_after:wN \__fp_use_none_until_s:w
    \fi:
    \if_int_compare:w \__fp_int_eval:w #5 + #6#7 + #8#9 = 1000 0001 ~
      \exp_after:wN \__fp_use_none_until_s:w
    \fi:
    \__fp_use_i:ww
    \__fp_invalid_operation_o:fw {#2}
      \s__fp \__fp_chk:w 1#4{#5}{#6}{#7}{#8}{#9};
    \__fp_asin_auxi_o:NnNww
      #1 {#3} #4 #5,{#6}{#7}{#8}{#9}{0000}{0000};
  }
```

(*End definition for* `\__fp_asin_normal_o:NfwNnnnnw`.)

`\__fp_asin_auxi_o:NnNww`
`\__fp_asin_isqrt:wn`

We compute $x/\sqrt{1-x^2}$. This function is used by `asin` and `acos`, but also by `acsc` and `asec` after inverting the operand, thus it must manipulate extended-precision numbers. First evaluate $1-x^2$ as $(1+x)(1-x)$: this behaves better near $x=1$. We do the addition/subtraction with fixed point numbers (they are not implemented for extended-precision floats), but go back to extended-precision floats to multiply and compute the inverse square root $1/\sqrt{1-x^2}$. Finally, multiply by the (positive) extended-precision float $|x|$, and feed the (signed) result, and the number $+1$, as arguments to the arctangent function. When computing the arccosine, the arguments $x/\sqrt{1-x^2}$ and $+1$ are swapped by `#2` (`\__fp_reverse_args:Nww` in that case) before `\__fp_atan_test_o:NwwNwwN` is evaluated. Note that the arctangent function requires normalized arguments, hence the need for `ep_to_ep` and `continue` after `ep_mul`.

```
\cs_new:Npn \__fp_asin_auxi_o:NnNww #1#2#3#4,#5;
  {
    \__fp_ep_to_fixed:wwn #4,#5;
    \__fp_asin_isqrt:wn
    \__fp_ep_mul:wwwwn #4,#5;
    \__fp_ep_to_ep:wwN
    \__fp_fixed_continue:wn
    { #2 \__fp_atan_test_o:NwwNwwN #3 }
    0 1,{1000}{0000}{0000}{0000}{0000}{0000}; #1
  }
\cs_new:Npn \__fp_asin_isqrt:wn #1;
  {
    \exp_after:wN \__fp_fixed_sub:wwn \c__fp_one_fixed_tl #1;
    {
      \__fp_fixed_add_one:wN #1;
      \__fp_fixed_continue:wn { \__fp_ep_mul:wwwwn 0, } 0,
    }
    \__fp_ep_isqrt:wwn
  }
```

(*End definition for* `\__fp_asin_auxi_o:NnNww` *and* `\__fp_asin_isqrt:wn`.)

34.2.3 Arccosecant and arcsecant

__fp_acsc_o:w Cases are mostly labelled by #2, except when #2 is 2: then we use #3#2, which is $02 = 2$ when the number is $+\infty$ and 22 when the number is $-\infty$. The arccosecant of ± 0 raises an invalid operation exception. The arccosecant of $\pm\infty$ is ± 0 with the same sign. The arcosecant of NaN is itself. Otherwise, __fp_acsc_normal_o:NfwNnw does some more tests, keeping the function name (acsc or acscd) as an argument for invalid operation exceptions.

```
\cs_new:Npn \__fp_acsc_o:w #1 \s__fp \__fp_chk:w #2#3#4; @
  {
    \if_case:w \if_meaning:w 2 #2 #3 \fi: #2 \exp_stop_f:
           \__fp_case_use:nw
             { \__fp_invalid_operation_o:fw { #1 { acsc } { acscd } } }
    \or:   \__fp_case_use:nw
             { \__fp_acsc_normal_o:NfwNnw #1 { #1 { acsc } { acscd } } }
    \or:   \__fp_case_return_o:Nw \c_zero_fp
    \or:   \__fp_case_return_same_o:w
    \else: \__fp_case_return_o:Nw \c_minus_zero_fp
    \fi:
    \s__fp \__fp_chk:w #2 #3 #4;
  }
```

(*End definition for* __fp_acsc_o:w.)

__fp_asec_o:w The arcsecant of ± 0 raises an invalid operation exception. The arcsecant of $\pm\infty$ is $\pi/2$ (in degrees, 90). The arcosecant of NaN is itself. Otherwise, do some more tests, keeping the function name asec (or asecd) as an argument for invalid operation exceptions, and a __fp_reverse_args:Nww following precisely that appearing in __fp_acos_o:w.

```
\cs_new:Npn \__fp_asec_o:w #1 \s__fp \__fp_chk:w #2#3; @
  {
    \if_case:w #2 \exp_stop_f:
      \__fp_case_use:nw
        { \__fp_invalid_operation_o:fw { #1 { asec } { asecd } } }
    \or:
      \__fp_case_use:nw
        {
          \__fp_acsc_normal_o:NfwNnw #1 { #1 { asec } { asecd } }
            \__fp_reverse_args:Nww
        }
    \or:   \__fp_case_use:nw { \__fp_atan_inf_o:NNNw #1 0 4 }
    \else: \__fp_case_return_same_o:w
    \fi:
    \s__fp \__fp_chk:w #2 #3;
  }
```

(*End definition for* __fp_asec_o:w.)

__fp_acsc_normal_o:NfwNnw If the exponent is non-positive, the operand is less than 1 in absolute value, which is always an invalid operation: complain. Otherwise, compute the inverse of the operand, and feed it to __fp_asin_auxi_o:NnNww (with all the appropriate arguments). This computes what we want thanks to $\operatorname{acsc}(x) = \operatorname{asin}(1/x)$ and $\operatorname{asec}(x) = \operatorname{acos}(1/x)$.

```
\cs_new:Npn \__fp_acsc_normal_o:NfwNnw #1#2#3 \s__fp \__fp_chk:w 1#4#5#6;
  {
    \int_compare:nNnTF {#5} < 1
```

```
      {
        \__fp_invalid_operation_o:fw {#2}
          \s__fp \__fp_chk:w 1#4{#5}#6;
      }
      {
        \__fp_ep_div:wwwwn
          1,{1000}{0000}{0000}{0000}{0000}{0000};
          #5,#6{0000}{0000};
        { \__fp_asin_auxi_o:NnNww #1 {#3} #4 }
      }
  }
```

(*End definition for* `\__fp_acsc_normal_o:NfwNnw`.)

```
⟨/initex | package⟩
```

35 l3fp-convert implementation

```
⟨*initex | package⟩
⟨@@=fp⟩
```

35.1 Dealing with tuples

`\__fp_tuple_convert:Nw`
`\__fp_tuple_convert_loop:nNw`
`\__fp_tuple_convert_end:w`

The first argument is for instance `\__fp_to_tl_dispatch:w`, which converts any floating point object to the appropriate representation. We loop through all items, putting `,~` between all of them and making sure to remove the leading `,~`.

```
\cs_new:Npn \__fp_tuple_convert:Nw #1 \s__fp_tuple \__fp_tuple_chk:w #2 ;
  {
    \int_case:nnF { \__fp_array_count:n {#2} }
      {
        { 0 } { ( ) }
        { 1 } { \__fp_tuple_convert_end:w @ { #1 #2 , } }
      }
      {
        \__fp_tuple_convert_loop:nNw { } #1
          #2 { ? \__fp_tuple_convert_end:w } ;
          @ { \use_none:nn }
      }
  }
\cs_new:Npn \__fp_tuple_convert_loop:nNw #1#2#3#4; #5 @ #6
  {
    \use_none:n #3
    \exp_args:Nf \__fp_tuple_convert_loop:nNw { #2 #3#4 ; } #2 #5
      @ { #6 , ~ #1 }
  }
\cs_new:Npn \__fp_tuple_convert_end:w #1 @ #2
  { \exp_after:wN ( \exp:w \exp_end_continue_f:w #2 ) }
```

(*End definition for* `\__fp_tuple_convert:Nw`, `\__fp_tuple_convert_loop:nNw`, *and* `\__fp_tuple_convert_end:w`.)

35.2 Trimming trailing zeros

__fp_trim_zeros:w
__fp_trim_zeros_loop:w
__fp_trim_zeros_dot:w
__fp_trim_zeros_end:w

If #1 ends with a 0, the `loop` auxiliary takes that zero as an end-delimiter for its first argument, and the second argument is the same `loop` auxiliary. Once the last trailing zero is reached, the second argument is the `dot` auxiliary, which removes a trailing dot if any. We then clean-up with the `end` auxiliary, keeping only the number.

```
\cs_new:Npn \__fp_trim_zeros:w #1 ;
  {
    \__fp_trim_zeros_loop:w #1
      ; \__fp_trim_zeros_loop:w 0; \__fp_trim_zeros_dot:w .; \s_stop
  }
\cs_new:Npn \__fp_trim_zeros_loop:w #1 0; #2 { #2 #1 ; #2 }
\cs_new:Npn \__fp_trim_zeros_dot:w #1 .; { \__fp_trim_zeros_end:w #1 ; }
\cs_new:Npn \__fp_trim_zeros_end:w #1 ; #2 \s_stop { #1 }
```

(*End definition for* `\__fp_trim_zeros:w` *and others.*)

35.3 Scientific notation

\fp_to_scientific:N
\fp_to_scientific:c
\fp_to_scientific:n

The three public functions evaluate their argument, then pass it to `\__fp_to_scientific_dispatch:w`.

```
\cs_new:Npn \fp_to_scientific:N #1
  { \exp_after:wN \__fp_to_scientific_dispatch:w #1 }
\cs_generate_variant:Nn \fp_to_scientific:N { c }
\cs_new:Npn \fp_to_scientific:n
  {
    \exp_after:wN \__fp_to_scientific_dispatch:w
    \exp:w \exp_end_continue_f:w \__fp_parse:n
  }
```

(*End definition for* `\fp_to_scientific:N` *and* `\fp_to_scientific:n`. *These functions are documented on page 201.*)

__fp_to_scientific_dispatch:w
__fp_to_scientific_recover:w
__fp_tuple_to_scientific:w

We allow tuples.

```
\cs_new:Npn \__fp_to_scientific_dispatch:w #1
  {
    \__fp_change_func_type:NNN
      #1 \__fp_to_scientific:w \__fp_to_scientific_recover:w
    #1
  }
\cs_new:Npn \__fp_to_scientific_recover:w #1 #2 ;
  {
    \__fp_error:nffn { fp-unknown-type } { \tl_to_str:n { #2 ; } } { } { }
    nan
  }
\cs_new:Npn \__fp_tuple_to_scientific:w
  { \__fp_tuple_convert:Nw \__fp_to_scientific_dispatch:w }
```

(*End definition for* `\__fp_to_scientific_dispatch:w`, `\__fp_to_scientific_recover:w`, *and* `\__fp_tuple_to_scientific:w`.)

__fp_to_scientific:w
__fp_to_scientific_normal:wnnnnn
__fp_to_scientific_normal:wNw

Expressing an internal floating point number in scientific notation is quite easy: no rounding, and the format is very well defined. First cater for the sign: negative numbers (#2 = 2) start with `-`; we then only need to care about positive numbers and `nan`. Then filter the special cases: ± 0 are represented as `0`; infinities are converted to a number slightly larger than the largest after an "invalid_operation" exception; `nan` is represented as `0` after an "invalid_operation" exception. In the normal case, decrement the exponent and unbrace the 4 brace groups, then in a second step grab the first digit (previously hidden in braces) to order the various parts correctly.

```
\cs_new:Npn \__fp_to_scientific:w \s__fp \__fp_chk:w #1#2
  {
    \if_meaning:w 2 #2 \exp_after:wN - \exp:w \exp_end_continue_f:w \fi:
    \if_case:w #1 \exp_stop_f:
         \__fp_case_return:nw { 0.000000000000000e0 }
    \or: \exp_after:wN \__fp_to_scientific_normal:wnnnnn
    \or:
      \__fp_case_use:nw
        {
          \__fp_invalid_operation:nnw
            { \fp_to_scientific:N \c__fp_overflowing_fp }
            { fp_to_scientific }
        }
    \or:
      \__fp_case_use:nw
        {
          \__fp_invalid_operation:nnw
            { \fp_to_scientific:N \c_zero_fp }
            { fp_to_scientific }
        }
    \fi:
    \s__fp \__fp_chk:w #1 #2
  }
\cs_new:Npn \__fp_to_scientific_normal:wnnnnn
  \s__fp \__fp_chk:w 1 #1 #2 #3#4#5#6 ;
  {
    \exp_after:wN \__fp_to_scientific_normal:wNw
    \exp_after:wN e
    \int_value:w \__fp_int_eval:w #2 - 1
    ; #3 #4 #5 #6 ;
  }
\cs_new:Npn \__fp_to_scientific_normal:wNw #1 ; #2#3;
  { #2.#3 #1 }
```

(*End definition for* `\__fp_to_scientific:w`, `\__fp_to_scientific_normal:wnnnnn`, *and* `\__fp_to_scientific_normal:wNw`.)

35.4 Decimal representation

`\fp_to_decimal:N`
`\fp_to_decimal:c`
`\fp_to_decimal:n`

All three public variants are based on the same `\__fp_to_decimal_dispatch:w` after evaluating their argument to an internal floating point.

```
\cs_new:Npn \fp_to_decimal:N #1
  { \exp_after:wN \__fp_to_decimal_dispatch:w #1 }
\cs_generate_variant:Nn \fp_to_decimal:N { c }
\cs_new:Npn \fp_to_decimal:n
  {
    \exp_after:wN \__fp_to_decimal_dispatch:w
    \exp:w \exp_end_continue_f:w \__fp_parse:n
  }
```

(*End definition for* `\fp_to_decimal:N` *and* `\fp_to_decimal:n`*. These functions are documented on page* *201*.)

`\__fp_to_decimal_dispatch:w`
`\__fp_to_decimal_recover:w`
`\__fp_tuple_to_decimal:w`

We allow tuples.

```
\cs_new:Npn \__fp_to_decimal_dispatch:w #1
  {
    \__fp_change_func_type:NNN
      #1 \__fp_to_decimal:w \__fp_to_decimal_recover:w
    #1
  }
\cs_new:Npn \__fp_to_decimal_recover:w #1 #2 ;
  {
    \__fp_error:nffn { fp-unknown-type } { \tl_to_str:n { #2 ; } } { } { }
    nan
  }
\cs_new:Npn \__fp_tuple_to_decimal:w
  { \__fp_tuple_convert:Nw \__fp_to_decimal_dispatch:w }
```

(*End definition for* `\__fp_to_decimal_dispatch:w`*,* `\__fp_to_decimal_recover:w`*, and* `\__fp_tuple_to_decimal:w`*.*)

`\__fp_to_decimal:w`
`\__fp_to_decimal_normal:wnnnnn`
`\__fp_to_decimal_large:Nnnw`
`\__fp_to_decimal_huge:wnnnn`

The structure is similar to `\__fp_to_scientific:w`. Insert `-` for negative numbers. Zero gives 0, $\pm\infty$ and `NaN` yield an "invalid operation" exception; note that $\pm\infty$ produces a very large output, which we don't expand now since it most likely won't be needed. Normal numbers with an exponent in the range $[1, 15]$ have that number of digits before the decimal separator: "decimate" them, and remove leading zeros with `\int_value:w`, then trim trailing zeros and dot. Normal numbers with an exponent 16 or larger have no decimal separator, we only need to add trailing zeros. When the exponent is non-positive, the result should be $0.\langle zeros\rangle\langle digits\rangle$, trimmed.

```
\cs_new:Npn \__fp_to_decimal:w \s__fp \__fp_chk:w #1#2
  {
    \if_meaning:w 2 #2 \exp_after:wN - \exp:w \exp_end_continue_f:w \fi:
    \if_case:w #1 \exp_stop_f:
         \__fp_case_return:nw { 0 }
    \or: \exp_after:wN \__fp_to_decimal_normal:wnnnnn
    \or:
      \__fp_case_use:nw
        {
          \__fp_invalid_operation:nnw
            { \fp_to_decimal:N \c__fp_overflowing_fp }
            { fp_to_decimal }
        }
    \or:
      \__fp_case_use:nw
        {
          \__fp_invalid_operation:nnw
            { 0 }
            { fp_to_decimal }
        }
    \fi:
    \s__fp \__fp_chk:w #1 #2
  }
\cs_new:Npn \__fp_to_decimal_normal:wnnnnn
    \s__fp \__fp_chk:w 1 #1 #2 #3#4#5#6 ;
```

```
  {
    \int_compare:nNnTF {#2} > 0
      {
        \int_compare:nNnTF {#2} < \c__fp_prec_int
          {
            \__fp_decimate:nNnnnn { \c__fp_prec_int - #2 }
              \__fp_to_decimal_large:Nnnw
          }
          {
            \exp_after:wN \exp_after:wN
            \exp_after:wN \__fp_to_decimal_huge:wnnnn
            \prg_replicate:nn { #2 - \c__fp_prec_int } { 0 } ;
          }
        {#3} {#4} {#5} {#6}
      }
      {
        \exp_after:wN \__fp_trim_zeros:w
        \exp_after:wN 0
        \exp_after:wN .
        \exp:w \exp_end_continue_f:w \prg_replicate:nn { - #2 } { 0 }
        #3#4#5#6 ;
      }
  }
\cs_new:Npn \__fp_to_decimal_large:Nnnw #1#2#3#4;
  {
    \exp_after:wN \__fp_trim_zeros:w \int_value:w
      \if_int_compare:w #2 > 0 \exp_stop_f:
        #2
      \fi:
      \exp_stop_f:
      #3.#4 ;
  }
\cs_new:Npn \__fp_to_decimal_huge:wnnnn #1; #2#3#4#5 { #2#3#4#5 #1 }
```

(*End definition for* `\__fp_to_decimal:w` *and others.*)

35.5 Token list representation

\fp_to_tl:N
\fp_to_tl:c
\fp_to_tl:n

These three public functions evaluate their argument, then pass it to `\__fp_to_tl_dispatch:w`.

```
\cs_new:Npn \fp_to_tl:N #1 { \exp_after:wN \__fp_to_tl_dispatch:w #1 }
\cs_generate_variant:Nn \fp_to_tl:N { c }
\cs_new:Npn \fp_to_tl:n
  {
    \exp_after:wN \__fp_to_tl_dispatch:w
    \exp:w \exp_end_continue_f:w \__fp_parse:n
  }
```

(*End definition for* `\fp_to_tl:N` *and* `\fp_to_tl:n`. *These functions are documented on page* 202.)

__fp_to_tl_dispatch:w
__fp_to_tl_recover:w
__fp_tuple_to_tl:w

We allow tuples.

```
\cs_new:Npn \__fp_to_tl_dispatch:w #1
  { \__fp_change_func_type:NNN #1 \__fp_to_tl:w \__fp_to_tl_recover:w #1 }
\cs_new:Npn \__fp_to_tl_recover:w #1 #2 ;
```

```
  {
    \__fp_error:nffn { fp-unknown-type } { \tl_to_str:n { #2 ; } } { } { }
    nan
  }
\cs_new:Npn \__fp_tuple_to_tl:w
  { \__fp_tuple_convert:Nw \__fp_to_tl_dispatch:w }
```

(*End definition for* `\__fp_to_tl_dispatch:w`*,* `\__fp_to_tl_recover:w`*, and* `\__fp_tuple_to_tl:w`*.*)

`\__fp_to_tl:w`
`\__fp_to_tl_normal:nnnnn`
`\__fp_to_tl_scientific:wnnnnn`
`\__fp_to_tl_scientific:wNw`

A structure similar to `\__fp_to_scientific_dispatch:w` and `\__fp_to_decimal_dispatch:w`, but without the "invalid operation" exception. First filter special cases. We express normal numbers in decimal notation if the exponent is in the range $[-2, 16]$, and otherwise use scientific notation.

```
\cs_new:Npn \__fp_to_tl:w \s__fp \__fp_chk:w #1#2
  {
    \if_meaning:w 2 #2 \exp_after:wN - \exp:w \exp_end_continue_f:w \fi:
    \if_case:w #1 \exp_stop_f:
           \__fp_case_return:nw { 0 }
    \or:   \exp_after:wN \__fp_to_tl_normal:nnnnn
    \or:   \__fp_case_return:nw { inf }
    \else: \__fp_case_return:nw { nan }
    \fi:
  }
\cs_new:Npn \__fp_to_tl_normal:nnnnn #1
  {
    \int_compare:nTF
      { -2 <= #1 <= \c__fp_prec_int }
      { \__fp_to_decimal_normal:wnnnnn }
      { \__fp_to_tl_scientific:wnnnnn }
    \s__fp \__fp_chk:w 1 0 {#1}
  }
\cs_new:Npn \__fp_to_tl_scientific:wnnnnn
  \s__fp \__fp_chk:w 1 #1 #2 #3#4#5#6 ;
  {
    \exp_after:wN \__fp_to_tl_scientific:wNw
    \exp_after:wN e
    \int_value:w \__fp_int_eval:w #2 - 1
    ; #3 #4 #5 #6 ;
  }
\cs_new:Npn \__fp_to_tl_scientific:wNw #1 ; #2#3;
  { \__fp_trim_zeros:w #2.#3 ; #1 }
```

(*End definition for* `\__fp_to_tl:w` *and others.*)

35.6 Formatting

This is not implemented yet, as it is not yet clear what a correct interface would be, for this kind of structured conversion from a floating point (or other types of variables) to a string. Ideas welcome.

35.7 Convert to dimension or integer

\fp_to_dim:N
\fp_to_dim:c
\fp_to_dim:n
__fp_to_dim_dispatch:w
__fp_to_dim_recover:w
__fp_to_dim:w

All three public variants are based on the same __fp_to_dim_dispatch:w after evaluating their argument to an internal floating point. We only allow floating point numbers, not tuples.

```
\cs_new:Npn \fp_to_dim:N #1
  { \exp_after:wN \__fp_to_dim_dispatch:w #1 }
\cs_generate_variant:Nn \fp_to_dim:N { c }
\cs_new:Npn \fp_to_dim:n
  {
    \exp_after:wN \__fp_to_dim_dispatch:w
    \exp:w \exp_end_continue_f:w \__fp_parse:n
  }
\cs_new:Npn \__fp_to_dim_dispatch:w #1#2 ;
  {
    \__fp_change_func_type:NNN #1 \__fp_to_dim:w \__fp_to_dim_recover:w
    #1 #2 ;
  }
\cs_new:Npn \__fp_to_dim_recover:w #1
  { \__fp_invalid_operation:nnw { 0pt } { fp_to_dim } }
\cs_new:Npn \__fp_to_dim:w #1 ; { \__fp_to_decimal:w #1 ; pt }
```

(*End definition for* \fp_to_dim:N *and others. These functions are documented on page 201.*)

\fp_to_int:N
\fp_to_int:c
\fp_to_int:n
__fp_to_int_dispatch:w
__fp_to_int_recover:w

For the most part identical to \fp_to_dim:N but without pt, and where __fp_to_int:w does more work. To convert to an integer, first round to 0 places (to the nearest integer), then express the result as a decimal number: the definition of __fp_to_decimal_-dispatch:w is such that there are no trailing dot nor zero.

```
\cs_new:Npn \fp_to_int:N #1 { \exp_after:wN \__fp_to_int_dispatch:w #1 }
\cs_generate_variant:Nn \fp_to_int:N { c }
\cs_new:Npn \fp_to_int:n
  {
    \exp_after:wN \__fp_to_int_dispatch:w
    \exp:w \exp_end_continue_f:w \__fp_parse:n
  }
\cs_new:Npn \__fp_to_int_dispatch:w #1#2 ;
  {
    \__fp_change_func_type:NNN #1 \__fp_to_int:w \__fp_to_int_recover:w
    #1 #2 ;
  }
\cs_new:Npn \__fp_to_int_recover:w #1
  { \__fp_invalid_operation:nnw { 0 } { fp_to_int } }
\cs_new:Npn \__fp_to_int:w #1;
  {
    \exp_after:wN \__fp_to_decimal:w \exp:w \exp_end_continue_f:w
    \__fp_round:Nwn \__fp_round_to_nearest:NNN #1; { 0 }
  }
```

(*End definition for* \fp_to_int:N *and others. These functions are documented on page 201.*)

35.8 Convert from a dimension

\dim_to_fp:n
__fp_from_dim_test:ww
__fp_from_dim:wNw
__fp_from_dim:wNNnnnnnn
__fp_from_dim:wnnnnwNw

The dimension expression (which can in fact be a glue expression) is evaluated, converted to a number (*i.e.*, expressed in scaled points), then multiplied by 2^{-16} =

0.0000152587890625 to give a value expressed in points. The auxiliary __fp_mul_-npos_o:Nww expects the desired ⟨*final sign*⟩ and two floating point operands (of the form \s__fp ... ;) as arguments. This set of functions is also used to convert dimension registers to floating points while parsing expressions: in this context there is an additional exponent, which is the first argument of __fp_from_dim_test:ww, and is combined with the exponent -4 of 2^{-16}. There is also a need to expand afterwards: this is performed by __fp_mul_npos_o:Nww, and cancelled by \prg_do_nothing: here.

```
\cs_new:Npn \dim_to_fp:n #1
  {
    \exp_after:wN \__fp_from_dim_test:ww
    \exp_after:wN 0
    \exp_after:wN ,
    \int_value:w \tex_glueexpr:D #1 ;
  }
\cs_new:Npn \__fp_from_dim_test:ww #1, #2
  {
    \if_meaning:w 0 #2
      \__fp_case_return:nw { \exp_after:wN \c_zero_fp }
    \else:
      \exp_after:wN \__fp_from_dim:wNw
      \int_value:w \__fp_int_eval:w #1 - 4
        \if_meaning:w - #2
          \exp_after:wN , \exp_after:wN 2 \int_value:w
        \else:
          \exp_after:wN , \exp_after:wN 0 \int_value:w #2
        \fi:
    \fi:
  }
\cs_new:Npn \__fp_from_dim:wNw #1,#2#3;
  {
    \__fp_pack_twice_four:wNNNNNNNN \__fp_from_dim:wNNnnnnnn ;
    #3 000 0000 00 {10}987654321; #2 {#1}
  }
\cs_new:Npn \__fp_from_dim:wNNnnnnnn #1; #2#3#4#5#6#7#8#9
  { \__fp_from_dim:wnnnnwNn #1 {#2#300} {0000} ; }
\cs_new:Npn \__fp_from_dim:wnnnnwNn #1; #2#3#4#5#6; #7#8
  {
    \__fp_mul_npos_o:Nww #7
      \s__fp \__fp_chk:w 1 #7 {#5} #1 ;
      \s__fp \__fp_chk:w 1 0 {#8} {1525} {8789} {0625} {0000} ;
      \prg_do_nothing:
  }
```

(*End definition for* \dim_to_fp:n *and others. This function is documented on page 175.*)

35.9 Use and eval

\fp_use:N
\fp_use:c
\fp_eval:n

Those public functions are simple copies of the decimal conversions.

```
\cs_new_eq:NN \fp_use:N \fp_to_decimal:N
\cs_generate_variant:Nn \fp_use:N { c }
\cs_new_eq:NN \fp_eval:n \fp_to_decimal:n
```

(*End definition for* \fp_use:N *and* \fp_eval:n. *These functions are documented on page 202.*)

\fp_sign:n

Trivial but useful. See the implementation of \fp_add:Nn for an explanation of why to use __fp_parse:n, namely, for better error reporting.

```
\cs_new:Npn \fp_sign:n #1
  { \fp_to_decimal:n { sign \__fp_parse:n {#1} } }
```

(*End definition for* \fp_sign:n. *This function is documented on page 201.*)

\fp_abs:n

Trivial but useful. See the implementation of \fp_add:Nn for an explanation of why to use __fp_parse:n, namely, for better error reporting.

```
\cs_new:Npn \fp_abs:n #1
  { \fp_to_decimal:n { abs \__fp_parse:n {#1} } }
```

(*End definition for* \fp_abs:n. *This function is documented on page 216.*)

\fp_max:nn
\fp_min:nn

Similar to \fp_abs:n, for consistency with \int_max:nn, *etc.*

```
\cs_new:Npn \fp_max:nn #1#2
  { \fp_to_decimal:n { max ( \__fp_parse:n {#1} , \__fp_parse:n {#2} ) } }
\cs_new:Npn \fp_min:nn #1#2
  { \fp_to_decimal:n { min ( \__fp_parse:n {#1} , \__fp_parse:n {#2} ) } }
```

(*End definition for* \fp_max:nn *and* \fp_min:nn. *These functions are documented on page 216.*)

35.10 Convert an array of floating points to a comma list

__fp_array_to_clist:n
__fp_array_to_clist_loop:Nw

Converts an array of floating point numbers to a comma-list. If speed here ends up irrelevant, we can simplify the code for the auxiliary to become

```
\cs_new:Npn \__fp_array_to_clist_loop:Nw #1#2;
  {
    \use_none:n #1
    { , ~ } \fp_to_tl:n { #1 #2 ; }
    \__fp_array_to_clist_loop:Nw
  }
```

The \use_ii:nn function is expanded after __fp_expand:n is done, and it removes ,~ from the start of the representation.

```
\cs_new:Npn \__fp_array_to_clist:n #1
  {
    \tl_if_empty:nF {#1}
      {
        \exp_last_unbraced:Ne \use_ii:nn
          {
            \__fp_array_to_clist_loop:Nw #1 { ? \prg_break: } ;
            \prg_break_point:
          }
      }
  }
\cs_new:Npn \__fp_array_to_clist_loop:Nw #1#2;
  {
    \use_none:n #1
    , ~
    \exp_not:f { \__fp_to_tl_dispatch:w #1 #2 ; }
    \__fp_array_to_clist_loop:Nw
  }
```

(*End definition for* `\__fp_array_to_clist:n` *and* `\__fp_array_to_clist_loop:Nw`.)

```
⟨/initex | package⟩
```

36 l3fp-random Implementation

```
⟨*initex | package⟩
⟨@@=fp⟩
```

`\__fp_parse_word_rand:N`
`\__fp_parse_word_randint:N`

Those functions may receive a variable number of arguments. We won't use the argument `?`.

```
\cs_new:Npn \__fp_parse_word_rand:N
  { \__fp_parse_function:NNN \__fp_rand_o:Nw ? }
\cs_new:Npn \__fp_parse_word_randint:N
  { \__fp_parse_function:NNN \__fp_randint_o:Nw ? }
```

(*End definition for* `\__fp_parse_word_rand:N` *and* `\__fp_parse_word_randint:N`.)

36.1 Engine support

Most engines provide random numbers, but not all. We write the test twice simply in order to write the `false` branch first.

```
\sys_if_rand_exist:F
  {
    \__kernel_msg_new:nnn { kernel } { fp-no-random }
      { Random~numbers~unavailable~for~#1 }
    \cs_new:Npn \__fp_rand_o:Nw ? #1 @
      {
        \__kernel_msg_expandable_error:nnn { kernel } { fp-no-random }
          { fp~rand }
        \exp_after:wN \c_nan_fp
      }
    \cs_new_eq:NN \__fp_randint_o:Nw \__fp_rand_o:Nw
    \cs_new:Npn \int_rand:nn #1#2
      {
        \__kernel_msg_expandable_error:nnn { kernel } { fp-no-random }
          { \int_rand:nn {#1} {#2} }
        \int_eval:n {#1}
      }
    \cs_new:Npn \int_rand:n #1
      {
        \__kernel_msg_expandable_error:nnn { kernel } { fp-no-random }
          { \int_rand:n {#1} }
        1
      }
  }
\sys_if_rand_exist:T
  {
```

Obviously, every word "random" below means "pseudo-random", as we have no access to entropy (except a very unreliable source of entropy: the time it takes to run some code).

The primitive random number generator (RNG) is provided as `\tex_uniformdeviate:D`. Under the hood, it maintains an array of 55 28-bit numbers, updated with a linear recursion relation (similar to Fibonacci numbers) modulo 2^{28}. When `\tex_uniformdeviate:D` ⟨*integer*⟩ is called (for brevity denote by N the ⟨*integer*⟩), the next 28-bit number is read from the array, scaled by $N/2^{28}$, and rounded. To prevent 0 and N from appearing half as often as other numbers, they are both mapped to the result 0.

This process means that `\tex_uniformdeviate:D` only gives a uniform distribution from 0 to $N-1$ if N is a divisor of 2^{28}, so we will mostly call the RNG with such power of 2 arguments. If N does not divide 2^{28}, then the relative non-uniformity (difference between probabilities of getting different numbers) is about $N/2^{28}$. This implies that detecting deviation from $1/N$ of the probability of a fixed value X requires about $2^{56}/N$ random trials. But collective patterns can reduce this to about $2^{56}/N^2$. For instance with $N = 3\times 2^k$, the modulo 3 repartition of such random numbers is biased with a non-uniformity about $2^k/2^{28}$ (which is much worse than the circa $3/2^{28}$ non-uniformity from taking directly $N = 3$). This is detectable after about $2^{56}/2^{2k} = 9\cdot 2^{56}/N^2$ random numbers. For $k = 15$, $N = 98304$, this means roughly 2^{26} calls to the RNG (experimentally this takes at the very least 16 seconds on a 2 giga-hertz processor). While this bias is not quite problematic, it is uncomfortably close to being so, and it becomes worse as N is increased. In our code, we shall thus combine several results from the RNG.

The RNG has three types of unexpected correlations. First, everything is linear modulo 2^{28}, hence the lowest k bits of the random numbers only depend on the lowest k bits of the seed (and of course the number of times the RNG was called since setting the seed). The recommended way to get a number from 0 to $N-1$ is thus to scale the raw 28-bit integer, as the engine's RNG does. We will go further and in fact typically we discard some of the lowest bits.

Second, suppose that we call the RNG with the same argument N to get a set of K integers in $[0, N-1]$ (throwing away repeats), and suppose that $N > K^3$ and $K > 55$. The recursion used to construct more 28-bit numbers from previous ones is linear: $x_n = x_{n-55} - x_{n-24}$ or $x_n = x_{n-55} - x_{n-24} + 2^{28}$. After rescaling and rounding we find that the result $N_n \in [0, N-1]$ is among $N_{n-55} - N_{n-24} + \{-1, 0, 1\}$ modulo N (a more detailed analysis shows that 0 appears with frequency close to 3/4). The resulting set thus has more triplets (a, b, c) than expected obeying $a = b + c$ modulo N. Namely it will have of order $(K-55)\times 3/4$ such triplets, when one would expect $K^3/(6N)$. This starts to be detectable around $N = 2^{18} > 55^3$ (earlier if one keeps track of positions too, but this is more subtle than it looks because the array of 28-bit integers is read backwards by the engine). Hopefully the correlation is subtle enough to not affect realistic documents so we do not specifically mitigate against this. Since we typically use two calls to the RNG per `\int_rand:nn` we would need to investigate linear relations between the x_{2n} on the one hand and between the x_{2n+1} on the other hand. Such relations will have more complicated coefficients than ± 1, which alleviates the issue.

Third, consider successive batches of 165 calls to the RNG (with argument 2^{28} or with argument 2 for instance), then most batches have more odd than even numbers. Note that this does not mean that there are more odd than even numbers overall. Similar issues are discussed in Knuth's TAOCP volume 2 near exercise 3.3.2-31. We do not have any mitigation strategy for this.

Ideally, our algorithm should be:

- Uniform. The result should be as uniform as possible assuming that the RNG's underlying 28-bit integers are uniform.

- Uncorrelated. The result should not have detectable correlations between different seeds, similar to the lowest-bit ones mentioned earlier.
- Quick. The algorithm should be fast in TEX, so no "bit twiddling", but "digit twiddling" is ok.
- Simple. The behaviour must be documentable precisely.
- Predictable. The number of calls to the RNG should be the same for any `\int_rand:nn`, because then the algorithm can be modified later without changing the result of other uses of the RNG.
- Robust. It should work even for `\int_rand:nn { - \c_max_int } { \c_max_int }` where the range is not representable as an integer. In fact, we also provide later a floating-point `randint` whose range can go all the way up to $2 \times 10^{16} - 1$ possible values.

Some of these requirements conflict. For instance, uniformity cannot be achieved with a fixed number of calls to the RNG.

Denote by $\mathrm{random}(N)$ one call to `\tex_uniformdeviate:D` with argument N, and by $\mathrm{ediv}(p, q)$ the ε-TEX rounding division giving $\lfloor p/q + 1/2\rfloor$. Denote by $\langle min\rangle$, $\langle max\rangle$ and $R = \langle max\rangle - \langle min\rangle + 1$ the arguments of `\int_min:nn` and the number of possible outcomes. Note that $R \in [1, 2^{32} - 1]$ cannot necessarily be represented as an integer (however, $R - 2^{31}$ can). Our strategy is to get two 28-bit integers X and Y from the RNG, split each into 14-bit integers, as $X = X_1 \times 2^{14} + X_0$ and $Y = Y_1 \times 2^{14} + Y_0$ then return essentially $\langle min\rangle + \lfloor R(X_1 \times 2^{-14} + Y_1 \times 2^{-28} + Y_0 \times 2^{-42} + X_0 \times 2^{-56})\rfloor$. For small R the X_0 term has a tiny effect so we ignore it and we can compute $R \times Y/2^{28}$ much more directly by $\mathrm{random}(R)$.

- If $R \le 2^{17} - 1$ then return $\mathrm{ediv}(R\,\mathrm{random}(2^{14}) + \mathrm{random}(R) + 2^{13}, 2^{14}) - 1 + \langle min\rangle$. The shifts by 2^{13} and -1 convert ε-TEX division to truncated division. The bound on R ensures that the number obtained after the shift is less than `\c_max_int`. The non-uniformity is at most of order $2^{17}/2^{42} = 2^{-25}$.
- Split $R = R_2 \times 2^{28} + R_1 \times 2^{14} + R_0$, where $R_2 \in [0, 15]$. Compute $\langle min\rangle + R_2 X_1 2^{14} + (R_2 Y_1 + R_1 X_1) + \mathrm{ediv}(R_2 Y_0 + R_1 Y_1 + R_0 X_1 + \mathrm{ediv}(R_2 X_0 + R_0 Y_1 + \mathrm{ediv}((2^{14} R_1 + R_0)(2^{14} Y_0 + X_0), 2^{28}), 2^{14}), 2^{14})$ then map a result of $\langle max\rangle + 1$ to $\langle min\rangle$. Writing each ediv in terms of truncated division with a shift, and using $\lfloor(p + \lfloor r/s\rfloor)/q\rfloor = \lfloor(ps + r)/(sq)\rfloor$, what we compute is equal to $\lfloor\langle exact\rangle + 2^{-29} + 2^{-15} + 2^{-1}\rfloor$ with $\langle exact\rangle = \langle min\rangle + R \times 0.X_1 Y_1 Y_0 X_0$. Given we map $\langle max\rangle + 1$ to $\langle min\rangle$, the shift has no effect on uniformity. The non-uniformity is bounded by $R/2^{56} < 2^{-24}$. It may be possible to speed up the code by dropping tiny terms such as $R_0 X_0$, but the analysis of non-uniformity proves too difficult.

  To avoid the overflow when the computation yields $\langle max\rangle + 1$ with $\langle max\rangle = 2^{31} - 1$ (note that R is then arbitrary), we compute the result in two pieces. Compute $\langle first\rangle = \langle min\rangle + R_2 X_1 2^{14}$ if $R_2 < 8$ or $\langle min\rangle + 8 X_1 2^{14} + (R_2 - 8) X_1 2^{14}$ if $R_2 \ge 8$, the expressions being chosen to avoid overflow. Compute $\langle second\rangle = R_2 Y_1 + R_1 X_1 + \mathrm{ediv}(\ldots)$, at most $R_2 2^{14} + R_1 2^{14} + R_0 \le 2^{28} + 15 \times 2^{14} - 1$, not at risk of overflowing. We have $\langle first\rangle + \langle second\rangle = \langle max\rangle + 1 = \langle min\rangle + R$ if and only if $\langle second\rangle = R1 2^{14} + R_0 + R_2 2^{14}$ and $2^{14} R_2 X_1 = 2^{28} R_2 - 2^{14} R_2$ (namely $R_2 = 0$ or $X_1 = 2^{14} - 1$). In that case, return $\langle min\rangle$, otherwise return $\langle first\rangle + \langle second\rangle$, which is safe because it is at most $\langle max\rangle$. Note that the decision of what to return does not need ⟨*first*⟩ explicitly so we don't actually compute it, just put it in an integer expression in which ⟨*second*⟩ is eventually added (or not).

- To get a floating point number in $[0, 1)$ just call the $R = 10000 \le 2^{17} - 1$ procedure above to produce four blocks of four digits.
- To get an integer floating point number in a range (whose size can be up to $2 \times 10^{16} - 1$), work with fixed-point numbers: get six times four digits to build a fixed point number, multiply by R and add ⟨*min*⟩. This requires some care because l3fp-extended only supports non-negative numbers.

`\c__kernel_randint_max_int` Constant equal to $2^{17} - 1$, the maximal size of a range that `\int_range:nn` can do with its "simple" algorithm.

```
\int_const:Nn \c__kernel_randint_max_int { 131071 }
```

(*End definition for* `\c__kernel_randint_max_int`.)

`\__kernel_randint:n` Used in an integer expression, `\__kernel_randint:n` {R} gives a random number $1 + \lfloor (R\,\mathrm{random}(2^{14}) + \mathrm{random}(R))/2^{14} \rfloor$ that is in $[1, R]$. Previous code was computing $\lfloor p/2^{14} \rfloor$ as $\mathrm{ediv}(p - 2^{13}, 2^{14})$ but that wrongly gives -1 for $p = 0$.

```
\cs_new:Npn \__kernel_randint:n #1
  {
    (#1 * \tex_uniformdeviate:D 16384
    + \tex_uniformdeviate:D #1 + 8192 ) / 16384
  }
```

(*End definition for* `\__kernel_randint:n`.)

`\__fp_rand_myriads:n` `\__fp_rand_myriads_loop:w` `\__fp_rand_myriads_get:w` Used as `\__fp_rand_myriads:n {XXX}` with one letter `X` (specifically) per block of four digit we want; it expands to `;` followed by the requested number of brace groups, each containing four (pseudo-random) digits. Digits are produced as a random number in $[10000, 19999]$ for the usual reason of preserving leading zeros.

```
\cs_new:Npn \__fp_rand_myriads:n #1
  { \__fp_rand_myriads_loop:w #1 \prg_break: X \prg_break_point: ; }
\cs_new:Npn \__fp_rand_myriads_loop:w #1 X
  {
    #1
    \exp_after:wN \__fp_rand_myriads_get:w
    \int_value:w \__fp_int_eval:w 9999 +
      \__kernel_randint:n { 10000 }
    \__fp_rand_myriads_loop:w
  }
\cs_new:Npn \__fp_rand_myriads_get:w 1 #1 ; { ; {#1} }
```

(*End definition for* `\__fp_rand_myriads:n`, `\__fp_rand_myriads_loop:w`, *and* `\__fp_rand_myriads_get:w`.)

36.2 Random floating point

__fp_rand_o:Nw
__fp_rand_o:w

First we check that `random` was called without argument. Then get four blocks of four digits and convert that fixed point number to a floating point number (this correctly sets the exponent). This has a minor bug: if all of the random numbers are zero then the result is correctly 0 but it raises the `underflow` flag; it should not do that.

```
\cs_new:Npn \__fp_rand_o:Nw ? #1 @
  {
    \tl_if_empty:nTF {#1}
      {
        \exp_after:wN \__fp_rand_o:w
        \exp:w \exp_end_continue_f:w
        \__fp_rand_myriads:n { XXXX } { 0000 } { 0000 } ; 0
      }
      {
        \__kernel_msg_expandable_error:nnnnn
          { kernel } { fp-num-args } { rand() } { 0 } { 0 }
        \exp_after:wN \c_nan_fp
      }
  }
\cs_new:Npn \__fp_rand_o:w ;
  {
    \exp_after:wN \__fp_sanitize:Nw
    \exp_after:wN 0
    \int_value:w \__fp_int_eval:w \c_zero_int
      \__fp_fixed_to_float_o:wN
  }
```

(*End definition for* `\__fp_rand_o:Nw` *and* `\__fp_rand_o:w`.)

36.3 Random integer

__fp_randint_o:Nw
__fp_randint_default:w
__fp_randint_badarg:w
__fp_randint_o:w
__fp_randint_auxi_o:ww
__fp_randint_auxii:wn
__fp_randint_auxiii_o:ww
__fp_randint_auxiv_o:ww
__fp_randint_auxv_o:w

Enforce that there is one argument (then add first argument 1) or two arguments. Call `\__fp_randint_badarg:w` on each; this function inserts `1 \exp_stop_f:` to end the `\if_case:w` statement if either the argument is not an integer or if its absolute value is $\geq 10^{16}$. Also bail out if `\__fp_compare_back:ww` yields `1`, meaning that the bounds are not in the right order. Otherwise an auxiliary converts each argument times 10^{-16} (hence the shift in exponent) to a 24-digit fixed point number (see l3fp-extended). Then compute the number of choices, $\langle max\rangle + 1 - \langle min\rangle$. Create a random 24-digit fixed-point number with `\__fp_rand_myriads:n`, then use a fused multiply-add instruction to multiply the number of choices to that random number and add it to $\langle min\rangle$. Then truncate to 16 digits (namely select the integer part of 10^{16} times the result) before converting back to a floating point number (`\__fp_sanitize:Nw` takes care of zero). To avoid issues with negative numbers, add 1 to all fixed point numbers (namely 10^{16} to the integers they represent), except of course when it is time to convert back to a float.

```
\cs_new:Npn \__fp_randint_o:Nw ?
  {
    \__fp_parse_function_one_two:nnw
      { randint }
      { \__fp_randint_default:w \__fp_randint_o:w }
  }
\cs_new:Npn \__fp_randint_default:w #1 { \exp_after:wN #1 \c_one_fp }
\cs_new:Npn \__fp_randint_badarg:w \s__fp \__fp_chk:w #1#2#3;
```

```
    {
      \__fp_int:wTF \s__fp \__fp_chk:w #1#2#3;
        {
          \if_meaning:w 1 #1
            \if_int_compare:w
                \__fp_use_i_until_s:nw #3 ; > \c__fp_prec_int
              1 \exp_stop_f:
            \fi:
          \fi:
        }
        { 1 \exp_stop_f: }
    }
  \cs_new:Npn \__fp_randint_o:w #1; #2; @
    {
      \if_case:w
          \__fp_randint_badarg:w #1;
          \__fp_randint_badarg:w #2;
          \if:w 1 \__fp_compare_back:ww #2; #1; 1 \exp_stop_f: \fi:
          0 \exp_stop_f:
        \__fp_randint_auxi_o:ww #1; #2;
      \or:
        \__fp_invalid_operation_tl_o:ff
          { randint } { \__fp_array_to_clist:n { #1; #2; } }
        \exp:w
      \fi:
      \exp_after:wN \exp_end:
    }
  \cs_new:Npn \__fp_randint_auxi_o:ww #1 ; #2 ; #3 \exp_end:
    {
      \fi:
      \__fp_randint_auxii:wn #2 ;
      { \__fp_randint_auxii:wn #1 ; \__fp_randint_auxiii_o:ww }
    }
  \cs_new:Npn \__fp_randint_auxii:wn \s__fp \__fp_chk:w #1#2#3#4 ;
    {
      \if_meaning:w 0 #1
        \exp_after:wN \use_i:nn
      \else:
        \exp_after:wN \use_ii:nn
      \fi:
      { \exp_after:wN \__fp_fixed_continue:wn \c__fp_one_fixed_tl }
      {
        \exp_after:wN \__fp_ep_to_fixed:wwn
        \int_value:w \__fp_int_eval:w
          #3 - \c__fp_prec_int , #4 {0000} {0000} ;
        {
          \if_meaning:w 0 #2
            \exp_after:wN \use_i:nnnn
            \exp_after:wN \__fp_fixed_add_one:wN
          \fi:
          \exp_after:wN \__fp_fixed_sub:wwn \c__fp_one_fixed_tl
        }
        \__fp_fixed_continue:wn
      }
```

```
    }
  \cs_new:Npn \__fp_randint_auxiii_o:ww #1 ; #2 ;
    {
      \__fp_fixed_add:wwn #2 ;
        {0000} {0000} {0000} {0001} {0000} {0000} ;
      \__fp_fixed_sub:wwn #1 ;
      {
        \exp_after:wN \use_i:nn
        \exp_after:wN \__fp_fixed_mul_add:wwwn
        \exp:w \exp_end_continue_f:w \__fp_rand_myriads:n { XXXXXX } ;
      }
      #1 ;
      \__fp_randint_auxiv_o:ww
      #2 ;
      \__fp_randint_auxv_o:w #1 ; @
    }
  \cs_new:Npn \__fp_randint_auxiv_o:ww #1#2#3#4#5 ; #6#7#8#9
    {
      \if_int_compare:w
          \if_int_compare:w #1#2 > #6#7 \exp_stop_f: 1 \else:
          \if_int_compare:w #1#2 < #6#7 \exp_stop_f: - \fi: \fi:
          #3#4 > #8#9 \exp_stop_f:
        \__fp_use_i_until_s:nw
      \fi:
      \__fp_randint_auxv_o:w {#1}{#2}{#3}{#4}#5
    }
  \cs_new:Npn \__fp_randint_auxv_o:w #1#2#3#4#5 ; #6 @
    {
      \exp_after:wN \__fp_sanitize:Nw
      \int_value:w
      \if_int_compare:w #1 < 10000 \exp_stop_f:
        2
      \else:
        0
        \exp_after:wN \exp_after:wN
        \exp_after:wN \__fp_reverse_args:Nww
      \fi:
      \exp_after:wN \__fp_fixed_sub:wwn \c__fp_one_fixed_tl
      {#1} {#2} {#3} {#4} {0000} {0000} ;
      {
        \exp_after:wN \exp_stop_f:
        \int_value:w \__fp_int_eval:w \c__fp_prec_int
          \__fp_fixed_to_float_o:wN
      }
      0
      \exp:w \exp_after:wN \exp_end:
    }
```

(*End definition for* `\__fp_randint_o:Nw` *and others.*)

`\int_rand:nn` `\__fp_randint:ww` Evaluate the argument and filter out the case where the lower bound `#1` is more than the upper bound `#2`. Then determine whether the range is narrower than `\c__kernel_randint_max_int`; `#2-#1` may overflow for very large positive `#2` and negative `#1`. If the range is narrow, call `\__kernel_randint:n {`⟨*choices*⟩`}` where ⟨*choices*⟩ is the number of possible outcomes. If the range is wide, use somewhat slower code.

```
\cs_new:Npn \int_rand:nn #1#2
  {
    \int_eval:n
      {
        \exp_after:wN \__fp_randint:ww
        \int_value:w \int_eval:n {#1} \exp_after:wN ;
        \int_value:w \int_eval:n {#2} ;
      }
  }
\cs_new:Npn \__fp_randint:ww #1; #2;
  {
    \if_int_compare:w #1 > #2 \exp_stop_f:
      \__kernel_msg_expandable_error:nnnn
        { kernel } { randint-backward-range } {#1} {#2}
      \__fp_randint:ww #2; #1;
    \else:
      \if_int_compare:w \__fp_int_eval:w #2
          \if_int_compare:w #1 > \c_zero_int
            - #1 < \__fp_int_eval:w
          \else:
            < \__fp_int_eval:w #1 +
          \fi:
          \c__kernel_randint_max_int
          \__fp_int_eval_end:
        \__kernel_randint:n
          { \__fp_int_eval:w #2 - #1 + 1 \__fp_int_eval_end: }
        - 1 + #1
      \else:
        \__kernel_randint:nn {#1} {#2}
      \fi:
    \fi:
  }
```

(*End definition for* `\int_rand:nn` *and* `\__fp_randint:ww`*. This function is documented on page 98.*)

`\__kernel_randint:nn`
`\__fp_randint_split_o:Nw`
`\__fp_randint_split_aux:w`
`\__fp_randinat_wide_aux:w`
`\__fp_randinat_wide_auxii:w`

Any $n \in [-2^{31}+1, 2^{31}-1]$ is uniquely written as $2^{14}n_1 + n_2$ with $n_1 \in [-2^{17}, 2^{17}-1]$ and $n_2 \in [0, 2^{14}-1]$. Calling `\__fp_randint_split_o:Nw` n `;` gives n_1`;` n_2`;` and expands the next token once. We do this for two random numbers and apply `\__fp_randint_split_o:Nw` twice to fully decompose the range R. One subtlety is that we compute $R - 2^{31} = \langle max\rangle - \langle min\rangle - (2^{31}-1) \in [-2^{31}+1, 2^{31}-1]$ rather than R to avoid overflow.

Then we have `\__fp_randint_wide_aux:w` $\langle X_1\rangle$`;`$\langle X_0\rangle$`;` $\langle Y_1\rangle$`;`$\langle Y_0\rangle$`;` $\langle R_2\rangle$`;`$\langle R_1\rangle$`;`$\langle R_0\rangle$`;` `.` and we apply the algorithm described earlier.

```
\cs_new:Npn \__kernel_randint:nn #1#2
  {
    #1
    \exp_after:wN \__fp_randint_wide_aux:w
    \int_value:w
      \exp_after:wN \__fp_randint_split_o:Nw
      \tex_uniformdeviate:D 268435456 ;
    \int_value:w
      \exp_after:wN \__fp_randint_split_o:Nw
      \tex_uniformdeviate:D 268435456 ;
    \int_value:w
```

```
        \exp_after:wN \__fp_randint_split_o:Nw
        \int_value:w \__fp_int_eval:w 131072 +
          \exp_after:wN \__fp_randint_split_o:Nw
          \int_value:w
            \__kernel_int_add:nnn {#2} { -#1 } { -\c_max_int } ;
        .
    }
  \cs_new:Npn \__fp_randint_split_o:Nw #1#2 ;
    {
      \if_meaning:w 0 #1
        0 \exp_after:wN ; \int_value:w 0
      \else:
        \exp_after:wN \__fp_randint_split_aux:w
        \int_value:w \__fp_int_eval:w (#1#2 - 8192) / 16384 ;
        + #1#2
      \fi:
      \exp_after:wN ;
    }
  \cs_new:Npn \__fp_randint_split_aux:w #1 ;
    {
      #1 \exp_after:wN ;
      \int_value:w \__fp_int_eval:w - #1 * 16384
    }
  \cs_new:Npn \__fp_randint_wide_aux:w #1;#2; #3;#4; #5;#6;#7; .
    {
      \exp_after:wN \__fp_randint_wide_auxii:w
      \int_value:w \__fp_int_eval:w #5 * #3 + #6 * #1 +
        (#5 * #4 + #6 * #3 + #7 * #1 +
         (#5 * #2 +           #7 * #3 +
          (16384 * #6 + #7) * (16384 * #4 + #2) / 268435456) / 16384
        ) / 16384 \exp_after:wN ;
      \int_value:w \__fp_int_eval:w (#5 + #6) * 16384 + #7 ;
      #1 ; #5 ;
    }
  \cs_new:Npn \__fp_randint_wide_auxii:w #1; #2; #3; #4;
    {
      \if_int_odd:w 0
          \if_int_compare:w #1 = #2 \else: \exp_stop_f: \fi:
          \if_int_compare:w #4 = \c_zero_int 1 \fi:
          \if_int_compare:w #3 = 16383 ~ 1 \fi:
          \exp_stop_f:
        \exp_after:wN \prg_break:
      \fi:
      \if_int_compare:w #4 < 8 \exp_stop_f:
        + #4 * #3 * 16384
      \else:
        + 8 * #3 * 16384 + (#4 - 8) * #3 * 16384
      \fi:
      + #1
      \prg_break_point:
    }
```

(*End definition for* `\__kernel_randint:nn` *and others.*)

\int_rand:n
__fp_randint:n

Similar to \int_rand:nn, but needs fewer checks.

```
\cs_new:Npn \int_rand:n #1
  {
    \int_eval:n
      { \exp_args:Nf \__fp_randint:n { \int_eval:n {#1} } }
  }
\cs_new:Npn \__fp_randint:n #1
  {
    \if_int_compare:w #1 < 1 \exp_stop_f:
      \__kernel_msg_expandable_error:nnnn
        { kernel } { randint-backward-range } { 1 } {#1}
      \__fp_randint:ww #1; 1;
    \else:
      \if_int_compare:w #1 > \c__kernel_randint_max_int
        \__kernel_randint:nn { 1 } {#1}
      \else:
        \__kernel_randint:n {#1}
      \fi:
    \fi:
  }
```

(*End definition for* \int_rand:n *and* __fp_randint:n*. This function is documented on page 98.*)

End the initial conditional that ensures these commands are only defined in engines that support random numbers.

```
}
⟨/initex | package⟩
```

37 l3fparray implementation

```
⟨*initex | package⟩
⟨@@=fp⟩
```

In analogy to l3intarray it would make sense to have <@@=fparray>, but we need direct access to __fp_parse:n from l3fp-parse, and a few other (less crucial) internals of the l3fp family.

37.1 Allocating arrays

There are somewhat more than $(2^{31}-1)^2$ floating point numbers so we store each floating point number as three entries in integer arrays. To avoid having to multiply indices by three or to add 1 etc, a floating point array is just a token list consisting of three tokens: integer arrays of the same size.

\g__fp_array_int

Used to generate unique names for the three integer arrays.

```
\int_new:N \g__fp_array_int
```

(*End definition for* \g__fp_array_int*.*)

\l__fp_array_loop_int

Used to loop in __fp_array_gzero:N.

```
\int_new:N \l__fp_array_loop_int
```

(*End definition for* \l__fp_array_loop_int*.*)

\fparray_new:Nn
\fparray_new:cn
__fp_array_new:nNNN

Build a three token token list, then define all three tokens to be integer arrays of the same size. No need to initialize the data: the integer arrays start with zeros, and three zeros denote precisely \c_zero_fp, as we want.

```
\cs_new_protected:Npn \fparray_new:Nn #1#2
  {
    \tl_new:N #1
    \prg_replicate:nn { 3 }
      {
        \int_gincr:N \g__fp_array_int
        \exp_args:NNc \tl_gput_right:Nn #1
          { g__fp_array_ \__fp_int_to_roman:w \g__fp_array_int _intarray }
      }
    \exp_last_unbraced:Nfo \__fp_array_new:nNNNN
      { \int_eval:n {#2} } #1 #1
  }
\cs_generate_variant:Nn \fparray_new:Nn { c }
\cs_new_protected:Npn \__fp_array_new:nNNNN #1#2#3#4#5
  {
    \int_compare:nNnTF {#1} < 0
      {
        \__kernel_msg_error:nnn { kernel } { negative-array-size } {#1}
        \cs_undefine:N #1
        \int_gsub:Nn \g__fp_array_int { 3 }
      }
      {
        \intarray_new:Nn #2 {#1}
        \intarray_new:Nn #3 {#1}
        \intarray_new:Nn #4 {#1}
      }
  }
```

(*End definition for* \fparray_new:Nn *and* __fp_array_new:nNNN*. This function is documented on page 219.*)

\fparray_count:N
\fparray_count:c

Size of any of the intarrays, here we pick the third.

```
\cs_new:Npn \fparray_count:N #1
  {
    \exp_after:wN \use_i:nnn
    \exp_after:wN \intarray_count:N #1
  }
\cs_generate_variant:Nn \fparray_count:N { c }
```

(*End definition for* \fparray_count:N*. This function is documented on page 219.*)

37.2 Array items

__fp_array_bounds:NNnTF
__fp_array_bounds_error:NNn

See the l3intarray analogue: only names change. The functions \fparray_gset:Nnn and \fparray_item:Nn share bounds checking. The T branch is used if #3 is within bounds of the array #2.

```
\cs_new:Npn \__fp_array_bounds:NNnTF #1#2#3#4#5
  {
    \if_int_compare:w 1 > #3 \exp_stop_f:
      \__fp_array_bounds_error:NNn #1 #2 {#3}
      #5
```

```
    \else:
      \if_int_compare:w #3 > \fparray_count:N #2 \exp_stop_f:
        \__fp_array_bounds_error:NNn #1 #2 {#3}
        #5
      \else:
        #4
      \fi:
    \fi:
  }
\cs_new:Npn \__fp_array_bounds_error:NNn #1#2#3
  {
    #1 { kernel } { out-of-bounds }
      { \token_to_str:N #2 } {#3} { \fparray_count:N #2 }
  }
```

(*End definition for* `\__fp_array_bounds:NNnTF` *and* `\__fp_array_bounds_error:NNn`.)

`\fparray_gset:Nnn`
`\fparray_gset:cnn`
`\__fp_array_gset:NNNNww`
`\__fp_array_gset:w`
`\__fp_array_gset_recover:Nw`
`\__fp_array_gset_special:nnNNN`
`\__fp_array_gset_normal:w`

Evaluate, then store exponent in one intarray, sign and 8 digits of mantissa in the next, and 8 trailing digits in the last.

```
\cs_new_protected:Npn \fparray_gset:Nnn #1#2#3
  {
    \exp_after:wN \exp_after:wN
    \exp_after:wN \__fp_array_gset:NNNNww
    \exp_after:wN #1
    \exp_after:wN #1
    \int_value:w \int_eval:n {#2} \exp_after:wN ;
    \exp:w \exp_end_continue_f:w \__fp_parse:n {#3}
  }
\cs_generate_variant:Nn \fparray_gset:Nnn { c }
\cs_new_protected:Npn \__fp_array_gset:NNNNww #1#2#3#4#5 ; #6 ;
  {
    \__fp_array_bounds:NNnTF \__kernel_msg_error:nnxxx #4 {#5}
      {
        \exp_after:wN \__fp_change_func_type:NNN
          \__fp_use_i_until_s:nw #6 ;
          \__fp_array_gset:w
          \__fp_array_gset_recover:Nw
        #6 ; {#5} #1 #2 #3
      }
      { }
  }
\cs_new_protected:Npn \__fp_array_gset_recover:Nw #1#2 ;
  {
    \__fp_error:nffn { fp-unknown-type } { \tl_to_str:n { #2 ; } } { } { }
    \exp_after:wN #1 \c_nan_fp
  }
\cs_new_protected:Npn \__fp_array_gset:w \s__fp \__fp_chk:w #1#2
  {
    \if_case:w #1 \exp_stop_f:
         \__fp_case_return:nw { \__fp_array_gset_special:nnNNN {#2} }
    \or: \exp_after:wN \__fp_array_gset_normal:w
    \or: \__fp_case_return:nw { \__fp_array_gset_special:nnNNN { #2 3 } }
    \or: \__fp_case_return:nw { \__fp_array_gset_special:nnNNN { 1 } }
    \fi:
```

```
    \s__fp \__fp_chk:w #1 #2
  }
\cs_new_protected:Npn \__fp_array_gset_normal:w
  \s__fp \__fp_chk:w 1 #1 #2 #3#4#5 ; #6#7#8#9
  {
    \__kernel_intarray_gset:Nnn #7 {#6} {#2}
    \__kernel_intarray_gset:Nnn #8 {#6}
      { \if_meaning:w 2 #1 3 \else: 1 \fi: #3#4 }
    \__kernel_intarray_gset:Nnn #9 {#6} { 1 \use:nn #5 }
  }
\cs_new_protected:Npn \__fp_array_gset_special:nnNNN #1#2#3#4#5
  {
    \__kernel_intarray_gset:Nnn #3 {#2} {#1}
    \__kernel_intarray_gset:Nnn #4 {#2} {0}
    \__kernel_intarray_gset:Nnn #5 {#2} {0}
  }
```

(*End definition for* `\fparray_gset:Nnn` *and others. This function is documented on page 219.*)

`\fparray_gzero:N`
`\fparray_gzero:c`

```
\cs_new_protected:Npn \fparray_gzero:N #1
  {
    \int_zero:N \l__fp_array_loop_int
    \prg_replicate:nn { \fparray_count:N #1 }
      {
        \int_incr:N \l__fp_array_loop_int
        \exp_after:wN \__fp_array_gset_special:nnNNN
        \exp_after:wN 0
        \exp_after:wN \l__fp_array_loop_int
        #1
      }
  }
\cs_generate_variant:Nn \fparray_gzero:N { c }
```

(*End definition for* `\fparray_gzero:N`*. This function is documented on page 219.*)

`\fparray_item:Nn`
`\fparray_item:cn`
`\fparray_item_to_tl:Nn`
`\fparray_item_to_tl:cn`
`\__fp_array_item:NwN`
`\__fp_array_item:NNNnN`
`\__fp_array_item:N`
`\__fp_array_item:w`
`\__fp_array_item_special:w`
`\__fp_array_item_normal:w`

```
\cs_new:Npn \fparray_item:Nn #1#2
  {
    \exp_after:wN \__fp_array_item:NwN
    \exp_after:wN #1
    \int_value:w \int_eval:n {#2} ;
    \__fp_to_decimal:w
  }
\cs_generate_variant:Nn \fparray_item:Nn { c }
\cs_new:Npn \fparray_item_to_tl:Nn #1#2
  {
    \exp_after:wN \__fp_array_item:NwN
    \exp_after:wN #1
    \int_value:w \int_eval:n {#2} ;
    \__fp_to_tl:w
  }
\cs_generate_variant:Nn \fparray_item_to_tl:Nn { c }
\cs_new:Npn \__fp_array_item:NwN #1#2 ; #3
  {
```

```
    \__fp_array_bounds:NNnTF \__kernel_msg_expandable_error:nnfff #1 {#2}
      { \exp_after:wN \__fp_array_item:NNNnN #1 {#2} #3 }
      { \exp_after:wN #3 \c_nan_fp }
  }
\cs_new:Npn \__fp_array_item:NNNnN #1#2#3#4
  {
    \exp_after:wN \__fp_array_item:N
    \int_value:w \__kernel_intarray_item:Nn #2 {#4} \exp_after:wN ;
    \int_value:w \__kernel_intarray_item:Nn #3 {#4} \exp_after:wN ;
    \int_value:w \__kernel_intarray_item:Nn #1 {#4} ;
  }
\cs_new:Npn \__fp_array_item:N #1
  {
    \if_meaning:w 0 #1 \exp_after:wN \__fp_array_item_special:w \fi:
    \__fp_array_item:w #1
  }
\cs_new:Npn \__fp_array_item:w #1 #2#3#4#5 #6 ; 1 #7 ;
  {
    \exp_after:wN \__fp_array_item_normal:w
    \int_value:w \if_meaning:w #1 1 0 \else: 2 \fi: \exp_stop_f:
    #7 ; {#2#3#4#5} {#6} ;
  }
\cs_new:Npn \__fp_array_item_special:w #1 ; #2 ; #3 ; #4
  {
    \exp_after:wN #4
    \exp:w \exp_end_continue_f:w
    \if_case:w #3 \exp_stop_f:
         \exp_after:wN \c_zero_fp
    \or: \exp_after:wN \c_nan_fp
    \or: \exp_after:wN \c_minus_zero_fp
    \or: \exp_after:wN \c_inf_fp
    \else: \exp_after:wN \c_minus_inf_fp
    \fi:
  }
\cs_new:Npn \__fp_array_item_normal:w #1 #2#3#4#5 #6 ; #7 ; #8 ; #9
  { #9 \s__fp \__fp_chk:w 1 #1 {#8} #7 {#2#3#4#5} {#6} ; }
```

(*End definition for* `\fparray_item:Nn` *and others. These functions are documented on page 219.*)

```
⟨/initex | package⟩
```

38 l3sort implementation

```
⟨*initex | package⟩
⟨@@=sort⟩
```

38.1 Variables

`\g__sort_internal_seq`
`\g__sort_internal_tl`

Sorting happens in a group; the result is stored in those global variables before being copied outside the group to the proper places. For seq and tl this is more efficient than using `\use:x` (or some `\exp_args:NNNx`) to smuggle the definition outside the group since TeX does not need to re-read tokens. For clist we don't gain anything since the result is converted from seq to clist anyways.

```
\seq_new:N \g__sort_internal_seq
```

```
\tl_new:N \g__sort_internal_tl
```

(*End definition for* `\g__sort_internal_seq` *and* `\g__sort_internal_tl`.)

`\l__sort_length_int`
`\l__sort_min_int`
`\l__sort_top_int`
`\l__sort_max_int`
`\l__sort_true_max_int`

The sequence has `\l__sort_length_int` items and is stored from `\l__sort_min_int` to `\l__sort_top_int` -1. While reading the sequence in memory, we check that `\l__sort_top_int` remains at most `\l__sort_max_int`, precomputed by `\__sort_compute_range:`. That bound is such that the merge sort only uses `\toks` registers less than `\l__sort_true_max_int`, namely those that have not been allocated for use in other code: the user's comparison code could alter these.

```
\int_new:N \l__sort_length_int
\int_new:N \l__sort_min_int
\int_new:N \l__sort_top_int
\int_new:N \l__sort_max_int
\int_new:N \l__sort_true_max_int
```

(*End definition for* `\l__sort_length_int` *and others.*)

`\l__sort_block_int`

Merge sort is done in several passes. In each pass, blocks of size `\l__sort_block_int` are merged in pairs. The block size starts at 1, and, for a length in the range $[2^k+1, 2^{k+1}]$, reaches 2^k in the last pass.

```
\int_new:N \l__sort_block_int
```

(*End definition for* `\l__sort_block_int`.)

`\l__sort_begin_int`
`\l__sort_end_int`

When merging two blocks, `\l__sort_begin_int` marks the lowest index in the two blocks, and `\l__sort_end_int` marks the highest index, plus 1.

```
\int_new:N \l__sort_begin_int
\int_new:N \l__sort_end_int
```

(*End definition for* `\l__sort_begin_int` *and* `\l__sort_end_int`.)

`\l__sort_A_int`
`\l__sort_B_int`
`\l__sort_C_int`

When merging two blocks (whose end-points are `beg` and `end`), A starts from the high end of the low block, and decreases until reaching `beg`. The index B starts from the top of the range and marks the register in which a sorted item should be put. Finally, C points to the copy of the high block in the interval of registers starting at `\l__sort_length_int`, upwards. C starts from the upper limit of that range.

```
\int_new:N \l__sort_A_int
\int_new:N \l__sort_B_int
\int_new:N \l__sort_C_int
```

(*End definition for* `\l__sort_A_int`, `\l__sort_B_int`, *and* `\l__sort_C_int`.)

38.2 Finding available `\toks` registers

`\__sort_shrink_range:`
`\__sort_shrink_range_loop:`

After `\__sort_compute_range:` (defined below) determines that `\toks` registers between `\l__sort_min_int` (included) and `\l__sort_true_max_int` (excluded) have not yet been assigned, `\__sort_shrink_range:` computes `\l__sort_max_int` to reflect the need for a buffer when merging blocks in the merge sort. Given $2^n \leq A \leq 2^n + 2^{n-1}$ registers we can sort $\lfloor A/2 \rfloor + 2^{n-2}$ items while if we have $2^n + 2^{n-1} \leq A \leq 2^{n+1}$ registers we can sort $A - 2^{n-1}$ items. We first find out a power 2^n such that $2^n \leq A \leq 2^{n+1}$ by repeatedly halving `\l__sort_block_int`, starting at 2^{15} or 2^{14} namely half the total number of registers, then we use the formulas and set `\l__sort_max_int`.

```
\cs_new_protected:Npn \__sort_shrink_range:
  {
    \int_set:Nn \l__sort_A_int
      { \l__sort_true_max_int - \l__sort_min_int + 1 }
    \int_set:Nn \l__sort_block_int { \c_max_register_int / 2 }
    \__sort_shrink_range_loop:
    \int_set:Nn \l__sort_max_int
      {
        \int_compare:nNnTF
          { \l__sort_block_int * 3 / 2 } > \l__sort_A_int
          {
            \l__sort_min_int
            + ( \l__sort_A_int - 1 ) / 2
            + \l__sort_block_int / 4
            - 1
          }
          { \l__sort_true_max_int - \l__sort_block_int / 2 }
      }
  }
\cs_new_protected:Npn \__sort_shrink_range_loop:
  {
    \if_int_compare:w \l__sort_A_int < \l__sort_block_int
      \tex_divide:D \l__sort_block_int 2 \exp_stop_f:
      \exp_after:wN \__sort_shrink_range_loop:
    \fi:
  }
```

(*End definition for* `\__sort_shrink_range:` *and* `\__sort_shrink_range_loop:`.)

`\__sort_compute_range:`
`\__sort_redefine_compute_range:`
`\c__sort_max_length_int`

First find out what `\toks` have not yet been assigned. There are many cases. In LaTeX 2_ε with no package, available `\toks` range from `\count15` + 1 to `\c_max_register_int` included (this was not altered despite the 2015 changes). When `\loctoks` is defined, namely in plain (e)TeX, or when the package etex is loaded in LaTeX 2_ε, redefine `\__sort_compute_range:` to use the range `\count265` to `\count275` − 1. The elocalloc package also defines `\loctoks` but uses yet another number for the upper bound, namely `\e@alloc@top` (minus one). We must check for `\loctoks` every time a sorting function is called, as etex or elocalloc could be loaded.

In ConTeXt MkIV the range is from `\c_syst_last_allocated_toks`+1 to `\c_max_register_int`, and in MkII it is from `\lastallocatedtoks`+1 to `\c_max_register_int`. In all these cases, call `\__sort_shrink_range:`. The LaTeX3 format mode is easiest: no `\toks` are ever allocated so available `\toks` range from 0 to `\c_max_register_int` and we precompute the result of `\__sort_shrink_range:`.

```
⟨*package⟩
\cs_new_protected:Npn \__sort_compute_range:
  {
    \int_set:Nn \l__sort_min_int { \tex_count:D 15 + 1 }
    \int_set:Nn \l__sort_true_max_int { \c_max_register_int + 1 }
    \__sort_shrink_range:
    \if_meaning:w \loctoks \tex_undefined:D \else:
      \if_meaning:w \loctoks \scan_stop: \else:
        \__sort_redefine_compute_range:
        \__sort_compute_range:
      \fi:
```

```
    \fi:
  }
\cs_new_protected:Npn \__sort_redefine_compute_range:
  {
    \cs_if_exist:cTF { ver@elocalloc.sty }
      {
        \cs_gset_protected:Npn \__sort_compute_range:
          {
            \int_set:Nn \l__sort_min_int { \tex_count:D 265 }
            \int_set_eq:NN \l__sort_true_max_int \e@alloc@top
            \__sort_shrink_range:
          }
      }
      {
        \cs_gset_protected:Npn \__sort_compute_range:
          {
            \int_set:Nn \l__sort_min_int { \tex_count:D 265 }
            \int_set:Nn \l__sort_true_max_int { \tex_count:D 275 }
            \__sort_shrink_range:
          }
      }
  }
\cs_if_exist:NT \loctoks { \__sort_redefine_compute_range: }
\tl_map_inline:nn { \lastallocatedtoks \c_syst_last_allocated_toks }
  {
    \cs_if_exist:NT #1
      {
        \cs_gset_protected:Npn \__sort_compute_range:
          {
            \int_set:Nn \l__sort_min_int { #1 + 1 }
            \int_set:Nn \l__sort_true_max_int { \c_max_register_int + 1 }
            \__sort_shrink_range:
          }
      }
  }
⟨/package⟩
⟨*initex⟩
\int_const:Nn \c__sort_max_length_int
  { ( \c_max_register_int + 1 ) * 3 / 4 }
\cs_new_protected:Npn \__sort_compute_range:
  {
    \int_set:Nn \l__sort_min_int { 0 }
    \int_set:Nn \l__sort_true_max_int { \c_max_register_int + 1 }
    \int_set:Nn \l__sort_max_int { \c__sort_max_length_int }
  }
⟨/initex⟩
```

(*End definition for* `\__sort_compute_range:`, `\__sort_redefine_compute_range:`, *and* `\c__sort_max_length_int`.)

38.3 Protected user commands

`\__sort_main:NNNn` Sorting happens in three steps. First store items in `\toks` registers ranging from `\l__sort_min_int` to `\l__sort_top_int` -1, while checking that the list is not too long. If we reach the maximum length, that's an error; exit the group. Secondly, sort the array of `\toks` registers, using the user-defined sorting function: `\__sort_level:` calls `\__sort_compare:nn` as needed. Finally, unpack the `\toks` registers (now sorted) into the target tl, or into `\g__sort_internal_seq` for seq and clist. This is done by `\__sort_seq:NNNNn` and `\__sort_tl:NNn`.

```
\cs_new_protected:Npn \__sort_main:NNNn #1#2#3#4
  {
⟨package⟩    \__sort_disable_toksdef:
    \__sort_compute_range:
    \int_set_eq:NN \l__sort_top_int \l__sort_min_int
    #1 #3
      {
        \if_int_compare:w \l__sort_top_int = \l__sort_max_int
          \__sort_too_long_error:NNw #2 #3
        \fi:
        \tex_toks:D \l__sort_top_int {##1}
        \int_incr:N \l__sort_top_int
      }
    \int_set:Nn \l__sort_length_int
      { \l__sort_top_int - \l__sort_min_int }
    \cs_set:Npn \__sort_compare:nn ##1 ##2 {#4}
    \int_set:Nn \l__sort_block_int { 1 }
    \__sort_level:
  }
```

(*End definition for* `\__sort_main:NNNn`.)

`\tl_sort:Nn`
`\tl_sort:cn`
`\tl_gsort:Nn`
`\tl_gsort:cn`
`\__sort_tl:NNn`
`\__sort_tl_toks:w`

Call the main sorting function then unpack `\toks` registers outside the group into the target token list. The unpacking is done by `\__sort_tl_toks:w`; registers are numbered from `\l__sort_min_int` to `\l__sort_top_int` -1. For expansion behaviour we need a couple of primitives. The `\tl_gclear:N` reduces memory usage. The `\prg_break_point:` is used by `\__sort_main:NNNn` when the list is too long.

```
\cs_new_protected:Npn \tl_sort:Nn { \__sort_tl:NNn \tl_set_eq:NN }
\cs_generate_variant:Nn \tl_sort:Nn { c }
\cs_new_protected:Npn \tl_gsort:Nn { \__sort_tl:NNn \tl_gset_eq:NN }
\cs_generate_variant:Nn \tl_gsort:Nn { c }
\cs_new_protected:Npn \__sort_tl:NNn #1#2#3
  {
    \group_begin:
      \__sort_main:NNNn \tl_map_inline:Nn \tl_map_break:n #2 {#3}
      \tl_gset:Nx \g__sort_internal_tl
        { \__sort_tl_toks:w \l__sort_min_int ; }
    \group_end:
    #1 #2 \g__sort_internal_tl
    \tl_gclear:N \g__sort_internal_tl
    \prg_break_point:
  }
\cs_new:Npn \__sort_tl_toks:w #1 ;
  {
    \if_int_compare:w #1 < \l__sort_top_int
      { \tex_the:D \tex_toks:D #1 }
      \exp_after:wN \__sort_tl_toks:w
      \int_value:w \int_eval:n { #1 + 1 } \exp_after:wN ;
```

```
    \fi:
  }
```

(*End definition for* `\tl_sort:Nn` *and others. These functions are documented on page 48.*)

`\seq_sort:Nn` `\seq_sort:cn` `\seq_gsort:Nn` `\seq_gsort:cn` `\clist_sort:Nn` `\clist_sort:cn` `\clist_gsort:Nn` `\clist_gsort:cn` `\__sort_seq:NNNNn`

Use the same general framework for seq and clist. Apply the general sorting code, then unpack `\toks` into `\g__sort_internal_seq`. Outside the group copy or convert (for clist) the data to the target variable. The `\seq_gclear:N` reduces memory usage. The `\prg_break_point:` is used by `\__sort_main:NNNn` when the list is too long.

```
\cs_new_protected:Npn \seq_sort:Nn
  { \__sort_seq:NNNNn \seq_map_inline:Nn \seq_map_break:n \seq_set_eq:NN }
\cs_generate_variant:Nn \seq_sort:Nn { c }
\cs_new_protected:Npn \seq_gsort:Nn
  { \__sort_seq:NNNNn \seq_map_inline:Nn \seq_map_break:n \seq_gset_eq:NN }
\cs_generate_variant:Nn \seq_gsort:Nn { c }
\cs_new_protected:Npn \clist_sort:Nn
  {
    \__sort_seq:NNNNn \clist_map_inline:Nn \clist_map_break:n
      \clist_set_from_seq:NN
  }
\cs_generate_variant:Nn \clist_sort:Nn { c }
\cs_new_protected:Npn \clist_gsort:Nn
  {
    \__sort_seq:NNNNn \clist_map_inline:Nn \clist_map_break:n
      \clist_gset_from_seq:NN
  }
\cs_generate_variant:Nn \clist_gsort:Nn { c }
\cs_new_protected:Npn \__sort_seq:NNNNn #1#2#3#4#5
  {
    \group_begin:
      \__sort_main:NNNn #1 #2 #4 {#5}
      \seq_gset_from_inline_x:Nnn \g__sort_internal_seq
        {
          \int_step_function:nnN
            { \l__sort_min_int } { \l__sort_top_int - 1 }
        }
        { \tex_the:D \tex_toks:D ##1 }
    \group_end:
    #3 #4 \g__sort_internal_seq
    \seq_gclear:N \g__sort_internal_seq
    \prg_break_point:
  }
```

(*End definition for* `\seq_sort:Nn` *and others. These functions are documented on page 79.*)

38.4 Merge sort

`\__sort_level:`

This function is called once blocks of size `\l__sort_block_int` (initially 1) are each sorted. If the whole list fits in one block, then we are done (this also takes care of the case of an empty list or a list with one item). Otherwise, go through pairs of blocks starting from 0, then double the block size, and repeat.

```
\cs_new_protected:Npn \__sort_level:
  {
    \if_int_compare:w \l__sort_block_int < \l__sort_length_int
```

```
      \l__sort_end_int \l__sort_min_int
      \__sort_merge_blocks:
      \tex_advance:D \l__sort_block_int \l__sort_block_int
      \exp_after:wN \__sort_level:
    \fi:
  }
```

(*End definition for* `\__sort_level:`.)

`\__sort_merge_blocks:` This function is called to merge a pair of blocks, starting at the last value of `\l__sort_end_int` (end-point of the previous pair of blocks). If shifting by one block to the right we reach the end of the list, then this pass has ended: the end of the list is sorted already. Otherwise, store the result of that shift in A, which indexes the first block starting from the top end. Then locate the end-point (maximum) of the second block: shift `end` upwards by one more block, but keeping it $\leq$ `top`. Copy this upper block of `\toks` registers in registers above `length`, indexed by C: this is covered by `\__sort_copy_block:`. Once this is done we are ready to do the actual merger using `\__sort_merge_blocks_aux:`, after shifting A, B and C so that they point to the largest index in their respective ranges rather than pointing just beyond those ranges. Of course, once that pair of blocks is merged, move on to the next pair.

```
\cs_new_protected:Npn \__sort_merge_blocks:
  {
    \l__sort_begin_int \l__sort_end_int
    \tex_advance:D \l__sort_end_int \l__sort_block_int
    \if_int_compare:w \l__sort_end_int < \l__sort_top_int
      \l__sort_A_int \l__sort_end_int
      \tex_advance:D \l__sort_end_int \l__sort_block_int
      \if_int_compare:w \l__sort_end_int > \l__sort_top_int
        \l__sort_end_int \l__sort_top_int
      \fi:
      \l__sort_B_int \l__sort_A_int
      \l__sort_C_int \l__sort_top_int
      \__sort_copy_block:
      \int_decr:N \l__sort_A_int
      \int_decr:N \l__sort_B_int
      \int_decr:N \l__sort_C_int
      \exp_after:wN \__sort_merge_blocks_aux:
      \exp_after:wN \__sort_merge_blocks:
    \fi:
  }
```

(*End definition for* `\__sort_merge_blocks:`.)

`\__sort_copy_block:` We wish to store a copy of the "upper" block of `\toks` registers, ranging between the initial value of `\l__sort_B_int` (included) and `\l__sort_end_int` (excluded) into a new range starting at the initial value of `\l__sort_C_int`, namely `\l__sort_top_int`.

```
\cs_new_protected:Npn \__sort_copy_block:
  {
    \tex_toks:D \l__sort_C_int \tex_toks:D \l__sort_B_int
    \int_incr:N \l__sort_C_int
    \int_incr:N \l__sort_B_int
    \if_int_compare:w \l__sort_B_int = \l__sort_end_int
      \use_i:nn
```

```
    \fi:
    \__sort_copy_block:
  }
```

(*End definition for* `\__sort_copy_block:`.)

`\__sort_merge_blocks_aux:`

At this stage, the first block starts at `\l__sort_begin_int`, and ends at `\l__sort_A_int`, and the second block starts at `\l__sort_top_int` and ends at `\l__sort_C_int`. The result of the merger is stored at positions indexed by `\l__sort_B_int`, which starts at `\l__sort_end_int` -1 and decreases down to `\l__sort_begin_int`, covering the full range of the two blocks. In other words, we are building the merger starting with the largest values. The comparison function is defined to return either `swapped` or `same`. Of course, this means the arguments need to be given in the order they appear originally in the list.

```
\cs_new_protected:Npn \__sort_merge_blocks_aux:
  {
    \exp_after:wN \__sort_compare:nn \exp_after:wN
      { \tex_the:D \tex_toks:D \exp_after:wN \l__sort_A_int \exp_after:wN }
      \exp_after:wN { \tex_the:D \tex_toks:D \l__sort_C_int }
    \prg_do_nothing:
    \__sort_return_mark:w
    \__sort_return_mark:w
    \q_mark
    \__sort_return_none_error:
  }
```

(*End definition for* `\__sort_merge_blocks_aux:`.)

`\sort_return_same:`
`\sort_return_swapped:`
`\__sort_return_mark:w`
`\__sort_return_none_error:`
`\__sort_return_two_error:`

Each comparison should call `\sort_return_same:` or `\sort_return_swapped:` exactly once. If neither is called, `\__sort_return_none_error:` is called, since the `return_mark` removes tokens until `\q_mark`. If one is called, the `return_mark` auxiliary removes everything except `\__sort_return_same:w` (or its `swapped` analogue) followed by `\__sort_return_none_error:`. Finally if two or more are called, `\__sort_return_two_error:` ends up before any `\__sort_return_mark:w`, so that it produces an error.

```
\cs_new_protected:Npn \sort_return_same:
    #1 \__sort_return_mark:w #2 \q_mark
  {
    #1
    #2
    \__sort_return_two_error:
    \__sort_return_mark:w
    \q_mark
    \__sort_return_same:w
  }
\cs_new_protected:Npn \sort_return_swapped:
    #1 \__sort_return_mark:w #2 \q_mark
  {
    #1
    #2
    \__sort_return_two_error:
    \__sort_return_mark:w
    \q_mark
    \__sort_return_swapped:w
```

```
  }
\cs_new_protected:Npn \__sort_return_mark:w #1 \q_mark { }
\cs_new_protected:Npn \__sort_return_none_error:
  {
    \__kernel_msg_error:nnxx { kernel } { return-none }
      { \tex_the:D \tex_toks:D \l__sort_A_int }
      { \tex_the:D \tex_toks:D \l__sort_C_int }
    \__sort_return_same:w \__sort_return_none_error:
  }
\cs_new_protected:Npn \__sort_return_two_error:
  {
    \__kernel_msg_error:nnxx { kernel } { return-two }
      { \tex_the:D \tex_toks:D \l__sort_A_int }
      { \tex_the:D \tex_toks:D \l__sort_C_int }
  }
```

(*End definition for* `\sort_return_same:` *and others. These functions are documented on page 220.*)

`\__sort_return_same:w` If the comparison function returns `same`, then the second argument fed to `\__sort_compare:nn` should remain to the right of the other one. Since we build the merger starting from the right, we copy that `\toks` register into the allotted range, then shift the pointers B and C, and go on to do one more step in the merger, unless the second block has been exhausted: then the remainder of the first block is already in the correct registers and we are done with merging those two blocks.

```
\cs_new_protected:Npn \__sort_return_same:w #1 \__sort_return_none_error:
  {
    \tex_toks:D \l__sort_B_int \tex_toks:D \l__sort_C_int
    \int_decr:N \l__sort_B_int
    \int_decr:N \l__sort_C_int
    \if_int_compare:w \l__sort_C_int < \l__sort_top_int
      \use_i:nn
    \fi:
    \__sort_merge_blocks_aux:
  }
```

(*End definition for* `\__sort_return_same:w`*.*)

`\__sort_return_swapped:w` If the comparison function returns `swapped`, then the next item to add to the merger is the first argument, contents of the `\toks` register A. Then shift the pointers A and B to the left, and go for one more step for the merger, unless the left block was exhausted (A goes below the threshold). In that case, all remaining `\toks` registers in the second block, indexed by C, are copied to the merger by `\__sort_merge_blocks_end:`.

```
\cs_new_protected:Npn \__sort_return_swapped:w #1 \__sort_return_none_error:
  {
    \tex_toks:D \l__sort_B_int \tex_toks:D \l__sort_A_int
    \int_decr:N \l__sort_B_int
    \int_decr:N \l__sort_A_int
    \if_int_compare:w \l__sort_A_int < \l__sort_begin_int
      \__sort_merge_blocks_end: \use_i:nn
    \fi:
    \__sort_merge_blocks_aux:
  }
```

(*End definition for* `\__sort_return_swapped:w`*.*)

__sort_merge_blocks_end: This function's task is to copy the `\toks` registers in the block indexed by C to the merger indexed by B. The end can equally be detected by checking when B reaches the threshold `begin`, or when C reaches `top`.

```
\cs_new_protected:Npn \__sort_merge_blocks_end:
  {
    \tex_toks:D \l__sort_B_int \tex_toks:D \l__sort_C_int
    \int_decr:N \l__sort_B_int
    \int_decr:N \l__sort_C_int
    \if_int_compare:w \l__sort_B_int < \l__sort_begin_int
      \use_i:nn
    \fi:
    \__sort_merge_blocks_end:
  }
```

(*End definition for* `\__sort_merge_blocks_end:`.)

38.5 Expandable sorting

Sorting expandably is very different from sorting and assigning to a variable. Since tokens cannot be stored, they must remain in the input stream, and be read through at every step. It is thus necessarily much slower (at best $O(n^2 \ln n)$) than non-expandable sorting functions ($O(n \ln n)$).

A prototypical version of expandable quicksort is as follows. If the argument has no item, return nothing, otherwise partition, using the first item as a pivot (argument `#4` of `\__sort:nnNnn`). The arguments of `\__sort:nnNnn` are 1. items less than `#4`, 2. items greater or equal to `#4`, 3. comparison, 4. pivot, 5. next item to test. If `#5` is the tail of the list, call `\tl_sort:nN` on `#1` and on `#2`, placing `#4` in between; `\use:ff` expands the parts to make `\tl_sort:nN` `f`-expandable. Otherwise, compare `#4` and `#5` using `#3`. If they are ordered, place `#5` amongst the "greater" items, otherwise amongst the "lesser" items, and continue partitioning.

```
\cs_new:Npn \tl_sort:nN #1#2
  {
    \tl_if_blank:nF {#1}
      {
        \__sort:nnNnn { } { } #2
          #1 \q_recursion_tail \q_recursion_stop
      }
  }
\cs_new:Npn \__sort:nnNnn #1#2#3#4#5
  {
    \quark_if_recursion_tail_stop_do:nn {#5}
      { \use:ff { \tl_sort:nN {#1} #3 {#4} } { \tl_sort:nN {#2} #3 } }
    #3 {#4} {#5}
      { \__sort:nnNnn {#1} { #2 {#5} } #3 {#4} }
      { \__sort:nnNnn { #1 {#5} } {#2} #3 {#4} }
  }
\cs_generate_variant:Nn \use:nn { ff }
```

There are quite a few optimizations available here: the code below is less legible, but more than twice as fast.

In the simple version of the code, __sort:nnNnn is called $O(n \ln n)$ times on average (the number of comparisons required by the quicksort algorithm). Hence most of our focus is on optimizing that function.

The first speed up is to avoid testing for the end of the list at every call to __sort:nnNnn. For this, the list is prepared by changing each ⟨*item*⟩ of the original token list into ⟨*command*⟩ {⟨*item*⟩}, just like sequences are stored. We arrange things such that the ⟨*command*⟩ is the ⟨*conditional*⟩ provided by the user: the loop over the ⟨*prepared tokens*⟩ then looks like

```
\cs_new:Npn \__sort_loop:wNn ... #6#7
{
#6 {⟨pivot⟩} {#7} ⟨loop big⟩ ⟨loop small⟩
⟨extra arguments⟩
}
\__sort_loop:wNn ... ⟨prepared tokens⟩
⟨end-loop⟩ {} \q_stop
```

In this example, which matches the structure of __sort_quick_split_i:NnnnnNn and a few other functions below, the __sort_loop:wNn auxiliary normally receives the user's ⟨*conditional*⟩ as #6 and an ⟨*item*⟩ as #7. This is compared to the ⟨*pivot*⟩ (the argument #5, not shown here), and the ⟨*conditional*⟩ leaves the ⟨*loop big*⟩ or ⟨*loop small*⟩ auxiliary, which both have the same form as __sort_loop:wNn, receiving the next pair ⟨*conditional*⟩ {⟨*item*⟩} as #6 and #7. At the end, #6 is the ⟨*end-loop*⟩ function, which terminates the loop.

The second speed up is to minimize the duplicated tokens between the true and false branches of the conditional. For this, we introduce two versions of __sort:nnNnn, which receive the new item as #1 and place it either into the list #2 of items less than the pivot #4 or into the list #3 of items greater or equal to the pivot.

```
\cs_new:Npn \__sort_i:nnnnNn #1#2#3#4#5#6
  {
    #5 {#4} {#6} \__sort_ii:nnnnNn \__sort_i:nnnnNn
      {#6} { #2 {#1} } {#3} {#4}
  }
\cs_new:Npn \__sort_ii:nnnnNn #1#2#3#4#5#6
  {
    #5 {#4} {#6} \__sort_ii:nnnnNn \__sort_i:nnnnNn
      {#6} {#2} { #3 {#1} } {#4}
  }
```

Note that the two functions have the form of __sort_loop:wNn above, receiving as #5 the conditional or a function to end the loop. In fact, the lists #2 and #3 must be made of pairs ⟨*conditional*⟩ {⟨*item*⟩}, so we have to replace {#6} above by { #5 {#6} }, and {#1} by #1. The actual functions have one more argument, so all argument numbers are shifted compared to this code.

The third speed up is to avoid \use:ff using a continuation-passing style: __sort_quick_split:NnNn expects a list followed by \q_mark {⟨*code*⟩}, and expands to ⟨*code*⟩ ⟨*sorted list*⟩. Sorting the two parts of the list around the pivot is done with

```
\__sort_quick_split:NnNn #2 ...  \q_mark
{
\__sort_quick_split:NnNn #1 ...  \q_mark {⟨code⟩}
```

```
{⟨pivot⟩}
}
```

Items which are larger than the ⟨*pivot*⟩ are sorted, then placed after code that sorts the smaller items, and after the (braced) ⟨*pivot*⟩.

The fourth speed up is avoid the recursive call to `\tl_sort:nN` with an empty first argument. For this, we introduce functions similar to the `\__sort_i:nnnnNn` of the last example, but aware of whether the list of ⟨*conditional*⟩ `{`⟨*item*⟩`}` read so far that are less than the pivot, and the list of those greater or equal, are empty or not: see `\__sort_quick_split:NnNn` and functions defined below. Knowing whether the lists are empty or not is useless if we do not use distinct ending codes as appropriate. The splitting auxiliaries communicate to the ⟨*end-loop*⟩ function (that is initially placed after the "prepared" list) by placing a specific ending function, ignored when looping, but useful at the end. In fact, the ⟨*end-loop*⟩ function does nothing but place the appropriate ending function in front of all its arguments. The ending functions take care of sorting non-empty sublists, placing the pivot in between, and the continuation before.

The final change in fact slows down the code a little, but is required to avoid memory issues: schematically, when TeX encounters

```
\use:n { \use:n { \use:n { ... } ... } ... }
```

the argument of the first `\use:n` is not completely read by the second `\use:n`, hence must remain in memory; then the argument of the second `\use:n` is not completely read when grabbing the argument of the third `\use:n`, hence must remain in memory, and so on. The memory consumption grows quadratically with the number of nested `\use:n`. In practice, this means that we must read everything until a trailing `\q_stop` once in a while, otherwise sorting lists of more than a few thousand items would exhaust a typical TeX's memory.

`\tl_sort:nN`
`\__sort_quick_prepare:Nnnn`
`\__sort_quick_prepare_end:NNNnw`
`\__sort_quick_cleanup:w`

The code within the `\exp_not:f` sorts the list, leaving in most cases a leading `\exp_not:f`, which stops the expansion, letting the result be return within `\exp_not:n`. We filter out the case of a list with no item, which would otherwise cause problems. Then prepare the token list `#1` by inserting the conditional `#2` before each item. The `prepare` auxiliary receives the conditional as `#1`, the prepared token list so far as `#2`, the next prepared item as `#3`, and the item after that as `#4`. The loop ends when `#4` contains `\prg_break_point:`, then the `prepare_end` auxiliary finds the prepared token list as `#4`. The scene is then set up for `\__sort_quick_split:NnNn`, which sorts the prepared list and perform the post action placed after `\q_mark`, namely removing the trailing `\s_stop` and `\q_stop` and leaving `\exp_stop_f:` to stop `f`-expansion.

```
\cs_new:Npn \tl_sort:nN #1#2
  {
    \exp_not:f
      {
        \tl_if_blank:nF {#1}
          {
            \__sort_quick_prepare:Nnnn #2 { } { }
              #1
              { \prg_break_point: \__sort_quick_prepare_end:NNNnw }
            \q_stop
          }
      }
  }
```

```
\cs_new:Npn \__sort_quick_prepare:Nnnn #1#2#3#4
  {
    \prg_break: #4 \prg_break_point:
    \__sort_quick_prepare:Nnnn #1 { #2 #3 } { #1 {#4} }
  }
\cs_new:Npn \__sort_quick_prepare_end:NNNnw #1#2#3#4#5 \q_stop
  {
    \__sort_quick_split:NnNn #4 \__sort_quick_end:nnTFNn { }
    \q_mark { \__sort_quick_cleanup:w \exp_stop_f: }
    \s_stop \q_stop
  }
\cs_new:Npn \__sort_quick_cleanup:w #1 \s_stop \q_stop {#1}
```

(*End definition for* `\tl_sort:nN` *and others. This function is documented on page* 48.)

`\__sort_quick_split:NnNn`
`\__sort_quick_only_i:NnnnnNn`
`\__sort_quick_only_ii:NnnnnNn`
`\__sort_quick_split_i:NnnnnNn`
`\__sort_quick_split_ii:NnnnnNn`

The `only_i`, `only_ii`, `split_i` and `split_ii` auxiliaries receive a useless first argument, the new item `#2` (that they append to either one of the next two arguments), the list `#3` of items less than the pivot, bigger items `#4`, the pivot `#5`, a ⟨*function*⟩ `#6`, and an item `#7`. The ⟨*function*⟩ is the user's ⟨*conditional*⟩ except at the end of the list where it is `\__sort_quick_end:nnTFNn`. The comparison is applied to the ⟨*pivot*⟩ and the ⟨*item*⟩, and calls the `only_i` or `split_i` auxiliaries if the ⟨*item*⟩ is smaller, and the `only_ii` or `split_ii` auxiliaries otherwise. In both cases, the next auxiliary goes to work right away, with no intermediate expansion that would slow down operations. Note that the argument `#2` left for the next call has the form ⟨*conditional*⟩ `{`⟨*item*⟩`}`, so that the lists `#3` and `#4` keep the right form to be fed to the next sorting function. The `split` auxiliary differs from these in that it is missing three of the arguments, which would be empty, and its first argument is always the user's ⟨*conditional*⟩ rather than an ending function.

```
\cs_new:Npn \__sort_quick_split:NnNn #1#2#3#4
  {
    #3 {#2} {#4} \__sort_quick_only_ii:NnnnnNn
      \__sort_quick_only_i:NnnnnNn
      \__sort_quick_single_end:nnnwnw
      { #3 {#4} } { } { } {#2}
  }
\cs_new:Npn \__sort_quick_only_i:NnnnnNn #1#2#3#4#5#6#7
  {
    #6 {#5} {#7} \__sort_quick_split_ii:NnnnnNn
      \__sort_quick_only_i:NnnnnNn
      \__sort_quick_only_i_end:nnnwnw
      { #6 {#7} } { #3 #2 } { } {#5}
  }
\cs_new:Npn \__sort_quick_only_ii:NnnnnNn #1#2#3#4#5#6#7
  {
    #6 {#5} {#7} \__sort_quick_only_ii:NnnnnNn
      \__sort_quick_split_i:NnnnnNn
      \__sort_quick_only_ii_end:nnnwnw
      { #6 {#7} } { } { #4 #2 } {#5}
  }
\cs_new:Npn \__sort_quick_split_i:NnnnnNn #1#2#3#4#5#6#7
  {
    #6 {#5} {#7} \__sort_quick_split_ii:NnnnnNn
      \__sort_quick_split_i:NnnnnNn
      \__sort_quick_split_end:nnnwnw
```

```
      { #6 {#7} } { #3 #2 } {#4} {#5}
  }
\cs_new:Npn \__sort_quick_split_ii:NnnnnNn #1#2#3#4#5#6#7
  {
    #6 {#5} {#7} \__sort_quick_split_ii:NnnnnNn
      \__sort_quick_split_i:NnnnnNn
      \__sort_quick_split_end:nnnwnw
      { #6 {#7} } {#3} { #4 #2 } {#5}
  }
```

(*End definition for* `\__sort_quick_split:NnNn` *and others.*)

`\__sort_quick_end:nnTFNn`
`\__sort_quick_single_end:nnnwnw`
`\__sort_quick_only_i_end:nnnwnw`
`\__sort_quick_only_ii_end:nnnwnw`
`\__sort_quick_split_end:nnnwnw`

The `\__sort_quick_end:nnTFNn` appears instead of the user's conditional, and receives as its arguments the pivot `#1`, a fake item `#2`, a `true` and a `false` branches `#3` and `#4`, followed by an ending function `#5` (one of the four auxiliaries here) and another copy `#6` of the fake item. All those are discarded except the function `#5`. This function receives lists `#1` and `#2` of items less than or greater than the pivot `#3`, then a continuation code `#5` just after `\q_mark`. To avoid a memory problem described earlier, all of the ending functions read `#6` until `\q_stop` and place `#6` back into the input stream. When the lists `#1` and `#2` are empty, the `single` auxiliary simply places the continuation `#5` before the pivot `{#3}`. When `#2` is empty, `#1` is sorted and placed before the pivot `{#3}`, taking care to feed the continuation `#5` as a continuation for the function sorting `#1`. When `#1` is empty, `#2` is sorted, and the continuation argument is used to place the continuation `#5` and the pivot `{#3}` before the sorted result. Finally, when both lists are non-empty, items larger than the pivot are sorted, then items less than the pivot, and the continuations are done in such a way to place the pivot in between.

```
\cs_new:Npn \__sort_quick_end:nnTFNn #1#2#3#4#5#6 {#5}
\cs_new:Npn \__sort_quick_single_end:nnnwnw #1#2#3#4 \q_mark #5#6 \q_stop
  { #5 {#3} #6 \q_stop }
\cs_new:Npn \__sort_quick_only_i_end:nnnwnw #1#2#3#4 \q_mark #5#6 \q_stop
  {
    \__sort_quick_split:NnNn #1
      \__sort_quick_end:nnTFNn { } \q_mark {#5}
    {#3}
    #6 \q_stop
  }
\cs_new:Npn \__sort_quick_only_ii_end:nnnwnw #1#2#3#4 \q_mark #5#6 \q_stop
  {
    \__sort_quick_split:NnNn #2
      \__sort_quick_end:nnTFNn { } \q_mark { #5 {#3} }
    #6 \q_stop
  }
\cs_new:Npn \__sort_quick_split_end:nnnwnw #1#2#3#4 \q_mark #5#6 \q_stop
  {
    \__sort_quick_split:NnNn #2 \__sort_quick_end:nnTFNn { } \q_mark
      {
        \__sort_quick_split:NnNn #1
          \__sort_quick_end:nnTFNn { } \q_mark {#5}
        {#3}
      }
    #6 \q_stop
  }
```

(*End definition for* `\__sort_quick_end:nnTFNn` *and others.*)

38.6 Messages

__sort_error: Bailing out of the sorting code is a bit tricky. It may not be safe to use a delimited argument, so instead we redefine many l3sort commands to be trivial, with `\__sort_level:` jumping to the break point. This error recovery won't work in a group.

```
\cs_new_protected:Npn \__sort_error:
  {
    \cs_set_eq:NN \__sort_merge_blocks_aux: \prg_do_nothing:
    \cs_set_eq:NN \__sort_merge_blocks: \prg_do_nothing:
    \cs_set_protected:Npn \__sort_level: { \group_end: \prg_break: }
  }
```

(*End definition for* `\__sort_error:`.)

__sort_disable_toksdef:
__sort_disabled_toksdef:n

While sorting, `\toksdef` is locally disabled to prevent users from using `\newtoks` or similar commands in their comparison code: the `\toks` registers that would be assigned are in use by l3sort. In format mode, none of this is needed since there is no `\toks` allocator.

```
⟨*package⟩
\cs_new_protected:Npn \__sort_disable_toksdef:
  { \cs_set_eq:NN \toksdef \__sort_disabled_toksdef:n }
\cs_new_protected:Npn \__sort_disabled_toksdef:n #1
  {
    \__kernel_msg_error:nnx { kernel } { toksdef }
      { \token_to_str:N #1 }
    \__sort_error:
    \tex_toksdef:D #1
  }
\__kernel_msg_new:nnnn { kernel } { toksdef }
  { Allocation~of~\iow_char:N\\toks~registers~impossible~while~sorting. }
  {
    The~comparison~code~used~for~sorting~a~list~has~attempted~to~
    define~#1~as~a~new~\iow_char:N\\toks~register~using~
    \iow_char:N\\newtoks~
    or~a~similar~command.~The~list~will~not~be~sorted.
  }
⟨/package⟩
```

(*End definition for* `\__sort_disable_toksdef:` *and* `\__sort_disabled_toksdef:n`.)

__sort_too_long_error:NNw When there are too many items in a sequence, this is an error, and we clean up properly the mapping over items in the list: break using the type-specific breaking function `#1`.

```
\cs_new_protected:Npn \__sort_too_long_error:NNw #1#2 \fi:
  {
    \fi:
    \__kernel_msg_error:nnxxx { kernel } { too-large }
      { \token_to_str:N #2 }
      { \int_eval:n { \l__sort_true_max_int - \l__sort_min_int } }
      { \int_eval:n { \l__sort_top_int - \l__sort_min_int } }
    #1 \__sort_error:
  }
\__kernel_msg_new:nnnn { kernel } { too-large }
  { The~list~#1~is~too~long~to~be~sorted~by~TeX. }
  {
```

```
    TeX~has~#2~toks~registers~still~available:~
    this~only~allows~to~sort~with~up~to~#3~
    items.~The~list~will~not~be~sorted.
  }
```

(*End definition for* `\__sort_too_long_error:NNw`.)

```
\__kernel_msg_new:nnnn { kernel } { return-none }
  { The~comparison~code~did~not~return. }
  {
    When~sorting~a~list,~the~code~to~compare~items~#1~and~#2~
    did~not~call~
    \iow_char:N\\sort_return_same: ~nor~
    \iow_char:N\\sort_return_swapped: .~
    Exactly~one~of~these~should~be~called.
  }
\__kernel_msg_new:nnnn { kernel } { return-two }
  { The~comparison~code~returned~multiple~times. }
  {
    When~sorting~a~list,~the~code~to~compare~items~#1~and~#2~called~
    \iow_char:N\\sort_return_same: ~or~
    \iow_char:N\\sort_return_swapped: ~multiple~times.~
    Exactly~one~of~these~should~be~called.
  }
⟨/initex | package⟩
```

39 l3tl-analysis implementation

```
⟨@@=tl⟩
```

39.1 Internal functions

`\s__tl` The format used to store token lists internally uses the scan mark `\s__tl` as a delimiter.

(*End definition for* `\s__tl`.)

39.2 Internal format

The task of the l3tl-analysis module is to convert token lists to an internal format which allows us to extract all the relevant information about individual tokens (category code, character code), as well as reconstruct the token list quickly. This internal format is used in l3regex where we need to support arbitrary tokens, and it is used in conversion functions in l3str-convert, where we wish to support clusters of characters instead of single tokens.

We thus need a way to encode any ⟨*token*⟩ (even begin-group and end-group character tokens) in a way amenable to manipulating tokens individually. The best we can do is to find ⟨*tokens*⟩ which both o-expand and x-expand to the given ⟨*token*⟩. Collecting more information about the category code and character code is also useful for regular expressions, since most regexes are catcode-agnostic. The internal format thus takes the form of a succession of items of the form

⟨*tokens*⟩ `\s__tl` ⟨*catcode*⟩ ⟨*char code*⟩ `\s__tl`

The ⟨*tokens*⟩ `o`- *and* `x`-expand to the original token in the token list or to the cluster of tokens corresponding to one Unicode character in the given encoding (for l3str-convert). The ⟨*catcode*⟩ is given as a single hexadecimal digit, 0 for control sequences. The ⟨*char code*⟩ is given as a decimal number, −1 for control sequences.

Using delimited arguments lets us build the ⟨*tokens*⟩ progressively when doing an encoding conversion in l3str-convert. On the other hand, the delimiter `\s__tl` may not appear unbraced in ⟨*tokens*⟩. This is not a problem because we are careful to wrap control sequences in braces (as an argument to `\exp_not:n`) when converting from a general token list to the internal format.

The current rule for converting a ⟨*token*⟩ to a balanced set of ⟨*tokens*⟩ which both `o`-expands and `x`-expands to it is the following.

- A control sequence `\cs` becomes `\exp_not:n { \cs } \s__tl` 0 −1 `\s__tl`.
- A begin-group character `{` becomes `\exp_after:wN { \if_false: } \fi: \s__tl` 1 ⟨*char code*⟩ `\s__tl`.
- An end-group character `}` becomes `\if_false: { \fi: } \s__tl` 2 ⟨*char code*⟩ `\s__tl`.
- A character with any other category code becomes `\exp_not:n {`⟨*character*⟩`} \s__tl` ⟨*hex catcode*⟩ ⟨*char code*⟩ `\s__tl`.

```
⟨*initex | package⟩
```

39.3 Variables and helper functions

`\s__tl` The scan mark `\s__tl` is used as a delimiter in the internal format. This is more practical than using a quark, because we would then need to control expansion much more carefully: compare `\int_value:w '#1 \s__tl` with `\int_value:w '#1 \exp_stop_f: \exp_not:N \q_mark` to extract a character code followed by the delimiter in an `x`-expansion.

```
\scan_new:N \s__tl
```

(*End definition for* `\s__tl`.)

`\l__tl_analysis_token`
`\l__tl_analysis_char_token`
The tokens in the token list are probed with the TeX primitive `\futurelet`. We use `\l__tl_analysis_token` in that construction. In some cases, we convert the following token to a string before probing it: then the token variable used is `\l__tl_analysis_char_token`.

```
\cs_new_eq:NN \l__tl_analysis_token ?
\cs_new_eq:NN \l__tl_analysis_char_token ?
```

(*End definition for* `\l__tl_analysis_token` *and* `\l__tl_analysis_char_token`.)

`\l__tl_analysis_normal_int` The number of normal (`N`-type argument) tokens since the last special token.

```
\int_new:N \l__tl_analysis_normal_int
```

(*End definition for* `\l__tl_analysis_normal_int`.)

`\l__tl_analysis_index_int` During the first pass, this is the index in the array being built. During the second pass, it is equal to the maximum index in the array from the first pass.

```
\int_new:N \l__tl_analysis_index_int
```

(*End definition for* `\l__tl_analysis_index_int`.)

\l__tl_analysis_nesting_int

Nesting depth of explicit begin-group and end-group characters during the first pass. This lets us detect the end of the token list without a reserved end-marker.

```
\int_new:N \l__tl_analysis_nesting_int
```

(*End definition for* `\l__tl_analysis_nesting_int`*.*)

\l__tl_analysis_type_int

When encountering special characters, we record their "type" in this integer.

```
\int_new:N \l__tl_analysis_type_int
```

(*End definition for* `\l__tl_analysis_type_int`*.*)

\g__tl_analysis_result_tl

The result of the conversion is stored in this token list, with a succession of items of the form

⟨*tokens*⟩ `\s__tl` ⟨*catcode*⟩ ⟨*char code*⟩ `\s__tl`

```
\tl_new:N \g__tl_analysis_result_tl
```

(*End definition for* `\g__tl_analysis_result_tl`*.*)

__tl_analysis_extract_charcode:
__tl_analysis_extract_charcode_aux:w

Extracting the character code from the meaning of `\l__tl_analysis_token`. This has no error checking, and should only be assumed to work for begin-group and end-group character tokens. It produces a number in the form `‘`⟨*char*⟩.

```
\cs_new:Npn \__tl_analysis_extract_charcode:
  {
    \exp_after:wN \__tl_analysis_extract_charcode_aux:w
      \token_to_meaning:N \l__tl_analysis_token
  }
\cs_new:Npn \__tl_analysis_extract_charcode_aux:w #1 ~ #2 ~ { ‘ }
```

(*End definition for* `\__tl_analysis_extract_charcode:` *and* `\__tl_analysis_extract_charcode_aux:w`*.*)

__tl_analysis_cs_space_count:NN
__tl_analysis_cs_space_count:w
__tl_analysis_cs_space_count_end:w

Counts the number of spaces in the string representation of its second argument, as well as the number of characters following the last space in that representation, and feeds the two numbers as semicolon-delimited arguments to the first argument. When this function is used, the escape character is printable and non-space.

```
\cs_new:Npn \__tl_analysis_cs_space_count:NN #1 #2
  {
    \exp_after:wN #1
    \int_value:w \int_eval:w 0
      \exp_after:wN \__tl_analysis_cs_space_count:w
        \token_to_str:N #2
        \fi: \__tl_analysis_cs_space_count_end:w ; ~ !
  }
\cs_new:Npn \__tl_analysis_cs_space_count:w #1 ~
  {
    \if_false: #1 #1 \fi:
    + 1
    \__tl_analysis_cs_space_count:w
  }
\cs_new:Npn \__tl_analysis_cs_space_count_end:w ; #1 \fi: #2 !
  { \exp_after:wN ; \int_value:w \str_count_ignore_spaces:n {#1} ; }
```

(*End definition for* `\__tl_analysis_cs_space_count:NN`*,* `\__tl_analysis_cs_space_count:w`*, and* `\__tl_analysis_cs_space_count_end:w`*.*)

39.4 Plan of attack

Our goal is to produce a token list of the form roughly

> ⟨*token 1*⟩ `\s@__` ⟨*catcode 1*⟩ ⟨*char code 1*⟩ `\s@__`
> ⟨*token 2*⟩ `\s__tl` ⟨*catcode 2*⟩ ⟨*char code 2*⟩ `\s__tl`
> ... ⟨*token N*⟩ `\s__tl` ⟨*catcode N*⟩ ⟨*char code N*⟩ `\s__tl`

Most but not all tokens can be grabbed as an undelimited (`N`-type) argument by TeX. The plan is to have a two pass system. In the first pass, locate special tokens, and store them in various `\toks` registers. In the second pass, which is done within an `x`-expanding assignment, normal tokens are taken in as `N`-type arguments, and special tokens are retrieved from the `\toks` registers, and removed from the input stream by some means. The whole process takes linear time, because we avoid building the result one item at a time.

We make the escape character printable (backslash, but this later oscillates between slash and backslash): this allows us to distinguish characters from control sequences.

A token has two characteristics: its `\meaning`, and what it looks like for TeX when it is in scanning mode (*e.g.*, when capturing parameters for a macro). For our purposes, we distinguish the following meanings:

- begin-group token (category code 1), either space (character code 32), or non-space;
- end-group token (category code 2), either space (character code 32), or non-space;
- space token (category code 10, character code 32);
- anything else (then the token is always an `N`-type argument).

The token itself can "look like" one of the following

- a non-active character, in which case its meaning is automatically that associated to its character code and category code, we call it "true" character;
- an active character;
- a control sequence.

The only tokens which are not valid `N`-type arguments are true begin-group characters, true end-group characters, and true spaces. We detect those characters by scanning ahead with `\futurelet`, then distinguishing true characters from control sequences set equal to them using the `\string` representation.

The second pass is a simple exercise in expandable loops.

`\__tl_analysis:n` Everything is done within a group, and all definitions are local. We use `\group_align_safe_begin/end:` to avoid problems in case `\__tl_analysis:n` is used within an alignment and its argument contains alignment tab tokens.

```
\cs_new_protected:Npn \__tl_analysis:n #1
  {
    \group_begin:
      \group_align_safe_begin:
        \__tl_analysis_a:n {#1}
        \__tl_analysis_b:n {#1}
      \group_align_safe_end:
    \group_end:
  }
```

(*End definition for* `\__tl_analysis:n`.)

39.5 Disabling active characters

__tl_analysis_disable:n Active characters can cause problems later on in the processing, so we provide a way to disable them, by setting them to `undefined`. Since Unicode contains too many characters to loop over all of them, we instead do this whenever we encounter a character. For pTEX and upTEX we skip characters beyond $[0, 255]$ because `\lccode` only allows those values.

```
\group_begin:
  \char_set_catcode_active:N \^^@
  \cs_new_protected:Npn \__tl_analysis_disable:n #1
    {
      \tex_lccode:D 0 = #1 \exp_stop_f:
      \tex_lowercase:D { \tex_let:D ^^@ } \tex_undefined:D
    }
  \bool_lazy_or:nnT
    { \sys_if_engine_ptex_p: }
    { \sys_if_engine_uptex_p: }
    {
      \cs_gset_protected:Npn \__tl_analysis_disable:n #1
        {
          \if_int_compare:w 256 > #1 \exp_stop_f:
            \tex_lccode:D 0 = #1 \exp_stop_f:
            \tex_lowercase:D { \tex_let:D ^^@ } \tex_undefined:D
          \fi:
        }
    }
\group_end:
```

(*End definition for* `\__tl_analysis_disable:n`.)

39.6 First pass

The goal of this pass is to detect special (non-N-type) tokens, and count how many N-type tokens lie between special tokens. Also, we wish to store some representation of each special token in a `\toks` register.

We have 11 types of tokens:

1. a true non-space begin-group character;
2. a true space begin-group character;
3. a true non-space end-group character;
4. a true space end-group character;
5. a true space blank space character;
6. an active character;
7. any other true character;
8. a control sequence equal to a begin-group token (category code 1);
9. a control sequence equal to an end-group token (category code 2);
10. a control sequence equal to a space token (character code 32, category code 10);

11. any other control sequence.

Our first tool is `\futurelet`. This cannot distinguish case 8 from 1 or 2, nor case 9 from 3 or 4, nor case 10 from case 5. Those cases are later distinguished by applying the `\string` primitive to the following token, after possibly changing the escape character to ensure that a control sequence's string representation cannot be mistaken for the true character.

In cases 6, 7, and 11, the following token is a valid `N`-type argument, so we grab it and distinguish the case of a character from a control sequence: in the latter case, `\str_tail:n {`⟨*token*⟩`}` is non-empty, because the escape character is printable.

`\__tl_analysis_a:n`

We read tokens one by one using `\futurelet`. While performing the loop, we keep track of the number of true begin-group characters minus the number of true end-group characters in `\l__tl_analysis_nesting_int`. This reaches -1 when we read the closing brace.

```
\cs_new_protected:Npn \__tl_analysis_a:n #1
  {
    \__tl_analysis_disable:n { 32 }
    \int_set:Nn \tex_escapechar:D { 92 }
    \int_zero:N \l__tl_analysis_normal_int
    \int_zero:N \l__tl_analysis_index_int
    \int_zero:N \l__tl_analysis_nesting_int
    \if_false: { \fi: \__tl_analysis_a_loop:w #1 }
    \int_decr:N \l__tl_analysis_index_int
  }
```

(*End definition for* `\__tl_analysis_a:n`.)

`\__tl_analysis_a_loop:w`

Read one character and check its type.

```
\cs_new_protected:Npn \__tl_analysis_a_loop:w
  { \tex_futurelet:D \l__tl_analysis_token \__tl_analysis_a_type:w }
```

(*End definition for* `\__tl_analysis_a_loop:w`.)

`\__tl_analysis_a_type:w`

At this point, `\l__tl_analysis_token` holds the meaning of the following token. We store in `\l__tl_analysis_type_int` information about the meaning of the token ahead:

- 0 space token;
- 1 begin-group token;
- -1 end-group token;
- 2 other.

The values 0, 1, -1 correspond to how much a true such character changes the nesting level (2 is used only here, and is irrelevant later). Then call the auxiliary for each case. Note that nesting conditionals here is safe because we only skip over `\l__tl_analysis_token` if it matches with one of the character tokens (hence is not a primitive conditional).

```
\cs_new_protected:Npn \__tl_analysis_a_type:w
  {
    \l__tl_analysis_type_int =
      \if_meaning:w \l__tl_analysis_token \c_space_token
        0
```

```
      \else:
        \if_catcode:w \exp_not:N \l__tl_analysis_token \c_group_begin_token
          1
        \else:
          \if_catcode:w \exp_not:N \l__tl_analysis_token \c_group_end_token
            - 1
          \else:
            2
          \fi:
        \fi:
      \fi:
      \exp_stop_f:
    \if_case:w \l__tl_analysis_type_int
         \exp_after:wN \__tl_analysis_a_space:w
    \or: \exp_after:wN \__tl_analysis_a_bgroup:w
    \or: \exp_after:wN \__tl_analysis_a_safe:N
    \else: \exp_after:wN \__tl_analysis_a_egroup:w
    \fi:
  }
```

(*End definition for* `\__tl_analysis_a_type:w`.)

`\__tl_analysis_a_space:w`
`\__tl_analysis_a_space_test:w`

In this branch, the following token's meaning is a blank space. Apply `\string` to that token: a true blank space gives a space, a control sequence gives a result starting with the escape character, an active character gives something else than a space since we disabled the space. We grab as `\l__tl_analysis_char_token` the first character of the string representation then test it in `\__tl_analysis_a_space_test:w`. Also, since `\__tl_analysis_a_store:` expects the special token to be stored in the relevant `\toks` register, we do that. The extra `\exp_not:n` is unnecessary of course, but it makes the treatment of all tokens more homogeneous. If we discover that the next token was actually a control sequence or an active character instead of a true space, then we step the counter of normal tokens. We now have in front of us the whole string representation of the control sequence, including potential spaces; those will appear to be true spaces later in this pass. Hence, all other branches of the code in this first pass need to consider the string representation, so that the second pass does not need to test the meaning of tokens, only strings.

```
\cs_new_protected:Npn \__tl_analysis_a_space:w
  {
    \tex_afterassignment:D \__tl_analysis_a_space_test:w
    \exp_after:wN \cs_set_eq:NN
    \exp_after:wN \l__tl_analysis_char_token
    \token_to_str:N
  }
\cs_new_protected:Npn \__tl_analysis_a_space_test:w
  {
    \if_meaning:w \l__tl_analysis_char_token \c_space_token
      \tex_toks:D \l__tl_analysis_index_int { \exp_not:n { ~ } }
      \__tl_analysis_a_store:
    \else:
      \int_incr:N \l__tl_analysis_normal_int
    \fi:
    \__tl_analysis_a_loop:w
  }
```

(*End definition for* `\__tl_analysis_a_space:w` *and* `\__tl_analysis_a_space_test:w`.)

`\__tl_analysis_a_bgroup:w`
`\__tl_analysis_a_egroup:w`
`\__tl_analysis_a_group:nw`
`\__tl_analysis_a_group_aux:w`
`\__tl_analysis_a_group_auxii:w`
`\__tl_analysis_a_group_test:w`

The token is most likely a true character token with catcode 1 or 2, but it might be a control sequence, or an active character. Optimizing for the first case, we store in a toks register some code that expands to that token. Since we will turn what follows into a string, we make sure the escape character is different from the current character code (by switching between solidus and backslash). To detect the special case of an active character let to the catcode 1 or 2 character with the same character code, we disable the active character with that character code and re-test: if the following token has become undefined we can in fact safely grab it. We are finally ready to turn what follows to a string and test it. This is one place where we need `\l__tl_analysis_char_token` to be a separate control sequence from `\l__tl_analysis_token`, to compare them.

```
\group_begin:
  \char_set_catcode_group_begin:N \^^@ % {
  \cs_new_protected:Npn \__tl_analysis_a_bgroup:w
    { \__tl_analysis_a_group:nw { \exp_after:wN ^^@ \if_false: } \fi: } }
  \char_set_catcode_group_end:N \^^@
  \cs_new_protected:Npn \__tl_analysis_a_egroup:w
    { \__tl_analysis_a_group:nw { \if_false: { \fi: ^^@ } } % }
\group_end:
\cs_new_protected:Npn \__tl_analysis_a_group:nw #1
  {
    \tex_lccode:D 0 = \__tl_analysis_extract_charcode: \scan_stop:
    \tex_lowercase:D { \tex_toks:D \l__tl_analysis_index_int {#1} }
    \if_int_compare:w \tex_lccode:D 0 = \tex_escapechar:D
      \int_set:Nn \tex_escapechar:D { 139 - \tex_escapechar:D }
    \fi:
    \__tl_analysis_disable:n { \tex_lccode:D 0 }
    \tex_futurelet:D \l__tl_analysis_token \__tl_analysis_a_group_aux:w
  }
\cs_new_protected:Npn \__tl_analysis_a_group_aux:w
  {
    \if_meaning:w \l__tl_analysis_token \tex_undefined:D
      \exp_after:wN \__tl_analysis_a_safe:N
    \else:
      \exp_after:wN \__tl_analysis_a_group_auxii:w
    \fi:
  }
\cs_new_protected:Npn \__tl_analysis_a_group_auxii:w
  {
    \tex_afterassignment:D \__tl_analysis_a_group_test:w
    \exp_after:wN \cs_set_eq:NN
    \exp_after:wN \l__tl_analysis_char_token
    \token_to_str:N
  }
\cs_new_protected:Npn \__tl_analysis_a_group_test:w
  {
    \if_charcode:w \l__tl_analysis_token \l__tl_analysis_char_token
      \__tl_analysis_a_store:
    \else:
      \int_incr:N \l__tl_analysis_normal_int
    \fi:
    \__tl_analysis_a_loop:w
```

```
  }
```

(*End definition for* `\__tl_analysis_a_bgroup:w` *and others.*)

`\__tl_analysis_a_store:` This function is called each time we meet a special token; at this point, the `\toks` register `\l__tl_analysis_index_int` holds a token list which expands to the given special token. Also, the value of `\l__tl_analysis_type_int` indicates which case we are in:

- -1 end-group character;
- 0 space character;
- 1 begin-group character.

We need to distinguish further the case of a space character (code 32) from other character codes, because those behave differently in the second pass. Namely, after testing the `\lccode` of 0 (which holds the present character code) we change the cases above to

- -2 space end-group character;
- -1 non-space end-group character;
- 0 space blank space character;
- 1 non-space begin-group character;
- 2 space begin-group character.

This has the property that non-space characters correspond to odd values of `\l__tl_analysis_type_int`. The number of normal tokens until here and the type of special token are packed into a `\skip` register. Finally, we check whether we reached the last closing brace, in which case we stop by disabling the looping function (locally).

```
\cs_new_protected:Npn \__tl_analysis_a_store:
  {
    \tex_advance:D \l__tl_analysis_nesting_int \l__tl_analysis_type_int
    \if_int_compare:w \tex_lccode:D 0 = `\ \exp_stop_f:
      \tex_advance:D \l__tl_analysis_type_int \l__tl_analysis_type_int
    \fi:
    \tex_skip:D \l__tl_analysis_index_int
      = \l__tl_analysis_normal_int sp
         plus \l__tl_analysis_type_int sp \scan_stop:
    \int_incr:N \l__tl_analysis_index_int
    \int_zero:N \l__tl_analysis_normal_int
    \if_int_compare:w \l__tl_analysis_nesting_int = -1 \exp_stop_f:
      \cs_set_eq:NN \__tl_analysis_a_loop:w \scan_stop:
    \fi:
  }
```

(*End definition for* `\__tl_analysis_a_store:`.)

`\__tl_analysis_a_safe:N` `\__tl_analysis_a_cs:ww` This should be the simplest case: since the upcoming token is safe, we can simply grab it in a second pass. If the token is a single character (including space), the `\if_charcode:w` test yields true; we disable a potentially active character (that could otherwise masquerade as the true character in the next pass) and we count one “normal” token. On the other hand, if the token is a control sequence, we should replace it by its string representation for compatibility with other code branches. Instead of slowly looping through the characters with the main code, we use the knowledge of how the second pass works: if the control sequence name contains no space, count that token as a number of normal tokens equal to its string length. If the control sequence contains spaces, they should be registered as special characters by increasing `\l__tl_analysis_index_int` (no need to carefully count character between each space), and all characters after the last space should be counted in the following sequence of "normal" tokens.

```
\cs_new_protected:Npn \__tl_analysis_a_safe:N #1
  {
    \if_charcode:w
        \scan_stop:
        \exp_after:wN \use_none:n \token_to_str:N #1 \prg_do_nothing:
        \scan_stop:
      \exp_after:wN \use_i:nn
    \else:
      \exp_after:wN \use_ii:nn
    \fi:
      {
        \__tl_analysis_disable:n { `#1 }
        \int_incr:N \l__tl_analysis_normal_int
      }
      { \__tl_analysis_cs_space_count:NN \__tl_analysis_a_cs:ww #1 }
    \__tl_analysis_a_loop:w
  }
\cs_new_protected:Npn \__tl_analysis_a_cs:ww #1; #2;
  {
    \if_int_compare:w #1 > 0 \exp_stop_f:
      \tex_skip:D \l__tl_analysis_index_int
        = \int_eval:n { \l__tl_analysis_normal_int + 1 } sp \exp_stop_f:
      \tex_advance:D \l__tl_analysis_index_int #1 \exp_stop_f:
    \else:
      \tex_advance:D
    \fi:
    \l__tl_analysis_normal_int #2 \exp_stop_f:
  }
```

(*End definition for* `\__tl_analysis_a_safe:N` *and* `\__tl_analysis_a_cs:ww`.)

39.7 Second pass

The second pass is an exercise in expandable loops. All the necessary information is stored in `\skip` and `\toks` registers.

`\__tl_analysis_b:n`
`\__tl_analysis_b_loop:w`

Start the loop with the index 0. No need for an end-marker: the loop stops by itself when the last index is read. We repeatedly oscillate between reading long stretches of normal tokens, and reading special tokens.

```
\cs_new_protected:Npn \__tl_analysis_b:n #1
  {
    \tl_gset:Nx \g__tl_analysis_result_tl
      {
        \__tl_analysis_b_loop:w 0; #1
        \prg_break_point:
      }
  }
```

```
\cs_new:Npn \__tl_analysis_b_loop:w #1;
  {
    \exp_after:wN \__tl_analysis_b_normals:ww
      \int_value:w \tex_skip:D #1 ; #1 ;
  }
```

(*End definition for* `\__tl_analysis_b:n` *and* `\__tl_analysis_b_loop:w`.)

`\__tl_analysis_b_normals:ww`
`\__tl_analysis_b_normal:wwN`

The first argument is the number of normal tokens which remain to be read, and the second argument is the index in the array produced in the first step. A character's string representation is always one character long, while a control sequence is always longer (we have set the escape character to a printable value). In both cases, we leave `\exp_not:n {`⟨*token*⟩`} \s__tl` in the input stream (after x-expansion). Here, `\exp_not:n` is used rather than `\exp_not:N` because `#3` could be a macro parameter character or could be `\s__tl` (which must be hidden behind braces in the result).

```
\cs_new:Npn \__tl_analysis_b_normals:ww #1;
  {
    \if_int_compare:w #1 = 0 \exp_stop_f:
      \__tl_analysis_b_special:w
    \fi:
    \__tl_analysis_b_normal:wwN #1;
  }
\cs_new:Npn \__tl_analysis_b_normal:wwN #1; #2; #3
  {
    \exp_not:n { \exp_not:n { #3 } } \s__tl
    \if_charcode:w
        \scan_stop:
        \exp_after:wN \use_none:n \token_to_str:N #3 \prg_do_nothing:
        \scan_stop:
      \exp_after:wN \__tl_analysis_b_char:Nww
    \else:
      \exp_after:wN \__tl_analysis_b_cs:Nww
    \fi:
    #3 #1; #2;
  }
```

(*End definition for* `\__tl_analysis_b_normals:ww` *and* `\__tl_analysis_b_normal:wwN`.)

`\__tl_analysis_b_char:Nww`

If the normal token we grab is a character, leave ⟨*catcode*⟩ ⟨*charcode*⟩ followed by `\s__tl` in the input stream, and call `\__tl_analysis_b_normals:ww` with its first argument decremented.

```
\cs_new:Npx \__tl_analysis_b_char:Nww #1
  {
    \exp_not:N \if_meaning:w #1 \exp_not:N \tex_undefined:D
      \token_to_str:N D \exp_not:N \else:
    \exp_not:N \if_catcode:w #1 \c_catcode_other_token
      \token_to_str:N C \exp_not:N \else:
    \exp_not:N \if_catcode:w #1 \c_catcode_letter_token
      \token_to_str:N B \exp_not:N \else:
    \exp_not:N \if_catcode:w #1 \c_math_toggle_token      3
      \exp_not:N \else:
    \exp_not:N \if_catcode:w #1 \c_alignment_token        4
      \exp_not:N \else:
    \exp_not:N \if_catcode:w #1 \c_math_superscript_token 7
```

```
      \exp_not:N \else:
    \exp_not:N \if_catcode:w #1 \c_math_subscript_token   8
      \exp_not:N \else:
    \exp_not:N \if_catcode:w #1 \c_space_token
      \token_to_str:N A \exp_not:N \else:
      6
    \exp_not:n { \fi: \fi: \fi: \fi: \fi: \fi: \fi: \fi: }
    \exp_not:N \int_value:w `#1 \s__tl
   \exp_not:N \exp_after:wN \exp_not:N \__tl_analysis_b_normals:ww
     \exp_not:N \int_value:w \exp_not:N \int_eval:w - 1 +
  }
```

(*End definition for* `\__tl_analysis_b_char:Nww`.)

`\__tl_analysis_b_cs:Nww`
`\__tl_analysis_b_cs_test:ww`

If the token we grab is a control sequence, leave `0 -1` (as category code and character code) in the input stream, followed by `\s__tl`, and call `\__tl_analysis_b_normals:ww` with updated arguments.

```
\cs_new:Npn \__tl_analysis_b_cs:Nww #1
  {
    0 -1 \s__tl
    \__tl_analysis_cs_space_count:NN \__tl_analysis_b_cs_test:ww #1
  }
\cs_new:Npn \__tl_analysis_b_cs_test:ww #1 ; #2 ; #3 ; #4 ;
  {
    \exp_after:wN \__tl_analysis_b_normals:ww
    \int_value:w \int_eval:w
    \if_int_compare:w #1 = 0 \exp_stop_f:
      #3
    \else:
      \tex_skip:D \int_eval:n { #4 + #1 } \exp_stop_f:
    \fi:
    - #2
    \exp_after:wN ;
    \int_value:w \int_eval:n { #4 + #1 } ;
  }
```

(*End definition for* `\__tl_analysis_b_cs:Nww` *and* `\__tl_analysis_b_cs_test:ww`.)

`\__tl_analysis_b_special:w`
`\__tl_analysis_b_special_char:wN`
`\__tl_analysis_b_special_space:w`

Here, `#1` is the current index in the array built in the first pass. Check now whether we reached the end (we shouldn't keep the trailing end-group character that marked the end of the token list in the first pass). Unpack the `\toks` register: when `x`-expanding again, we will get the special token. Then leave the category code in the input stream, followed by the character code, and call `\__tl_analysis_b_loop:w` with the next index.

```
\group_begin:
  \char_set_catcode_other:N A
  \cs_new:Npn \__tl_analysis_b_special:w
      \fi: \__tl_analysis_b_normal:wwN 0 ; #1 ;
    {
      \fi:
      \if_int_compare:w #1 = \l__tl_analysis_index_int
        \exp_after:wN \prg_break:
      \fi:
      \tex_the:D \tex_toks:D #1 \s__tl
      \if_case:w \tex_gluestretch:D \tex_skip:D #1 \exp_stop_f:
```

```
                \token_to_str:N A
          \or:   1
          \or:   1
          \else: 2
          \fi:
          \if_int_odd:w \tex_gluestretch:D \tex_skip:D #1 \exp_stop_f:
            \exp_after:wN \__tl_analysis_b_special_char:wN \int_value:w
          \else:
            \exp_after:wN \__tl_analysis_b_special_space:w \int_value:w
          \fi:
          \int_eval:n { 1 + #1 } \exp_after:wN ;
          \token_to_str:N
        }
    \group_end:
    \cs_new:Npn \__tl_analysis_b_special_char:wN #1 ; #2
      {
        \int_value:w `#2 \s__tl
        \__tl_analysis_b_loop:w #1 ;
      }
    \cs_new:Npn \__tl_analysis_b_special_space:w #1 ; ~
      {
        32 \s__tl
        \__tl_analysis_b_loop:w #1 ;
      }
```

(*End definition for* `\__tl_analysis_b_special:w`, `\__tl_analysis_b_special_char:wN`, *and* `\__tl_analysis_b_special_space:w`.)

39.8 Mapping through the analysis

`\tl_analysis_map_inline:nn`
`\tl_analysis_map_inline:Nn`
`\__tl_analysis_map_inline_aux:Nn`
`\__tl_analysis_map_inline_aux:nnn`

First obtain the analysis of the token list into `\g__tl_analysis_result_tl`. To allow nested mappings, increase the nesting depth `\g__kernel_prg_map_int` (shared between all modules), then define the looping macro, which has a name specific to that nesting depth. That looping grabs the ⟨*tokens*⟩, ⟨*catcode*⟩ and ⟨*char code*⟩; it checks for the end of the loop with `\use_none:n ##2`, normally empty, but which becomes `\tl_map_break:` at the end; it then performs the user's code `#2`, and loops by calling itself. When the loop ends, remember to decrease the nesting depth.

```
    \cs_new_protected:Npn \tl_analysis_map_inline:nn #1
      {
        \__tl_analysis:n {#1}
        \int_gincr:N \g__kernel_prg_map_int
        \exp_args:Nc \__tl_analysis_map_inline_aux:Nn
          { __tl_analysis_map_inline_ \int_use:N \g__kernel_prg_map_int :wNw }
      }
    \cs_new_protected:Npn  \tl_analysis_map_inline:Nn #1
      { \exp_args:No \tl_analysis_map_inline:nn #1 }
    \cs_new_protected:Npn \__tl_analysis_map_inline_aux:Nn #1#2
      {
        \cs_gset_protected:Npn #1 ##1 \s__tl ##2 ##3 \s__tl
          {
            \use_none:n ##2
            \__tl_analysis_map_inline_aux:nnn {##1} {##3} {##2}
          }
        \cs_gset_protected:Npn \__tl_analysis_map_inline_aux:nnn ##1##2##3
```

```
      {
        #2
        #1
      }
    \exp_after:wN #1
      \g__tl_analysis_result_tl
      \s__tl { ? \tl_map_break: } \s__tl
    \prg_break_point:Nn \tl_map_break:
      { \int_gdecr:N \g__kernel_prg_map_int }
  }
```

(*End definition for* `\tl_analysis_map_inline:nn` *and others. These functions are documented on page* *221*.)

39.9 Showing the results

`\tl_analysis_show:N`
`\tl_analysis_show:n`

Add to `\__tl_analysis:n` a third pass to display tokens to the terminal. If the token list variable is not defined, throw the same error as `\tl_show:N` by simply calling that function.

```
\cs_new_protected:Npn \tl_analysis_show:N #1
  {
    \tl_if_exist:NTF #1
      {
        \exp_args:No \__tl_analysis:n {#1}
        \msg_show:nnxxxx { LaTeX / kernel } { show-tl-analysis }
          { \token_to_str:N #1 } { \__tl_analysis_show: } { } { }
      }
      { \tl_show:N #1 }
  }
\cs_new_protected:Npn \tl_analysis_show:n #1
  {
    \__tl_analysis:n {#1}
    \msg_show:nnxxxx { LaTeX / kernel } { show-tl-analysis }
      { } { \__tl_analysis_show: } { } { }
  }
```

(*End definition for* `\tl_analysis_show:N` *and* `\tl_analysis_show:n`*. These functions are documented on page* *221*.)

`\__tl_analysis_show:`
`\__tl_analysis_show_loop:wNw`

Here, `#1` o- and x-expands to the token; `#2` is the category code (one uppercase hexadecimal digit), 0 for control sequences; `#3` is the character code, which we ignore. In the cases of control sequences and active characters, the meaning may overflow one line, and we want to truncate it. Those cases are thus separated out.

```
\cs_new:Npn \__tl_analysis_show:
  {
    \exp_after:wN \__tl_analysis_show_loop:wNw \g__tl_analysis_result_tl
    \s__tl { ? \prg_break: } \s__tl
    \prg_break_point:
  }
\cs_new:Npn \__tl_analysis_show_loop:wNw #1 \s__tl #2 #3 \s__tl
  {
    \use_none:n #2
    \iow_newline: > \use:nn { ~ } { ~ }
    \if_int_compare:w "#2 = 0 \exp_stop_f:
```

```
      \exp_after:wN \__tl_analysis_show_cs:n
    \else:
      \if_int_compare:w "#2 = 13 \exp_stop_f:
        \exp_after:wN \exp_after:wN
        \exp_after:wN \__tl_analysis_show_active:n
      \else:
        \exp_after:wN \exp_after:wN
        \exp_after:wN \__tl_analysis_show_normal:n
      \fi:
    \fi:
    {#1}
    \__tl_analysis_show_loop:wNw
  }
```

(*End definition for* `\__tl_analysis_show:` *and* `\__tl_analysis_show_loop:wNw`.)

`\__tl_analysis_show_normal:n`

Non-active characters are a simple matter of printing the character, and its meaning. Our test suite checks that begin-group and end-group characters do not mess up TEX's alignment status.

```
\cs_new:Npn \__tl_analysis_show_normal:n #1
  {
    \exp_after:wN \token_to_str:N #1 ~
    ( \exp_after:wN \token_to_meaning:N #1 )
  }
```

(*End definition for* `\__tl_analysis_show_normal:n`.)

`\__tl_analysis_show_value:N`

This expands to the value of `#1` if it has any.

```
\cs_new:Npn \__tl_analysis_show_value:N #1
  {
    \token_if_expandable:NF #1
      {
        \token_if_chardef:NTF       #1 \prg_break: { }
        \token_if_mathchardef:NTF   #1 \prg_break: { }
        \token_if_dim_register:NTF  #1 \prg_break: { }
        \token_if_int_register:NTF  #1 \prg_break: { }
        \token_if_skip_register:NTF #1 \prg_break: { }
        \token_if_toks_register:NTF #1 \prg_break: { }
        \use_none:nnn
        \prg_break_point:
        \use:n { \exp_after:wN = \tex_the:D #1 }
      }
  }
```

(*End definition for* `\__tl_analysis_show_value:N`.)

`\__tl_analysis_show_cs:n`
`\__tl_analysis_show_active:n`
`\__tl_analysis_show_long:nn`
`\__tl_analysis_show_long_aux:nnnn`

Control sequences and active characters are printed in the same way, making sure not to go beyond the `\l_iow_line_count_int`. In case of an overflow, we replace the last characters by `\c__tl_analysis_show_etc_str`.

```
\cs_new:Npn \__tl_analysis_show_cs:n #1
  { \exp_args:No \__tl_analysis_show_long:nn {#1} { control~sequence= } }
\cs_new:Npn \__tl_analysis_show_active:n #1
  { \exp_args:No \__tl_analysis_show_long:nn {#1} { active~character= } }
\cs_new:Npn \__tl_analysis_show_long:nn #1
```

```
  {
    \__tl_analysis_show_long_aux:oofn
      { \token_to_str:N #1 }
      { \token_to_meaning:N #1 }
      { \__tl_analysis_show_value:N #1 }
  }
\cs_new:Npn \__tl_analysis_show_long_aux:nnnn #1#2#3#4
  {
    \int_compare:nNnTF
      { \str_count:n { #1 ~ ( #4 #2 #3 ) } }
      > { \l_iow_line_count_int - 3 }
      {
        \str_range:nnn { #1 ~ ( #4 #2 #3 ) } { 1 }
          {
            \l_iow_line_count_int - 3
            - \str_count:N \c__tl_analysis_show_etc_str
          }
        \c__tl_analysis_show_etc_str
      }
      { #1 ~ ( #4 #2 #3 ) }
  }
\cs_generate_variant:Nn \__tl_analysis_show_long_aux:nnnn { oof }
```

(*End definition for* `\__tl_analysis_show_cs:n` *and others.*)

39.10 Messages

`\c__tl_analysis_show_etc_str` When a control sequence (or active character) and its meaning are too long to fit in one line of the terminal, the end is replaced by this token list.

```
\tl_const:Nx \c__tl_analysis_show_etc_str % (
  { \token_to_str:N \ETC.) }
```

(*End definition for* `\c__tl_analysis_show_etc_str`.)

```
\__kernel_msg_new:nnn { kernel } { show-tl-analysis }
  {
    The~token~list~ \tl_if_empty:nF {#1} { #1 ~ }
    \tl_if_empty:nTF {#2}
      { is~empty }
      { contains~the~tokens: #2 }
  }
⟨/initex | package⟩
```

40 l3regex implementation

```
⟨*initex | package⟩
⟨@@=regex⟩
```

40.1 Plan of attack

Most regex engines use backtracking. This allows to provide very powerful features (back-references come to mind first), but it is costly, and raises the problem of catastrophic backtracking. Since TeX is not first and foremost a programming language, complicated code tends to run slowly, and we must use faster, albeit slightly more restrictive, techniques, coming from automata theory.

Given a regular expression of n characters, we do the following:

- (Compiling.) Analyse the regex, finding invalid input, and convert it to an internal representation.
- (Building.) Convert the compiled regex to a non-deterministic finite automaton (NFA) with $O(n)$ states which accepts precisely token lists matching that regex.
- (Matching.) Loop through the query token list one token (one "position") at a time, exploring in parallel every possible path ("active thread") through the NFA, considering active threads in an order determined by the quantifiers' greediness.

We use the following vocabulary in the code comments (and in variable names).

- *Group*: index of the capturing group, -1 for non-capturing groups.
- *Position*: each token in the query is labelled by an integer ⟨*position*⟩, with `min_pos` $- 1 \leq$ ⟨*position*⟩ $\leq$ `max_pos`. The lowest and highest positions correspond to imaginary begin and end markers (with inaccessible category code and character code).
- *Query*: the token list to which we apply the regular expression.
- *State*: each state of the NFA is labelled by an integer ⟨*state*⟩ with `min_state` $\leq$ ⟨*state*⟩ $<$ `max_state`.
- *Active thread*: state of the NFA that is reached when reading the query token list for the matching. Those threads are ordered according to the greediness of quantifiers.
- *Step*: used when matching, starts at 0, incremented every time a character is read, and is not reset when searching for repeated matches. The integer `\l__regex_step_int` is a unique id for all the steps of the matching algorithm.

We use l3intarray to manipulate arrays of integers (stored into some dimension registers in scaled points). We also abuse TeX's `\toks` registers, by accessing them directly by number rather than tying them to control sequence using the `\newtoks` allocation functions. Specifically, these arrays and `\toks` are used as follows. When building, `\toks`⟨*state*⟩ holds the tests and actions to perform in the ⟨*state*⟩ of the NFA. When matching,

- `\g__regex_state_active_intarray` holds the last ⟨*step*⟩ in which each ⟨*state*⟩ was active.
- `\g__regex_thread_state_intarray` maps each ⟨*thread*⟩ (with `min_active` $\leq$ ⟨*thread*⟩ $<$ `max_active`) to the ⟨*state*⟩ in which the ⟨*thread*⟩ currently is. The ⟨*threads*⟩ are ordered starting from the best to the least preferred.
- `\toks`⟨*thread*⟩ holds the submatch information for the ⟨*thread*⟩, as the contents of a property list.
- `\g__regex_charcode_intarray` and `\g__regex_catcode_intarray` hold the character codes and category codes of tokens at each ⟨*position*⟩ in the query.

- \g__regex_balance_intarray holds the balance of begin-group and end-group character tokens which appear before that point in the token list.
- \toks⟨*position*⟩ holds ⟨*tokens*⟩ which o- and x-expand to the ⟨*position*⟩-th token in the query.
- \g__regex_submatch_prev_intarray, \g__regex_submatch_begin_intarray and \g__regex_submatch_end_intarray hold, for each submatch (as would be extracted by \regex_extract_all:nnN), the place where the submatch started to be looked for and its two end-points. For historical reasons, the minimum index is twice max_state, and the used registers go up to \l__regex_submatch_int. They are organized in blocks of \l__regex_capturing_group_int entries, each block corresponding to one match with all its submatches stored in consecutive entries.

The code is structured as follows. Variables are introduced in the relevant section. First we present some generic helper functions. Then comes the code for compiling a regular expression, and for showing the result of the compilation. The building phase converts a compiled regex to NFA states, and the automaton is run by the code in the following section. The only remaining brick is parsing the replacement text and performing the replacement. We are then ready for all the user functions. Finally, messages, and a little bit of tracing code.

40.2 Helpers

__regex_int_eval:w

Access the primitive: performance is key here, so we do not use the slower route *via* \int_eval:n.

```
\cs_new_eq:NN \__regex_int_eval:w \tex_numexpr:D
%     \end{macrocode}
% \end{macro}
%
% \begin{macro}{\__regex_standard_escapechar:}
%   Make the \tn{escapechar} into the standard backslash.
%    \begin{macrocode}
\cs_new_protected:Npn \__regex_standard_escapechar:
  { \int_set:Nn \tex_escapechar:D { `\\ } }
```

(*End definition for* __regex_int_eval:w.)

__regex_toks_use:w

Unpack a \toks given its number.

```
\cs_new:Npn \__regex_toks_use:w { \tex_the:D \tex_toks:D }
```

(*End definition for* __regex_toks_use:w.)

__regex_toks_clear:N
__regex_toks_set:Nn
__regex_toks_set:No

Empty a \toks or set it to a value, given its number.

```
\cs_new_protected:Npn \__regex_toks_clear:N #1
  { \__regex_toks_set:Nn #1 { } }
\cs_new_eq:NN \__regex_toks_set:Nn \tex_toks:D
\cs_new_protected:Npn \__regex_toks_set:No #1
  { \__regex_toks_set:Nn #1 \exp_after:wN }
```

(*End definition for* __regex_toks_clear:N *and* __regex_toks_set:Nn.)

__regex_toks_memcpy:NNn Copy #3 \toks registers from #2 onwards to #1 onwards, like C's memcpy.

```
\cs_new_protected:Npn \__regex_toks_memcpy:NNn #1#2#3
  {
    \prg_replicate:nn {#3}
      {
        \tex_toks:D #1 = \tex_toks:D #2
        \int_incr:N #1
        \int_incr:N #2
      }
  }
```

(*End definition for* __regex_toks_memcpy:NNn.)

__regex_toks_put_left:Nx __regex_toks_put_right:Nx __regex_toks_put_right:Nn During the building phase we wish to add x-expanded material to \toks, either to the left or to the right. The expansion is done "by hand" for optimization (these operations are used quite a lot). The Nn version of __regex_toks_put_right:Nx is provided because it is more efficient than x-expanding with \exp_not:n.

```
\cs_new_protected:Npn \__regex_toks_put_left:Nx #1#2
  {
    \cs_set:Npx \__regex_tmp:w { #2 }
    \tex_toks:D #1 \exp_after:wN \exp_after:wN \exp_after:wN
      { \exp_after:wN \__regex_tmp:w \tex_the:D \tex_toks:D #1 }
  }
\cs_new_protected:Npn \__regex_toks_put_right:Nx #1#2
  {
    \cs_set:Npx \__regex_tmp:w {#2}
    \tex_toks:D #1 \exp_after:wN
      { \tex_the:D \tex_toks:D \exp_after:wN #1 \__regex_tmp:w }
  }
\cs_new_protected:Npn \__regex_toks_put_right:Nn #1#2
  { \tex_toks:D #1 \exp_after:wN { \tex_the:D \tex_toks:D #1 #2 } }
```

(*End definition for* __regex_toks_put_left:Nx *and* __regex_toks_put_right:Nx.)

__regex_curr_cs_to_str: Expands to the string representation of the token (known to be a control sequence) at the current position \l__regex_curr_pos_int. It should only be used in x-expansion to avoid losing a leading space.

```
\cs_new:Npn \__regex_curr_cs_to_str:
  {
    \exp_after:wN \exp_after:wN \exp_after:wN \cs_to_str:N
    \tex_the:D \tex_toks:D \l__regex_curr_pos_int
  }
```

(*End definition for* __regex_curr_cs_to_str:.)

40.2.1 Constants and variables

__regex_tmp:w Temporary function used for various short-term purposes.

```
\cs_new:Npn \__regex_tmp:w { }
```

(*End definition for* __regex_tmp:w.)

\l__regex_internal_a_tl
\l__regex_internal_b_tl
\l__regex_internal_a_int
\l__regex_internal_b_int
\l__regex_internal_c_int
\l__regex_internal_bool
\l__regex_internal_seq
\g__regex_internal_tl

Temporary variables used for various purposes.

```
\tl_new:N   \l__regex_internal_a_tl
\tl_new:N   \l__regex_internal_b_tl
\int_new:N  \l__regex_internal_a_int
\int_new:N  \l__regex_internal_b_int
\int_new:N  \l__regex_internal_c_int
\bool_new:N \l__regex_internal_bool
\seq_new:N  \l__regex_internal_seq
\tl_new:N   \g__regex_internal_tl
```

(*End definition for* `\l__regex_internal_a_tl` *and others.*)

\l__regex_build_tl

This temporary variable is specifically for use with the `tl_build` machinery.

```
\tl_new:N \l__regex_build_tl
```

(*End definition for* `\l__regex_build_tl`.)

\c__regex_no_match_regex

This regular expression matches nothing, but is still a valid regular expression. We could use a failing assertion, but I went for an empty class. It is used as the initial value for regular expressions declared using `\regex_new:N`.

```
\tl_const:Nn \c__regex_no_match_regex
  {
    \__regex_branch:n
      { \__regex_class:NnnnN \c_true_bool { } { 1 } { 0 } \c_true_bool }
  }
```

(*End definition for* `\c__regex_no_match_regex`.)

\g__regex_charcode_intarray
\g__regex_catcode_intarray
\g__regex_balance_intarray

The first thing we do when matching is to go once through the query token list and store the information for each token into `\g__regex_charcode_intarray`, `\g__regex_catcode_intarray` and `\toks` registers. We also store the balance of begin-group/end-group characters into `\g__regex_balance_intarray`.

```
\intarray_new:Nn \g__regex_charcode_intarray { 65536 }
\intarray_new:Nn \g__regex_catcode_intarray { 65536 }
\intarray_new:Nn \g__regex_balance_intarray { 65536 }
```

(*End definition for* `\g__regex_charcode_intarray`, `\g__regex_catcode_intarray`, *and* `\g__regex_balance_intarray`.)

\l__regex_balance_int

During this phase, `\l__regex_balance_int` counts the balance of begin-group and end-group character tokens which appear before a given point in the token list. This variable is also used to keep track of the balance in the replacement text.

```
\int_new:N \l__regex_balance_int
```

(*End definition for* `\l__regex_balance_int`.)

\l__regex_cs_name_tl

This variable is used in `\__regex_item_cs:n` to store the csname of the currently-tested token when the regex contains a sub-regex for testing csnames.

```
\tl_new:N \l__regex_cs_name_tl
```

(*End definition for* `\l__regex_cs_name_tl`.)

40.2.2 Testing characters

\c__regex_ascii_min_int
\c__regex_ascii_max_control_int
\c__regex_ascii_max_int

```
\int_const:Nn \c__regex_ascii_min_int { 0 }
\int_const:Nn \c__regex_ascii_max_control_int { 31 }
\int_const:Nn \c__regex_ascii_max_int { 127 }
```

(*End definition for* `\c__regex_ascii_min_int`*,* `\c__regex_ascii_max_control_int`*, and* `\c__regex_ascii_max_int`*.*)

\c__regex_ascii_lower_int

```
\int_const:Nn \c__regex_ascii_lower_int { `a - `A }
```

(*End definition for* `\c__regex_ascii_lower_int`*.*)

__regex_break_point:TF
__regex_break_true:w

When testing whether a character of the query token list matches a given character class in the regular expression, we often have to test it against several ranges of characters, checking if any one of those matches. This is done with a structure like

⟨*test1*⟩ ... ⟨*test$_n$*⟩
`\__regex_break_point:TF` {⟨*true code*⟩} {⟨*false code*⟩}

If any of the tests succeeds, it calls `\__regex_break_true:w`, which cleans up and leaves ⟨*true code*⟩ in the input stream. Otherwise, `\__regex_break_point:TF` leaves the ⟨*false code*⟩ in the input stream.

```
\cs_new_protected:Npn \__regex_break_true:w
   #1 \__regex_break_point:TF #2 #3 {#2}
\cs_new_protected:Npn \__regex_break_point:TF #1 #2 { #2 }
```

(*End definition for* `\__regex_break_point:TF` *and* `\__regex_break_true:w`*.*)

__regex_item_reverse:n

This function makes showing regular expressions easier, and lets us define `\D` in terms of `\d` for instance. There is a subtlety: the end of the query is marked by -2, and thus matches `\D` and other negated properties; this case is caught by another part of the code.

```
\cs_new_protected:Npn \__regex_item_reverse:n #1
  {
    #1
    \__regex_break_point:TF { } \__regex_break_true:w
  }
```

(*End definition for* `\__regex_item_reverse:n`*.*)

__regex_item_caseful_equal:n
__regex_item_caseful_range:nn

Simple comparisons triggering `\__regex_break_true:w` when true.

```
\cs_new_protected:Npn \__regex_item_caseful_equal:n #1
  {
    \if_int_compare:w #1 = \l__regex_curr_char_int
      \exp_after:wN \__regex_break_true:w
    \fi:
  }
\cs_new_protected:Npn \__regex_item_caseful_range:nn #1 #2
  {
    \reverse_if:N \if_int_compare:w #1 > \l__regex_curr_char_int
      \reverse_if:N \if_int_compare:w #2 < \l__regex_curr_char_int
        \exp_after:wN \exp_after:wN \exp_after:wN \__regex_break_true:w
      \fi:
    \fi:
  }
```

(*End definition for* `\__regex_item_caseful_equal:n` *and* `\__regex_item_caseful_range:nn`.)

__regex_item_caseless_equal:n
__regex_item_caseless_range:nn

For caseless matching, we perform the test both on the `current_char` and on the `case_changed_char`. Before doing the second set of tests, we make sure that `case_changed_char` has been computed.

```
\cs_new_protected:Npn \__regex_item_caseless_equal:n #1
  {
    \if_int_compare:w #1 = \l__regex_curr_char_int
      \exp_after:wN \__regex_break_true:w
    \fi:
    \if_int_compare:w \l__regex_case_changed_char_int = \c_max_int
      \__regex_compute_case_changed_char:
    \fi:
    \if_int_compare:w #1 = \l__regex_case_changed_char_int
      \exp_after:wN \__regex_break_true:w
    \fi:
  }
\cs_new_protected:Npn \__regex_item_caseless_range:nn #1 #2
  {
    \reverse_if:N \if_int_compare:w #1 > \l__regex_curr_char_int
      \reverse_if:N \if_int_compare:w #2 < \l__regex_curr_char_int
        \exp_after:wN \exp_after:wN \exp_after:wN \__regex_break_true:w
      \fi:
    \fi:
    \if_int_compare:w \l__regex_case_changed_char_int = \c_max_int
      \__regex_compute_case_changed_char:
    \fi:
    \reverse_if:N \if_int_compare:w #1 > \l__regex_case_changed_char_int
      \reverse_if:N \if_int_compare:w #2 < \l__regex_case_changed_char_int
        \exp_after:wN \exp_after:wN \exp_after:wN \__regex_break_true:w
      \fi:
    \fi:
  }
```

(*End definition for* `\__regex_item_caseless_equal:n` *and* `\__regex_item_caseless_range:nn`.)

__regex_compute_case_changed_char:

This function is called when `\l__regex_case_changed_char_int` has not yet been computed (or rather, when it is set to the marker value `\c_max_int`). If the current character code is in the range $[65, 90]$ (upper-case), then add 32, making it lowercase. If it is in the lower-case letter range $[97, 122]$, subtract 32.

```
\cs_new_protected:Npn \__regex_compute_case_changed_char:
  {
    \int_set_eq:NN \l__regex_case_changed_char_int \l__regex_curr_char_int
    \if_int_compare:w \l__regex_curr_char_int > `Z \exp_stop_f:
      \if_int_compare:w \l__regex_curr_char_int > `z \exp_stop_f: \else:
        \if_int_compare:w \l__regex_curr_char_int < `a \exp_stop_f: \else:
          \int_sub:Nn \l__regex_case_changed_char_int
            { \c__regex_ascii_lower_int }
        \fi:
      \fi:
    \else:
      \if_int_compare:w \l__regex_curr_char_int < `A \exp_stop_f: \else:
        \int_add:Nn \l__regex_case_changed_char_int
          { \c__regex_ascii_lower_int }
```

```
      \fi:
    \fi:
  }
```

(*End definition for* `\__regex_compute_case_changed_char:`.)

`\__regex_item_equal:n`
`\__regex_item_range:nn`

Those must always be defined to expand to a `caseful` (default) or `caseless` version, and not be protected: they must expand when compiling, to hard-code which tests are caseless or caseful.

```
\cs_new_eq:NN \__regex_item_equal:n ?
\cs_new_eq:NN \__regex_item_range:nn ?
```

(*End definition for* `\__regex_item_equal:n` *and* `\__regex_item_range:nn`.)

`\__regex_item_catcode:nT`
`\__regex_item_catcode_reverse:nT`
`\__regex_item_catcode:`

The argument is a sum of powers of 4 with exponents given by the allowed category codes (between 0 and 13). Dividing by a given power of 4 gives an odd result if and only if that category code is allowed. If the catcode does not match, then skip the character code tests which follow.

```
\cs_new_protected:Npn \__regex_item_catcode:
  {
    "
    \if_case:w \l__regex_curr_catcode_int
         1       \or: 4       \or: 10      \or: 40
    \or: 100     \or:         \or: 1000    \or: 4000
    \or: 10000   \or:         \or: 100000  \or: 400000
    \or: 1000000 \or: 4000000 \else: 1*0
    \fi:
  }
\cs_new_protected:Npn \__regex_item_catcode:nT #1
  {
    \if_int_odd:w \int_eval:n { #1 / \__regex_item_catcode: } \exp_stop_f:
      \exp_after:wN \use:n
    \else:
      \exp_after:wN \use_none:n
    \fi:
  }
\cs_new_protected:Npn \__regex_item_catcode_reverse:nT #1#2
  { \__regex_item_catcode:nT {#1} { \__regex_item_reverse:n {#2} } }
```

(*End definition for* `\__regex_item_catcode:nT`, `\__regex_item_catcode_reverse:nT`, *and* `\__regex_item_catcode:`.)

`\__regex_item_exact:nn`
`\__regex_item_exact_cs:n`

This matches an exact ⟨*category*⟩-⟨*character code*⟩ pair, or an exact control sequence, more precisely one of several possible control sequences.

```
\cs_new_protected:Npn \__regex_item_exact:nn #1#2
  {
    \if_int_compare:w #1 = \l__regex_curr_catcode_int
      \if_int_compare:w #2 = \l__regex_curr_char_int
        \exp_after:wN \exp_after:wN \exp_after:wN \__regex_break_true:w
      \fi:
    \fi:
  }
\cs_new_protected:Npn \__regex_item_exact_cs:n #1
  {
```

```
    \int_compare:nNnTF \l__regex_curr_catcode_int = 0
      {
        \tl_set:Nx \l__regex_internal_a_tl
          { \scan_stop: \__regex_curr_cs_to_str: \scan_stop: }
        \tl_if_in:noTF { \scan_stop: #1 \scan_stop: }
          \l__regex_internal_a_tl
          { \__regex_break_true:w } { }
      }
      { }
  }
```

(*End definition for* `\__regex_item_exact:nn` *and* `\__regex_item_exact_cs:n`.)

`\__regex_item_cs:n`

Match a control sequence (the argument is a compiled regex). First test the catcode of the current token to be zero. Then perform the matching test, and break if the csname indeed matches. The three `\exp_after:wN` expand the contents of the `\toks`⟨*current position*⟩ (of the form `\exp_not:n {`⟨*control sequence*⟩`}`) to ⟨*control sequence*⟩. We store the cs name before building states for the cs, as those states may overlap with toks registers storing the user's input.

```
\cs_new_protected:Npn \__regex_item_cs:n #1
  {
    \int_compare:nNnT \l__regex_curr_catcode_int = 0
      {
        \group_begin:
          \tl_set:Nx \l__regex_cs_name_tl { \__regex_curr_cs_to_str: }
          \__regex_single_match:
          \__regex_disable_submatches:
          \__regex_build_for_cs:n {#1}
          \bool_set_eq:NN \l__regex_saved_success_bool
            \g__regex_success_bool
          \exp_args:NV \__regex_match_cs:n \l__regex_cs_name_tl
          \if_meaning:w \c_true_bool \g__regex_success_bool
            \group_insert_after:N \__regex_break_true:w
          \fi:
          \bool_gset_eq:NN \g__regex_success_bool
            \l__regex_saved_success_bool
        \group_end:
      }
  }
```

(*End definition for* `\__regex_item_cs:n`.)

40.2.3 Character property tests

`\__regex_prop_d:`
`\__regex_prop_h:`
`\__regex_prop_s:`
`\__regex_prop_v:`
`\__regex_prop_w:`
`\__regex_prop_N:`

Character property tests for `\d`, `\W`, *etc.* These character properties are not affected by the `(?i)` option. The characters recognized by each one are as follows: `\d=[0-9]`, `\w=[0-9A-Z_a-z]`, `\s=[\␣\^^I\^^J\^^L\^^M]`, `\h=[\␣\^^I]`, `\v=[\^^J-\^^M]`, and the upper case counterparts match anything that the lower case does not match. The order in which the various tests appear is optimized for usual mostly lower case letter text.

```
\cs_new_protected:Npn \__regex_prop_d:
  { \__regex_item_caseful_range:nn { `0 } { `9 } }
\cs_new_protected:Npn \__regex_prop_h:
  {
    \__regex_item_caseful_equal:n { `\ }
```

```
    \__regex_item_caseful_equal:n { `\^^I }
  }
\cs_new_protected:Npn \__regex_prop_s:
  {
    \__regex_item_caseful_equal:n { `\ }
    \__regex_item_caseful_equal:n { `\^^I }
    \__regex_item_caseful_equal:n { `\^^J }
    \__regex_item_caseful_equal:n { `\^^L }
    \__regex_item_caseful_equal:n { `\^^M }
  }
\cs_new_protected:Npn \__regex_prop_v:
  { \__regex_item_caseful_range:nn { `\^^J } { `\^^M } } % lf, vtab, ff, cr
\cs_new_protected:Npn \__regex_prop_w:
  {
    \__regex_item_caseful_range:nn { `a } { `z }
    \__regex_item_caseful_range:nn { `A } { `Z }
    \__regex_item_caseful_range:nn { `0 } { `9 }
    \__regex_item_caseful_equal:n { `_ }
  }
\cs_new_protected:Npn \__regex_prop_N:
  {
    \__regex_item_reverse:n
      { \__regex_item_caseful_equal:n { `\^^J } }
  }
```

(*End definition for* `\__regex_prop_d:` *and others.*)

`\__regex_posix_alnum:`
`\__regex_posix_alpha:`
`\__regex_posix_ascii:`
`\__regex_posix_blank:`
`\__regex_posix_cntrl:`
`\__regex_posix_digit:`
`\__regex_posix_graph:`
`\__regex_posix_lower:`
`\__regex_posix_print:`
`\__regex_posix_punct:`
`\__regex_posix_space:`
`\__regex_posix_upper:`
`\__regex_posix_word:`
`\__regex_posix_xdigit:`

POSIX properties. No surprise.

```
\cs_new_protected:Npn \__regex_posix_alnum:
  { \__regex_posix_alpha: \__regex_posix_digit: }
\cs_new_protected:Npn \__regex_posix_alpha:
  { \__regex_posix_lower: \__regex_posix_upper: }
\cs_new_protected:Npn \__regex_posix_ascii:
  {
    \__regex_item_caseful_range:nn
      \c__regex_ascii_min_int
      \c__regex_ascii_max_int
  }
\cs_new_eq:NN \__regex_posix_blank: \__regex_prop_h:
\cs_new_protected:Npn \__regex_posix_cntrl:
  {
    \__regex_item_caseful_range:nn
      \c__regex_ascii_min_int
      \c__regex_ascii_max_control_int
    \__regex_item_caseful_equal:n \c__regex_ascii_max_int
  }
\cs_new_eq:NN \__regex_posix_digit: \__regex_prop_d:
\cs_new_protected:Npn \__regex_posix_graph:
  { \__regex_item_caseful_range:nn { `! } { `\~ } }
\cs_new_protected:Npn \__regex_posix_lower:
  { \__regex_item_caseful_range:nn { `a } { `z } }
\cs_new_protected:Npn \__regex_posix_print:
  { \__regex_item_caseful_range:nn { `\  } { `\~ } }
\cs_new_protected:Npn \__regex_posix_punct:
```

```
  {
    \__regex_item_caseful_range:nn { `! } { `/ }
    \__regex_item_caseful_range:nn { `: } { `@ }
    \__regex_item_caseful_range:nn { `[ } { `` }
    \__regex_item_caseful_range:nn { `\{ } { `\~ }
  }
\cs_new_protected:Npn \__regex_posix_space:
  {
    \__regex_item_caseful_equal:n { `\  }
    \__regex_item_caseful_range:nn { `\^^I } { `\^^M }
  }
\cs_new_protected:Npn \__regex_posix_upper:
  { \__regex_item_caseful_range:nn { `A } { `Z } }
\cs_new_eq:NN \__regex_posix_word: \__regex_prop_w:
\cs_new_protected:Npn \__regex_posix_xdigit:
  {
    \__regex_posix_digit:
    \__regex_item_caseful_range:nn { `A } { `F }
    \__regex_item_caseful_range:nn { `a } { `f }
  }
```

(*End definition for* `\__regex_posix_alnum:` *and others.*)

40.2.4 Simple character escape

Before actually parsing the regular expression or the replacement text, we go through them once, converting `\n` to the character 10, *etc.* In this pass, we also convert any special character (`*`, `?`, `{`, etc.) or escaped alphanumeric character into a marker indicating that this was a special sequence, and replace escaped special characters and non-escaped alphanumeric characters by markers indicating that those were "raw" characters. The rest of the code can then avoid caring about escaping issues (those can become quite complex to handle in combination with ranges in character classes).

Usage: `\__regex_escape_use:nnnn` ⟨*inline 1*⟩ ⟨*inline 2*⟩ ⟨*inline 3*⟩ `{`⟨*token list*⟩`}` The ⟨*token list*⟩ is converted to a string, then read from left to right, interpreting backslashes as escaping the next character. Unescaped characters are fed to the function ⟨*inline 1*⟩, and escaped characters are fed to the function ⟨*inline 2*⟩ within an `x`-expansion context (typically those functions perform some tests on their argument to decide how to output them). The escape sequences `\a`, `\e`, `\f`, `\n`, `\r`, `\t` and `\x` are recognized, and those are replaced by the corresponding character, then fed to ⟨*inline 3*⟩. The result is then left in the input stream. Spaces are ignored unless escaped.

The conversion is done within an `x`-expanding assignment.

`\__regex_escape_use:nnnn`

The result is built in `\l__regex_internal_a_tl`, which is then left in the input stream. Tracing code is added as appropriate inside this token list. Go through `#4` once, applying `#1`, `#2`, or `#3` as relevant to each character (after de-escaping it).

```
\cs_new_protected:Npn \__regex_escape_use:nnnn #1#2#3#4
  {
    \group_begin:
      \tl_clear:N \l__regex_internal_a_tl
      \cs_set:Npn \__regex_escape_unescaped:N ##1 { #1 }
      \cs_set:Npn \__regex_escape_escaped:N ##1 { #2 }
      \cs_set:Npn \__regex_escape_raw:N ##1 { #3 }
      \__regex_standard_escapechar:
```

```
      \tl_gset:Nx \g__regex_internal_tl
        { \__kernel_str_to_other_fast:n {#4} }
      \tl_put_right:Nx \l__regex_internal_a_tl
        {
          \exp_after:wN \__regex_escape_loop:N \g__regex_internal_tl
          { break } \prg_break_point:
        }
      \exp_after:wN
    \group_end:
    \l__regex_internal_a_tl
  }
```

(*End definition for* `\__regex_escape_use:nnnn`.)

`\__regex_escape_loop:N`
`\__regex_escape_\:w`

`\__regex_escape_loop:N` reads one character: if it is special (space, backslash, or end-marker), perform the associated action, otherwise it is simply an unescaped character. After a backslash, the same is done, but unknown characters are "escaped".

```
\cs_new:Npn \__regex_escape_loop:N #1
  {
    \cs_if_exist_use:cF { __regex_escape_\token_to_str:N #1:w }
      { \__regex_escape_unescaped:N #1 }
    \__regex_escape_loop:N
  }
\cs_new:cpn { __regex_escape_ \c_backslash_str :w }
    \__regex_escape_loop:N #1
  {
    \cs_if_exist_use:cF { __regex_escape_/\token_to_str:N #1:w }
      { \__regex_escape_escaped:N #1 }
    \__regex_escape_loop:N
  }
```

(*End definition for* `\__regex_escape_loop:N` *and* `\__regex_escape_\:w`.)

`\__regex_escape_unescaped:N`
`\__regex_escape_escaped:N`
`\__regex_escape_raw:N`

Those functions are never called before being given a new meaning, so their definitions here don't matter.

```
\cs_new_eq:NN \__regex_escape_unescaped:N ?
\cs_new_eq:NN \__regex_escape_escaped:N   ?
\cs_new_eq:NN \__regex_escape_raw:N       ?
```

(*End definition for* `\__regex_escape_unescaped:N`, `\__regex_escape_escaped:N`, *and* `\__regex_escape_raw:N`.)

`\__regex_escape_break:w`
`\__regex_escape_/break:w`
`\__regex_escape_/a:w`
`\__regex_escape_/e:w`
`\__regex_escape_/f:w`
`\__regex_escape_/n:w`
`\__regex_escape_/r:w`
`\__regex_escape_/t:w`
`\__regex_escape_␣:w`

The loop is ended upon seeing the end-marker "`break`", with an error if the string ended in a backslash. Spaces are ignored, and `\a`, `\e`, `\f`, `\n`, `\r`, `\t` take their meaning here.

```
\cs_new_eq:NN \__regex_escape_break:w \prg_break:
\cs_new:cpn { __regex_escape_/break:w }
  {
    \__kernel_msg_expandable_error:nn { kernel } { trailing-backslash }
    \prg_break:
  }
\cs_new:cpn { __regex_escape_~:w } { }
\cs_new:cpx { __regex_escape_/a:w }
  { \exp_not:N \__regex_escape_raw:N \iow_char:N \^^G }
\cs_new:cpx { __regex_escape_/t:w }
```

```
  { \exp_not:N \__regex_escape_raw:N \iow_char:N \^^I }
\cs_new:cpx { __regex_escape_/n:w }
  { \exp_not:N \__regex_escape_raw:N \iow_char:N \^^J }
\cs_new:cpx { __regex_escape_/f:w }
  { \exp_not:N \__regex_escape_raw:N \iow_char:N \^^L }
\cs_new:cpx { __regex_escape_/r:w }
  { \exp_not:N \__regex_escape_raw:N \iow_char:N \^^M }
\cs_new:cpx { __regex_escape_/e:w }
  { \exp_not:N \__regex_escape_raw:N \iow_char:N \^^[ }
```

(*End definition for* `\__regex_escape_break:w` *and others.*)

`\__regex_escape_/x:w`
`\__regex_escape_x_end:w`
`\__regex_escape_x_large:n`

When `\x` is encountered, `\__regex_escape_x_test:N` is responsible for grabbing some hexadecimal digits, and feeding the result to `\__regex_escape_x_end:w`. If the number is too big interrupt the assignment and produce an error, otherwise call `\__regex_escape_raw:N` on the corresponding character token.

```
\cs_new:cpn { __regex_escape_/x:w } \__regex_escape_loop:N
  {
    \exp_after:wN \__regex_escape_x_end:w
    \int_value:w "0 \__regex_escape_x_test:N
  }
\cs_new:Npn \__regex_escape_x_end:w #1 ;
  {
    \int_compare:nNnTF {#1} > \c_max_char_int
      {
        \__kernel_msg_expandable_error:nnff { kernel } { x-overflow }
          {#1} { \int_to_Hex:n {#1} }
      }
      {
        \exp_last_unbraced:Nf \__regex_escape_raw:N
          { \char_generate:nn {#1} { 12 } }
      }
  }
```

(*End definition for* `\__regex_escape_/x:w`*,* `\__regex_escape_x_end:w`*, and* `\__regex_escape_x_large:n`*.*)

`\__regex_escape_x_test:N`
`\__regex_escape_x_testii:N`

Find out whether the first character is a left brace (allowing any number of hexadecimal digits), or not (allowing up to two hexadecimal digits). We need to check for the end-of-string marker. Eventually, call either `\__regex_escape_x_loop:N` or `\__regex_escape_x:N`.

```
\cs_new:Npn \__regex_escape_x_test:N #1
  {
    \str_if_eq:nnTF {#1} { break } { ; }
      {
        \if_charcode:w \c_space_token #1
          \exp_after:wN \__regex_escape_x_test:N
        \else:
          \exp_after:wN \__regex_escape_x_testii:N
          \exp_after:wN #1
        \fi:
      }
  }
\cs_new:Npn \__regex_escape_x_testii:N #1
  {
```

```
    \if_charcode:w \c_left_brace_str #1
      \exp_after:wN \__regex_escape_x_loop:N
    \else:
      \__regex_hexadecimal_use:NTF #1
        { \exp_after:wN \__regex_escape_x:N }
        { ; \exp_after:wN \__regex_escape_loop:N \exp_after:wN #1 }
    \fi:
  }
```

(*End definition for* `\__regex_escape_x_test:N` *and* `\__regex_escape_x_testii:N`*.*)

`\__regex_escape_x:N`

This looks for the second digit in the unbraced case.

```
\cs_new:Npn \__regex_escape_x:N #1
  {
    \str_if_eq:nnTF {#1} { break } { ; }
      {
        \__regex_hexadecimal_use:NTF #1
          { ; \__regex_escape_loop:N }
          { ; \__regex_escape_loop:N #1 }
      }
  }
```

(*End definition for* `\__regex_escape_x:N`*.*)

`\__regex_escape_x_loop:N`
`\__regex_escape_x_loop_error:`

Grab hexadecimal digits, skip spaces, and at the end, check that there is a right brace, otherwise raise an error outside the assignment.

```
\cs_new:Npn \__regex_escape_x_loop:N #1
  {
    \str_if_eq:nnTF {#1} { break }
      { ; \__regex_escape_x_loop_error:n { } {#1} }
      {
        \__regex_hexadecimal_use:NTF #1
          { \__regex_escape_x_loop:N }
          {
            \token_if_eq_charcode:NNTF \c_space_token #1
              { \__regex_escape_x_loop:N }
              {
                ;
                \exp_after:wN
                \token_if_eq_charcode:NNTF \c_right_brace_str #1
                  { \__regex_escape_loop:N }
                  { \__regex_escape_x_loop_error:n {#1} }
              }
          }
      }
  }
\cs_new:Npn \__regex_escape_x_loop_error:n #1
  {
    \__kernel_msg_expandable_error:nnn { kernel } { x-missing-rbrace } {#1}
    \__regex_escape_loop:N #1
  }
```

(*End definition for* `\__regex_escape_x_loop:N` *and* `\__regex_escape_x_loop_error:`*.*)

__regex_hexadecimal_use:NTF

TeX detects uppercase hexadecimal digits for us but not the lowercase letters, which we need to detect and replace by their uppercase counterpart.

```
\prg_new_conditional:Npnn \__regex_hexadecimal_use:N #1 { TF }
  {
    \if_int_compare:w 1 < "1 \token_to_str:N #1 \exp_stop_f:
      #1 \prg_return_true:
    \else:
      \if_case:w
        \int_eval:n { \exp_after:wN ` \token_to_str:N #1 - `a }
          A
      \or: B
      \or: C
      \or: D
      \or: E
      \or: F
      \else:
        \prg_return_false:
        \exp_after:wN \use_none:n
      \fi:
      \prg_return_true:
    \fi:
  }
```

(*End definition for* `\__regex_hexadecimal_use:NTF`.)

__regex_char_if_alphanumeric:NTF
__regex_char_if_special:NTF

These two tests are used in the first pass when parsing a regular expression. That pass is responsible for finding escaped and non-escaped characters, and recognizing which ones have special meanings and which should be interpreted as “raw” characters. Namely,

- alphanumerics are “raw” if they are not escaped, and may have a special meaning when escaped;
- non-alphanumeric printable ascii characters are “raw” if they are escaped, and may have a special meaning when not escaped;
- characters other than printable ascii are always “raw”.

The code is ugly, and highly based on magic numbers and the ascii codes of characters. This is mostly unavoidable for performance reasons. Maybe the tests can be optimized a little bit more. Here, “alphanumeric” means `0`–`9`, `A`–`Z`, `a`–`z`; “special” character means non-alphanumeric but printable ascii, from space (hex `20`) to `del` (hex `7E`).

```
\prg_new_conditional:Npnn \__regex_char_if_special:N #1 { TF }
  {
    \if_int_compare:w `#1 > `Z \exp_stop_f:
      \if_int_compare:w `#1 > `z \exp_stop_f:
        \if_int_compare:w `#1 < \c__regex_ascii_max_int
          \prg_return_true: \else: \prg_return_false: \fi:
      \else:
        \if_int_compare:w `#1 < `a \exp_stop_f:
          \prg_return_true: \else: \prg_return_false: \fi:
      \fi:
    \else:
      \if_int_compare:w `#1 > `9 \exp_stop_f:
        \if_int_compare:w `#1 < `A \exp_stop_f:
```

```
        \prg_return_true: \else: \prg_return_false: \fi:
    \else:
      \if_int_compare:w `#1 < `0 \exp_stop_f:
        \if_int_compare:w `#1 < `\ \exp_stop_f:
          \prg_return_false: \else: \prg_return_true: \fi:
      \else: \prg_return_false: \fi:
    \fi:
  \fi:
}
\prg_new_conditional:Npnn \__regex_char_if_alphanumeric:N #1 { TF }
{
  \if_int_compare:w `#1 > `Z \exp_stop_f:
    \if_int_compare:w `#1 > `z \exp_stop_f:
      \prg_return_false:
    \else:
      \if_int_compare:w `#1 < `a \exp_stop_f:
        \prg_return_false: \else: \prg_return_true: \fi:
    \fi:
  \else:
    \if_int_compare:w `#1 > `9 \exp_stop_f:
      \if_int_compare:w `#1 < `A \exp_stop_f:
        \prg_return_false: \else: \prg_return_true: \fi:
    \else:
      \if_int_compare:w `#1 < `0 \exp_stop_f:
        \prg_return_false: \else: \prg_return_true: \fi:
    \fi:
  \fi:
}
```

(*End definition for* `\__regex_char_if_alphanumeric:NTF` *and* `\__regex_char_if_special:NTF`.)

40.3 Compiling

A regular expression starts its life as a string of characters. In this section, we convert it to internal instructions, resulting in a "compiled" regular expression. This compiled expression is then turned into states of an automaton in the building phase. Compiled regular expressions consist of the following:

- `\__regex_class:NnnnN` ⟨*boolean*⟩ `{`⟨*tests*⟩`}` `{`⟨*min*⟩`}` `{`⟨*more*⟩`}` ⟨*lazyness*⟩
- `\__regex_group:nnnN` `{`⟨*branches*⟩`}` `{`⟨*min*⟩`}` `{`⟨*more*⟩`}` ⟨*lazyness*⟩, also `\__regex_group_no_capture:nnnN` and `\__regex_group_resetting:nnnN` with the same syntax.
- `\__regex_branch:n` `{`⟨*contents*⟩`}`
- `\__regex_command_K:`
- `\__regex_assertion:Nn` ⟨*boolean*⟩ `{`⟨*assertion test*⟩`}`, where the ⟨*assertion test*⟩ is `\__regex_b_test:` or `{\__regex_anchor:N` ⟨*integer*⟩`}`

Tests can be the following:

- `\__regex_item_caseful_equal:n` `{`⟨*char code*⟩`}`
- `\__regex_item_caseless_equal:n` `{`⟨*char code*⟩`}`

- __regex_item_caseful_range:nn {⟨*min*⟩} {⟨*max*⟩}
- __regex_item_caseless_range:nn {⟨*min*⟩} {⟨*max*⟩}
- __regex_item_catcode:nT {⟨*catcode bitmap*⟩} {⟨*tests*⟩}
- __regex_item_catcode_reverse:nT {⟨*catcode bitmap*⟩} {⟨*tests*⟩}
- __regex_item_reverse:n {⟨*tests*⟩}
- __regex_item_exact:nn {⟨*catcode*⟩} {⟨*char code*⟩}
- __regex_item_exact_cs:n {⟨*csnames*⟩}, more precisely given as ⟨*csname*⟩ \scan_stop: ⟨*csname*⟩ \scan_stop: ⟨*csname*⟩ and so on in a brace group.
- __regex_item_cs:n {⟨*compiled regex*⟩}

40.3.1 Variables used when compiling

\l__regex_group_level_int

We make sure to open the same number of groups as we close.

```
\int_new:N \l__regex_group_level_int
```

(*End definition for* \l__regex_group_level_int*.*)

\l__regex_mode_int
\c__regex_cs_in_class_mode_int
\c__regex_cs_mode_int
\c__regex_outer_mode_int
\c__regex_catcode_mode_int
\c__regex_class_mode_int
\c__regex_catcode_in_class_mode_int

While compiling, ten modes are recognized, labelled -63, -23, -6, -2, 0, 2, 3, 6, 23, 63. See section 40.3.3. We only define some of these as constants.

```
\int_new:N \l__regex_mode_int
\int_const:Nn \c__regex_cs_in_class_mode_int { -6 }
\int_const:Nn \c__regex_cs_mode_int { -2 }
\int_const:Nn \c__regex_outer_mode_int { 0 }
\int_const:Nn \c__regex_catcode_mode_int { 2 }
\int_const:Nn \c__regex_class_mode_int { 3 }
\int_const:Nn \c__regex_catcode_in_class_mode_int { 6 }
```

(*End definition for* \l__regex_mode_int *and others.*)

\l__regex_catcodes_int
\l__regex_default_catcodes_int
\l__regex_catcodes_bool

We wish to allow constructions such as \c[^BE](..\cL[a-z]..), where the outer catcode test applies to the whole group, but is superseded by the inner catcode test. For this to work, we need to keep track of lists of allowed category codes: \l__regex_catcodes_int and \l__regex_default_catcodes_int are bitmaps, sums of 4^c, for all allowed catcodes c. The latter is local to each capturing group, and we reset \l__regex_catcodes_int to that value after each character or class, changing it only when encountering a \c escape. The boolean records whether the list of categories of a catcode test has to be inverted: compare \c[^BE] and \c[BE].

```
\int_new:N \l__regex_catcodes_int
\int_new:N \l__regex_default_catcodes_int
\bool_new:N \l__regex_catcodes_bool
```

(*End definition for* \l__regex_catcodes_int*,* \l__regex_default_catcodes_int*, and* \l__regex_catcodes_bool*.*)

\c__regex_catcode_C_int
\c__regex_catcode_B_int
\c__regex_catcode_E_int
\c__regex_catcode_M_int
\c__regex_catcode_T_int
\c__regex_catcode_P_int
\c__regex_catcode_U_int
\c__regex_catcode_D_int
\c__regex_catcode_S_int
\c__regex_catcode_L_int
\c__regex_catcode_O_int
\c__regex_catcode_A_int
\c__regex_all_catcodes_int

Constants: 4^c for each category, and the sum of all powers of 4.

```
\int_const:Nn \c__regex_catcode_C_int { "1 }
\int_const:Nn \c__regex_catcode_B_int { "4 }
\int_const:Nn \c__regex_catcode_E_int { "10 }
\int_const:Nn \c__regex_catcode_M_int { "40 }
\int_const:Nn \c__regex_catcode_T_int { "100 }
\int_const:Nn \c__regex_catcode_P_int { "1000 }
\int_const:Nn \c__regex_catcode_U_int { "4000 }
\int_const:Nn \c__regex_catcode_D_int { "10000 }
\int_const:Nn \c__regex_catcode_S_int { "100000 }
\int_const:Nn \c__regex_catcode_L_int { "400000 }
\int_const:Nn \c__regex_catcode_O_int { "1000000 }
\int_const:Nn \c__regex_catcode_A_int { "4000000 }
\int_const:Nn \c__regex_all_catcodes_int { "5515155 }
```

(*End definition for* `\c__regex_catcode_C_int` *and others.*)

\l__regex_internal_regex

The compilation step stores its result in this variable.

```
\cs_new_eq:NN \l__regex_internal_regex \c__regex_no_match_regex
```

(*End definition for* `\l__regex_internal_regex`.)

\l__regex_show_prefix_seq

This sequence holds the prefix that makes up the line displayed to the user. The various items must be removed from the right, which is tricky with a token list, hence we use a sequence.

```
\seq_new:N \l__regex_show_prefix_seq
```

(*End definition for* `\l__regex_show_prefix_seq`.)

\l__regex_show_lines_int

A hack. To know whether a given class has a single item in it or not, we count the number of lines when showing the class.

```
\int_new:N \l__regex_show_lines_int
```

(*End definition for* `\l__regex_show_lines_int`.)

40.3.2 Generic helpers used when compiling

__regex_two_if_eq:NNNNTF

Used to compare pairs of things like `\__regex_compile_special:N ?` together. It's often inconvenient to get the catcodes of the character to match so we just compare the character code. Besides, the expanding behaviour of `\if:w` is very useful as that means we can use `\c_left_brace_str` and the like.

```
\prg_new_conditional:Npnn \__regex_two_if_eq:NNNN #1#2#3#4 { TF }
  {
    \if_meaning:w #1 #3
      \if:w #2 #4
        \prg_return_true:
      \else:
        \prg_return_false:
      \fi:
    \else:
      \prg_return_false:
    \fi:
  }
```

(*End definition for* `\__regex_two_if_eq:NNNNTF`.)

`\__regex_get_digits:NTFw`
`\__regex_get_digits_loop:w`

If followed by some raw digits, collect them one by one in the integer variable `#1`, and take the `true` branch. Otherwise, take the `false` branch.

```
\cs_new_protected:Npn \__regex_get_digits:NTFw #1#2#3#4#5
  {
    \__regex_if_raw_digit:NNTF #4 #5
      { #1 = #5 \__regex_get_digits_loop:nw {#2} }
      { #3 #4 #5 }
  }
\cs_new:Npn \__regex_get_digits_loop:nw #1#2#3
  {
    \__regex_if_raw_digit:NNTF #2 #3
      { #3 \__regex_get_digits_loop:nw {#1} }
      { \scan_stop: #1 #2 #3 }
  }
```

(*End definition for* `\__regex_get_digits:NTFw` *and* `\__regex_get_digits_loop:w`.)

`\__regex_if_raw_digit:NNTF`

Test used when grabbing digits for the `{m,n}` quantifier. It only accepts non-escaped digits.

```
\prg_new_conditional:Npnn \__regex_if_raw_digit:NN #1#2 { TF }
  {
    \if_meaning:w \__regex_compile_raw:N #1
      \if_int_compare:w 1 < 1 #2 \exp_stop_f:
        \prg_return_true:
      \else:
        \prg_return_false:
      \fi:
    \else:
      \prg_return_false:
    \fi:
  }
```

(*End definition for* `\__regex_if_raw_digit:NNTF`.)

40.3.3 Mode

When compiling the NFA corresponding to a given regex string, we can be in ten distinct modes, which we label by some magic numbers:

-6 `[\c{...}]` control sequence in a class,

-2 `\c{...}` control sequence,

0 `...` outer,

2 `\c...` catcode test,

6 `[\c...]` catcode test in a class,

-63 `[\c{[...]}]` class inside mode -6,

-23 `\c{[...]}` class inside mode -2,

3 `[...]` class inside mode 0,

23 `\c[...]` class inside mode 2,

63 `[\c[...]]` class inside mode 6.

This list is exhaustive, because `\c` escape sequences cannot be nested, and character classes cannot be nested directly. The choice of numbers is such as to optimize the most useful tests, and make transitions from one mode to another as simple as possible.

- Even modes mean that we are not directly in a character class. In this case, a left bracket appends 3 to the mode. In a character class, a right bracket changes the mode as $m \to (m-15)/13$, truncated.
- Grouping, assertion, and anchors are allowed in non-positive even modes (0, -2, -6), and do not change the mode. Otherwise, they trigger an error.
- A left bracket is special in even modes, appending 3 to the mode; in those modes, quantifiers and the dot are recognized, and the right bracket is normal. In odd modes (within classes), the left bracket is normal, but the right bracket ends the class, changing the mode from m to $(m-15)/13$, truncated; also, ranges are recognized.
- In non-negative modes, left and right braces are normal. In negative modes, however, left braces trigger a warning; right braces end the control sequence, going from -2 to 0 or -6 to 3, with error recovery for odd modes.
- Properties (such as the `\d` character class) can appear in any mode.

`\__regex_if_in_class:TF` Test whether we are directly in a character class (at the innermost level of nesting). There, many escape sequences are not recognized, and special characters are normal. Also, for every raw character, we must look ahead for a possible raw dash.

```
\cs_new:Npn \__regex_if_in_class:TF
  {
    \if_int_odd:w \l__regex_mode_int
      \exp_after:wN \use_i:nn
    \else:
      \exp_after:wN \use_ii:nn
    \fi:
  }
```

(*End definition for* `\__regex_if_in_class:TF`*.*)

`\__regex_if_in_cs:TF` Right braces are special only directly inside control sequences (at the inner-most level of nesting, not counting groups).

```
\cs_new:Npn \__regex_if_in_cs:TF
  {
    \if_int_odd:w \l__regex_mode_int
      \exp_after:wN \use_ii:nn
    \else:
      \if_int_compare:w \l__regex_mode_int < \c__regex_outer_mode_int
        \exp_after:wN \exp_after:wN \exp_after:wN \use_i:nn
      \else:
        \exp_after:wN \exp_after:wN \exp_after:wN \use_ii:nn
      \fi:
    \fi:
  }
```

(*End definition for* `\__regex_if_in_cs:TF`.)

`\__regex_if_in_class_or_catcode:TF` Assertions are only allowed in modes 0, −2, and −6, *i.e.*, even, non-positive modes.

```
\cs_new:Npn \__regex_if_in_class_or_catcode:TF
  {
    \if_int_odd:w \l__regex_mode_int
      \exp_after:wN \use_i:nn
    \else:
      \if_int_compare:w \l__regex_mode_int > \c__regex_outer_mode_int
        \exp_after:wN \exp_after:wN \exp_after:wN \use_i:nn
      \else:
        \exp_after:wN \exp_after:wN \exp_after:wN \use_ii:nn
      \fi:
    \fi:
  }
```

(*End definition for* `\__regex_if_in_class_or_catcode:TF`.)

`\__regex_if_within_catcode:TF` This test takes the true branch if we are in a catcode test, either immediately following it (modes 2 and 6) or in a class on which it applies (modes 23 and 63). This is used to tweak how left brackets behave in modes 2 and 6.

```
\cs_new:Npn \__regex_if_within_catcode:TF
  {
    \if_int_compare:w \l__regex_mode_int > \c__regex_outer_mode_int
      \exp_after:wN \use_i:nn
    \else:
      \exp_after:wN \use_ii:nn
    \fi:
  }
```

(*End definition for* `\__regex_if_within_catcode:TF`.)

`\__regex_chk_c_allowed:T` The `\c` escape sequence is only allowed in modes 0 and 3, *i.e.*, not within any other `\c` escape sequence.

```
\cs_new_protected:Npn \__regex_chk_c_allowed:T
  {
    \if_int_compare:w \l__regex_mode_int = \c__regex_outer_mode_int
      \exp_after:wN \use:n
    \else:
      \if_int_compare:w \l__regex_mode_int = \c__regex_class_mode_int
        \exp_after:wN \exp_after:wN \exp_after:wN \use:n
      \else:
        \__kernel_msg_error:nn { kernel } { c-bad-mode }
        \exp_after:wN \exp_after:wN \exp_after:wN \use_none:n
      \fi:
    \fi:
  }
```

(*End definition for* `\__regex_chk_c_allowed:T`.)

`\__regex_mode_quit_c:` This function changes the mode as it is needed just after a catcode test.

```
\cs_new_protected:Npn \__regex_mode_quit_c:
  {
    \if_int_compare:w \l__regex_mode_int = \c__regex_catcode_mode_int
```

```
      \int_set_eq:NN \l__regex_mode_int \c__regex_outer_mode_int
    \else:
      \if_int_compare:w \l__regex_mode_int =
        \c__regex_catcode_in_class_mode_int
        \int_set_eq:NN \l__regex_mode_int \c__regex_class_mode_int
      \fi:
    \fi:
  }
```

(*End definition for* `\__regex_mode_quit_c:`.)

40.3.4 Framework

`\__regex_compile:w`
`\__regex_compile_end:`

Used when compiling a user regex or a regex for the `\c{...}` escape sequence within another regex. Start building a token list within a group (with x-expansion at the outset), and set a few variables (group level, catcodes), then start the first branch. At the end, make sure there are no dangling classes nor groups, close the last branch: we are done building `\l__regex_internal_regex`.

```
\cs_new_protected:Npn \__regex_compile:w
  {
    \group_begin:
      \tl_build_begin:N \l__regex_build_tl
      \int_zero:N \l__regex_group_level_int
      \int_set_eq:NN \l__regex_default_catcodes_int
        \c__regex_all_catcodes_int
      \int_set_eq:NN \l__regex_catcodes_int \l__regex_default_catcodes_int
      \cs_set:Npn \__regex_item_equal:n  { \__regex_item_caseful_equal:n }
      \cs_set:Npn \__regex_item_range:nn { \__regex_item_caseful_range:nn }
      \tl_build_put_right:Nn \l__regex_build_tl
        { \__regex_branch:n { \if_false: } \fi: }
  }
\cs_new_protected:Npn \__regex_compile_end:
  {
      \__regex_if_in_class:TF
        {
          \__kernel_msg_error:nn { kernel } { missing-rbrack }
          \use:c { __regex_compile_]: }
          \prg_do_nothing: \prg_do_nothing:
        }
        { }
      \if_int_compare:w \l__regex_group_level_int > 0 \exp_stop_f:
        \__kernel_msg_error:nnx { kernel } { missing-rparen }
          { \int_use:N \l__regex_group_level_int }
        \prg_replicate:nn
          { \l__regex_group_level_int }
          {
              \tl_build_put_right:Nn \l__regex_build_tl
                {
                  \if_false: { \fi: }
                  \if_false: { \fi: } { 1 } { 0 } \c_true_bool
                }
              \tl_build_end:N \l__regex_build_tl
              \exp_args:NNNo
            \group_end:
```

```
          \tl_build_put_right:Nn \l__regex_build_tl
            { \l__regex_build_tl }
        }
    \fi:
    \tl_build_put_right:Nn \l__regex_build_tl { \if_false: { \fi: } }
    \tl_build_end:N \l__regex_build_tl
    \exp_args:NNNx
  \group_end:
  \tl_set:Nn \l__regex_internal_regex { \l__regex_build_tl }
}
```

(*End definition for* `\__regex_compile:w` *and* `\__regex_compile_end:`.)

`\__regex_compile:n`

The compilation is done between `\__regex_compile:w` and `\__regex_compile_end:`, starting in mode 0. Then `\__regex_escape_use:nnnn` distinguishes special characters, escaped alphanumerics, and raw characters, interpreting `\a`, `\x` and other sequences. The 4 trailing `\prg_do_nothing:` are needed because some functions defined later look up to 4 tokens ahead. Before ending, make sure that any `\c{...}` is properly closed. No need to check that brackets are closed properly since `\__regex_compile_end:` does that. However, catch the case of a trailing `\cL` construction.

```
\cs_new_protected:Npn \__regex_compile:n #1
  {
    \__regex_compile:w
      \__regex_standard_escapechar:
      \int_set_eq:NN \l__regex_mode_int \c__regex_outer_mode_int
      \__regex_escape_use:nnnn
        {
          \__regex_char_if_special:NTF ##1
            \__regex_compile_special:N \__regex_compile_raw:N ##1
        }
        {
          \__regex_char_if_alphanumeric:NTF ##1
            \__regex_compile_escaped:N \__regex_compile_raw:N ##1
        }
        { \__regex_compile_raw:N ##1 }
        { #1 }
      \prg_do_nothing: \prg_do_nothing:
      \prg_do_nothing: \prg_do_nothing:
      \int_compare:nNnT \l__regex_mode_int = \c__regex_catcode_mode_int
        { \__kernel_msg_error:nn { kernel } { c-trailing } }
      \int_compare:nNnT \l__regex_mode_int < \c__regex_outer_mode_int
        {
          \__kernel_msg_error:nn { kernel } { c-missing-rbrace }
          \__regex_compile_end_cs:
          \prg_do_nothing: \prg_do_nothing:
          \prg_do_nothing: \prg_do_nothing:
        }
    \__regex_compile_end:
  }
```

(*End definition for* `\__regex_compile:n`.)

`\__regex_compile_escaped:N`
`\__regex_compile_special:N`

If the special character or escaped alphanumeric has a particular meaning in regexes, the corresponding function is used. Otherwise, it is interpreted as a raw character. We distinguish special characters from escaped alphanumeric characters because they behave differently when appearing as an end-point of a range.

```
\cs_new_protected:Npn \__regex_compile_special:N #1
  {
    \cs_if_exist_use:cF { __regex_compile_#1: }
      { \__regex_compile_raw:N #1 }
  }
\cs_new_protected:Npn \__regex_compile_escaped:N #1
  {
    \cs_if_exist_use:cF { __regex_compile_/#1: }
      { \__regex_compile_raw:N #1 }
  }
```

(*End definition for* `\__regex_compile_escaped:N` *and* `\__regex_compile_special:N`.)

`\__regex_compile_one:n`

This is used after finding one "test", such as `\d`, or a raw character. If that followed a catcode test (*e.g.*, `\cL`), then restore the mode. If we are not in a class, then the test is "standalone", and we need to add `\__regex_class:NnnnN` and search for quantifiers. In any case, insert the test, possibly together with a catcode test if appropriate.

```
\cs_new_protected:Npn \__regex_compile_one:n #1
  {
    \__regex_mode_quit_c:
    \__regex_if_in_class:TF { }
      {
        \tl_build_put_right:Nn \l__regex_build_tl
          { \__regex_class:NnnnN \c_true_bool { \if_false: } \fi: }
      }
    \tl_build_put_right:Nx \l__regex_build_tl
      {
        \if_int_compare:w \l__regex_catcodes_int <
          \c__regex_all_catcodes_int
          \__regex_item_catcode:nT { \int_use:N \l__regex_catcodes_int }
            { \exp_not:N \exp_not:n {#1} }
        \else:
          \exp_not:N \exp_not:n {#1}
        \fi:
      }
    \int_set_eq:NN \l__regex_catcodes_int \l__regex_default_catcodes_int
    \__regex_if_in_class:TF { } { \__regex_compile_quantifier:w }
  }
```

(*End definition for* `\__regex_compile_one:n`.)

`\__regex_compile_abort_tokens:n`
`\__regex_compile_abort_tokens:x`

This function places the collected tokens back in the input stream, each as a raw character. Spaces are not preserved.

```
\cs_new_protected:Npn \__regex_compile_abort_tokens:n #1
  {
    \use:x
      {
        \exp_args:No \tl_map_function:nN { \tl_to_str:n {#1} }
          \__regex_compile_raw:N
      }
  }
\cs_generate_variant:Nn \__regex_compile_abort_tokens:n { x }
```

(*End definition for* `\__regex_compile_abort_tokens:n`.)

40.3.5 Quantifiers

`\__regex_compile_quantifier:w`

This looks ahead and finds any quantifier (special character equal to either of `?+*{`).

```
\cs_new_protected:Npn \__regex_compile_quantifier:w #1#2
  {
    \token_if_eq_meaning:NNTF #1 \__regex_compile_special:N
      {
        \cs_if_exist_use:cF { __regex_compile_quantifier_#2:w }
          { \__regex_compile_quantifier_none: #1 #2 }
      }
      { \__regex_compile_quantifier_none: #1 #2 }
  }
```

(*End definition for* `\__regex_compile_quantifier:w`.)

`\__regex_compile_quantifier_none:`
`\__regex_compile_quantifier_abort:xNN`

Those functions are called whenever there is no quantifier, or a braced construction is invalid (equivalent to no quantifier, and whatever characters were grabbed are left raw).

```
\cs_new_protected:Npn \__regex_compile_quantifier_none:
  {
    \tl_build_put_right:Nn \l__regex_build_tl
      { \if_false: { \fi: } { 1 } { 0 } \c_false_bool }
  }
\cs_new_protected:Npn \__regex_compile_quantifier_abort:xNN #1#2#3
  {
    \__regex_compile_quantifier_none:
    \__kernel_msg_warning:nnxx { kernel } { invalid-quantifier } {#1} {#3}
    \__regex_compile_abort_tokens:x {#1}
    #2 #3
  }
```

(*End definition for* `\__regex_compile_quantifier_none:` *and* `\__regex_compile_quantifier_abort:xNN`.)

`\__regex_compile_quantifier_lazyness:nnNN`

Once the "main" quantifier (`?`, `*`, `+` or a braced construction) is found, we check whether it is lazy (followed by a question mark). We then add to the compiled regex a closing brace (ending `\__regex_class:NnnnN` and friends), the start-point of the range, its end-point, and a boolean, `true` for lazy and `false` for greedy operators.

```
\cs_new_protected:Npn \__regex_compile_quantifier_lazyness:nnNN #1#2#3#4
  {
    \__regex_two_if_eq:NNNNTF #3 #4 \__regex_compile_special:N ?
      {
        \tl_build_put_right:Nn \l__regex_build_tl
          { \if_false: { \fi: } { #1 } { #2 } \c_true_bool }
      }
      {
        \tl_build_put_right:Nn \l__regex_build_tl
          { \if_false: { \fi: } { #1 } { #2 } \c_false_bool }
        #3 #4
      }
  }
```

(*End definition for* `\__regex_compile_quantifier_lazyness:nnNN`.)

__regex_compile_quantifier_?:w
__regex_compile_quantifier_*:w
__regex_compile_quantifier_+:w

For each “basic” quantifier, ?, *, +, feed the correct arguments to `\__regex_compile_quantifier_lazyness:nnNN`, -1 means that there is no upper bound on the number of repetitions.

```
\cs_new_protected:cpn { __regex_compile_quantifier_?:w }
  { \__regex_compile_quantifier_lazyness:nnNN { 0 } { 1 } }
\cs_new_protected:cpn { __regex_compile_quantifier_*:w }
  { \__regex_compile_quantifier_lazyness:nnNN { 0 } { -1 } }
\cs_new_protected:cpn { __regex_compile_quantifier_+:w }
  { \__regex_compile_quantifier_lazyness:nnNN { 1 } { -1 } }
```

(*End definition for* `\__regex_compile_quantifier_?:w`*,* `\__regex_compile_quantifier_*:w`*, and* `\__regex_compile_quantifier_+:w`*.*)

__regex_compile_quantifier_{:w
__regex_compile_quantifier_braced_auxi:w
__regex_compile_quantifier_braced_auxii:w
__regex_compile_quantifier_braced_auxiii:w

Three possible syntaxes: `{`⟨*int*⟩`}`, `{`⟨*int*⟩`,}`, or `{`⟨*int*⟩`,`⟨*int*⟩`}`. Any other syntax causes us to abort and put whatever we collected back in the input stream, as `raw` characters, including the opening brace. Grab a number into `\l__regex_internal_a_int`. If the number is followed by a right brace, the range is $[a, a]$. If followed by a comma, grab one more number, and call the `_ii` or `_iii` auxiliary. Those auxiliaries check for a closing brace, leading to the range $[a, \infty]$ or $[a, b]$, encoded as $\{a\}\{-1\}$ and $\{a\}\{b - a\}$.

```
\cs_new_protected:cpn { __regex_compile_quantifier_ \c_left_brace_str :w }
  {
    \__regex_get_digits:NTFw \l__regex_internal_a_int
      { \__regex_compile_quantifier_braced_auxi:w }
      { \__regex_compile_quantifier_abort:xNN { \c_left_brace_str } }
  }
\cs_new_protected:Npn \__regex_compile_quantifier_braced_auxi:w #1#2
  {
    \str_case_e:nnF { #1 #2 }
      {
        { \__regex_compile_special:N \c_right_brace_str }
          {
            \exp_args:No \__regex_compile_quantifier_lazyness:nnNN
              { \int_use:N \l__regex_internal_a_int } { 0 }
          }
        { \__regex_compile_special:N , }
          {
            \__regex_get_digits:NTFw \l__regex_internal_b_int
              { \__regex_compile_quantifier_braced_auxiii:w }
              { \__regex_compile_quantifier_braced_auxii:w }
          }
      }
      {
        \__regex_compile_quantifier_abort:xNN
          { \c_left_brace_str \int_use:N \l__regex_internal_a_int }
        #1 #2
      }
  }
\cs_new_protected:Npn \__regex_compile_quantifier_braced_auxii:w #1#2
  {
    \__regex_two_if_eq:NNNNTF #1 #2 \__regex_compile_special:N \c_right_brace_str
      {
        \exp_args:No \__regex_compile_quantifier_lazyness:nnNN
          { \int_use:N \l__regex_internal_a_int } { -1 }
      }
```

```
      {
        \__regex_compile_quantifier_abort:xNN
          { \c_left_brace_str \int_use:N \l__regex_internal_a_int , }
        #1 #2
      }
  }
\cs_new_protected:Npn \__regex_compile_quantifier_braced_auxiii:w #1#2
  {
    \__regex_two_if_eq:NNNNTF #1 #2 \__regex_compile_special:N \c_right_brace_str
      {
        \if_int_compare:w \l__regex_internal_a_int >
          \l__regex_internal_b_int
          \__kernel_msg_error:nnxx { kernel } { backwards-quantifier }
            { \int_use:N \l__regex_internal_a_int }
            { \int_use:N \l__regex_internal_b_int }
          \int_zero:N \l__regex_internal_b_int
        \else:
          \int_sub:Nn \l__regex_internal_b_int \l__regex_internal_a_int
        \fi:
        \exp_args:Noo \__regex_compile_quantifier_lazyness:nnNN
          { \int_use:N \l__regex_internal_a_int }
          { \int_use:N \l__regex_internal_b_int }
      }
      {
        \__regex_compile_quantifier_abort:xNN
          {
            \c_left_brace_str
            \int_use:N \l__regex_internal_a_int ,
            \int_use:N \l__regex_internal_b_int
          }
        #1 #2
      }
  }
```

(*End definition for* `\__regex_compile_quantifier_{:w` *and others.*)

40.3.6 Raw characters

`\__regex_compile_raw_error:N`

Within character classes, and following catcode tests, some escaped alphanumeric sequences such as `\b` do not have any meaning. They are replaced by a raw character, after spitting out an error.

```
\cs_new_protected:Npn \__regex_compile_raw_error:N #1
  {
    \__kernel_msg_error:nnx { kernel } { bad-escape } {#1}
    \__regex_compile_raw:N #1
  }
```

(*End definition for* `\__regex_compile_raw_error:N`.)

`\__regex_compile_raw:N`

If we are in a character class and the next character is an unescaped dash, this denotes a range. Otherwise, the current character `#1` matches itself.

```
\cs_new_protected:Npn \__regex_compile_raw:N #1#2#3
  {
    \__regex_if_in_class:TF
```

```
        {
          \__regex_two_if_eq:NNNNTF #2 #3 \__regex_compile_special:N -
            { \__regex_compile_range:Nw #1 }
            {
              \__regex_compile_one:n
                { \__regex_item_equal:n { \int_value:w `#1 } }
              #2 #3
            }
        }
        {
          \__regex_compile_one:n
            { \__regex_item_equal:n { \int_value:w `#1 } }
          #2 #3
        }
    }
```

(*End definition for* `\__regex_compile_raw:N`.)

`\__regex_compile_range:Nw` `\__regex_if_end_range:NNTF` We have just read a raw character followed by a dash; this should be followed by an end-point for the range. Valid end-points are: any raw character; any special character, except a right bracket. In particular, escaped characters are forbidden.

```
\prg_new_protected_conditional:Npnn \__regex_if_end_range:NN #1#2 { TF }
  {
    \if_meaning:w \__regex_compile_raw:N #1
      \prg_return_true:
    \else:
      \if_meaning:w \__regex_compile_special:N #1
        \if_charcode:w ] #2
          \prg_return_false:
        \else:
          \prg_return_true:
        \fi:
      \else:
        \prg_return_false:
      \fi:
    \fi:
  }
\cs_new_protected:Npn \__regex_compile_range:Nw #1#2#3
  {
    \__regex_if_end_range:NNTF #2 #3
      {
        \if_int_compare:w `#1 > `#3 \exp_stop_f:
          \__kernel_msg_error:nnxx { kernel } { range-backwards } {#1} {#3}
        \else:
          \tl_build_put_right:Nx \l__regex_build_tl
            {
              \if_int_compare:w `#1 = `#3 \exp_stop_f:
                \__regex_item_equal:n
              \else:
                \__regex_item_range:nn { \int_value:w `#1 }
              \fi:
              { \int_value:w `#3 }
            }
        \fi:
```

```
      }
      {
        \__kernel_msg_warning:nnxx { kernel } { range-missing-end }
          {#1} { \c_backslash_str #3 }
        \tl_build_put_right:Nx \l__regex_build_tl
          {
            \__regex_item_equal:n { \int_value:w `#1 \exp_stop_f: }
            \__regex_item_equal:n { \int_value:w `- \exp_stop_f: }
          }
        #2#3
      }
  }
```

(*End definition for* `\__regex_compile_range:Nw` *and* `\__regex_if_end_range:NNTF`.)

40.3.7 Character properties

`\__regex_compile_.:`
`\__regex_prop_.:`

In a class, the dot has no special meaning. Outside, insert `\__regex_prop_.:`, which matches any character or control sequence, and refuses -2 (end-marker).

```
\cs_new_protected:cpx { __regex_compile_.: }
  {
    \exp_not:N \__regex_if_in_class:TF
      { \__regex_compile_raw:N . }
      { \__regex_compile_one:n \exp_not:c { __regex_prop_.: } }
  }
\cs_new_protected:cpn { __regex_prop_.: }
  {
    \if_int_compare:w \l__regex_curr_char_int > - 2 \exp_stop_f:
      \exp_after:wN \__regex_break_true:w
    \fi:
  }
```

(*End definition for* `\__regex_compile_.:` *and* `\__regex_prop_.:`.)

`\__regex_compile_/d:`
`\__regex_compile_/D:`
`\__regex_compile_/h:`
`\__regex_compile_/H:`
`\__regex_compile_/s:`
`\__regex_compile_/S:`
`\__regex_compile_/v:`
`\__regex_compile_/V:`
`\__regex_compile_/w:`
`\__regex_compile_/W:`
`\__regex_compile_/N:`

The constants `\__regex_prop_d:`, *etc.* hold a list of tests which match the corresponding character class, and jump to the `\__regex_break_point:TF` marker. As for a normal character, we check for quantifiers.

```
\cs_set_protected:Npn \__regex_tmp:w #1#2
  {
    \cs_new_protected:cpx { __regex_compile_/#1: }
      { \__regex_compile_one:n \exp_not:c { __regex_prop_#1: } }
    \cs_new_protected:cpx { __regex_compile_/#2: }
      {
        \__regex_compile_one:n
          { \__regex_item_reverse:n \exp_not:c { __regex_prop_#1: } }
      }
  }
\__regex_tmp:w d D
\__regex_tmp:w h H
\__regex_tmp:w s S
\__regex_tmp:w v V
\__regex_tmp:w w W
\cs_new_protected:cpn { __regex_compile_/N: }
  { \__regex_compile_one:n \__regex_prop_N: }
```

(*End definition for* `\__regex_compile_/d:` *and others.*)

40.3.8 Anchoring and simple assertions

`\__regex_compile_anchor:NF`
`\__regex_compile_^:`
`\__regex_compile_/A:`
`\__regex_compile_/G:`
`\__regex_compile_$:`
`\__regex_compile_/Z:`
`\__regex_compile_/z:`

In modes where assertions are allowed, anchor to the start of the query, the start of the match, or the end of the query, depending on the integer `#1`. In other modes, `#2` treats the character as raw, with an error for escaped letters (`$` is valid in a class, but `\A` is definitely a mistake on the user's part).

```
\cs_new_protected:Npn \__regex_compile_anchor:NF #1#2
  {
    \__regex_if_in_class_or_catcode:TF {#2}
      {
        \tl_build_put_right:Nn \l__regex_build_tl
          { \__regex_assertion:Nn \c_true_bool { \__regex_anchor:N #1 } }
      }
  }
\cs_set_protected:Npn \__regex_tmp:w #1#2
  {
    \cs_new_protected:cpn { __regex_compile_/#1: }
      { \__regex_compile_anchor:NF #2 { \__regex_compile_raw_error:N #1 } }
  }
\__regex_tmp:w A \l__regex_min_pos_int
\__regex_tmp:w G \l__regex_start_pos_int
\__regex_tmp:w Z \l__regex_max_pos_int
\__regex_tmp:w z \l__regex_max_pos_int
\cs_set_protected:Npn \__regex_tmp:w #1#2
  {
    \cs_new_protected:cpn { __regex_compile_#1: }
      { \__regex_compile_anchor:NF #2 { \__regex_compile_raw:N #1 } }
  }
\exp_args:Nx \__regex_tmp:w { \iow_char:N \^ } \l__regex_min_pos_int
\exp_args:Nx \__regex_tmp:w { \iow_char:N \$ } \l__regex_max_pos_int
```

(*End definition for* `\__regex_compile_anchor:NF` *and others.*)

`\__regex_compile_/b:`
`\__regex_compile_/B:`

Contrarily to `^` and `$`, which could be implemented without really knowing what precedes in the token list, this requires more information, namely, the knowledge of the last character code.

```
\cs_new_protected:cpn { __regex_compile_/b: }
  {
    \__regex_if_in_class_or_catcode:TF
      { \__regex_compile_raw_error:N b }
      {
        \tl_build_put_right:Nn \l__regex_build_tl
          { \__regex_assertion:Nn \c_true_bool { \__regex_b_test: } }
      }
  }
\cs_new_protected:cpn { __regex_compile_/B: }
  {
    \__regex_if_in_class_or_catcode:TF
      { \__regex_compile_raw_error:N B }
      {
        \tl_build_put_right:Nn \l__regex_build_tl
          { \__regex_assertion:Nn \c_false_bool { \__regex_b_test: } }
```

```
      }
  }
```

(*End definition for* `\__regex_compile_/b:` *and* `\__regex_compile_/B:`.)

40.3.9 Character classes

`\__regex_compile_]:` Outside a class, right brackets have no meaning. In a class, change the mode ($m \to (m - 15)/13$, truncated) to reflect the fact that we are leaving the class. Look for quantifiers, unless we are still in a class after leaving one (the case of `[...\cL[...]...]`). quantifiers.

```
\cs_new_protected:cpn { __regex_compile_]: }
  {
    \__regex_if_in_class:TF
      {
        \if_int_compare:w \l__regex_mode_int >
          \c__regex_catcode_in_class_mode_int
          \tl_build_put_right:Nn \l__regex_build_tl { \if_false: { \fi: } }
        \fi:
        \tex_advance:D \l__regex_mode_int - 15 \exp_stop_f:
        \tex_divide:D \l__regex_mode_int 13 \exp_stop_f:
        \if_int_odd:w \l__regex_mode_int \else:
          \exp_after:wN \__regex_compile_quantifier:w
        \fi:
      }
      { \__regex_compile_raw:N ] }
  }
```

(*End definition for* `\__regex_compile_]:`.)

`\__regex_compile_[:` In a class, left brackets might introduce a POSIX character class, or mean nothing. Immediately following `\c`⟨*category*⟩, we must insert the appropriate catcode test, then parse the class; we pre-expand the catcode as an optimization. Otherwise (modes 0, −2 and −6) just parse the class. The mode is updated later.

```
\cs_new_protected:cpn { __regex_compile_[: }
  {
    \__regex_if_in_class:TF
      { \__regex_compile_class_posix_test:w }
      {
        \__regex_if_within_catcode:TF
          {
            \exp_after:wN \__regex_compile_class_catcode:w
              \int_use:N \l__regex_catcodes_int ;
          }
          { \__regex_compile_class_normal:w }
      }
  }
```

(*End definition for* `\__regex_compile_[:`.)

`\__regex_compile_class_normal:w` In the "normal" case, we insert `\__regex_class:NnnnN` ⟨*boolean*⟩ in the compiled code. The ⟨*boolean*⟩ is true for positive classes, and false for negative classes, characterized by a leading `^`. The auxiliary `\__regex_compile_class:TFNN` also checks for a leading `]` which has a special meaning.

```
\cs_new_protected:Npn \__regex_compile_class_normal:w
```

```
  {
    \__regex_compile_class:TFNN
      { \__regex_class:NnnnN \c_true_bool }
      { \__regex_class:NnnnN \c_false_bool }
  }
```

(*End definition for* `\__regex_compile_class_normal:w`*.*)

`\__regex_compile_class_catcode:w`

This function is called for a left bracket in modes 2 or 6 (catcode test, and catcode test within a class). In mode 2 the whole construction needs to be put in a class (like single character). Then determine if the class is positive or negative, inserting `\__regex_item_catcode:nT` or the `reverse` variant as appropriate, each with the current catcodes bitmap `#1` as an argument, and reset the catcodes.

```
\cs_new_protected:Npn \__regex_compile_class_catcode:w #1;
  {
    \if_int_compare:w \l__regex_mode_int = \c__regex_catcode_mode_int
      \tl_build_put_right:Nn \l__regex_build_tl
        { \__regex_class:NnnnN \c_true_bool { \if_false: } \fi: }
    \fi:
    \int_set_eq:NN \l__regex_catcodes_int \l__regex_default_catcodes_int
    \__regex_compile_class:TFNN
      { \__regex_item_catcode:nT {#1} }
      { \__regex_item_catcode_reverse:nT {#1} }
  }
```

(*End definition for* `\__regex_compile_class_catcode:w`*.*)

`\__regex_compile_class:TFNN`
`\__regex_compile_class:NN`

If the first character is `^`, then the class is negative (use `#2`), otherwise it is positive (use `#1`). If the next character is a right bracket, then it should be changed to a raw one.

```
\cs_new_protected:Npn \__regex_compile_class:TFNN #1#2#3#4
  {
    \l__regex_mode_int = \int_value:w \l__regex_mode_int 3 \exp_stop_f:
    \__regex_two_if_eq:NNNNTF #3 #4 \__regex_compile_special:N ^
      {
        \tl_build_put_right:Nn \l__regex_build_tl { #2 { \if_false: } \fi: }
        \__regex_compile_class:NN
      }
      {
        \tl_build_put_right:Nn \l__regex_build_tl { #1 { \if_false: } \fi: }
        \__regex_compile_class:NN #3 #4
      }
  }
\cs_new_protected:Npn \__regex_compile_class:NN #1#2
  {
    \token_if_eq_charcode:NNTF #2 ]
      { \__regex_compile_raw:N #2 }
      { #1 #2 }
  }
```

(*End definition for* `\__regex_compile_class:TFNN` *and* `\__regex_compile_class:NN`*.*)

`\__regex_compile_class_posix_test:w`
`\__regex_compile_class_posix:NNNNw`
`\__regex_compile_class_posix_loop:w`
`\__regex_compile_class_posix_end:w`

Here we check for a syntax such as `[:alpha:]`. We also detect `[=` and `[.` which have a meaning in POSIX regular expressions, but are not implemented in l3regex. In case we see `[:`, grab raw characters until hopefully reaching `:]`. If that's missing, or the POSIX class is unknown, abort. If all is right, add the test to the current class, with an extra __regex_item_reverse:n for negative classes.

```
\cs_new_protected:Npn \__regex_compile_class_posix_test:w #1#2
  {
    \token_if_eq_meaning:NNT \__regex_compile_special:N #1
      {
        \str_case:nn { #2 }
          {
            : { \__regex_compile_class_posix:NNNNw }
            = {
                \__kernel_msg_warning:nnx { kernel }
                  { posix-unsupported } { = }
              }
            . {
                \__kernel_msg_warning:nnx { kernel }
                  { posix-unsupported } { . }
              }
          }
      }
    \__regex_compile_raw:N [ #1 #2
  }
\cs_new_protected:Npn \__regex_compile_class_posix:NNNNw #1#2#3#4#5#6
  {
    \__regex_two_if_eq:NNNNTF #5 #6 \__regex_compile_special:N ^
      {
        \bool_set_false:N \l__regex_internal_bool
        \tl_set:Nx \l__regex_internal_a_tl { \if_false: } \fi:
          \__regex_compile_class_posix_loop:w
      }
      {
        \bool_set_true:N \l__regex_internal_bool
        \tl_set:Nx \l__regex_internal_a_tl { \if_false: } \fi:
          \__regex_compile_class_posix_loop:w #5 #6
      }
  }
\cs_new:Npn \__regex_compile_class_posix_loop:w #1#2
  {
    \token_if_eq_meaning:NNTF \__regex_compile_raw:N #1
      { #2 \__regex_compile_class_posix_loop:w }
      { \if_false: { \fi: } \__regex_compile_class_posix_end:w #1 #2 }
  }
\cs_new_protected:Npn \__regex_compile_class_posix_end:w #1#2#3#4
  {
    \__regex_two_if_eq:NNNNTF #1 #2 \__regex_compile_special:N :
      { \__regex_two_if_eq:NNNNTF #3 #4 \__regex_compile_special:N ] }
      { \use_ii:nn }
      {
        \cs_if_exist:cTF { __regex_posix_ \l__regex_internal_a_tl : }
          {
            \__regex_compile_one:n
              {
                \bool_if:NF \l__regex_internal_bool \__regex_item_reverse:n
                \exp_not:c { __regex_posix_ \l__regex_internal_a_tl : }
              }
```

```
        }
        {
          \__kernel_msg_warning:nnx { kernel } { posix-unknown }
            { \l__regex_internal_a_tl }
          \__regex_compile_abort_tokens:x
            {
              [: \bool_if:NF \l__regex_internal_bool { ^ }
              \l__regex_internal_a_tl :]
            }
        }
    }
    {
      \__kernel_msg_error:nnxx { kernel } { posix-missing-close }
        { [: \l__regex_internal_a_tl } { #2 #4 }
      \__regex_compile_abort_tokens:x { [: \l__regex_internal_a_tl }
      #1 #2 #3 #4
    }
}
```

(*End definition for* `\__regex_compile_class_posix_test:w` *and others.*)

40.3.10 Groups and alternations

`\__regex_compile_group_begin:N`
`\__regex_compile_group_end:`

The contents of a regex group are turned into compiled code in `\l__regex_build_-tl`, which ends up with items of the form `\__regex_branch:n` {⟨*concatenation*⟩}. This construction is done using `\tl_build_...` functions within a TeX group, which automatically makes sure that options (case-sensitivity and default catcode) are reset at the end of the group. The argument `#1` is `\__regex_group:nnnN` or a variant thereof. A small subtlety to support `\cL(abc)` as a shorthand for `(\cLa\cLb\cLc)`: exit any pending catcode test, save the category code at the start of the group as the default catcode for that group, and make sure that the catcode is restored to the default outside the group.

```
\cs_new_protected:Npn \__regex_compile_group_begin:N #1
  {
    \tl_build_put_right:Nn \l__regex_build_tl { #1 { \if_false: } \fi: }
    \__regex_mode_quit_c:
    \group_begin:
      \tl_build_begin:N \l__regex_build_tl
      \int_set_eq:NN \l__regex_default_catcodes_int \l__regex_catcodes_int
      \int_incr:N \l__regex_group_level_int
      \tl_build_put_right:Nn \l__regex_build_tl
        { \__regex_branch:n { \if_false: } \fi: }
  }
\cs_new_protected:Npn \__regex_compile_group_end:
  {
    \if_int_compare:w \l__regex_group_level_int > 0 \exp_stop_f:
        \tl_build_put_right:Nn \l__regex_build_tl { \if_false: { \fi: } }
        \tl_build_end:N \l__regex_build_tl
        \exp_args:NNNx
      \group_end:
      \tl_build_put_right:Nn \l__regex_build_tl { \l__regex_build_tl }
      \int_set_eq:NN \l__regex_catcodes_int \l__regex_default_catcodes_int
      \exp_after:wN \__regex_compile_quantifier:w
```

```
    \else:
      \__kernel_msg_warning:nn { kernel } { extra-rparen }
      \exp_after:wN \__regex_compile_raw:N \exp_after:wN )
    \fi:
  }
```

(*End definition for* `\__regex_compile_group_begin:N` *and* `\__regex_compile_group_end:`.)

`\__regex_compile_(:` In a class, parentheses are not special. In a catcode test inside a class, a left parenthesis gives an error, to catch `[a\cL(bcd)e]`. Otherwise check for a `?`, denoting special groups, and run the code for the corresponding special group.

```
\cs_new_protected:cpn { __regex_compile_(: }
  {
    \__regex_if_in_class:TF { \__regex_compile_raw:N ( }
      {
        \if_int_compare:w \l__regex_mode_int =
          \c__regex_catcode_in_class_mode_int
          \__kernel_msg_error:nn { kernel } { c-lparen-in-class }
          \exp_after:wN \__regex_compile_raw:N \exp_after:wN (
        \else:
          \exp_after:wN \__regex_compile_lparen:w
        \fi:
      }
  }
\cs_new_protected:Npn \__regex_compile_lparen:w #1#2#3#4
  {
    \__regex_two_if_eq:NNNNTF #1 #2 \__regex_compile_special:N ?
      {
        \cs_if_exist_use:cF
          { __regex_compile_special_group_\token_to_str:N #4 :w }
          {
            \__kernel_msg_warning:nnx { kernel } { special-group-unknown }
              { (? #4 }
            \__regex_compile_group_begin:N \__regex_group:nnnN
              \__regex_compile_raw:N ? #3 #4
          }
      }
      {
        \__regex_compile_group_begin:N \__regex_group:nnnN
          #1 #2 #3 #4
      }
  }
```

(*End definition for* `\__regex_compile_(:`.)

`\__regex_compile_|:` In a class, the pipe is not special. Otherwise, end the current branch and open another one.

```
\cs_new_protected:cpn { __regex_compile_|: }
  {
    \__regex_if_in_class:TF { \__regex_compile_raw:N | }
      {
        \tl_build_put_right:Nn \l__regex_build_tl
          { \if_false: { \fi: } \__regex_branch:n { \if_false: } \fi: }
      }
  }
```

(*End definition for* `\__regex_compile_|:`.)

`\__regex_compile_):` Within a class, parentheses are not special. Outside, close a group.

```
\cs_new_protected:cpn { __regex_compile_): }
  {
    \__regex_if_in_class:TF { \__regex_compile_raw:N ) }
      { \__regex_compile_group_end: }
  }
```

(*End definition for* `\__regex_compile_):`.)

`\__regex_compile_special_group_::w`
`\__regex_compile_special_group_|:w`

Non-capturing, and resetting groups are easy to take care of during compilation; for those groups, the harder parts come when building.

```
\cs_new_protected:cpn { __regex_compile_special_group_::w }
  { \__regex_compile_group_begin:N \__regex_group_no_capture:nnnN }
\cs_new_protected:cpn { __regex_compile_special_group_|:w }
  { \__regex_compile_group_begin:N \__regex_group_resetting:nnnN }
```

(*End definition for* `\__regex_compile_special_group_::w` *and* `\__regex_compile_special_group_|:w`.)

`\__regex_compile_special_group_i:w`
`\__regex_compile_special_group_-:w`

The match can be made case-insensitive by setting the option with `(?i)`; the original behaviour is restored by `(?-i)`. This is the only supported option.

```
\cs_new_protected:Npn \__regex_compile_special_group_i:w #1#2
  {
    \__regex_two_if_eq:NNNNTF #1 #2 \__regex_compile_special:N )
      {
        \cs_set:Npn \__regex_item_equal:n
          { \__regex_item_caseless_equal:n }
        \cs_set:Npn \__regex_item_range:nn
          { \__regex_item_caseless_range:nn }
      }
      {
        \__kernel_msg_warning:nnx { kernel } { unknown-option } { (?i #2 }
        \__regex_compile_raw:N (
        \__regex_compile_raw:N ?
        \__regex_compile_raw:N i
        #1 #2
      }
  }
\cs_new_protected:cpn { __regex_compile_special_group_-:w } #1#2#3#4
  {
    \__regex_two_if_eq:NNNNTF #1 #2 \__regex_compile_raw:N i
      { \__regex_two_if_eq:NNNNTF #3 #4 \__regex_compile_special:N ) }
      { \use_ii:nn }
      {
        \cs_set:Npn \__regex_item_equal:n
          { \__regex_item_caseful_equal:n }
        \cs_set:Npn \__regex_item_range:nn
          { \__regex_item_caseful_range:nn }
      }
      {
        \__kernel_msg_warning:nnx { kernel } { unknown-option } { (?-#2#4 }
        \__regex_compile_raw:N (
        \__regex_compile_raw:N ?
```

```
          \__regex_compile_raw:N -
          #1 #2 #3 #4
        }
    }
```

(*End definition for* `\__regex_compile_special_group_i:w` *and* `\__regex_compile_special_group_-:w`.)

40.3.11 Catcodes and csnames

`\__regex_compile_/c:`
`\__regex_compile_c_test:NN`

The `\c` escape sequence can be followed by a capital letter representing a character category, by a left bracket which starts a list of categories, or by a brace group holding a regular expression for a control sequence name. Otherwise, raise an error.

```
\cs_new_protected:cpn { __regex_compile_/c: }
  { \__regex_chk_c_allowed:T { \__regex_compile_c_test:NN } }
\cs_new_protected:Npn \__regex_compile_c_test:NN #1#2
  {
    \token_if_eq_meaning:NNTF #1 \__regex_compile_raw:N
      {
        \int_if_exist:cTF { c__regex_catcode_#2_int }
          {
            \int_set_eq:Nc \l__regex_catcodes_int
              { c__regex_catcode_#2_int }
            \l__regex_mode_int
              = \if_case:w \l__regex_mode_int
                  \c__regex_catcode_mode_int
                \else:
                  \c__regex_catcode_in_class_mode_int
                \fi:
            \token_if_eq_charcode:NNT C #2 { \__regex_compile_c_C:NN }
          }
      }
      { \cs_if_exist_use:cF { __regex_compile_c_#2:w } }
          {
            \__kernel_msg_error:nnx { kernel } { c-missing-category } {#2}
            #1 #2
          }
    }
```

(*End definition for* `\__regex_compile_/c:` *and* `\__regex_compile_c_test:NN`.)

`\__regex_compile_c_C:NN`

If `\cC` is not followed by `.` or `(...)` then complain because that construction cannot match anything, except in cases like `\cC[\c{...}]`, where it has no effect.

```
\cs_new_protected:Npn \__regex_compile_c_C:NN #1#2
  {
    \token_if_eq_meaning:NNTF #1 \__regex_compile_special:N
      {
        \token_if_eq_charcode:NNTF #2 .
          { \use_none:n }
          { \token_if_eq_charcode:NNF #2 ( } % )
      }
      { \use:n }
    { \__kernel_msg_error:nnn { kernel } { c-C-invalid } {#2} }
    #1 #2
  }
```

(*End definition for* `\__regex_compile_c_C:NN`.)

`\__regex_compile_c_[:w`
`\__regex_compile_c_lbrack_loop:NN`
`\__regex_compile_c_lbrack_add:N`
`\__regex_compile_c_lbrack_end:`

When encountering `\c[`, the task is to collect uppercase letters representing character categories. First check for `^` which negates the list of category codes.

```
\cs_new_protected:cpn { __regex_compile_c_[:w } #1#2
  {
    \l__regex_mode_int
      = \if_case:w \l__regex_mode_int
          \c__regex_catcode_mode_int
        \else:
          \c__regex_catcode_in_class_mode_int
        \fi:
    \int_zero:N \l__regex_catcodes_int
    \__regex_two_if_eq:NNNNTF #1 #2 \__regex_compile_special:N ^
      {
        \bool_set_false:N \l__regex_catcodes_bool
        \__regex_compile_c_lbrack_loop:NN
      }
      {
        \bool_set_true:N \l__regex_catcodes_bool
        \__regex_compile_c_lbrack_loop:NN
        #1 #2
      }
  }
\cs_new_protected:Npn \__regex_compile_c_lbrack_loop:NN #1#2
  {
    \token_if_eq_meaning:NNTF #1 \__regex_compile_raw:N
      {
        \int_if_exist:cTF { c__regex_catcode_#2_int }
          {
            \exp_args:Nc \__regex_compile_c_lbrack_add:N
              { c__regex_catcode_#2_int }
            \__regex_compile_c_lbrack_loop:NN
          }
      }
      {
        \token_if_eq_charcode:NNTF #2 ]
          { \__regex_compile_c_lbrack_end: }
      }
          {
            \__kernel_msg_error:nnx { kernel } { c-missing-rbrack } {#2}
            \__regex_compile_c_lbrack_end:
            #1 #2
          }
  }
\cs_new_protected:Npn \__regex_compile_c_lbrack_add:N #1
  {
    \if_int_odd:w \int_eval:n { \l__regex_catcodes_int / #1 } \exp_stop_f:
    \else:
      \int_add:Nn \l__regex_catcodes_int {#1}
    \fi:
  }
\cs_new_protected:Npn \__regex_compile_c_lbrack_end:
  {
```

```
    \if_meaning:w \c_false_bool \l__regex_catcodes_bool
      \int_set:Nn \l__regex_catcodes_int
        { \c__regex_all_catcodes_int - \l__regex_catcodes_int }
    \fi:
  }
```

(*End definition for* `\__regex_compile_c_[:w` *and others.*)

`\__regex_compile_c_{:`

The case of a left brace is easy, based on what we have done so far: in a group, compile the regular expression, after changing the mode to forbid nesting `\c`. Additionally, disable submatch tracking since groups don't escape the scope of `\c{...}`.

```
\cs_new_protected:cpn { __regex_compile_c_ \c_left_brace_str :w }
  {
    \__regex_compile:w
      \__regex_disable_submatches:
      \l__regex_mode_int
        = \if_case:w \l__regex_mode_int
            \c__regex_cs_mode_int
          \else:
            \c__regex_cs_in_class_mode_int
          \fi:
  }
```

(*End definition for* `\__regex_compile_c_{:`*.*)

`\__regex_compile_}:`
`\__regex_compile_end_cs:`
`\__regex_compile_cs_aux:Nn`
`\__regex_compile_cs_aux:NNnnnN`

Non-escaped right braces are only special if they appear when compiling the regular expression for a csname, but not within a class: `\c{[{}]}` matches the control sequences `\{` and `\}`. So, end compiling the inner regex (this closes any dangling class or group). Then insert the corresponding test in the outer regex. As an optimization, if the control sequence test simply consists of several explicit possibilities (branches) then use `\__regex_item_exact_cs:n` with an argument consisting of all possibilities separated by `\scan_stop:`.

```
\flag_new:n { __regex_cs }
\cs_new_protected:cpn { __regex_compile_ \c_right_brace_str : }
  {
    \__regex_if_in_cs:TF
      { \__regex_compile_end_cs: }
      { \exp_after:wN \__regex_compile_raw:N \c_right_brace_str }
  }
\cs_new_protected:Npn \__regex_compile_end_cs:
  {
    \__regex_compile_end:
    \flag_clear:n { __regex_cs }
    \tl_set:Nx \l__regex_internal_a_tl
      {
        \exp_after:wN \__regex_compile_cs_aux:Nn \l__regex_internal_regex
        \q_nil \q_nil \q_recursion_stop
      }
    \exp_args:Nx \__regex_compile_one:n
      {
        \flag_if_raised:nTF { __regex_cs }
          { \__regex_item_cs:n { \exp_not:o \l__regex_internal_regex } }
          {
            \__regex_item_exact_cs:n
```

```
              { \tl_tail:N \l__regex_internal_a_tl }
          }
      }
  }
\cs_new:Npn \__regex_compile_cs_aux:Nn #1#2
  {
    \cs_if_eq:NNTF #1 \__regex_branch:n
      {
        \scan_stop:
        \__regex_compile_cs_aux:NNnnnN #2
        \q_nil \q_nil \q_nil \q_nil \q_nil \q_nil \q_recursion_stop
        \__regex_compile_cs_aux:Nn
      }
      {
        \quark_if_nil:NF #1 { \flag_raise_if_clear:n { __regex_cs } }
        \use_none_delimit_by_q_recursion_stop:w
      }
  }
\cs_new:Npn \__regex_compile_cs_aux:NNnnnN #1#2#3#4#5#6
  {
    \bool_lazy_all:nTF
      {
        { \cs_if_eq_p:NN #1 \__regex_class:NnnnN }
        {#2}
        { \tl_if_head_eq_meaning_p:nN {#3} \__regex_item_caseful_equal:n }
        { \int_compare_p:nNn { \tl_count:n {#3} } = { 2 } }
        { \int_compare_p:nNn {#5} = { 0 } }
      }
      {
        \prg_replicate:nn {#4}
          { \char_generate:nn { \use_ii:nn #3 } {12} }
        \__regex_compile_cs_aux:NNnnnN
      }
      {
        \quark_if_nil:NF #1
          {
            \flag_raise_if_clear:n { __regex_cs }
            \use_i_delimit_by_q_recursion_stop:nw
          }
        \use_none_delimit_by_q_recursion_stop:w
      }
  }
```

(*End definition for* `\__regex_compile_}:` *and others.*)

40.3.12 Raw token lists with \u

`\__regex_compile_/u:`
`\__regex_compile_u_loop:NN`

The `\u` escape is invalid in classes and directly following a catcode test. Otherwise, it must be followed by a left brace. We then collect the characters for the argument of `\u` within an `x`-expanding assignment. In principle we could just wait to encounter a right brace, but this is unsafe: if the right brace was missing, then we would reach the end-markers of the regex, and continue, leading to obscure fatal errors. Instead, we only allow raw and special characters, and stop when encountering a special right brace, any escaped character, or the end-marker.

```
\cs_new_protected:cpn { __regex_compile_/u: } #1#2
  {
    \__regex_if_in_class_or_catcode:TF
      { \__regex_compile_raw_error:N u #1 #2 }
      {
        \__regex_two_if_eq:NNNNTF #1 #2 \__regex_compile_special:N \c_left_brace_str
          {
            \tl_set:Nx \l__regex_internal_a_tl { \if_false: } \fi:
            \__regex_compile_u_loop:NN
          }
          {
            \__kernel_msg_error:nn { kernel } { u-missing-lbrace }
            \__regex_compile_raw:N u #1 #2
          }
      }
  }
\cs_new:Npn \__regex_compile_u_loop:NN #1#2
  {
    \token_if_eq_meaning:NNTF #1 \__regex_compile_raw:N
      { #2 \__regex_compile_u_loop:NN }
      {
        \token_if_eq_meaning:NNTF #1 \__regex_compile_special:N
          {
            \exp_after:wN \token_if_eq_charcode:NNTF \c_right_brace_str #2
              { \if_false: { \fi: } \__regex_compile_u_end: }
              { #2 \__regex_compile_u_loop:NN }
          }
          {
            \if_false: { \fi: }
            \__kernel_msg_error:nnx { kernel } { u-missing-rbrace } {#2}
            \__regex_compile_u_end:
            #1 #2
          }
      }
  }
```

(*End definition for* `\__regex_compile_/u:` *and* `\__regex_compile_u_loop:NN`.)

`\__regex_compile_u_end:` Once we have extracted the variable's name, we store the contents of that variable in `\l__regex_internal_a_tl`. The behaviour of `\u` then depends on whether we are within a `\c{...}` escape (in this case, the variable is turned to a string), or not.

```
\cs_new_protected:Npn \__regex_compile_u_end:
  {
    \tl_set:Nv \l__regex_internal_a_tl { \l__regex_internal_a_tl }
    \if_int_compare:w \l__regex_mode_int = \c__regex_outer_mode_int
      \__regex_compile_u_not_cs:
    \else:
      \__regex_compile_u_in_cs:
    \fi:
  }
```

(*End definition for* `\__regex_compile_u_end:`.)

__regex_compile_u_in_cs: When \u appears within a control sequence, we convert the variable to a string with escaped spaces. Then for each character insert a class matching exactly that character, once.

```
\cs_new_protected:Npn \__regex_compile_u_in_cs:
  {
    \tl_gset:Nx \g__regex_internal_tl
      {
        \exp_args:No \__kernel_str_to_other_fast:n
          { \l__regex_internal_a_tl }
      }
    \tl_build_put_right:Nx \l__regex_build_tl
      {
        \tl_map_function:NN \g__regex_internal_tl
          \__regex_compile_u_in_cs_aux:n
      }
  }
\cs_new:Npn \__regex_compile_u_in_cs_aux:n #1
  {
    \__regex_class:NnnnN \c_true_bool
      { \__regex_item_caseful_equal:n { \int_value:w `#1 } }
      { 1 } { 0 } \c_false_bool
  }
```

(*End definition for* __regex_compile_u_in_cs:.)

__regex_compile_u_not_cs: In mode 0, the \u escape adds one state to the NFA for each token in \l__regex_internal_a_tl. If a given ⟨*token*⟩ is a control sequence, then insert a string comparison test, otherwise, __regex_item_exact:nn which compares catcode and character code.

```
\cs_new_protected:Npn \__regex_compile_u_not_cs:
  {
    \tl_analysis_map_inline:Nn \l__regex_internal_a_tl
      {
        \tl_build_put_right:Nx \l__regex_build_tl
          {
            \__regex_class:NnnnN \c_true_bool
              {
                \if_int_compare:w "##3 = 0 \exp_stop_f:
                  \__regex_item_exact_cs:n
                    { \exp_after:wN \cs_to_str:N ##1 }
                \else:
                  \__regex_item_exact:nn { \int_value:w "##3 } { ##2 }
                \fi:
              }
              { 1 } { 0 } \c_false_bool
          }
      }
  }
```

(*End definition for* __regex_compile_u_not_cs:.)

40.3.13 Other

__regex_compile_/K: The \K control sequence is currently the only "command", which performs some action, rather than matching something. It is allowed in the same contexts as \b. At the compilation stage, we leave it as a single control sequence, defined later.

```
\cs_new_protected:cpn { __regex_compile_/K: }
  {
    \int_compare:nNnTF \l__regex_mode_int = \c__regex_outer_mode_int
      { \tl_build_put_right:Nn \l__regex_build_tl { \__regex_command_K: } }
      { \__regex_compile_raw_error:N K }
  }
```

(*End definition for* `\__regex_compile_/K:`.)

40.3.14 Showing regexes

`\__regex_show:N` Within a group and within `\tl_build_begin:N` … `\tl_build_end:N` we redefine all the function that can appear in a compiled regex, then run the regex. The result stored in `\l__regex_internal_a_tl` is then meant to be shown.

```
\cs_new_protected:Npn \__regex_show:N #1
  {
    \group_begin:
      \tl_build_begin:N \l__regex_build_tl
      \cs_set_protected:Npn \__regex_branch:n
        {
          \seq_pop_right:NN \l__regex_show_prefix_seq
            \l__regex_internal_a_tl
          \__regex_show_one:n { +-branch }
          \seq_put_right:No \l__regex_show_prefix_seq
            \l__regex_internal_a_tl
          \use:n
        }
      \cs_set_protected:Npn \__regex_group:nnnN
        { \__regex_show_group_aux:nnnnN { } }
      \cs_set_protected:Npn \__regex_group_no_capture:nnnN
        { \__regex_show_group_aux:nnnnN { ~(no~capture) } }
      \cs_set_protected:Npn \__regex_group_resetting:nnnN
        { \__regex_show_group_aux:nnnnN { ~(resetting) } }
      \cs_set_eq:NN \__regex_class:NnnnN \__regex_show_class:NnnnN
      \cs_set_protected:Npn \__regex_command_K:
        { \__regex_show_one:n { reset~match~start~(\iow_char:N\\K) } }
      \cs_set_protected:Npn \__regex_assertion:Nn ##1##2
        {
          \__regex_show_one:n
            { \bool_if:NF ##1 { negative~ } assertion:~##2 }
        }
      \cs_set:Npn \__regex_b_test: { word~boundary }
      \cs_set_eq:NN \__regex_anchor:N \__regex_show_anchor_to_str:N
      \cs_set_protected:Npn \__regex_item_caseful_equal:n ##1
        { \__regex_show_one:n { char~code~\int_eval:n{##1} } }
      \cs_set_protected:Npn \__regex_item_caseful_range:nn ##1##2
        {
          \__regex_show_one:n
            { range~[\int_eval:n{##1}, \int_eval:n{##2}] }
        }
      \cs_set_protected:Npn \__regex_item_caseless_equal:n ##1
        { \__regex_show_one:n { char~code~\int_eval:n{##1}~(caseless) } }
      \cs_set_protected:Npn \__regex_item_caseless_range:nn ##1##2
```

```
        {
          \__regex_show_one:n
            { Range~[\int_eval:n{##1}, \int_eval:n{##2}]~(caseless) }
        }
      \cs_set_protected:Npn \__regex_item_catcode:nT
        { \__regex_show_item_catcode:NnT \c_true_bool }
      \cs_set_protected:Npn \__regex_item_catcode_reverse:nT
        { \__regex_show_item_catcode:NnT \c_false_bool }
      \cs_set_protected:Npn \__regex_item_reverse:n
        { \__regex_show_scope:nn { Reversed~match } }
      \cs_set_protected:Npn \__regex_item_exact:nn ##1##2
        { \__regex_show_one:n { char~##2,~catcode~##1 } }
      \cs_set_eq:NN \__regex_item_exact_cs:n \__regex_show_item_exact_cs:n
      \cs_set_protected:Npn \__regex_item_cs:n
        { \__regex_show_scope:nn { control~sequence } }
      \cs_set:cpn { __regex_prop_.: } { \__regex_show_one:n { any~token } }
      \seq_clear:N \l__regex_show_prefix_seq
      \__regex_show_push:n { ~ }
      \cs_if_exist_use:N #1
      \tl_build_end:N \l__regex_build_tl
      \exp_args:NNNo
    \group_end:
    \tl_set:Nn \l__regex_internal_a_tl { \l__regex_build_tl }
  }
```

(*End definition for* `\__regex_show:N`.)

`\__regex_show_one:n` Every part of the final message go through this function, which adds one line to the output, with the appropriate prefix.

```
\cs_new_protected:Npn \__regex_show_one:n #1
  {
    \int_incr:N \l__regex_show_lines_int
    \tl_build_put_right:Nx \l__regex_build_tl
      {
        \exp_not:N \iow_newline:
        \seq_map_function:NN \l__regex_show_prefix_seq \use:n
        #1
      }
  }
```

(*End definition for* `\__regex_show_one:n`.)

`\__regex_show_push:n` `\__regex_show_pop:` `\__regex_show_scope:nn` Enter and exit levels of nesting. The `scope` function prints its first argument as an "introduction", then performs its second argument in a deeper level of nesting.

```
\cs_new_protected:Npn \__regex_show_push:n #1
  { \seq_put_right:Nx \l__regex_show_prefix_seq { #1 ~ } }
\cs_new_protected:Npn \__regex_show_pop:
  { \seq_pop_right:NN \l__regex_show_prefix_seq \l__regex_internal_a_tl }
\cs_new_protected:Npn \__regex_show_scope:nn #1#2
  {
    \__regex_show_one:n {#1}
    \__regex_show_push:n { ~ }
    #2
    \__regex_show_pop:
  }
```

(*End definition for* `\__regex_show_push:n`, `\__regex_show_pop:`, *and* `\__regex_show_scope:nn`.)

`\__regex_show_group_aux:nnnnN` We display all groups in the same way, simply adding a message, `(no capture)` or `(resetting)`, to special groups. The odd `\use_ii:nn` avoids printing a spurious `+-branch` for the first branch.

```
\cs_new_protected:Npn \__regex_show_group_aux:nnnnN #1#2#3#4#5
  {
    \__regex_show_one:n { ,-group~begin #1 }
    \__regex_show_push:n { | }
    \use_ii:nn #2
    \__regex_show_pop:
    \__regex_show_one:n
      { `-group~end \__regex_msg_repeated:nnN {#3} {#4} #5 }
  }
```

(*End definition for* `\__regex_show_group_aux:nnnnN`.)

`\__regex_show_class:NnnnN` I'm entirely unhappy about this function: I couldn't find a way to test if a class is a single test. Instead, collect the representation of the tests in the class. If that had more than one line, write `Match` or `Don't match` on its own line, with the repeating information if any. Then the various tests on lines of their own, and finally a line. Otherwise, we need to evaluate the representation of the tests again (since the prefix is incorrect). That's clunky, but not too expensive, since it's only one test.

```
\cs_set:Npn \__regex_show_class:NnnnN #1#2#3#4#5
  {
    \group_begin:
      \tl_build_begin:N \l__regex_build_tl
      \int_zero:N \l__regex_show_lines_int
      \__regex_show_push:n {~}
      #2
    \int_compare:nTF { \l__regex_show_lines_int = 0 }
      {
        \group_end:
        \__regex_show_one:n { \bool_if:NTF #1 { Fail } { Pass } }
      }
      {
        \bool_if:nTF
          { #1 && \int_compare_p:n { \l__regex_show_lines_int = 1 } }
          {
            \group_end:
            #2
            \tl_build_put_right:Nn \l__regex_build_tl
              { \__regex_msg_repeated:nnN {#3} {#4} #5 }
          }
          {
              \tl_build_end:N \l__regex_build_tl
              \exp_args:NNNo
            \group_end:
            \tl_set:Nn \l__regex_internal_a_tl \l__regex_build_tl
            \__regex_show_one:n
              {
                \bool_if:NTF #1 { Match } { Don't~match }
                \__regex_msg_repeated:nnN {#3} {#4} #5
              }
```

```
            \tl_build_put_right:Nx \l__regex_build_tl
              { \exp_not:o \l__regex_internal_a_tl }
          }
      }
  }
```

(*End definition for* `\__regex_show_class:NnnnN`.)

`\__regex_show_anchor_to_str:N`

The argument is an integer telling us where the anchor is. We convert that to the relevant info.

```
\cs_new:Npn \__regex_show_anchor_to_str:N #1
  {
    anchor~at~
    \str_case:nnF { #1 }
      {
        { \l__regex_min_pos_int   } { start~(\iow_char:N\\A) }
        { \l__regex_start_pos_int } { start~of~match~(\iow_char:N\\G) }
        { \l__regex_max_pos_int   } { end~(\iow_char:N\\Z) }
      }
      { <error:~'#1'~not~recognized> }
  }
```

(*End definition for* `\__regex_show_anchor_to_str:N`.)

`\__regex_show_item_catcode:NnT`

Produce a sequence of categories which the catcode bitmap #2 contains, and show it, indenting the tests on which this catcode constraint applies.

```
\cs_new_protected:Npn \__regex_show_item_catcode:NnT #1#2
  {
    \seq_set_split:Nnn \l__regex_internal_seq { } { CBEMTPUDSLOA }
    \seq_set_filter:NNn \l__regex_internal_seq \l__regex_internal_seq
      { \int_if_odd_p:n { #2 / \int_use:c { c__regex_catcode_##1_int } } }
    \__regex_show_scope:nn
      {
        categories~
        \seq_map_function:NN \l__regex_internal_seq \use:n
        , ~
        \bool_if:NF #1 { negative~ } class
      }
  }
```

(*End definition for* `\__regex_show_item_catcode:NnT`.)

`\__regex_show_item_exact_cs:n`

```
\cs_new_protected:Npn \__regex_show_item_exact_cs:n #1
  {
    \seq_set_split:Nnn \l__regex_internal_seq { \scan_stop: } {#1}
    \seq_set_map:NNn \l__regex_internal_seq
      \l__regex_internal_seq { \iow_char:N\\##1 }
    \__regex_show_one:n
      { control~sequence~ \seq_use:Nn \l__regex_internal_seq { ~or~ } }
  }
```

(*End definition for* `\__regex_show_item_exact_cs:n`.)

40.4 Building

40.4.1 Variables used while building

\l__regex_min_state_int
\l__regex_max_state_int

The last state that was allocated is `\l__regex_max_state_int` -1, so that `\l__regex_max_state_int` always points to a free state. The `min_state` variable is 1 to begin with, but gets shifted in nested calls to the matching code, namely in `\c{...}` constructions.

```
\int_new:N  \l__regex_min_state_int
\int_set:Nn \l__regex_min_state_int { 1 }
\int_new:N  \l__regex_max_state_int
```

(*End definition for* `\l__regex_min_state_int` *and* `\l__regex_max_state_int`*.*)

\l__regex_left_state_int
\l__regex_right_state_int
\l__regex_left_state_seq
\l__regex_right_state_seq

Alternatives are implemented by branching from a `left` state into the various choices, then merging those into a `right` state. We store information about those states in two sequences. Those states are also used to implement group quantifiers. Most often, the left and right pointers only differ by 1.

```
\int_new:N  \l__regex_left_state_int
\int_new:N  \l__regex_right_state_int
\seq_new:N  \l__regex_left_state_seq
\seq_new:N  \l__regex_right_state_seq
```

(*End definition for* `\l__regex_left_state_int` *and others.*)

\l__regex_capturing_group_int

`\l__regex_capturing_group_int` is the next ID number to be assigned to a capturing group. This starts at 0 for the group enclosing the full regular expression, and groups are counted in the order of their left parenthesis, except when encountering `resetting` groups.

```
\int_new:N  \l__regex_capturing_group_int
```

(*End definition for* `\l__regex_capturing_group_int`*.*)

40.4.2 Framework

This phase is about going from a compiled regex to an NFA. Each state of the NFA is stored in a `\toks`. The operations which can appear in the `\toks` are

- `\__regex_action_start_wildcard:` inserted at the start of the regular expression to make it unanchored.
- `\__regex_action_success:` marks the exit state of the NFA.
- `\__regex_action_cost:n` {⟨*shift*⟩} is a transition from the current ⟨*state*⟩ to ⟨*state*⟩ + ⟨*shift*⟩, which consumes the current character: the target state is saved and will be considered again when matching at the next position.
- `\__regex_action_free:n` {⟨*shift*⟩}, and `\__regex_action_free_group:n` {⟨*shift*⟩} are free transitions, which immediately perform the actions for the state ⟨*state*⟩ + ⟨*shift*⟩ of the NFA. They differ in how they detect and avoid infinite loops. For now, we just need to know that the `group` variant must be used for transitions back to the start of a group.
- `\__regex_action_submatch:n` {⟨*key*⟩} where the ⟨*key*⟩ is a group number followed by `<` or `>` for the beginning or end of group. This causes the current position in the query to be stored as the ⟨*key*⟩ submatch boundary.

We strive to preserve the following properties while building.

- The current capturing group is capturing_group − 1, and if a group opened now it would be labelled capturing_group.
- The last allocated state is max_state − 1, so max_state is a free state.
- The left_state points to a state to the left of the current group or of the last class.
- The right_state points to a newly created, empty state, with some transitions leading to it.
- The left/right sequences hold a list of the corresponding end-points of nested groups.

__regex_build:n
__regex_build:N

The n-type function first compiles its argument. Reset some variables. Allocate two states, and put a wildcard in state 0 (transitions to state 1 and 0 state). Then build the regex within a (capturing) group numbered 0 (current value of capturing_group). Finally, if the match reaches the last state, it is successful.

```
\cs_new_protected:Npn \__regex_build:n #1
  {
    \__regex_compile:n {#1}
    \__regex_build:N \l__regex_internal_regex
  }
\cs_new_protected:Npn \__regex_build:N #1
  {
    \__regex_standard_escapechar:
    \int_zero:N \l__regex_capturing_group_int
    \int_set_eq:NN \l__regex_max_state_int \l__regex_min_state_int
    \__regex_build_new_state:
    \__regex_build_new_state:
    \__regex_toks_put_right:Nn \l__regex_left_state_int
      { \__regex_action_start_wildcard: }
    \__regex_group:nnnN {#1} { 1 } { 0 } \c_false_bool
    \__regex_toks_put_right:Nn \l__regex_right_state_int
      { \__regex_action_success: }
  }
```

(*End definition for* __regex_build:n *and* __regex_build:N*.*)

__regex_build_for_cs:n

The matching code relies on some global intarray variables, but only uses a range of their entries. Specifically,

- \g__regex_state_active_intarray from \l__regex_min_state_int to \l__regex_max_state_
  1;
- \g__regex_thread_state_intarray from \l__regex_min_active_int to \l__regex_max_activ
  1.

In fact, some data is stored in \toks registers (local) in the same ranges so these ranges mustn't overlap. This is done by setting \l__regex_min_active_int to \l__regex_max_state_int after building the NFA. Here, in this nested call to the matching code, we need the new versions of these ranges to involve completely new entries of the intarray variables, so we begin by setting (the new) \l__regex_min_state_int to (the old) \l__-regex_max_active_int to use higher entries.

When using a regex to match a cs, we don't insert a wildcard, we anchor at the end, and since we ignore submatches, there is no need to surround the expression with a group. However, for branches to work properly at the outer level, we need to put the appropriate left and right states in their sequence.

```
\cs_new_protected:Npn \__regex_build_for_cs:n #1
  {
    \int_set_eq:NN \l__regex_min_state_int \l__regex_max_active_int
    \int_set_eq:NN \l__regex_max_state_int \l__regex_min_state_int
    \__regex_build_new_state:
    \__regex_build_new_state:
    \__regex_push_lr_states:
    #1
    \__regex_pop_lr_states:
    \__regex_toks_put_right:Nn \l__regex_right_state_int
      {
        \if_int_compare:w \l__regex_curr_pos_int = \l__regex_max_pos_int
          \exp_after:wN \__regex_action_success:
        \fi:
      }
  }
```

(*End definition for* __regex_build_for_cs:n.)

40.4.3 Helpers for building an nfa

__regex_push_lr_states:
__regex_pop_lr_states:

When building the regular expression, we keep track of pointers to the left-end and right-end of each group without help from TeX's grouping.

```
\cs_new_protected:Npn \__regex_push_lr_states:
  {
    \seq_push:No \l__regex_left_state_seq
      { \int_use:N \l__regex_left_state_int }
    \seq_push:No \l__regex_right_state_seq
      { \int_use:N \l__regex_right_state_int }
  }
\cs_new_protected:Npn \__regex_pop_lr_states:
  {
    \seq_pop:NN \l__regex_left_state_seq  \l__regex_internal_a_tl
    \int_set:Nn \l__regex_left_state_int  \l__regex_internal_a_tl
    \seq_pop:NN \l__regex_right_state_seq \l__regex_internal_a_tl
    \int_set:Nn \l__regex_right_state_int \l__regex_internal_a_tl
  }
```

(*End definition for* __regex_push_lr_states: *and* __regex_pop_lr_states:.)

__regex_build_transition_left:NNN
__regex_build_transition_right:nNn

Add a transition from #2 to #3 using the function #1. The left function is used for higher priority transitions, and the right function for lower priority transitions (which should be performed later). The signatures differ to reflect the differing usage later on. Both functions could be optimized.

```
\cs_new_protected:Npn \__regex_build_transition_left:NNN #1#2#3
  { \__regex_toks_put_left:Nx  #2 { #1 { \int_eval:n { #3 - #2 } } } }
\cs_new_protected:Npn \__regex_build_transition_right:nNn #1#2#3
  { \__regex_toks_put_right:Nx #2 { #1 { \int_eval:n { #3 - #2 } } } }
```

(*End definition for* `\__regex_build_transition_left:NNN` *and* `\__regex_build_transition_right:nNn`.)

`\__regex_build_new_state:` Add a new empty state to the NFA. Then update the `left`, `right`, and `max` states, so that the `right` state is the new empty state, and the `left` state points to the previously "current" state.

```
\cs_new_protected:Npn \__regex_build_new_state:
  {
    \__regex_toks_clear:N \l__regex_max_state_int
    \int_set_eq:NN \l__regex_left_state_int \l__regex_right_state_int
    \int_set_eq:NN \l__regex_right_state_int \l__regex_max_state_int
    \int_incr:N \l__regex_max_state_int
  }
```

(*End definition for* `\__regex_build_new_state:`.)

`\__regex_build_transitions_lazyness:NNNNN` This function creates a new state, and puts two transitions starting from the old current state. The order of the transitions is controlled by `#1`, true for lazy quantifiers, and false for greedy quantifiers.

```
\cs_new_protected:Npn \__regex_build_transitions_lazyness:NNNNN #1#2#3#4#5
  {
    \__regex_build_new_state:
    \__regex_toks_put_right:Nx \l__regex_left_state_int
      {
        \if_meaning:w \c_true_bool #1
          #2 { \int_eval:n { #3 - \l__regex_left_state_int } }
          #4 { \int_eval:n { #5 - \l__regex_left_state_int } }
        \else:
          #4 { \int_eval:n { #5 - \l__regex_left_state_int } }
          #2 { \int_eval:n { #3 - \l__regex_left_state_int } }
        \fi:
      }
  }
```

(*End definition for* `\__regex_build_transitions_lazyness:NNNNN`.)

40.4.4 Building classes

`\__regex_class:NnnnN`
`\__regex_tests_action_cost:n`

The arguments are: ⟨*boolean*⟩ `{`⟨*tests*⟩`}` `{`⟨*min*⟩`}` `{`⟨*more*⟩`}` ⟨*lazyness*⟩. First store the tests with a trailing `\__regex_action_cost:n`, in the true branch of `\__regex_break_point:TF` for positive classes, or the false branch for negative classes. The integer ⟨*more*⟩ is 0 for fixed repetitions, -1 for unbounded repetitions, and ⟨*max*⟩ $-$ ⟨*min*⟩ for a range of repetitions.

```
\cs_new_protected:Npn \__regex_class:NnnnN #1#2#3#4#5
  {
    \cs_set:Npx \__regex_tests_action_cost:n ##1
      {
        \exp_not:n { \exp_not:n {#2} }
        \bool_if:NTF #1
          { \__regex_break_point:TF { \__regex_action_cost:n {##1} } { } }
          { \__regex_break_point:TF { } { \__regex_action_cost:n {##1} } }
      }
    \if_case:w - #4 \exp_stop_f:
           \__regex_class_repeat:n   {#3}
```

```
    \or:   \__regex_class_repeat:nN  {#3}      #5
    \else: \__regex_class_repeat:nnN {#3} {#4} #5
    \fi:
  }
\cs_new:Npn \__regex_tests_action_cost:n { \__regex_action_cost:n }
```

(*End definition for* `\__regex_class:NnnnN` *and* `\__regex_tests_action_cost:n`*.*)

`\__regex_class_repeat:n` This is used for a fixed number of repetitions. Build one state for each repetition, with a transition controlled by the tests that we have collected. That works just fine for `#1` $= 0$ repetitions: nothing is built.

```
\cs_new_protected:Npn \__regex_class_repeat:n #1
  {
    \prg_replicate:nn {#1}
      {
        \__regex_build_new_state:
        \__regex_build_transition_right:nNn \__regex_tests_action_cost:n
          \l__regex_left_state_int \l__regex_right_state_int
      }
  }
```

(*End definition for* `\__regex_class_repeat:n`*.*)

`\__regex_class_repeat:nN` This implements unbounded repetitions of a single class (*e.g.* the `*` and `+` quantifiers). If the minimum number `#1` of repetitions is 0, then build a transition from the current state to itself governed by the tests, and a free transition to a new state (hence skipping the tests). Otherwise, call `\__regex_class_repeat:n` for the code to match `#1` repetitions, and add free transitions from the last state to the previous one, and to a new one. In both cases, the order of transitions is controlled by the lazyness boolean `#2`.

```
\cs_new_protected:Npn \__regex_class_repeat:nN #1#2
  {
    \if_int_compare:w #1 = 0 \exp_stop_f:
      \__regex_build_transitions_lazyness:NNNNN #2
        \__regex_action_free:n       \l__regex_right_state_int
        \__regex_tests_action_cost:n \l__regex_left_state_int
    \else:
      \__regex_class_repeat:n {#1}
      \int_set_eq:NN \l__regex_internal_a_int \l__regex_left_state_int
      \__regex_build_transitions_lazyness:NNNNN #2
        \__regex_action_free:n \l__regex_right_state_int
        \__regex_action_free:n \l__regex_internal_a_int
    \fi:
  }
```

(*End definition for* `\__regex_class_repeat:nN`*.*)

`\__regex_class_repeat:nnN` We want to build the code to match from `#1` to `#1`+`#2` repetitions. Match `#1` repetitions (can be 0). Compute the final state of the next construction as `a`. Build `#2` > 0 states, each with a transition to the next state governed by the tests, and a transition to the final state `a`. The computation of `a` is safe because states are allocated in order, starting from `max_state`.

```
\cs_new_protected:Npn \__regex_class_repeat:nnN #1#2#3
  {
    \__regex_class_repeat:n {#1}
```

```
    \int_set:Nn \l__regex_internal_a_int
      { \l__regex_max_state_int + #2 - 1 }
    \prg_replicate:nn { #2 }
      {
        \__regex_build_transitions_lazyness:NNNNN #3
          \__regex_action_free:n       \l__regex_internal_a_int
          \__regex_tests_action_cost:n \l__regex_right_state_int
      }
  }
```

(*End definition for* `\__regex_class_repeat:nnN`.)

40.4.5 Building groups

`\__regex_group_aux:nnnnN`

Arguments: {⟨*label*⟩} {⟨*contents*⟩} {⟨*min*⟩} {⟨*more*⟩} ⟨*lazyness*⟩. If ⟨*min*⟩ is 0, we need to add a state before building the group, so that the thread which skips the group does not also set the start-point of the submatch. After adding one more state, the `left_state` is the left end of the group, from which all branches stem, and the `right_state` is the right end of the group, and all branches end their course in that state. We store those two integers to be queried for each branch, we build the NFA states for the contents `#2` of the group, and we forget about the two integers. Once this is done, perform the repetition: either exactly `#3` times, or `#3` or more times, or between `#3` and `#3` + `#4` times, with lazyness `#5`. The ⟨*label*⟩ `#1` is used for submatch tracking. Each of the three auxiliaries expects `left_state` and `right_state` to be set properly.

```
\cs_new_protected:Npn \__regex_group_aux:nnnnN #1#2#3#4#5
  {
      \if_int_compare:w #3 = 0 \exp_stop_f:
        \__regex_build_new_state:
⟨assert⟩\assert_int:n { \l__regex_max_state_int = \l__regex_right_state_int + 1 }
        \__regex_build_transition_right:nNn \__regex_action_free_group:n
          \l__regex_left_state_int \l__regex_right_state_int
      \fi:
      \__regex_build_new_state:
      \__regex_push_lr_states:
      #2
      \__regex_pop_lr_states:
      \if_case:w - #4 \exp_stop_f:
             \__regex_group_repeat:nn   {#1} {#3}
      \or:   \__regex_group_repeat:nnN  {#1} {#3}      #5
      \else: \__regex_group_repeat:nnnN {#1} {#3} {#4} #5
      \fi:
  }
```

(*End definition for* `\__regex_group_aux:nnnnN`.)

`\__regex_group:nnnN`
`\__regex_group_no_capture:nnnN`

Hand to `\__regex_group_aux:nnnnnN` the label of that group (expanded), and the group itself, with some extra commands to perform.

```
\cs_new_protected:Npn \__regex_group:nnnN #1
  {
    \exp_args:No \__regex_group_aux:nnnnN
      { \int_use:N \l__regex_capturing_group_int }
      {
        \int_incr:N \l__regex_capturing_group_int
```

```
        #1
      }
  }
\cs_new_protected:Npn \__regex_group_no_capture:nnnN
  { \__regex_group_aux:nnnnN { -1 } }
```

(*End definition for* `\__regex_group:nnnN` *and* `\__regex_group_no_capture:nnnN`.)

`\__regex_group_resetting:nnnN`
`\__regex_group_resetting_loop:nnNn`

Again, hand the label -1 to `\__regex_group_aux:nnnnN`, but this time we work a little bit harder to keep track of the maximum group label at the end of any branch, and to reset the group number at each branch. This relies on the fact that a compiled regex always is a sequence of items of the form `\__regex_branch:n {`⟨*branch*⟩`}`.

```
\cs_new_protected:Npn \__regex_group_resetting:nnnN #1
  {
    \__regex_group_aux:nnnnN { -1 }
      {
        \exp_args:Noo \__regex_group_resetting_loop:nnNn
          { \int_use:N \l__regex_capturing_group_int }
          { \int_use:N \l__regex_capturing_group_int }
          #1
          { ?? \prg_break:n } { }
        \prg_break_point:
      }
  }
\cs_new_protected:Npn \__regex_group_resetting_loop:nnNn #1#2#3#4
  {
    \use_none:nn #3 { \int_set:Nn \l__regex_capturing_group_int {#1} }
    \int_set:Nn \l__regex_capturing_group_int {#2}
    #3 {#4}
    \exp_args:Nf \__regex_group_resetting_loop:nnNn
      { \int_max:nn {#1} { \l__regex_capturing_group_int } }
      {#2}
  }
```

(*End definition for* `\__regex_group_resetting:nnnN` *and* `\__regex_group_resetting_loop:nnNn`.)

`\__regex_branch:n`

Add a free transition from the left state of the current group to a brand new state, starting point of this branch. Once the branch is built, add a transition from its last state to the right state of the group. The left and right states of the group are extracted from the relevant sequences.

```
\cs_new_protected:Npn \__regex_branch:n #1
  {
    \__regex_build_new_state:
    \seq_get:NN \l__regex_left_state_seq \l__regex_internal_a_tl
    \int_set:Nn \l__regex_left_state_int \l__regex_internal_a_tl
    \__regex_build_transition_right:nNn \__regex_action_free:n
      \l__regex_left_state_int \l__regex_right_state_int
    #1
    \seq_get:NN \l__regex_right_state_seq \l__regex_internal_a_tl
    \__regex_build_transition_right:nNn \__regex_action_free:n
      \l__regex_right_state_int \l__regex_internal_a_tl
  }
```

(*End definition for* `\__regex_branch:n`.)

__regex_group_repeat:nn This function is called to repeat a group a fixed number of times #2; if this is 0 we remove the group altogether (but don't reset the capturing_group label). Otherwise, the auxiliary __regex_group_repeat_aux:n copies #2 times the \toks for the group, and leaves internal_a pointing to the left end of the last repetition. We only record the submatch information at the last repetition. Finally, add a state at the end (the transition to it has been taken care of by the replicating auxiliary.

```
\cs_new_protected:Npn \__regex_group_repeat:nn #1#2
  {
    \if_int_compare:w #2 = 0 \exp_stop_f:
      \int_set:Nn \l__regex_max_state_int
        { \l__regex_left_state_int - 1 }
      \__regex_build_new_state:
    \else:
      \__regex_group_repeat_aux:n {#2}
      \__regex_group_submatches:nNN {#1}
        \l__regex_internal_a_int \l__regex_right_state_int
      \__regex_build_new_state:
    \fi:
  }
```

(*End definition for* __regex_group_repeat:nn.)

__regex_group_submatches:nNN This inserts in states #2 and #3 the code for tracking submatches of the group #1, unless inhibited by a label of -1.

```
\cs_new_protected:Npn \__regex_group_submatches:nNN #1#2#3
  {
    \if_int_compare:w #1 > - 1 \exp_stop_f:
      \__regex_toks_put_left:Nx #2 { \__regex_action_submatch:n { #1 < } }
      \__regex_toks_put_left:Nx #3 { \__regex_action_submatch:n { #1 > } }
    \fi:
  }
```

(*End definition for* __regex_group_submatches:nNN.)

__regex_group_repeat_aux:n Here we repeat \toks ranging from left_state to max_state, #1 $>$ 0 times. First add a transition so that the copies "chain" properly. Compute the shift c between the original copy and the last copy we want. Shift the right_state and max_state to their final values. We then want to perform c copy operations. At the end, b is equal to the max_state, and a points to the left of the last copy of the group.

```
\cs_new_protected:Npn \__regex_group_repeat_aux:n #1
  {
    \__regex_build_transition_right:nNn \__regex_action_free:n
      \l__regex_right_state_int \l__regex_max_state_int
    \int_set_eq:NN \l__regex_internal_a_int \l__regex_left_state_int
    \int_set_eq:NN \l__regex_internal_b_int \l__regex_max_state_int
    \if_int_compare:w \int_eval:n {#1} > 1 \exp_stop_f:
      \int_set:Nn \l__regex_internal_c_int
        {
          ( #1 - 1 )
          * ( \l__regex_internal_b_int - \l__regex_internal_a_int )
        }
      \int_add:Nn \l__regex_right_state_int { \l__regex_internal_c_int }
      \int_add:Nn \l__regex_max_state_int   { \l__regex_internal_c_int }
```

```
      \__regex_toks_memcpy:NNn
        \l__regex_internal_b_int
        \l__regex_internal_a_int
        \l__regex_internal_c_int
    \fi:
  }
```

(*End definition for* `\__regex_group_repeat_aux:n`.)

`\__regex_group_repeat:nnN`

This function is called to repeat a group at least n times; the case $n = 0$ is very different from $n > 0$. Assume first that $n = 0$. Insert submatch tracking information at the start and end of the group, add a free transition from the right end to the "true" left state `a` (remember: in this case we had added an extra state before the left state). This forms the loop, which we break away from by adding a free transition from `a` to a new state.

Now consider the case $n > 0$. Repeat the group n times, chaining various copies with a free transition. Add submatch tracking only to the last copy, then add a free transition from the right end back to the left end of the last copy, either before or after the transition to move on towards the rest of the NFA. This transition can end up before submatch tracking, but that is irrelevant since it only does so when going again through the group, recording new matches. Finally, add a state; we already have a transition pointing to it from `\__regex_group_repeat_aux:n`.

```
\cs_new_protected:Npn \__regex_group_repeat:nnN #1#2#3
  {
    \if_int_compare:w #2 = 0 \exp_stop_f:
      \__regex_group_submatches:nNN {#1}
        \l__regex_left_state_int \l__regex_right_state_int
      \int_set:Nn \l__regex_internal_a_int
        { \l__regex_left_state_int - 1 }
      \__regex_build_transition_right:nNn \__regex_action_free:n
        \l__regex_right_state_int \l__regex_internal_a_int
      \__regex_build_new_state:
      \if_meaning:w \c_true_bool #3
        \__regex_build_transition_left:NNN \__regex_action_free:n
          \l__regex_internal_a_int \l__regex_right_state_int
      \else:
        \__regex_build_transition_right:nNn \__regex_action_free:n
          \l__regex_internal_a_int \l__regex_right_state_int
      \fi:
    \else:
      \__regex_group_repeat_aux:n {#2}
      \__regex_group_submatches:nNN {#1}
        \l__regex_internal_a_int \l__regex_right_state_int
      \if_meaning:w \c_true_bool #3
        \__regex_build_transition_right:nNn \__regex_action_free_group:n
          \l__regex_right_state_int \l__regex_internal_a_int
      \else:
        \__regex_build_transition_left:NNN \__regex_action_free_group:n
          \l__regex_right_state_int \l__regex_internal_a_int
      \fi:
      \__regex_build_new_state:
    \fi:
  }
```

(*End definition for* `\__regex_group_repeat:nnN`.)

`\__regex_group_repeat:nnnN` We wish to repeat the group between #2 and #2 + #3 times, with a lazyness controlled by #4. We insert submatch tracking up front: in principle, we could avoid recording submatches for the first #2 copies of the group, but that forces us to treat specially the case #2 = 0. Repeat that group with submatch tracking #2 + #3 times (the maximum number of repetitions). Then our goal is to add #3 transitions from the end of the #2-th group, and each subsequent groups, to the end. For a lazy quantifier, we add those transitions to the left states, before submatch tracking. For the greedy case, we add the transitions to the right states, after submatch tracking and the transitions which go on with more repetitions. In the greedy case with #2 = 0, the transition which skips over all copies of the group must be added separately, because its starting state does not follow the normal pattern: we had to add it "by hand" earlier.

```
\cs_new_protected:Npn \__regex_group_repeat:nnnN #1#2#3#4
  {
    \__regex_group_submatches:nNN {#1}
      \l__regex_left_state_int \l__regex_right_state_int
    \__regex_group_repeat_aux:n { #2 + #3 }
    \if_meaning:w \c_true_bool #4
      \int_set_eq:NN \l__regex_left_state_int \l__regex_max_state_int
      \prg_replicate:nn { #3 }
        {
          \int_sub:Nn \l__regex_left_state_int
            { \l__regex_internal_b_int - \l__regex_internal_a_int }
          \__regex_build_transition_left:NNN \__regex_action_free:n
            \l__regex_left_state_int \l__regex_max_state_int
        }
    \else:
      \prg_replicate:nn { #3 - 1 }
        {
          \int_sub:Nn \l__regex_right_state_int
            { \l__regex_internal_b_int - \l__regex_internal_a_int }
          \__regex_build_transition_right:nNn \__regex_action_free:n
            \l__regex_right_state_int \l__regex_max_state_int
        }
      \if_int_compare:w #2 = 0 \exp_stop_f:
        \int_set:Nn \l__regex_right_state_int
          { \l__regex_left_state_int - 1 }
      \else:
        \int_sub:Nn \l__regex_right_state_int
          { \l__regex_internal_b_int - \l__regex_internal_a_int }
      \fi:
      \__regex_build_transition_right:nNn \__regex_action_free:n
        \l__regex_right_state_int \l__regex_max_state_int
    \fi:
    \__regex_build_new_state:
  }
```

(*End definition for* `\__regex_group_repeat:nnnN`.)

40.4.6 Others

`\__regex_assertion:Nn` `\__regex_b_test:` `\__regex_anchor:N` Usage: `\__regex_assertion:Nn` ⟨*boolean*⟩ {⟨*test*⟩}, where the ⟨*test*⟩ is either of the two other functions. Add a free transition to a new state, conditionally to the assertion test. The `\__regex_b_test:` test is used by the `\b` and `\B` escape: check if the last character was a word character or not, and do the same to the current character. The boundary-markers of the string are non-word characters for this purpose. Anchors at the start or end of match use `\__regex_anchor:N`, with a position controlled by the integer `#1`.

```
\cs_new_protected:Npn \__regex_assertion:Nn #1#2
  {
    \__regex_build_new_state:
    \__regex_toks_put_right:Nx \l__regex_left_state_int
      {
        \exp_not:n {#2}
        \__regex_break_point:TF
          \bool_if:NF #1 { { } }
          {
            \__regex_action_free:n
              {
                \int_eval:n
                  { \l__regex_right_state_int - \l__regex_left_state_int }
              }
          }
          \bool_if:NT #1 { { } }
      }
  }
\cs_new_protected:Npn \__regex_anchor:N #1
  {
    \if_int_compare:w #1 = \l__regex_curr_pos_int
      \exp_after:wN \__regex_break_true:w
    \fi:
  }
\cs_new_protected:Npn \__regex_b_test:
  {
    \group_begin:
      \int_set_eq:NN \l__regex_curr_char_int \l__regex_last_char_int
      \__regex_prop_w:
      \__regex_break_point:TF
        { \group_end: \__regex_item_reverse:n \__regex_prop_w: }
        { \group_end: \__regex_prop_w: }
  }
```

(*End definition for* `\__regex_assertion:Nn`, `\__regex_b_test:`, *and* `\__regex_anchor:N`.)

`\__regex_command_K:` Change the starting point of the 0-th submatch (full match), and transition to a new state, pretending that this is a fresh thread.

```
\cs_new_protected:Npn \__regex_command_K:
  {
    \__regex_build_new_state:
    \__regex_toks_put_right:Nx \l__regex_left_state_int
      {
        \__regex_action_submatch:n { 0< }
        \bool_set_true:N \l__regex_fresh_thread_bool
        \__regex_action_free:n
          {
            \int_eval:n
              { \l__regex_right_state_int - \l__regex_left_state_int }
          }
        \bool_set_false:N \l__regex_fresh_thread_bool
```

```
        }
    }
```

(*End definition for* `\__regex_command_K:`.)

40.5 Matching

We search for matches by running all the execution threads through the NFA in parallel, reading one token of the query at each step. The NFA contains "free" transitions to other states, and transitions which "consume" the current token. For free transitions, the instruction at the new state of the NFA is performed immediately. When a transition consumes a character, the new state is appended to a list of "active states", stored in `\g__regex_thread_state_intarray`: this thread is made active again when the next token is read from the query. At every step (for each token in the query), we unpack that list of active states and the corresponding submatch props, and empty those.

If two paths through the NFA "collide" in the sense that they reach the same state after reading a given token, then they only differ in how they previously matched, and any future execution would be identical for both. (Note that this would be wrong in the presence of back-references.) Hence, we only need to keep one of the two threads: the thread with the highest priority. Our NFA is built in such a way that higher priority actions always come before lower priority actions, which makes things work.

The explanation in the previous paragraph may make us think that we simply need to keep track of which states were visited at a given step: after all, the loop generated when matching `(a?)*` against `a` is broken, isn't it? No. The group first matches `a`, as it should, then repeats; it attempts to match `a` again but fails; it skips `a`, and finds out that this state has already been seen at this position in the query: the match stops. The capturing group is (wrongly) `a`. What went wrong is that a thread collided with itself, and the later version, which has gone through the group one more times with an empty match, should have a higher priority than not going through the group.

We solve this by distinguishing "normal" free transitions `\__regex_action_free:n` from transitions `\__regex_action_free_group:n` which go back to the start of the group. The former keeps threads unless they have been visited by a "completed" thread, while the latter kind of transition also prevents going back to a state visited by the current thread.

40.5.1 Variables used when matching

`\l__regex_min_pos_int`
`\l__regex_max_pos_int`
`\l__regex_curr_pos_int`
`\l__regex_start_pos_int`
`\l__regex_success_pos_int`

The tokens in the query are indexed from `min_pos` for the first to `max_pos` -1 for the last, and their information is stored in several arrays and `\toks` registers with those numbers. We don't start from 0 because the `\toks` registers with low numbers are used to hold the states of the NFA. We match without backtracking, keeping all threads in lockstep at the `current_pos` in the query. The starting point of the current match attempt is `start_pos`, and `success_pos`, updated whenever a thread succeeds, is used as the next starting position.

```
\int_new:N \l__regex_min_pos_int
\int_new:N \l__regex_max_pos_int
\int_new:N \l__regex_curr_pos_int
\int_new:N \l__regex_start_pos_int
\int_new:N \l__regex_success_pos_int
```

(*End definition for* `\l__regex_min_pos_int` *and others.*)

\l__regex_curr_char_int
\l__regex_curr_catcode_int
\l__regex_last_char_int
\l__regex_case_changed_char_int

The character and category codes of the token at the current position; the character code of the token at the previous position; and the character code of the result of changing the case of the current token (`A-Z`↔`a-z`). This last integer is only computed when necessary, and is otherwise `\c_max_int`. The `current_char` variable is also used in various other phases to hold a character code.

```
\int_new:N \l__regex_curr_char_int
\int_new:N \l__regex_curr_catcode_int
\int_new:N \l__regex_last_char_int
\int_new:N \l__regex_case_changed_char_int
```

(*End definition for* `\l__regex_curr_char_int` *and others.*)

\l__regex_curr_state_int

For every character in the token list, each of the active states is considered in turn. The variable `\l__regex_curr_state_int` holds the state of the NFA which is currently considered: transitions are then given as shifts relative to the current state.

```
\int_new:N \l__regex_curr_state_int
```

(*End definition for* `\l__regex_curr_state_int`*.*)

\l__regex_curr_submatches_prop
\l__regex_success_submatches_prop

The submatches for the thread which is currently active are stored in the `current_-submatches` property list variable. This property list is stored by `\__regex_action_-cost:n` into the `\toks` register for the target state of the transition, to be retrieved when matching at the next position. When a thread succeeds, this property list is copied to `\l__regex_success_submatches_prop`: only the last successful thread remains there.

```
\prop_new:N \l__regex_curr_submatches_prop
\prop_new:N \l__regex_success_submatches_prop
```

(*End definition for* `\l__regex_curr_submatches_prop` *and* `\l__regex_success_submatches_prop`*.*)

\l__regex_step_int

This integer, always even, is increased every time a character in the query is read, and not reset when doing multiple matches. We store in `\g__regex_state_active_intarray` the last step in which each ⟨*state*⟩ in the NFA was encountered. This lets us break infinite loops by not visiting the same state twice in the same step. In fact, the step we store is equal to `step` when we have started performing the operations of `\toks`⟨*state*⟩, but not finished yet. However, once we finish, we store `step` $+ 1$ in `\g__regex_state_-active_intarray`. This is needed to track submatches properly (see building phase). The `step` is also used to attach each set of submatch information to a given iteration (and automatically discard it when it corresponds to a past step).

```
\int_new:N \l__regex_step_int
```

(*End definition for* `\l__regex_step_int`*.*)

\l__regex_min_active_int
\l__regex_max_active_int

All the currently active threads are kept in order of precedence in `\g__regex_thread_-state_intarray`, and the corresponding submatches in the `\toks`. For our purposes, those serve as an array, indexed from `min_active` (inclusive) to `max_active` (excluded). At the start of every step, the whole array is unpacked, so that the space can immediately be reused, and `max_active` is reset to `min_active`, effectively clearing the array.

```
\int_new:N \l__regex_min_active_int
\int_new:N \l__regex_max_active_int
```

(*End definition for* `\l__regex_min_active_int` *and* `\l__regex_max_active_int`*.*)

\g__regex_state_active_intarray
\g__regex_thread_state_intarray

\g__regex_state_active_intarray stores the last ⟨*step*⟩ in which each ⟨*state*⟩ was active. \g__regex_thread_state_intarray stores threads to be considered in the next step, more precisely the states in which these threads are.

```
\intarray_new:Nn \g__regex_state_active_intarray { 65536 }
\intarray_new:Nn \g__regex_thread_state_intarray { 65536 }
```

(*End definition for \g__regex_state_active_intarray and \g__regex_thread_state_intarray.*)

\l__regex_every_match_tl

Every time a match is found, this token list is used. For single matching, the token list is empty. For multiple matching, the token list is set to repeat the matching, after performing some operation which depends on the user function. See __regex_single_-match: and __regex_multi_match:n.

```
\tl_new:N \l__regex_every_match_tl
```

(*End definition for \l__regex_every_match_tl.*)

\l__regex_fresh_thread_bool
\l__regex_empty_success_bool
__regex_if_two_empty_matches:F

When doing multiple matches, we need to avoid infinite loops where each iteration matches the same empty token list. When an empty token list is matched, the next successful match of the same empty token list is suppressed. We detect empty matches by setting \l__regex_fresh_thread_bool to true for threads which directly come from the start of the regex or from the \K command, and testing that boolean whenever a thread succeeds. The function __regex_if_two_empty_matches:F is redefined at every match attempt, depending on whether the previous match was empty or not: if it was, then the function must cancel a purported success if it is empty and at the same spot as the previous match; otherwise, we definitely don't have two identical empty matches, so the function is \use:n.

```
\bool_new:N \l__regex_fresh_thread_bool
\bool_new:N \l__regex_empty_success_bool
\cs_new_eq:NN \__regex_if_two_empty_matches:F \use:n
```

(*End definition for \l__regex_fresh_thread_bool, \l__regex_empty_success_bool, and __regex_-if_two_empty_matches:F.*)

\g__regex_success_bool
\l__regex_saved_success_bool
\l__regex_match_success_bool

The boolean \l__regex_match_success_bool is true if the current match attempt was successful, and \g__regex_success_bool is true if there was at least one successful match. This is the only global variable in this whole module, but we would need it to be local when matching a control sequence with \c{...}. This is done by saving the global variable into \l__regex_saved_success_bool, which is local, hence not affected by the changes due to inner regex functions.

```
\bool_new:N \g__regex_success_bool
\bool_new:N \l__regex_saved_success_bool
\bool_new:N \l__regex_match_success_bool
```

(*End definition for \g__regex_success_bool, \l__regex_saved_success_bool, and \l__regex_match_-success_bool.*)

40.5.2 Matching: framework

__regex_match:n
__regex_match_cs:n
__regex_match_init:

First store the query into `\toks` registers and arrays (see `\__regex_query_set:nnn`). Then initialize the variables that should be set once for each user function (even for multiple matches). Namely, the overall matching is not yet successful; none of the states should be marked as visited (`\g__regex_state_active_intarray`), and we start at step 0; we pretend that there was a previous match ending at the start of the query, which was not empty (to avoid smothering an empty match at the start). Once all this is set up, we are ready for the ride. Find the first match.

```
\cs_new_protected:Npn \__regex_match:n #1
  {
    \int_zero:N \l__regex_balance_int
    \int_set:Nn \l__regex_curr_pos_int { 2 * \l__regex_max_state_int }
    \__regex_query_set:nnn { } { -1 } { -2 }
    \int_set_eq:NN \l__regex_min_pos_int \l__regex_curr_pos_int
    \tl_analysis_map_inline:nn {#1}
      { \__regex_query_set:nnn {##1} {"##3} {##2} }
    \int_set_eq:NN \l__regex_max_pos_int \l__regex_curr_pos_int
    \__regex_query_set:nnn { } { -1 } { -2 }
    \__regex_match_init:
    \__regex_match_once:
  }
\cs_new_protected:Npn \__regex_match_cs:n #1
  {
    \int_zero:N \l__regex_balance_int
    \int_set:Nn \l__regex_curr_pos_int
      {
        \int_max:nn { 2 * \l__regex_max_state_int - \l__regex_min_state_int }
        { \l__regex_max_pos_int }
        + 1
      }
    \__regex_query_set:nnn { } { -1 } { -2 }
    \int_set_eq:NN \l__regex_min_pos_int \l__regex_curr_pos_int
    \str_map_inline:nn {#1}
      {
        \__regex_query_set:nnn { \exp_not:n {##1} }
          { \tl_if_blank:nTF {##1} { 10 } { 12 } }
          { `##1 }
      }
    \int_set_eq:NN \l__regex_max_pos_int \l__regex_curr_pos_int
    \__regex_query_set:nnn { } { -1 } { -2 }
    \__regex_match_init:
    \__regex_match_once:
  }
\cs_new_protected:Npn \__regex_match_init:
  {
    \bool_gset_false:N \g__regex_success_bool
    \int_step_inline:nnn
      \l__regex_min_state_int { \l__regex_max_state_int - 1 }
      {
        \__kernel_intarray_gset:Nnn
          \g__regex_state_active_intarray {##1} { 1 }
      }
    \int_set_eq:NN \l__regex_min_active_int \l__regex_max_state_int
```

```
    \int_zero:N \l__regex_step_int
    \int_set_eq:NN \l__regex_success_pos_int \l__regex_min_pos_int
    \int_set:Nn \l__regex_min_submatch_int
      { 2 * \l__regex_max_state_int }
    \int_set_eq:NN \l__regex_submatch_int \l__regex_min_submatch_int
    \bool_set_false:N \l__regex_empty_success_bool
  }
```

(*End definition for* `\__regex_match:n`*,* `\__regex_match_cs:n`*, and* `\__regex_match_init:`*.*)

`\__regex_match_once:`

This function finds one match, then does some action defined by the `every_match` token list, which may recursively call `\__regex_match_once:`. First initialize some variables: set the conditional which detects identical empty matches; this match attempt starts at the previous `success_pos`, is not yet successful, and has no submatches yet; clear the array of active threads, and put the starting state 0 in it. We are then almost ready to read our first token in the query, but we actually start one position earlier than the start, and `get` that token, to set `last_char` properly for word boundaries. Then call `\__regex_match_loop:`, which runs through the query until the end or until a successful match breaks early.

```
\cs_new_protected:Npn \__regex_match_once:
  {
    \if_meaning:w \c_true_bool \l__regex_empty_success_bool
      \cs_set:Npn \__regex_if_two_empty_matches:F
        {
          \int_compare:nNnF
            \l__regex_start_pos_int = \l__regex_curr_pos_int
        }
    \else:
      \cs_set_eq:NN \__regex_if_two_empty_matches:F \use:n
    \fi:
    \int_set_eq:NN \l__regex_start_pos_int \l__regex_success_pos_int
    \bool_set_false:N \l__regex_match_success_bool
    \prop_clear:N \l__regex_curr_submatches_prop
    \int_set_eq:NN \l__regex_max_active_int \l__regex_min_active_int
    \__regex_store_state:n { \l__regex_min_state_int }
    \int_set:Nn \l__regex_curr_pos_int
      { \l__regex_start_pos_int - 1 }
    \__regex_query_get:
    \__regex_match_loop:
    \l__regex_every_match_tl
  }
```

(*End definition for* `\__regex_match_once:`*.*)

`\__regex_single_match:`
`\__regex_multi_match:n`

For a single match, the overall success is determined by whether the only match attempt is a success. When doing multiple matches, the overall matching is successful as soon as any match succeeds. Perform the action `#1`, then find the next match.

```
\cs_new_protected:Npn \__regex_single_match:
  {
    \tl_set:Nn \l__regex_every_match_tl
      {
        \bool_gset_eq:NN
          \g__regex_success_bool
          \l__regex_match_success_bool
```

```
      }
  }
\cs_new_protected:Npn \__regex_multi_match:n #1
  {
    \tl_set:Nn \l__regex_every_match_tl
      {
        \if_meaning:w \c_true_bool \l__regex_match_success_bool
          \bool_gset_true:N \g__regex_success_bool
          #1
          \exp_after:wN \__regex_match_once:
        \fi:
      }
  }
```

(*End definition for* `\__regex_single_match:` *and* `\__regex_multi_match:n`.)

`\__regex_match_loop:`
`\__regex_match_one_active:n`

At each new position, set some variables and get the new character and category from the query. Then unpack the array of active threads, and clear it by resetting its length (`max_active`). This results in a sequence of `\__regex_use_state_and_submatches:nn` {⟨*state*⟩} {⟨*prop*⟩}, and we consider those states one by one in order. As soon as a thread succeeds, exit the step, and, if there are threads to consider at the next position, and we have not reached the end of the string, repeat the loop. Otherwise, the last thread that succeeded is what `\__regex_match_once:` matches. We explain the `fresh_thread` business when describing `\__regex_action_wildcard:`.

```
\cs_new_protected:Npn \__regex_match_loop:
  {
    \int_add:Nn \l__regex_step_int { 2 }
    \int_incr:N \l__regex_curr_pos_int
    \int_set_eq:NN \l__regex_last_char_int \l__regex_curr_char_int
    \int_set_eq:NN \l__regex_case_changed_char_int \c_max_int
    \__regex_query_get:
    \use:x
      {
        \int_set_eq:NN \l__regex_max_active_int \l__regex_min_active_int
        \int_step_function:nnN
          { \l__regex_min_active_int }
          { \l__regex_max_active_int - 1 }
          \__regex_match_one_active:n
      }
    \prg_break_point:
    \bool_set_false:N \l__regex_fresh_thread_bool
    \if_int_compare:w \l__regex_max_active_int > \l__regex_min_active_int
      \if_int_compare:w \l__regex_curr_pos_int < \l__regex_max_pos_int
        \exp_after:wN \exp_after:wN \exp_after:wN \__regex_match_loop:
      \fi:
    \fi:
  }
\cs_new:Npn \__regex_match_one_active:n #1
  {
    \__regex_use_state_and_submatches:nn
      { \__kernel_intarray_item:Nn \g__regex_thread_state_intarray {#1} }
      { \__regex_toks_use:w #1 }
  }
```

(*End definition for* `\__regex_match_loop:` *and* `\__regex_match_one_active:n`.)

`\__regex_query_set:nnn` The arguments are: tokens that `o` and `x` expand to one token of the query, the catcode, and the character code. Store those, and the current brace balance (used later to check for overall brace balance) in a `\toks` register and some arrays, then update the `balance`.

```
\cs_new_protected:Npn \__regex_query_set:nnn #1#2#3
  {
    \__kernel_intarray_gset:Nnn \g__regex_charcode_intarray
      { \l__regex_curr_pos_int } {#3}
    \__kernel_intarray_gset:Nnn \g__regex_catcode_intarray
      { \l__regex_curr_pos_int } {#2}
    \__kernel_intarray_gset:Nnn \g__regex_balance_intarray
      { \l__regex_curr_pos_int } { \l__regex_balance_int }
    \__regex_toks_set:Nn \l__regex_curr_pos_int {#1}
    \int_incr:N \l__regex_curr_pos_int
    \if_case:w #2 \exp_stop_f:
    \or: \int_incr:N \l__regex_balance_int
    \or: \int_decr:N \l__regex_balance_int
    \fi:
  }
```

(*End definition for* `\__regex_query_set:nnn`.)

`\__regex_query_get:` Extract the current character and category codes at the current position from the appropriate arrays.

```
\cs_new_protected:Npn \__regex_query_get:
  {
    \l__regex_curr_char_int
      = \__kernel_intarray_item:Nn \g__regex_charcode_intarray
          { \l__regex_curr_pos_int } \scan_stop:
    \l__regex_curr_catcode_int
      = \__kernel_intarray_item:Nn \g__regex_catcode_intarray
          { \l__regex_curr_pos_int } \scan_stop:
  }
```

(*End definition for* `\__regex_query_get:`.)

40.5.3 Using states of the nfa

`\__regex_use_state:` Use the current NFA instruction. The state is initially marked as belonging to the current `step`: this allows normal free transition to repeat, but group-repeating transitions won't. Once we are done exploring all the branches it spawned, the state is marked as `step` $+1$: any thread hitting it at that point will be terminated.

```
\cs_new_protected:Npn \__regex_use_state:
  {
    \__kernel_intarray_gset:Nnn \g__regex_state_active_intarray
      { \l__regex_curr_state_int } { \l__regex_step_int }
    \__regex_toks_use:w \l__regex_curr_state_int
    \__kernel_intarray_gset:Nnn \g__regex_state_active_intarray
      { \l__regex_curr_state_int }
      { \int_eval:n { \l__regex_step_int + 1 } }
  }
```

(*End definition for* `\__regex_use_state:`.)

__regex_use_state_and_submatches:nn

This function is called as one item in the array of active threads after that array has been unpacked for a new step. Update the `current_state` and `current_submatches` and use the state if it has not yet been encountered at this step.

```
\cs_new_protected:Npn \__regex_use_state_and_submatches:nn #1 #2
  {
    \int_set:Nn \l__regex_curr_state_int {#1}
    \if_int_compare:w
        \__kernel_intarray_item:Nn \g__regex_state_active_intarray
          { \l__regex_curr_state_int }
                      < \l__regex_step_int
      \tl_set:Nn \l__regex_curr_submatches_prop {#2}
      \exp_after:wN \__regex_use_state:
    \fi:
    \scan_stop:
  }
```

(*End definition for* `\__regex_use_state_and_submatches:nn`.)

40.5.4 Actions when matching

__regex_action_start_wildcard:

For an unanchored match, state 0 has a free transition to the next and a costly one to itself, to repeat at the next position. To catch repeated identical empty matches, we need to know if a successful thread corresponds to an empty match. The instruction resetting `\l__regex_fresh_thread_bool` may be skipped by a successful thread, hence we had to add it to `\__regex_match_loop:` too.

```
\cs_new_protected:Npn \__regex_action_start_wildcard:
  {
    \bool_set_true:N \l__regex_fresh_thread_bool
    \__regex_action_free:n {1}
    \bool_set_false:N \l__regex_fresh_thread_bool
    \__regex_action_cost:n {0}
  }
```

(*End definition for* `\__regex_action_start_wildcard:`.)

__regex_action_free:n
__regex_action_free_group:n
__regex_action_free_aux:nn

These functions copy a thread after checking that the NFA state has not already been used at this position. If not, store submatches in the new state, and insert the instructions for that state in the input stream. Then restore the old value of `\l__regex_curr_state_int` and of the current submatches. The two types of free transitions differ by how they test that the state has not been encountered yet: the `group` version is stricter, and will not use a state if it was used earlier in the current thread, hence forcefully breaking the loop, while the "normal" version will revisit a state even within the thread itself.

```
\cs_new_protected:Npn \__regex_action_free:n
  { \__regex_action_free_aux:nn { > \l__regex_step_int \else: } }
\cs_new_protected:Npn \__regex_action_free_group:n
  { \__regex_action_free_aux:nn { < \l__regex_step_int } }
\cs_new_protected:Npn \__regex_action_free_aux:nn #1#2
  {
    \use:x
      {
        \int_add:Nn \l__regex_curr_state_int {#2}
        \exp_not:n
          {
```

```
            \if_int_compare:w
                \__kernel_intarray_item:Nn \g__regex_state_active_intarray
                  { \l__regex_curr_state_int }
                #1
              \exp_after:wN \__regex_use_state:
            \fi:
          }
        \int_set:Nn \l__regex_curr_state_int
          { \int_use:N \l__regex_curr_state_int }
        \tl_set:Nn \exp_not:N \l__regex_curr_submatches_prop
          { \exp_not:o \l__regex_curr_submatches_prop }
      }
  }
```

(*End definition for* `\__regex_action_free:n`*,* `\__regex_action_free_group:n`*, and* `\__regex_action_free_aux:nn`*.*)

`\__regex_action_cost:n`

A transition which consumes the current character and shifts the state by `#1`. The resulting state is stored in the appropriate array for use at the next position, and we also store the current submatches.

```
\cs_new_protected:Npn \__regex_action_cost:n #1
  {
    \exp_args:Nx \__regex_store_state:n
      { \int_eval:n { \l__regex_curr_state_int + #1 } }
  }
```

(*End definition for* `\__regex_action_cost:n`*.*)

`\__regex_store_state:n`
`\__regex_store_submatches:`

Put the given state in `\g__regex_thread_state_intarray`, and increment the length of the array. Also store the current submatch in the appropriate `\toks`.

```
\cs_new_protected:Npn \__regex_store_state:n #1
  {
    \__regex_store_submatches:
    \__kernel_intarray_gset:Nnn \g__regex_thread_state_intarray
      { \l__regex_max_active_int } {#1}
    \int_incr:N \l__regex_max_active_int
  }
\cs_new_protected:Npn \__regex_store_submatches:
  {
    \__regex_toks_set:No \l__regex_max_active_int
      { \l__regex_curr_submatches_prop }
  }
```

(*End definition for* `\__regex_store_state:n` *and* `\__regex_store_submatches:`*.*)

`\__regex_disable_submatches:`

Some user functions don't require tracking submatches. We get a performance improvement by simply defining the relevant functions to remove their argument and do nothing with it.

```
\cs_new_protected:Npn \__regex_disable_submatches:
  {
    \cs_set_protected:Npn \__regex_store_submatches: { }
    \cs_set_protected:Npn \__regex_action_submatch:n ##1 { }
  }
```

(*End definition for* `\__regex_disable_submatches:`*.*)

`\__regex_action_submatch:n` Update the current submatches with the information from the current position. Maybe a bottleneck.

```
\cs_new_protected:Npn \__regex_action_submatch:n #1
  {
    \prop_put:Nno \l__regex_curr_submatches_prop {#1}
      { \int_use:N \l__regex_curr_pos_int }
  }
```

(*End definition for* `\__regex_action_submatch:n`*.*)

`\__regex_action_success:` There is a successful match when an execution path reaches the last state in the NFA, unless this marks a second identical empty match. Then mark that there was a successful match; it is empty if it is "fresh"; and we store the current position and submatches. The current step is then interrupted with `\prg_break:`, and only paths with higher precedence are pursued further. The values stored here may be overwritten by a later success of a path with higher precedence.

```
\cs_new_protected:Npn \__regex_action_success:
  {
    \__regex_if_two_empty_matches:F
      {
        \bool_set_true:N \l__regex_match_success_bool
        \bool_set_eq:NN \l__regex_empty_success_bool
          \l__regex_fresh_thread_bool
        \int_set_eq:NN \l__regex_success_pos_int \l__regex_curr_pos_int
        \prop_set_eq:NN \l__regex_success_submatches_prop
          \l__regex_curr_submatches_prop
        \prg_break:
      }
  }
```

(*End definition for* `\__regex_action_success:`*.*)

40.6 Replacement

40.6.1 Variables and helpers used in replacement

`\l__regex_replacement_csnames_int` The behaviour of closing braces inside a replacement text depends on whether a sequences `\c{` or `\u{` has been encountered. The number of "open" such sequences that should be closed by `}` is stored in `\l__regex_replacement_csnames_int`, and decreased by 1 by each `}`.

```
\int_new:N \l__regex_replacement_csnames_int
```

(*End definition for* `\l__regex_replacement_csnames_int`*.*)

`\l__regex_replacement_category_tl`
`\l__regex_replacement_category_seq` This sequence of letters is used to correctly restore categories in nested constructions such as `\cL(abc\cD(_)d)`.

```
\tl_new:N \l__regex_replacement_category_tl
\seq_new:N \l__regex_replacement_category_seq
```

(*End definition for* `\l__regex_replacement_category_tl` *and* `\l__regex_replacement_category_seq`*.*)

`\l__regex_balance_tl` This token list holds the replacement text for `\__regex_replacement_balance_one_-match:n` while it is being built incrementally.

```
\tl_new:N \l__regex_balance_tl
```

(*End definition for* `\l__regex_balance_tl`.)

`\__regex_replacement_balance_one_match:n`

This expects as an argument the first index of a set of entries in `\g__regex_submatch_-begin_intarray` (and related arrays) which hold the submatch information for a given match. It can be used within an integer expression to obtain the brace balance incurred by performing the replacement on that match. This combines the braces lost by removing the match, braces added by all the submatches appearing in the replacement, and braces appearing explicitly in the replacement. Even though it is always redefined before use, we initialize it as for an empty replacement. An important property is that concatenating several calls to that function must result in a valid integer expression (hence a leading `+` in the actual definition).

```
\cs_new:Npn \__regex_replacement_balance_one_match:n #1
  { - \__regex_submatch_balance:n {#1} }
```

(*End definition for* `\__regex_replacement_balance_one_match:n`.)

`\__regex_replacement_do_one_match:n`

The input is the same as `\__regex_replacement_balance_one_match:n`. This function is redefined to expand to the part of the token list from the end of the previous match to a given match, followed by the replacement text. Hence concatenating the result of this function with all possible arguments (one call for each match), as well as the range from the end of the last match to the end of the string, produces the fully replaced token list. The initialization does not matter, but (as an example) we set it as for an empty replacement.

```
\cs_new:Npn \__regex_replacement_do_one_match:n #1
  {
    \__regex_query_range:nn
      { \__kernel_intarray_item:Nn \g__regex_submatch_prev_intarray {#1} }
      { \__kernel_intarray_item:Nn \g__regex_submatch_begin_intarray {#1} }
  }
```

(*End definition for* `\__regex_replacement_do_one_match:n`.)

`\__regex_replacement_exp_not:N`

This function lets us navigate around the fact that the primitive `\exp_not:n` requires a braced argument. As far as I can tell, it is only needed if the user tries to include in the replacement text a control sequence set equal to a macro parameter character, such as `\c_parameter_token`. Indeed, within an `x`-expanding assignment, `\exp_not:N #` behaves as a single `#`, whereas `\exp_not:n {#}` behaves as a doubled `##`.

```
\cs_new:Npn \__regex_replacement_exp_not:N #1 { \exp_not:n {#1} }
```

(*End definition for* `\__regex_replacement_exp_not:N`.)

40.6.2 Query and brace balance

`\__regex_query_range:nn`
`\__regex_query_range_loop:ww`

When it is time to extract submatches from the token list, the various tokens are stored in `\toks` registers numbered from `\l__regex_min_pos_int` inclusive to `\l__regex_max_-pos_int` exclusive. The function `\__regex_query_range:nn` `{`⟨*min*⟩`}` `{`⟨*max*⟩`}` unpacks registers from the position ⟨*min*⟩ to the position ⟨*max*⟩ $-$ 1 included. Once this is expanded, a second `x`-expansion results in the actual tokens from the query. That second expansion is only done by user functions at the very end of their operation, after checking (and correcting) the brace balance first.

```
\cs_new:Npn \__regex_query_range:nn #1#2
  {
```

```
    \exp_after:wN \__regex_query_range_loop:ww
    \int_value:w \__regex_int_eval:w #1 \exp_after:wN ;
    \int_value:w \__regex_int_eval:w #2 ;
    \prg_break_point:
  }
\cs_new:Npn \__regex_query_range_loop:ww #1 ; #2 ;
  {
    \if_int_compare:w #1 < #2 \exp_stop_f:
    \else:
      \exp_after:wN \prg_break:
    \fi:
    \__regex_toks_use:w #1 \exp_stop_f:
    \exp_after:wN \__regex_query_range_loop:ww
      \int_value:w \__regex_int_eval:w #1 + 1 ; #2 ;
  }
```

(*End definition for* `\__regex_query_range:nn` *and* `\__regex_query_range_loop:ww`.)

`\__regex_query_submatch:n` Find the start and end positions for a given submatch (of a given match).

```
\cs_new:Npn \__regex_query_submatch:n #1
  {
    \__regex_query_range:nn
      { \__kernel_intarray_item:Nn \g__regex_submatch_begin_intarray {#1} }
      { \__kernel_intarray_item:Nn \g__regex_submatch_end_intarray {#1} }
  }
```

(*End definition for* `\__regex_query_submatch:n`.)

`\__regex_submatch_balance:n` Every user function must result in a balanced token list (unbalanced token lists cannot be stored by TeX). When we unpacked the query, we kept track of the brace balance, hence the contribution from a given range is the difference between the brace balances at the ⟨*max pos*⟩ and ⟨*min pos*⟩. These two positions are found in the corresponding "submatch" arrays.

```
\cs_new_protected:Npn \__regex_submatch_balance:n #1
  {
    \int_eval:n
     {
      \int_compare:nNnTF
        {
          \__kernel_intarray_item:Nn
            \g__regex_submatch_end_intarray {#1}
        }
          = 0
        { 0 }
        {
          \__kernel_intarray_item:Nn \g__regex_balance_intarray
            {
              \__kernel_intarray_item:Nn
                \g__regex_submatch_end_intarray {#1}
            }
        }
      -
      \int_compare:nNnTF
        {
```

```
          \__kernel_intarray_item:Nn
            \g__regex_submatch_begin_intarray {#1}
        }
          = 0
        { 0 }
        {
          \__kernel_intarray_item:Nn \g__regex_balance_intarray
            {
              \__kernel_intarray_item:Nn
                \g__regex_submatch_begin_intarray {#1}
            }
        }
      }
  }
```

(*End definition for* `\__regex_submatch_balance:n`.)

40.6.3 Framework

`\__regex_replacement:n`
`\__regex_replacement_aux:n`

The replacement text is built incrementally. We keep track in `\l__regex_balance_int` of the balance of explicit begin- and end-group tokens and we store in `\l__regex_balance_tl` some code to compute the brace balance from submatches (see its description). Detect unescaped right braces, and escaped characters, with trailing `\prg_do_nothing:` because some of the later function look-ahead. Once the whole replacement text has been parsed, make sure that there is no open csname. Finally, define the `balance_one_match` and `do_one_match` functions.

```
\cs_new_protected:Npn \__regex_replacement:n #1
  {
    \group_begin:
      \tl_build_begin:N \l__regex_build_tl
      \int_zero:N \l__regex_balance_int
      \tl_clear:N \l__regex_balance_tl
      \__regex_escape_use:nnnn
        {
          \if_charcode:w \c_right_brace_str ##1
            \__regex_replacement_rbrace:N
          \else:
            \__regex_replacement_normal:n
          \fi:
          ##1
        }
        { \__regex_replacement_escaped:N ##1 }
        { \__regex_replacement_normal:n ##1 }
        {#1}
      \prg_do_nothing: \prg_do_nothing:
      \if_int_compare:w \l__regex_replacement_csnames_int > 0 \exp_stop_f:
        \__kernel_msg_error:nnx { kernel } { replacement-missing-rbrace }
          { \int_use:N \l__regex_replacement_csnames_int }
        \tl_build_put_right:Nx \l__regex_build_tl
          { \prg_replicate:nn \l__regex_replacement_csnames_int \cs_end: }
      \fi:
      \seq_if_empty:NF \l__regex_replacement_category_seq
        {
          \__kernel_msg_error:nnx { kernel } { replacement-missing-rparen }
```

```
            { \seq_count:N \l__regex_replacement_category_seq }
          \seq_clear:N \l__regex_replacement_category_seq
        }
      \cs_gset:Npx \__regex_replacement_balance_one_match:n ##1
        {
          + \int_use:N \l__regex_balance_int
          \l__regex_balance_tl
          - \__regex_submatch_balance:n {##1}
        }
      \tl_build_end:N \l__regex_build_tl
      \exp_args:NNo
    \group_end:
    \__regex_replacement_aux:n \l__regex_build_tl
  }
\cs_new_protected:Npn \__regex_replacement_aux:n #1
  {
    \cs_set:Npn \__regex_replacement_do_one_match:n ##1
      {
        \__regex_query_range:nn
          {
            \__kernel_intarray_item:Nn
              \g__regex_submatch_prev_intarray {##1}
          }
          {
            \__kernel_intarray_item:Nn
              \g__regex_submatch_begin_intarray {##1}
          }
        #1
      }
  }
```

(*End definition for* `\__regex_replacement:n` *and* `\__regex_replacement_aux:n`.)

`\__regex_replacement_normal:n`

Most characters are simply sent to the output by `\tl_build_put_right:Nn`, unless a particular category code has been requested: then `\__regex_replacement_c_A:w` or a similar auxiliary is called. One exception is right parentheses, which restore the category code in place before the group started. Note that the sequence is non-empty there: it contains an empty entry corresponding to the initial value of `\l__regex_replacement_category_tl`.

```
\cs_new_protected:Npn \__regex_replacement_normal:n #1
  {
    \tl_if_empty:NTF \l__regex_replacement_category_tl
      { \tl_build_put_right:Nn \l__regex_build_tl {#1} }
      { % (
        \token_if_eq_charcode:NNTF #1 )
          {
            \seq_pop:NN \l__regex_replacement_category_seq
              \l__regex_replacement_category_tl
          }
          {
            \use:c
              {
                __regex_replacement_c_
                \l__regex_replacement_category_tl :w
```

```
              }
              \__regex_replacement_normal:n {#1}
            }
        }
    }
```

(*End definition for* `\__regex_replacement_normal:n`.)

`\__regex_replacement_escaped:N`

As in parsing a regular expression, we use an auxiliary built from `#1` if defined. Otherwise, check for escaped digits (standing from submatches from 0 to 9): anything else is a raw character. We use `\token_to_str:N` to give spaces the right category code.

```
\cs_new_protected:Npn \__regex_replacement_escaped:N #1
  {
    \cs_if_exist_use:cF { __regex_replacement_#1:w }
      {
        \if_int_compare:w 1 < 1#1 \exp_stop_f:
          \__regex_replacement_put_submatch:n {#1}
        \else:
          \exp_args:No \__regex_replacement_normal:n
            { \token_to_str:N #1 }
        \fi:
      }
  }
```

(*End definition for* `\__regex_replacement_escaped:N`.)

40.6.4 Submatches

`\__regex_replacement_put_submatch:n`

Insert a submatch in the replacement text. This is dropped if the submatch number is larger than the number of capturing groups. Unless the submatch appears inside a `\c{...}` or `\u{...}` construction, it must be taken into account in the brace balance. Later on, `##1` will be replaced by a pointer to the 0-th submatch for a given match. There is an `\exp_not:N` here as at the point-of-use of `\l__regex_balance_tl` there is an `x`-type expansion which is needed to get `##1` in correctly.

```
\cs_new_protected:Npn \__regex_replacement_put_submatch:n #1
  {
    \if_int_compare:w #1 < \l__regex_capturing_group_int
      \tl_build_put_right:Nn \l__regex_build_tl
        { \__regex_query_submatch:n { \int_eval:n { #1 + ##1 } } }
      \if_int_compare:w \l__regex_replacement_csnames_int = 0 \exp_stop_f:
        \tl_put_right:Nn \l__regex_balance_tl
          {
            + \__regex_submatch_balance:n
              { \exp_not:N \int_eval:n { #1 + ##1 } }
          }
      \fi:
    \fi:
  }
```

(*End definition for* `\__regex_replacement_put_submatch:n`.)

`\__regex_replacement_g:w`
`\__regex_replacement_g_digits:NN`

Grab digits for the `\g` escape sequence in a primitive assignment to the integer `\l__-regex_internal_a_int`. At the end of the run of digits, check that it ends with a right brace.

```
\cs_new_protected:Npn \__regex_replacement_g:w #1#2
  {
    \__regex_two_if_eq:NNNNTF
      #1 #2 \__regex_replacement_normal:n \c_left_brace_str
      { \l__regex_internal_a_int = \__regex_replacement_g_digits:NN }
      { \__regex_replacement_error:NNN g #1 #2 }
  }
\cs_new:Npn \__regex_replacement_g_digits:NN #1#2
  {
    \token_if_eq_meaning:NNTF #1 \__regex_replacement_normal:n
      {
        \if_int_compare:w 1 < 1#2 \exp_stop_f:
          #2
          \exp_after:wN \use_i:nnn
          \exp_after:wN \__regex_replacement_g_digits:NN
        \else:
          \exp_stop_f:
          \exp_after:wN \__regex_replacement_error:NNN
          \exp_after:wN g
        \fi:
      }
      {
        \exp_stop_f:
        \if_meaning:w \__regex_replacement_rbrace:N #1
          \exp_args:No \__regex_replacement_put_submatch:n
            { \int_use:N \l__regex_internal_a_int }
          \exp_after:wN \use_none:nn
        \else:
          \exp_after:wN \__regex_replacement_error:NNN
          \exp_after:wN g
        \fi:
      }
    #1 #2
  }
```

(*End definition for* `\__regex_replacement_g:w` *and* `\__regex_replacement_g_digits:NN`.)

40.6.5 Csnames in replacement

`\__regex_replacement_c:w`

`\c` may only be followed by an unescaped character. If followed by a left brace, start a control sequence by calling an auxiliary common with `\u`. Otherwise test whether the category is known; if it is not, complain.

```
\cs_new_protected:Npn \__regex_replacement_c:w #1#2
  {
    \token_if_eq_meaning:NNTF #1 \__regex_replacement_normal:n
      {
        \exp_after:wN \token_if_eq_charcode:NNTF \c_left_brace_str #2
          { \__regex_replacement_cu_aux:Nw \__regex_replacement_exp_not:N }
          {
            \cs_if_exist:cTF { __regex_replacement_c_#2:w }
              { \__regex_replacement_cat:NNN #2 }
              { \__regex_replacement_error:NNN c #1#2 }
          }
      }
```

```
      { \__regex_replacement_error:NNN c #1#2 }
  }
```

(*End definition for* `\__regex_replacement_c:w`.)

`\__regex_replacement_cu_aux:Nw`

Start a control sequence with `\cs:w`, protected from expansion by `#1` (either `\__regex_replacement_exp_not:N` or `\exp_not:V`), or turned to a string by `\tl_to_str:V` if inside another csname construction `\c` or `\u`. We use `\tl_to_str:V` rather than `\tl_to_str:N` to deal with integers and other registers.

```
\cs_new_protected:Npn \__regex_replacement_cu_aux:Nw #1
  {
    \if_case:w \l__regex_replacement_csnames_int
      \tl_build_put_right:Nn \l__regex_build_tl
        { \exp_not:n { \exp_after:wN #1 \cs:w } }
    \else:
      \tl_build_put_right:Nn \l__regex_build_tl
        { \exp_not:n { \exp_after:wN \tl_to_str:V \cs:w } }
    \fi:
    \int_incr:N \l__regex_replacement_csnames_int
  }
```

(*End definition for* `\__regex_replacement_cu_aux:Nw`.)

`\__regex_replacement_u:w`

Check that `\u` is followed by a left brace. If so, start a control sequence with `\cs:w`, which is then unpacked either with `\exp_not:V` or `\tl_to_str:V` depending on the current context.

```
\cs_new_protected:Npn \__regex_replacement_u:w #1#2
  {
    \__regex_two_if_eq:NNNNTF
      #1 #2 \__regex_replacement_normal:n \c_left_brace_str
      { \__regex_replacement_cu_aux:Nw \exp_not:V }
      { \__regex_replacement_error:NNN u #1#2 }
  }
```

(*End definition for* `\__regex_replacement_u:w`.)

`\__regex_replacement_rbrace:N`

Within a `\c{...}` or `\u{...}` construction, end the control sequence, and decrease the brace count. Otherwise, this is a raw right brace.

```
\cs_new_protected:Npn \__regex_replacement_rbrace:N #1
  {
    \if_int_compare:w \l__regex_replacement_csnames_int > 0 \exp_stop_f:
      \tl_build_put_right:Nn \l__regex_build_tl { \cs_end: }
      \int_decr:N \l__regex_replacement_csnames_int
    \else:
      \__regex_replacement_normal:n {#1}
    \fi:
  }
```

(*End definition for* `\__regex_replacement_rbrace:N`.)

40.6.6 Characters in replacement

__regex_replacement_cat:NNN

Here, #1 is a letter among BEMTPUDSLOA and #2#3 denote the next character. Complain if we reach the end of the replacement or if the construction appears inside \c{...} or \u{...}, and detect the case of a parenthesis. In that case, store the current category in a sequence and switch to a new one.

```
\cs_new_protected:Npn \__regex_replacement_cat:NNN #1#2#3
  {
    \token_if_eq_meaning:NNTF \prg_do_nothing: #3
      { \__kernel_msg_error:nn { kernel } { replacement-catcode-end } }
      {
        \int_compare:nNnTF { \l__regex_replacement_csnames_int } > 0
          {
            \__kernel_msg_error:nnnn
              { kernel } { replacement-catcode-in-cs } {#1} {#3}
            #2 #3
          }
          {
            \__regex_two_if_eq:NNNNTF #2 #3 \__regex_replacement_normal:n (
              {
                \seq_push:NV \l__regex_replacement_category_seq
                  \l__regex_replacement_category_tl
                \tl_set:Nn \l__regex_replacement_category_tl {#1}
              }
              {
                \token_if_eq_meaning:NNT #2 \__regex_replacement_escaped:N
                  {
                    \__regex_char_if_alphanumeric:NTF #3
                      {
                        \__kernel_msg_error:nnnn
                          { kernel } { replacement-catcode-escaped }
                          {#1} {#3}
                      }
                      { }
                  }
                \use:c { __regex_replacement_c_#1:w } #2 #3
              }
          }
      }
  }
```

(*End definition for* __regex_replacement_cat:NNN.)

We now need to change the category code of the null character many times, hence work in a group. The catcode-specific macros below are defined in alphabetical order; if you are trying to understand the code, start from the end of the alphabet as those categories are simpler than active or begin-group.

```
\group_begin:
```

__regex_replacement_char:nNN

The only way to produce an arbitrary character–catcode pair is to use the \lowercase or \uppercase primitives. This is a wrapper for our purposes. The first argument is the null character with various catcodes. The second and third arguments are grabbed from the input stream: #3 is the character whose character code to reproduce. We could use

\char_generate:nn but only for some catcodes (active characters and spaces are not supported).

```
\cs_new_protected:Npn \__regex_replacement_char:nNN #1#2#3
  {
    \tex_lccode:D 0 = `#3 \scan_stop:
    \tex_lowercase:D { \tl_build_put_right:Nn \l__regex_build_tl {#1} }
  }
```

(*End definition for* __regex_replacement_char:nNN*.*)

__regex_replacement_c_A:w

For an active character, expansion must be avoided, twice because we later do two x-expansions, to unpack \toks for the query, and to expand their contents to tokens of the query.

```
\char_set_catcode_active:N \^^@
\cs_new_protected:Npn \__regex_replacement_c_A:w
  { \__regex_replacement_char:nNN { \exp_not:n { \exp_not:N ^^@ } } }
```

(*End definition for* __regex_replacement_c_A:w*.*)

__regex_replacement_c_B:w

An explicit begin-group token increases the balance, unless within a \c{...} or \u{...} construction. Add the desired begin-group character, using the standard \if_false: trick. We eventually x-expand twice. The first time must yield a balanced token list, and the second one gives the bare begin-group token. The \exp_after:wN is not strictly needed, but is more consistent with l3tl-analysis.

```
\char_set_catcode_group_begin:N \^^@
\cs_new_protected:Npn \__regex_replacement_c_B:w
  {
    \if_int_compare:w \l__regex_replacement_csnames_int = 0 \exp_stop_f:
      \int_incr:N \l__regex_balance_int
    \fi:
    \__regex_replacement_char:nNN
      { \exp_not:n { \exp_after:wN ^^@ \if_false: } \fi: } }
  }
```

(*End definition for* __regex_replacement_c_B:w*.*)

__regex_replacement_c_C:w

This is not quite catcode-related: when the user requests a character with category "control sequence", the one-character control symbol is returned. As for the active character, we prepare for two x-expansions.

```
\cs_new_protected:Npn \__regex_replacement_c_C:w #1#2
  {
    \tl_build_put_right:Nn \l__regex_build_tl
      { \exp_not:N \exp_not:N \exp_not:c {#2} }
  }
```

(*End definition for* __regex_replacement_c_C:w*.*)

__regex_replacement_c_D:w

Subscripts fit the mould: \lowercase the null byte with the correct category.

```
\char_set_catcode_math_subscript:N \^^@
\cs_new_protected:Npn \__regex_replacement_c_D:w
  { \__regex_replacement_char:nNN { ^^@ } }
```

(*End definition for* __regex_replacement_c_D:w*.*)

`\__regex_replacement_c_E:w` Similar to the begin-group case, the second x-expansion produces the bare end-group token.

```
\char_set_catcode_group_end:N \^^@
\cs_new_protected:Npn \__regex_replacement_c_E:w
  {
    \if_int_compare:w \l__regex_replacement_csnames_int = 0 \exp_stop_f:
      \int_decr:N \l__regex_balance_int
    \fi:
    \__regex_replacement_char:nNN
      { \exp_not:n { \if_false: { \fi:  ^^@ } }
  }
```

(*End definition for* `\__regex_replacement_c_E:w`.)

`\__regex_replacement_c_L:w` Simply `\lowercase` a letter null byte to produce an arbitrary letter.

```
\char_set_catcode_letter:N \^^@
\cs_new_protected:Npn \__regex_replacement_c_L:w
  { \__regex_replacement_char:nNN { ^^@ } }
```

(*End definition for* `\__regex_replacement_c_L:w`.)

`\__regex_replacement_c_M:w` No surprise here, we lowercase the null math toggle.

```
\char_set_catcode_math_toggle:N \^^@
\cs_new_protected:Npn \__regex_replacement_c_M:w
  { \__regex_replacement_char:nNN { ^^@ } }
```

(*End definition for* `\__regex_replacement_c_M:w`.)

`\__regex_replacement_c_O:w` Lowercase an other null byte.

```
\char_set_catcode_other:N \^^@
\cs_new_protected:Npn \__regex_replacement_c_O:w
  { \__regex_replacement_char:nNN { ^^@ } }
```

(*End definition for* `\__regex_replacement_c_O:w`.)

`\__regex_replacement_c_P:w` For macro parameters, expansion is a tricky issue. We need to prepare for two x-expansions and passing through various macro definitions. Note that we cannot replace one `\exp_not:n` by doubling the macro parameter characters because this would misbehave if a mischievous user asks for `\c{\cP\#}`, since that macro parameter character would be doubled.

```
\char_set_catcode_parameter:N \^^@
\cs_new_protected:Npn \__regex_replacement_c_P:w
  {
    \__regex_replacement_char:nNN
      { \exp_not:n { \exp_not:n { ^^@^^@^^@^^@ } } }
  }
```

(*End definition for* `\__regex_replacement_c_P:w`.)

`\__regex_replacement_c_S:w` Spaces are normalized on input by TeX to have character code 32. It is in fact impossible to get a token with character code 0 and category code 10. Hence we use 32 instead of 0 as our base character.

```
\cs_new_protected:Npn \__regex_replacement_c_S:w #1#2
  {
```

```
    \if_int_compare:w `#2 = 0 \exp_stop_f:
      \__kernel_msg_error:nn { kernel } { replacement-null-space }
    \fi:
    \tex_lccode:D `\ = `#2 \scan_stop:
    \tex_lowercase:D { \tl_build_put_right:Nn \l__regex_build_tl {~} }
  }
```

(*End definition for* `\__regex_replacement_c_S:w`.)

`\__regex_replacement_c_T:w` No surprise for alignment tabs here. Those are surrounded by the appropriate braces whenever necessary, hence they don't cause trouble in alignment settings.

```
  \char_set_catcode_alignment:N \^^@
  \cs_new_protected:Npn \__regex_replacement_c_T:w
    { \__regex_replacement_char:nNN { ^^@ } }
```

(*End definition for* `\__regex_replacement_c_T:w`.)

`\__regex_replacement_c_U:w` Simple call to `\__regex_replacement_char:nNN` which lowercases the math superscript `^^@`.

```
  \char_set_catcode_math_superscript:N \^^@
  \cs_new_protected:Npn \__regex_replacement_c_U:w
    { \__regex_replacement_char:nNN { ^^@ } }
```

(*End definition for* `\__regex_replacement_c_U:w`.)

Restore the catcode of the null byte.

```
\group_end:
```

40.6.7 An error

`\__regex_replacement_error:NNN` Simple error reporting by calling one of the messages `replacement-c`, `replacement-g`, or `replacement-u`.

```
\cs_new_protected:Npn \__regex_replacement_error:NNN #1#2#3
  {
    \__kernel_msg_error:nnx { kernel } { replacement-#1 } {#3}
    #2 #3
  }
```

(*End definition for* `\__regex_replacement_error:NNN`.)

40.7 User functions

`\regex_new:N` Before being assigned a sensible value, a regex variable matches nothing.

```
\cs_new_protected:Npn \regex_new:N #1
  { \cs_new_eq:NN #1 \c__regex_no_match_regex }
```

(*End definition for* `\regex_new:N`. *This function is documented on page 229.*)

`\l_tmpa_regex` `\l_tmpb_regex` `\g_tmpa_regex` `\g_tmpb_regex` The usual scratch space.

```
\regex_new:N \l_tmpa_regex
\regex_new:N \l_tmpb_regex
\regex_new:N \g_tmpa_regex
\regex_new:N \g_tmpb_regex
```

(*End definition for* `\l_tmpa_regex` *and others. These variables are documented on page 231.*)

`\regex_set:Nn` `\regex_gset:Nn` `\regex_const:Nn` Compile, then store the result in the user variable with the appropriate assignment function.

```
\cs_new_protected:Npn \regex_set:Nn #1#2
  {
    \__regex_compile:n {#2}
    \tl_set_eq:NN #1 \l__regex_internal_regex
  }
\cs_new_protected:Npn \regex_gset:Nn #1#2
  {
    \__regex_compile:n {#2}
    \tl_gset_eq:NN #1 \l__regex_internal_regex
  }
\cs_new_protected:Npn \regex_const:Nn #1#2
  {
    \__regex_compile:n {#2}
    \tl_const:Nx #1 { \exp_not:o \l__regex_internal_regex }
  }
```

(*End definition for* `\regex_set:Nn`, `\regex_gset:Nn`, *and* `\regex_const:Nn`. *These functions are documented on page 229.*)

`\regex_show:N` `\regex_show:n` User functions: the `n` variant requires compilation first. Then show the variable with some appropriate text. The auxiliary is defined in a different section.

```
\cs_new_protected:Npn \regex_show:n #1
  {
    \__regex_compile:n {#1}
    \__regex_show:N \l__regex_internal_regex
    \msg_show:nnxxxx { LaTeX / kernel } { show-regex }
      { \tl_to_str:n {#1} } { }
      { \l__regex_internal_a_tl } { }
  }
\cs_new_protected:Npn \regex_show:N #1
  {
    \__kernel_chk_defined:NT #1
      {
        \__regex_show:N #1
        \msg_show:nnxxxx { LaTeX / kernel } { show-regex }
          { } { \token_to_str:N #1 }
          { \l__regex_internal_a_tl } { }
      }
  }
```

(*End definition for* `\regex_show:N` *and* `\regex_show:n`. *These functions are documented on page 229.*)

`\regex_match:nnTF` `\regex_match:NnTF` Those conditionals are based on a common auxiliary defined later. Its first argument builds the NFA corresponding to the regex, and the second argument is the query token list. Once we have performed the match, convert the resulting boolean to `\prg_return_true:` or `false`.

```
\prg_new_protected_conditional:Npnn \regex_match:nn #1#2 { T , F , TF }
  {
    \__regex_if_match:nn { \__regex_build:n {#1} } {#2}
    \__regex_return:
  }
\prg_new_protected_conditional:Npnn \regex_match:Nn #1#2 { T , F , TF }
```

```
  {
    \__regex_if_match:nn { \__regex_build:N #1 } {#2}
    \__regex_return:
  }
```

(*End definition for* `\regex_match:nnTF` *and* `\regex_match:NnTF`*. These functions are documented on page 229.*)

`\regex_count:nnN`
`\regex_count:NnN`

Again, use an auxiliary whose first argument builds the NFA.

```
\cs_new_protected:Npn \regex_count:nnN #1
  { \__regex_count:nnN { \__regex_build:n {#1} } }
\cs_new_protected:Npn \regex_count:NnN #1
  { \__regex_count:nnN { \__regex_build:N #1 } }
```

(*End definition for* `\regex_count:nnN` *and* `\regex_count:NnN`*. These functions are documented on page 230.*)

`\regex_extract_once:nnN`
`\regex_extract_once:nnNTF`
`\regex_extract_once:NnN`
`\regex_extract_once:NnNTF`
`\regex_extract_all:nnN`
`\regex_extract_all:nnNTF`
`\regex_extract_all:NnN`
`\regex_extract_all:NnNTF`
`\regex_replace_once:nnN`
`\regex_replace_once:nnNTF`
`\regex_replace_once:NnN`
`\regex_replace_once:NnNTF`
`\regex_replace_all:nnN`
`\regex_replace_all:nnNTF`
`\regex_replace_all:NnN`
`\regex_replace_all:NnNTF`
`\regex_split:nnN`
`\regex_split:nnNTF`
`\regex_split:NnN`
`\regex_split:NnNTF`

We define here 40 user functions, following a common pattern in terms of `:nnN` auxiliaries, defined in the coming subsections. The auxiliary is handed `\__regex_build:n` or `\__regex_build:N` with the appropriate regex argument, then all other necessary arguments (replacement text, token list, *etc.* The conditionals call `\__regex_return:` to return either `true` or `false` once matching has been performed.

```
\cs_set_protected:Npn \__regex_tmp:w #1#2#3
  {
    \cs_new_protected:Npn #2 ##1 { #1 { \__regex_build:n {##1} } }
    \cs_new_protected:Npn #3 ##1 { #1 { \__regex_build:N  ##1  } }
    \prg_new_protected_conditional:Npnn #2 ##1##2##3 { T , F , TF }
      { #1 { \__regex_build:n {##1} } {##2} ##3 \__regex_return: }
    \prg_new_protected_conditional:Npnn #3 ##1##2##3 { T , F , TF }
      { #1 { \__regex_build:N  ##1  } {##2} ##3 \__regex_return: }
  }
\__regex_tmp:w \__regex_extract_once:nnN
  \regex_extract_once:nnN \regex_extract_once:NnN
\__regex_tmp:w \__regex_extract_all:nnN
  \regex_extract_all:nnN \regex_extract_all:NnN
\__regex_tmp:w \__regex_replace_once:nnN
  \regex_replace_once:nnN \regex_replace_once:NnN
\__regex_tmp:w \__regex_replace_all:nnN
  \regex_replace_all:nnN \regex_replace_all:NnN
\__regex_tmp:w \__regex_split:nnN \regex_split:nnN \regex_split:NnN
```

(*End definition for* `\regex_extract_once:nnNTF` *and others. These functions are documented on page 230.*)

40.7.1 Variables and helpers for user functions

`\l__regex_match_count_int`

The number of matches found so far is stored in `\l__regex_match_count_int`. This is only used in the `\regex_count:nnN` functions.

```
\int_new:N \l__regex_match_count_int
```

(*End definition for* `\l__regex_match_count_int`*.*)

`__regex_begin`
`__regex_end`

Those flags are raised to indicate extra begin-group or end-group tokens when extracting submatches.

```
\flag_new:n { __regex_begin }
\flag_new:n { __regex_end }
```

(*End definition for* `__regex_begin` *and* `__regex_end`.)

\l__regex_min_submatch_int
\l__regex_submatch_int
\l__regex_zeroth_submatch_int

The end-points of each submatch are stored in two arrays whose index ⟨*submatch*⟩ ranges from `\l__regex_min_submatch_int` (inclusive) to `\l__regex_submatch_int` (exclusive). Each successful match comes with a 0-th submatch (the full match), and one match for each capturing group: submatches corresponding to the last successful match are labelled starting at `zeroth_submatch`. The entry `\l__regex_zeroth_submatch_int` in `\g__regex_submatch_prev_intarray` holds the position at which that match attempt started: this is used for splitting and replacements.

```
\int_new:N \l__regex_min_submatch_int
\int_new:N \l__regex_submatch_int
\int_new:N \l__regex_zeroth_submatch_int
```

(*End definition for* `\l__regex_min_submatch_int`, `\l__regex_submatch_int`, *and* `\l__regex_zeroth_submatch_int`.)

\g__regex_submatch_prev_intarray
\g__regex_submatch_begin_intarray
\g__regex_submatch_end_intarray

Hold the place where the match attempt begun and the end-points of each submatch.

```
\intarray_new:Nn \g__regex_submatch_prev_intarray { 65536 }
\intarray_new:Nn \g__regex_submatch_begin_intarray { 65536 }
\intarray_new:Nn \g__regex_submatch_end_intarray { 65536 }
```

(*End definition for* `\g__regex_submatch_prev_intarray`, `\g__regex_submatch_begin_intarray`, *and* `\g__regex_submatch_end_intarray`.)

__regex_return:

This function triggers either `\prg_return_false:` or `\prg_return_true:` as appropriate to whether a match was found or not. It is used by all user conditionals.

```
\cs_new_protected:Npn \__regex_return:
  {
    \if_meaning:w \c_true_bool \g__regex_success_bool
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
```

(*End definition for* `\__regex_return:`.)

40.7.2 Matching

__regex_if_match:nn

We don't track submatches, and stop after a single match. Build the NFA with `#1`, and perform the match on the query `#2`.

```
\cs_new_protected:Npn \__regex_if_match:nn #1#2
  {
    \group_begin:
      \__regex_disable_submatches:
      \__regex_single_match:
      #1
      \__regex_match:n {#2}
    \group_end:
  }
```

(*End definition for* `\__regex_if_match:nn`.)

`\__regex_count:nnN` Again, we don't care about submatches. Instead of aborting after the first "longest match" is found, we search for multiple matches, incrementing `\l__regex_match_count_int` every time to record the number of matches. Build the NFA and match. At the end, store the result in the user's variable.

```
\cs_new_protected:Npn \__regex_count:nnN #1#2#3
  {
    \group_begin:
      \__regex_disable_submatches:
      \int_zero:N \l__regex_match_count_int
      \__regex_multi_match:n { \int_incr:N \l__regex_match_count_int }
      #1
      \__regex_match:n {#2}
      \exp_args:NNNo
    \group_end:
    \int_set:Nn #3 { \int_use:N \l__regex_match_count_int }
  }
```

(*End definition for* `\__regex_count:nnN`*.*)

40.7.3 Extracting submatches

`\__regex_extract_once:nnN` `\__regex_extract_all:nnN` Match once or multiple times. After each match (or after the only match), extract the submatches using `\__regex_extract:`. At the end, store the sequence containing all the submatches into the user variable `#3` after closing the group.

```
\cs_new_protected:Npn \__regex_extract_once:nnN #1#2#3
  {
    \group_begin:
      \__regex_single_match:
      #1
      \__regex_match:n {#2}
      \__regex_extract:
    \__regex_group_end_extract_seq:N #3
  }
\cs_new_protected:Npn \__regex_extract_all:nnN #1#2#3
  {
    \group_begin:
      \__regex_multi_match:n { \__regex_extract: }
      #1
      \__regex_match:n {#2}
    \__regex_group_end_extract_seq:N #3
  }
```

(*End definition for* `\__regex_extract_once:nnN` *and* `\__regex_extract_all:nnN`*.*)

`\__regex_split:nnN` Splitting at submatches is a bit more tricky. For each match, extract all submatches, and replace the zeroth submatch by the part of the query between the start of the match attempt and the start of the zeroth submatch. This is inhibited if the delimiter matched an empty token list at the start of this match attempt. After the last match, store the last part of the token list, which ranges from the start of the match attempt to the end of the query. This step is inhibited if the last match was empty and at the very end: decrement `\l__regex_submatch_int`, which controls which matches will be used.

```
\cs_new_protected:Npn \__regex_split:nnN #1#2#3
  {
```

```
    \group_begin:
      \__regex_multi_match:n
        {
          \if_int_compare:w
            \l__regex_start_pos_int < \l__regex_success_pos_int
            \__regex_extract:
            \__kernel_intarray_gset:Nnn \g__regex_submatch_prev_intarray
              { \l__regex_zeroth_submatch_int } { 0 }
            \__kernel_intarray_gset:Nnn \g__regex_submatch_end_intarray
              { \l__regex_zeroth_submatch_int }
              {
                \__kernel_intarray_item:Nn \g__regex_submatch_begin_intarray
                  { \l__regex_zeroth_submatch_int }
              }
            \__kernel_intarray_gset:Nnn \g__regex_submatch_begin_intarray
              { \l__regex_zeroth_submatch_int }
              { \l__regex_start_pos_int }
          \fi:
        }
      #1
      \__regex_match:n {#2}
⟨assert⟩\assert_int:n { \l__regex_curr_pos_int = \l__regex_max_pos_int }
      \__kernel_intarray_gset:Nnn \g__regex_submatch_prev_intarray
        { \l__regex_submatch_int } { 0 }
      \__kernel_intarray_gset:Nnn \g__regex_submatch_end_intarray
        { \l__regex_submatch_int }
        { \l__regex_max_pos_int }
      \__kernel_intarray_gset:Nnn \g__regex_submatch_begin_intarray
        { \l__regex_submatch_int }
        { \l__regex_start_pos_int }
      \int_incr:N \l__regex_submatch_int
      \if_meaning:w \c_true_bool \l__regex_empty_success_bool
        \if_int_compare:w \l__regex_start_pos_int = \l__regex_max_pos_int
          \int_decr:N \l__regex_submatch_int
        \fi:
      \fi:
    \__regex_group_end_extract_seq:N #3
  }
```

(*End definition for* `\__regex_split:nnN`.)

`\__regex_group_end_extract_seq:N`

The end-points of submatches are stored as entries of two arrays from `\l__regex_min_submatch_int` to `\l__regex_submatch_int` (exclusive). Extract the relevant ranges into `\l__regex_internal_a_tl`. We detect unbalanced results using the two flags `__regex_begin` and `__regex_end`, raised whenever we see too many begin-group or end-group tokens in a submatch.

```
\cs_new_protected:Npn \__regex_group_end_extract_seq:N #1
  {
      \flag_clear:n { __regex_begin }
      \flag_clear:n { __regex_end }
      \seq_set_from_function:NnN \l__regex_internal_seq
        {
          \int_step_function:nnN { \l__regex_min_submatch_int }
            { \l__regex_submatch_int - 1 }
```

```
        }
        \__regex_extract_seq_aux:n
      \int_compare:nNnF
        {
          \flag_height:n { __regex_begin } +
          \flag_height:n { __regex_end }
        }
          = 0
        {
          \__kernel_msg_error:nnxxx { kernel } { result-unbalanced }
            { splitting~or~extracting~submatches }
            { \flag_height:n { __regex_end } }
            { \flag_height:n { __regex_begin } }
        }
      \seq_set_map:NNn \l__regex_internal_seq \l__regex_internal_seq {##1}
      \exp_args:NNNo
      \group_end:
      \tl_set:Nn #1 { \l__regex_internal_seq }
  }
```

(*End definition for* `\__regex_group_end_extract_seq:N`.)

`\__regex_extract_seq_aux:n`
`\__regex_extract_seq_aux:ww`

The `:n` auxiliary builds one item of the sequence of submatches. First compute the brace balance of the submatch, then extract the submatch from the query, adding the appropriate braces and raising a flag if the submatch is not balanced.

```
\cs_new:Npn \__regex_extract_seq_aux:n #1
  {
    \exp_after:wN \__regex_extract_seq_aux:ww
    \int_value:w \__regex_submatch_balance:n {#1} ; #1;
  }
\cs_new:Npn \__regex_extract_seq_aux:ww #1; #2;
  {
    \if_int_compare:w #1 < 0 \exp_stop_f:
      \flag_raise:n { __regex_end }
      \prg_replicate:nn {-#1} { \exp_not:n { { \if_false: } \fi: } }
    \fi:
    \__regex_query_submatch:n {#2}
    \if_int_compare:w #1 > 0 \exp_stop_f:
      \flag_raise:n { __regex_begin }
      \prg_replicate:nn {#1} { \exp_not:n { \if_false: { \fi: } } }
    \fi:
  }
```

(*End definition for* `\__regex_extract_seq_aux:n` *and* `\__regex_extract_seq_aux:ww`.)

`\__regex_extract:`
`\__regex_extract_b:wn`
`\__regex_extract_e:wn`

Our task here is to extract from the property list `\l__regex_success_submatches_prop` the list of end-points of submatches, and store them in appropriate array entries, from `\l__regex_zeroth_submatch_int` upwards. We begin by emptying those entries. Then for each ⟨*key*⟩–⟨*value*⟩ pair in the property list update the appropriate entry. This is somewhat a hack: the ⟨*key*⟩ is a non-negative integer followed by `<` or `>`, which we use in a comparison to -1. At the end, store the information about the position at which the match attempt started, in `\g__regex_submatch_prev_intarray`.

```
\cs_new_protected:Npn \__regex_extract:
  {
```

```
    \if_meaning:w \c_true_bool \g__regex_success_bool
      \int_set_eq:NN \l__regex_zeroth_submatch_int \l__regex_submatch_int
      \prg_replicate:nn \l__regex_capturing_group_int
        {
          \__kernel_intarray_gset:Nnn \g__regex_submatch_begin_intarray
            { \l__regex_submatch_int } { 0 }
          \__kernel_intarray_gset:Nnn \g__regex_submatch_end_intarray
            { \l__regex_submatch_int } { 0 }
          \__kernel_intarray_gset:Nnn \g__regex_submatch_prev_intarray
            { \l__regex_submatch_int } { 0 }
          \int_incr:N \l__regex_submatch_int
        }
      \prop_map_inline:Nn \l__regex_success_submatches_prop
        {
          \if_int_compare:w ##1 - 1 \exp_stop_f:
            \exp_after:wN \__regex_extract_e:wn \int_value:w
          \else:
            \exp_after:wN \__regex_extract_b:wn \int_value:w
          \fi:
          \__regex_int_eval:w \l__regex_zeroth_submatch_int + ##1 {##2}
        }
      \__kernel_intarray_gset:Nnn \g__regex_submatch_prev_intarray
        { \l__regex_zeroth_submatch_int } { \l__regex_start_pos_int }
    \fi:
  }
\cs_new_protected:Npn \__regex_extract_b:wn #1 < #2
  {
    \__kernel_intarray_gset:Nnn
      \g__regex_submatch_begin_intarray {#1} {#2}
  }
\cs_new_protected:Npn \__regex_extract_e:wn #1 > #2
  { \__kernel_intarray_gset:Nnn \g__regex_submatch_end_intarray {#1} {#2} }
```

(*End definition for* `\__regex_extract:` *,* `\__regex_extract_b:wn` *, and* `\__regex_extract_e:wn`*.*)

40.7.4 Replacement

`\__regex_replace_once:nnN` Build the NFA and the replacement functions, then find a single match. If the match failed, simply exit the group. Otherwise, we do the replacement. Extract submatches. Compute the brace balance corresponding to replacing this match by the replacement (this depends on submatches). Prepare the replaced token list: the replacement function produces the tokens from the start of the query to the start of the match and the replacement text for this match; we need to add the tokens from the end of the match to the end of the query. Finally, store the result in the user's variable after closing the group: this step involves an additional x-expansion, and checks that braces are balanced in the final result.

```
\cs_new_protected:Npn \__regex_replace_once:nnN #1#2#3
  {
    \group_begin:
      \__regex_single_match:
      #1
      \__regex_replacement:n {#2}
      \exp_args:No \__regex_match:n { #3 }
      \if_meaning:w \c_false_bool \g__regex_success_bool
        \group_end:
```

```
      \else:
        \__regex_extract:
        \int_set:Nn \l__regex_balance_int
          {
            \__regex_replacement_balance_one_match:n
              { \l__regex_zeroth_submatch_int }
          }
        \tl_set:Nx \l__regex_internal_a_tl
          {
            \__regex_replacement_do_one_match:n
              { \l__regex_zeroth_submatch_int }
            \__regex_query_range:nn
              {
                \__kernel_intarray_item:Nn \g__regex_submatch_end_intarray
                  { \l__regex_zeroth_submatch_int }
              }
              { \l__regex_max_pos_int }
          }
        \__regex_group_end_replace:N #3
      \fi:
  }
```

(*End definition for* `\__regex_replace_once:nnN`.)

`\__regex_replace_all:nnN` Match multiple times, and for every match, extract submatches and additionally store the position at which the match attempt started. The entries from `\l__regex_min_submatch_int` to `\l__regex_submatch_int` hold information about submatches of every match in order; each match corresponds to `\l__regex_capturing_group_int` consecutive entries. Compute the brace balance corresponding to doing all the replacements: this is the sum of brace balances for replacing each match. Join together the replacement texts for each match (including the part of the query before the match), and the end of the query.

```
\cs_new_protected:Npn \__regex_replace_all:nnN #1#2#3
  {
    \group_begin:
      \__regex_multi_match:n { \__regex_extract: }
      #1
      \__regex_replacement:n {#2}
      \exp_args:No \__regex_match:n {#3}
      \int_set:Nn \l__regex_balance_int
        {
          0
          \int_step_function:nnnN
            { \l__regex_min_submatch_int }
            \l__regex_capturing_group_int
            { \l__regex_submatch_int - 1 }
            \__regex_replacement_balance_one_match:n
        }
      \tl_set:Nx \l__regex_internal_a_tl
        {
          \int_step_function:nnnN
            { \l__regex_min_submatch_int }
            \l__regex_capturing_group_int
            { \l__regex_submatch_int - 1 }
```

```
          \__regex_replacement_do_one_match:n
        \__regex_query_range:nn
          \l__regex_start_pos_int \l__regex_max_pos_int
      }
    \__regex_group_end_replace:N #3
  }
```

(*End definition for* `\__regex_replace_all:nnN`.)

`\__regex_group_end_replace:N`

If the brace balance is not 0, raise an error. Then set the user's variable `#1` to the `x`-expansion of `\l__regex_internal_a_tl`, adding the appropriate braces to produce a balanced result. And end the group.

```
\cs_new_protected:Npn \__regex_group_end_replace:N #1
  {
    \if_int_compare:w \l__regex_balance_int = 0 \exp_stop_f:
    \else:
      \__kernel_msg_error:nnxxx { kernel } { result-unbalanced }
        { replacing }
        { \int_max:nn { - \l__regex_balance_int } { 0 } }
        { \int_max:nn { \l__regex_balance_int } { 0 } }
    \fi:
    \use:x
      {
        \group_end:
        \tl_set:Nn \exp_not:N #1
          {
            \if_int_compare:w \l__regex_balance_int < 0 \exp_stop_f:
              \prg_replicate:nn { - \l__regex_balance_int }
                { { \if_false: } \fi: }
            \fi:
            \l__regex_internal_a_tl
            \if_int_compare:w \l__regex_balance_int > 0 \exp_stop_f:
              \prg_replicate:nn { \l__regex_balance_int }
                { \if_false: { \fi: } }
            \fi:
          }
      }
  }
```

(*End definition for* `\__regex_group_end_replace:N`.)

40.7.5 Storing and showing compiled patterns

40.8 Messages

Messages for the preparsing phase.

```
\use:x
  {
    \__kernel_msg_new:nnn { kernel } { trailing-backslash }
      { Trailing~escape~char~'\iow_char:N\\'~in~regex~or~replacement. }
    \__kernel_msg_new:nnn { kernel } { x-missing-rbrace }
      {
        Missing~brace~'\iow_char:N\}'~in~regex~
        '...\iow_char:N\\x\iow_char:N\{...##1'.
```

```
      }
    \__kernel_msg_new:nnn { kernel } { x-overflow }
      {
        Character~code~##1~too~large~in~
        \iow_char:N\\x\iow_char:N\{##2\iow_char:N\}~regex.
      }
  }
```

Invalid quantifier.

```
\__kernel_msg_new:nnnn { kernel } { invalid-quantifier }
  { Braced~quantifier~'#1'~may~not~be~followed~by~'#2'. }
  {
    The~character~'#2'~is~invalid~in~the~braced~quantifier~'#1'.~
    The~only~valid~quantifiers~are~'*',~'?',~'+',~'{<int>}',~
    '{<min>,}'~and~'{<min>,<max>}',~optionally~followed~by~'?'.
  }
```

Messages for missing or extra closing brackets and parentheses, with some fancy singular/plural handling for the case of parentheses.

```
\__kernel_msg_new:nnnn { kernel } { missing-rbrack }
  { Missing~right~bracket~inserted~in~regular~expression. }
  {
    LaTeX~was~given~a~regular~expression~where~a~character~class~
    was~started~with~'[',~but~the~matching~']'~is~missing.
  }
\__kernel_msg_new:nnnn { kernel } { missing-rparen }
  {
    Missing~right~
    \int_compare:nTF { #1 = 1 } { parenthesis } { parentheses } ~
    inserted~in~regular~expression.
  }
  {
    LaTeX~was~given~a~regular~expression~with~\int_eval:n {#1} ~
    more~left~parentheses~than~right~parentheses.
  }
\__kernel_msg_new:nnnn { kernel } { extra-rparen }
  { Extra~right~parenthesis~ignored~in~regular~expression. }
  {
    LaTeX~came~across~a~closing~parenthesis~when~no~submatch~group~
    was~open.~The~parenthesis~will~be~ignored.
  }
```

Some escaped alphanumerics are not allowed everywhere.

```
\__kernel_msg_new:nnnn { kernel } { bad-escape }
  {
    Invalid~escape~'\iow_char:N\\#1'~
    \__regex_if_in_cs:TF { within~a~control~sequence. }
      {
        \__regex_if_in_class:TF
          { in~a~character~class. }
          { following~a~category~test. }
      }
  }
  {
    The~escape~sequence~'\iow_char:N\\#1'~may~not~appear~
```

```
    \__regex_if_in_cs:TF
      {
        within~a~control~sequence~test~introduced~by~
        '\iow_char:N\\c\iow_char:N\{'.
      }
      {
        \__regex_if_in_class:TF
          { within~a~character~class~ }
          { following~a~category~test~such~as~'\iow_char:N\\cL'~ }
        because~it~does~not~match~exactly~one~character.
      }
  }
```

Range errors.

```
\__kernel_msg_new:nnnn { kernel } { range-missing-end }
  { Invalid~end-point~for~range~'#1-#2'~in~character~class. }
  {
    The~end-point~'#2'~of~the~range~'#1-#2'~may~not~serve~as~an~
    end-point~for~a~range:~alphanumeric~characters~should~not~be~
    escaped,~and~non-alphanumeric~characters~should~be~escaped.
  }
\__kernel_msg_new:nnnn { kernel } { range-backwards }
  { Range~'[#1-#2]'~out~of~order~in~character~class. }
  {
    In~ranges~of~characters~'[x-y]'~appearing~in~character~classes,~
    the~first~character~code~must~not~be~larger~than~the~second.~
    Here,~'#1'~has~character~code~\int_eval:n {`#1},~while~
    '#2'~has~character~code~\int_eval:n {`#2}.
  }
```

Errors related to \c and \u.

```
\__kernel_msg_new:nnnn { kernel } { c-bad-mode }
  { Invalid~nested~'\iow_char:N\\c'~escape~in~regular~expression. }
  {
    The~'\iow_char:N\\c'~escape~cannot~be~used~within~
    a~control~sequence~test~'\iow_char:N\\c{...}'~
    nor~another~category~test.~
    To~combine~several~category~tests,~use~'\iow_char:N\\c[...]'.
  }
\__kernel_msg_new:nnnn { kernel } { c-C-invalid }
  { '\iow_char:N\\cC'~should~be~followed~by~'.'~or~'(',~not~'#1'. }
  {
    The~'\iow_char:N\\cC'~construction~restricts~the~next~item~to~be~a~
    control~sequence~or~the~next~group~to~be~made~of~control~sequences.~
    It~only~makes~sense~to~follow~it~by~'.'~or~by~a~group.
  }
\__kernel_msg_new:nnnn { kernel } { c-lparen-in-class }
  { Catcode~test~cannot~apply~to~group~in~character~class }
  {
    Construction~such~as~'\iow_char:N\\cL(abc)'~are~not~allowed~inside~a~
    class~'[...]'~because~classes~do~not~match~multiple~characters~at~once.
  }
\__kernel_msg_new:nnnn { kernel } { c-missing-rbrace }
  { Missing~right~brace~inserted~for~'\iow_char:N\\c'~escape. }
  {
```

```
    LaTeX~was~given~a~regular~expression~where~a~
    '\iow_char:N\\c\iow_char:N\{...'~construction~was~not~ended~
    with~a~closing~brace~'\iow_char:N\}'.
  }
\__kernel_msg_new:nnnn { kernel } { c-missing-rbrack }
  { Missing~right~bracket~inserted~for~'\iow_char:N\\c'~escape. }
  {
    A~construction~'\iow_char:N\\c[...'~appears~in~a~
    regular~expression,~but~the~closing~']'~is~not~present.
  }
\__kernel_msg_new:nnnn { kernel } { c-missing-category }
  { Invalid~character~'#1'~following~'\iow_char:N\\c'~escape. }
  {
    In~regular~expressions,~the~'\iow_char:N\\c'~escape~sequence~
    may~only~be~followed~by~a~left~brace,~a~left~bracket,~or~a~
    capital~letter~representing~a~character~category,~namely~
    one~of~'ABCDELMOPSTU'.
  }
\__kernel_msg_new:nnnn { kernel } { c-trailing }
  { Trailing~category~code~escape~'\iow_char:N\\c'... }
  {
    A~regular~expression~ends~with~'\iow_char:N\\c'~followed~
    by~a~letter.~It~will~be~ignored.
  }
\__kernel_msg_new:nnnn { kernel } { u-missing-lbrace }
  { Missing~left~brace~following~'\iow_char:N\\u'~escape. }
  {
    The~'\iow_char:N\\u'~escape~sequence~must~be~followed~by~
    a~brace~group~with~the~name~of~the~variable~to~use.
  }
\__kernel_msg_new:nnnn { kernel } { u-missing-rbrace }
  { Missing~right~brace~inserted~for~'\iow_char:N\\u'~escape. }
  {
    LaTeX~
    \str_if_eq:eeTF { } {#2}
      { reached~the~end~of~the~string~ }
      { encountered~an~escaped~alphanumeric~character '\iow_char:N\\#2'~ }
    when~parsing~the~argument~of~an~
    '\iow_char:N\\u\iow_char:N\{...\}'~escape.
  }
```

Errors when encountering the POSIX syntax [:...:].

```
\__kernel_msg_new:nnnn { kernel } { posix-unsupported }
  { POSIX~collating~element~'[#1 ~ #1]'~not~supported. }
  {
    The~'[.foo.]'~and~'[=bar=]'~syntaxes~have~a~special~meaning~
    in~POSIX~regular~expressions.~This~is~not~supported~by~LaTeX.~
    Maybe~you~forgot~to~escape~a~left~bracket~in~a~character~class?
  }
\__kernel_msg_new:nnnn { kernel } { posix-unknown }
  { POSIX~class~'[:#1:]'~unknown. }
  {
    '[:#1:]'~is~not~among~the~known~POSIX~classes~
    '[:alnum:]',~'[:alpha:]',~'[:ascii:]',~'[:blank:]',~
    '[:cntrl:]',~'[:digit:]',~'[:graph:]',~'[:lower:]',~
```

```
    '[:print:]',~'[:punct:]',~'[:space:]',~'[:upper:]',~
    '[:word:]',~and~'[:xdigit:]'.
  }
\__kernel_msg_new:nnnn { kernel } { posix-missing-close }
  { Missing~closing~':]'~for~POSIX~class. }
  { The~POSIX~syntax~'#1'~must~be~followed~by~':]',~not~'#2'. }
```

In various cases, the result of a l3regex operation can leave us with an unbalanced token list, which we must re-balance by adding begin-group or end-group character tokens.

```
\__kernel_msg_new:nnnn { kernel } { result-unbalanced }
  { Missing~brace~inserted~when~#1. }
  {
    LaTeX~was~asked~to~do~some~regular~expression~operation,~
    and~the~resulting~token~list~would~not~have~the~same~number~
    of~begin-group~and~end-group~tokens.~Braces~were~inserted:~
    #2~left,~#3~right.
  }
```

Error message for unknown options.

```
\__kernel_msg_new:nnnn { kernel } { unknown-option }
  { Unknown~option~'#1'~for~regular~expressions. }
  {
    The~only~available~option~is~'case-insensitive',~toggled~by~
    '(?i)'~and~'(?-i)'.
  }
\__kernel_msg_new:nnnn { kernel } { special-group-unknown }
  { Unknown~special~group~'#1~...'~in~a~regular~expression. }
  {
    The~only~valid~constructions~starting~with~'(?'~are~
    '(?:~...~)',~'(?|~...~)',~'(?i)',~and~'(?-i)'.
  }
```

Errors in the replacement text.

```
\__kernel_msg_new:nnnn { kernel } { replacement-c }
  { Misused~'\iow_char:N\\c'~command~in~a~replacement~text. }
  {
    In~a~replacement~text,~the~'\iow_char:N\\c'~escape~sequence~
    can~be~followed~by~one~of~the~letters~'ABCDELMOPSTU'~
    or~a~brace~group,~not~by~'#1'.
  }
\__kernel_msg_new:nnnn { kernel } { replacement-u }
  { Misused~'\iow_char:N\\u'~command~in~a~replacement~text. }
  {
    In~a~replacement~text,~the~'\iow_char:N\\u'~escape~sequence~
    must~be~~followed~by~a~brace~group~holding~the~name~of~the~
    variable~to~use.
  }
\__kernel_msg_new:nnnn { kernel } { replacement-g }
  {
    Missing~brace~for~the~'\iow_char:N\\g'~construction~
    in~a~replacement~text.
  }
  {
    In~the~replacement~text~for~a~regular~expression~search,~
```

```
    submatches~are~represented~either~as~'\iow_char:N \\g{dd..d}',~
    or~'\\d',~where~'d'~are~single~digits.~Here,~a~brace~is~missing.
  }
\__kernel_msg_new:nnnn { kernel } { replacement-catcode-end }
  {
    Missing~character~for~the~'\iow_char:N\\c<category><character>'~
    construction~in~a~replacement~text.
  }
  {
    In~a~replacement~text,~the~'\iow_char:N\\c'~escape~sequence~
    can~be~followed~by~one~of~the~letters~'ABCDELMOPSTU'~representing~
    the~character~category.~Then,~a~character~must~follow.~LaTeX~
    reached~the~end~of~the~replacement~when~looking~for~that.
  }
\__kernel_msg_new:nnnn { kernel } { replacement-catcode-escaped }
  {
    Escaped~letter~or~digit~after~category~code~in~replacement~text.
  }
  {
    In~a~replacement~text,~the~'\iow_char:N\\c'~escape~sequence~
    can~be~followed~by~one~of~the~letters~'ABCDELMOPSTU'~representing~
    the~character~category.~Then,~a~character~must~follow,~not~
    '\iow_char:N\\#2'.
  }
\__kernel_msg_new:nnnn { kernel } { replacement-catcode-in-cs }
  {
    Category~code~'\iow_char:N\\c#1#3'~ignored~inside~
    '\iow_char:N\\c\{...\}'~in~a~replacement~text.
  }
  {
    In~a~replacement~text,~the~category~codes~of~the~argument~of~
    '\iow_char:N\\c\{...\}'~are~ignored~when~building~the~control~
    sequence~name.
  }
\__kernel_msg_new:nnnn { kernel } { replacement-null-space }
  { TeX~cannot~build~a~space~token~with~character~code~0. }
  {
    You~asked~for~a~character~token~with~category~space,~
    and~character~code~0,~for~instance~through~
    '\iow_char:N\\cS\iow_char:N\\x00'.~
    This~specific~case~is~impossible~and~will~be~replaced~
    by~a~normal~space.
  }
\__kernel_msg_new:nnnn { kernel } { replacement-missing-rbrace }
  { Missing~right~brace~inserted~in~replacement~text. }
  {
    There~ \int_compare:nTF { #1 = 1 } { was } { were } ~ #1~
    missing~right~\int_compare:nTF { #1 = 1 } { brace } { braces } .
  }
\__kernel_msg_new:nnnn { kernel } { replacement-missing-rparen }
  { Missing~right~parenthesis~inserted~in~replacement~text. }
  {
    There~ \int_compare:nTF { #1 = 1 } { was } { were } ~ #1~
    missing~right~
```

```
    \int_compare:nTF { #1 = 1 } { parenthesis } { parentheses } .
  }
```

Used when showing a regex.

```
\__kernel_msg_new:nnn { kernel } { show-regex }
  {
    >~Compiled~regex~
    \tl_if_empty:nTF {#1} { variable~ #2 } { {#1} } :
    #3
  }
```

__regex_msg_repeated:nnN

This is not technically a message, but seems related enough to go there. The arguments are: #1 is the minimum number of repetitions; #2 is the number of allowed extra repetitions (-1 for infinite number), and #3 tells us about lazyness.

```
\cs_new:Npn \__regex_msg_repeated:nnN #1#2#3
  {
    \str_if_eq:eeF { #1 #2 } { 1 0 }
      {
        , ~ repeated ~
        \int_case:nnF {#2}
          {
            { -1 } { #1~or~more~times,~\bool_if:NTF #3 { lazy } { greedy } }
            {  0 } { #1~times }
          }
          {
            between~#1~and~\int_eval:n {#1+#2}~times,~
            \bool_if:NTF #3 { lazy } { greedy }
          }
      }
  }
```

(*End definition for* __regex_msg_repeated:nnN*.*)

40.9 Code for tracing

There is a more extensive implementation of tracing in the l3trial package l3trace. Function names are a bit different but could be merged.

__regex_trace_push:nnN
__regex_trace_pop:nnN
__regex_trace:nnx

Here #1 is the module name (regex) and #2 is typically 1. If the module's current tracing level is less than #2 show nothing, otherwise write #3 to the terminal.

```
\cs_new_protected:Npn \__regex_trace_push:nnN #1#2#3
  { \__regex_trace:nnx {#1} {#2} { entering~ \token_to_str:N #3 } }
\cs_new_protected:Npn \__regex_trace_pop:nnN #1#2#3
   { \__regex_trace:nnx {#1} {#2} { leaving~ \token_to_str:N #3 } }
\cs_new_protected:Npn \__regex_trace:nnx #1#2#3
  {
    \int_compare:nNnF
      { \int_use:c { g__regex_trace_#1_int } } < {#2}
      { \iow_term:x { Trace:~#3 } }
  }
```

(*End definition for* __regex_trace_push:nnN*,* __regex_trace_pop:nnN*, and* __regex_trace:nnx*.*)

\g__regex_trace_regex_int

No tracing when that is zero.

```
\int_new:N \g__regex_trace_regex_int
```

(*End definition for* \g__regex_trace_regex_int.)

__regex_trace_states:n

This function lists the contents of all states of the NFA, stored in \toks from 0 to \l__regex_max_state_int (excluded).

```
\cs_new_protected:Npn \__regex_trace_states:n #1
  {
    \int_step_inline:nnn
      \l__regex_min_state_int
      { \l__regex_max_state_int - 1 }
      {
        \__regex_trace:nnx { regex } {#1}
          { \iow_char:N \\toks ##1 = { \__regex_toks_use:w ##1 } }
      }
  }
```

(*End definition for* __regex_trace_states:n.)

```
⟨/initex | package⟩
```

41 l3box implementation

```
⟨*initex | package⟩
⟨@@=box⟩
```

41.1 Support code

__box_dim_eval:w
__box_dim_eval:n

Evaluating a dimension expression expandably. The only difference with \dim_eval:n is the lack of \dim_use:N, to produce an internal dimension rather than expand it into characters.

```
\cs_new_eq:NN \__box_dim_eval:w \tex_dimexpr:D
\cs_new:Npn \__box_dim_eval:n #1
  { \__box_dim_eval:w #1 \scan_stop: }
```

(*End definition for* __box_dim_eval:w *and* __box_dim_eval:n.)

41.2 Creating and initialising boxes

The following test files are used for this code: m3box001.lvt.

\box_new:N
\box_new:c

Defining a new ⟨*box*⟩ register: remember that box 255 is not generally available.

```
⟨*package⟩
\cs_new_protected:Npn \box_new:N #1
  {
    \__kernel_chk_if_free_cs:N #1
    \cs:w newbox \cs_end: #1
  }
⟨/package⟩
\cs_generate_variant:Nn \box_new:N { c }
```

Clear a ⟨*box*⟩ register.

\box_clear:N
\box_clear:c
\box_gclear:N
\box_gclear:c

```
\cs_new_protected:Npn \box_clear:N #1
  { \box_set_eq:NN  #1 \c_empty_box }
\cs_new_protected:Npn \box_gclear:N #1
```

```
  { \box_gset_eq:NN #1 \c_empty_box }
\cs_generate_variant:Nn \box_clear:N  { c }
\cs_generate_variant:Nn \box_gclear:N { c }
```

Clear or new.

\box_clear_new:N
\box_clear_new:c
\box_gclear_new:N
\box_gclear_new:c

```
\cs_new_protected:Npn \box_clear_new:N #1
  { \box_if_exist:NTF #1 { \box_clear:N #1 } { \box_new:N #1 } }
\cs_new_protected:Npn \box_gclear_new:N #1
  { \box_if_exist:NTF #1 { \box_gclear:N #1 } { \box_new:N #1 } }
\cs_generate_variant:Nn \box_clear_new:N  { c }
\cs_generate_variant:Nn \box_gclear_new:N { c }
```

Assigning the contents of a box to be another box.

\box_set_eq:NN
\box_set_eq:cN
\box_set_eq:Nc
\box_set_eq:cc
\box_gset_eq:NN
\box_gset_eq:cN
\box_gset_eq:Nc
\box_gset_eq:cc

```
\cs_new_protected:Npn \box_set_eq:NN #1#2
  { \tex_setbox:D #1 \tex_copy:D #2 }
\cs_new_protected:Npn \box_gset_eq:NN #1#2
  { \tex_global:D \tex_setbox:D #1 \tex_copy:D #2 }
\cs_generate_variant:Nn \box_set_eq:NN  { c , Nc , cc }
\cs_generate_variant:Nn \box_gset_eq:NN { c , Nc , cc }
```

Assigning the contents of a box to be another box, then drops the original box.

\box_set_eq_drop:NN
\box_set_eq_drop:cN
\box_set_eq_drop:Nc
\box_set_eq_drop:cc
\box_gset_eq_drop:NN
\box_gset_eq_drop:cN
\box_gset_eq_drop:Nc
\box_gset_eq_drop:cc

```
\cs_new_protected:Npn \box_set_eq_drop:NN #1#2
  { \tex_setbox:D #1 \tex_box:D #2 }
\cs_new_protected:Npn \box_gset_eq_drop:NN #1#2
  { \tex_global:D \tex_setbox:D #1 \tex_box:D #2 }
\cs_generate_variant:Nn \box_set_eq_drop:NN  { c , Nc , cc }
\cs_generate_variant:Nn \box_gset_eq_drop:NN { c , Nc , cc }
```

Copies of the `cs` functions defined in l3basics.

\box_if_exist_p:N
\box_if_exist_p:c
\box_if_exist:NTF
\box_if_exist:cTF

```
\prg_new_eq_conditional:NNn \box_if_exist:N \cs_if_exist:N
  { TF , T , F , p }
\prg_new_eq_conditional:NNn \box_if_exist:c \cs_if_exist:c
  { TF , T , F , p }
```

41.3 Measuring and setting box dimensions

Accessing the height, depth, and width of a ⟨*box*⟩ register.

\box_ht:N
\box_ht:c
\box_dp:N
\box_dp:c
\box_wd:N
\box_wd:c

```
\cs_new_eq:NN \box_ht:N \tex_ht:D
\cs_new_eq:NN \box_dp:N \tex_dp:D
\cs_new_eq:NN \box_wd:N \tex_wd:D
\cs_generate_variant:Nn \box_ht:N { c }
\cs_generate_variant:Nn \box_dp:N { c }
\cs_generate_variant:Nn \box_wd:N { c }
```

Setting the size whilst respecting local scope requires copying; the same issue does not come up when working globally. When debugging, the dimension expression `#2` is surrounded by parentheses to catch early termination.

\box_set_ht:Nn
\box_set_ht:cn
\box_set_dp:Nn
\box_set_dp:cn
\box_set_wd:Nn
\box_set_wd:cn

```
\cs_new_protected:Npn \box_set_dp:Nn #1#2
  {
    \tex_setbox:D #1 = \tex_copy:D #1
    \box_dp:N #1 \__box_dim_eval:n {#2}
  }
\cs_generate_variant:Nn \box_set_dp:Nn { c }
```

```
\cs_new_protected:Npn \box_gset_dp:Nn #1#2
  { \box_dp:N #1 \__box_dim_eval:n {#2} }
\cs_generate_variant:Nn \box_gset_dp:Nn { c }
\cs_new_protected:Npn \box_set_ht:Nn #1#2
  {
    \tex_setbox:D #1 = \tex_copy:D #1
    \box_ht:N #1 \__box_dim_eval:n {#2}
  }
\cs_generate_variant:Nn \box_set_ht:Nn { c }
\cs_new_protected:Npn \box_gset_ht:Nn #1#2
  { \box_ht:N #1 \__box_dim_eval:n {#2} }
\cs_generate_variant:Nn \box_gset_ht:Nn { c }
\cs_new_protected:Npn \box_set_wd:Nn #1#2
  {
    \tex_setbox:D #1 = \tex_copy:D #1
    \box_wd:N #1 \__box_dim_eval:n {#2}
  }
\cs_generate_variant:Nn \box_set_wd:Nn { c }
\cs_new_protected:Npn \box_gset_wd:Nn #1#2
  { \box_wd:N #1 \__box_dim_eval:n {#2} }
\cs_generate_variant:Nn \box_gset_wd:Nn { c }
```

41.4 Using boxes

Using a ⟨*box*⟩. These are just TEX primitives with meaningful names.

\box_use_drop:N
\box_use_drop:c
\box_use:N
\box_use:c

```
\cs_new_eq:NN \box_use_drop:N \tex_box:D
\cs_new_eq:NN \box_use:N \tex_copy:D
\cs_generate_variant:Nn \box_use_drop:N { c }
\cs_generate_variant:Nn \box_use:N { c }
```

Move box material in different directions. When debugging, the dimension expression `#1` is surrounded by parentheses to catch early termination.

\box_move_left:nn
\box_move_right:nn
\box_move_up:nn
\box_move_down:nn

```
\cs_new_protected:Npn \box_move_left:nn #1#2
  { \tex_moveleft:D \__box_dim_eval:n {#1} #2 }
\cs_new_protected:Npn \box_move_right:nn #1#2
  { \tex_moveright:D \__box_dim_eval:n {#1} #2 }
\cs_new_protected:Npn \box_move_up:nn #1#2
  { \tex_raise:D \__box_dim_eval:n {#1} #2 }
\cs_new_protected:Npn \box_move_down:nn #1#2
  { \tex_lower:D \__box_dim_eval:n {#1} #2 }
```

41.5 Box conditionals

The primitives for testing if a ⟨*box*⟩ is empty/void or which type of box it is.

\if_hbox:N
\if_vbox:N
\if_box_empty:N

```
\cs_new_eq:NN \if_hbox:N      \tex_ifhbox:D
\cs_new_eq:NN \if_vbox:N      \tex_ifvbox:D
\cs_new_eq:NN \if_box_empty:N \tex_ifvoid:D
```

\box_if_horizontal_p:N
\box_if_horizontal_p:c
\box_if_horizontal:N*TF*
\box_if_horizontal:c*TF*
\box_if_vertical_p:N
\box_if_vertical_p:c
\box_if_vertical:N*TF*
\box_if_vertical:c*TF*

```
\prg_new_conditional:Npnn \box_if_horizontal:N #1 { p , T , F , TF }
  { \if_hbox:N #1 \prg_return_true: \else: \prg_return_false: \fi: }
\prg_new_conditional:Npnn \box_if_vertical:N #1 { p , T , F , TF }
  { \if_vbox:N #1 \prg_return_true: \else: \prg_return_false: \fi: }
```

```
\prg_generate_conditional_variant:Nnn \box_if_horizontal:N
  { c } { p , T , F , TF }
\prg_generate_conditional_variant:Nnn \box_if_vertical:N
  { c } { p , T , F , TF }
```

Testing if a ⟨*box*⟩ is empty/void.

\box_if_empty_p:N
\box_if_empty_p:c
\box_if_empty:NTF
\box_if_empty:cTF

```
\prg_new_conditional:Npnn \box_if_empty:N #1 { p , T , F , TF }
  { \if_box_empty:N #1 \prg_return_true: \else: \prg_return_false: \fi: }
\prg_generate_conditional_variant:Nnn \box_if_empty:N
  { c } { p , T , F , TF }
```

(*End definition for* `\box_new:N` *and others. These functions are documented on page 235.*)

41.6 The last box inserted

\box_set_to_last:N
\box_set_to_last:c
\box_gset_to_last:N
\box_gset_to_last:c

Set a box to the previous box.

```
\cs_new_protected:Npn \box_set_to_last:N #1
  { \tex_setbox:D #1 \tex_lastbox:D }
\cs_new_protected:Npn \box_gset_to_last:N #1
  { \tex_global:D \tex_setbox:D #1 \tex_lastbox:D }
\cs_generate_variant:Nn \box_set_to_last:N  { c }
\cs_generate_variant:Nn \box_gset_to_last:N { c }
```

(*End definition for* `\box_set_to_last:N` *and* `\box_gset_to_last:N`*. These functions are documented on page 237.*)

41.7 Constant boxes

\c_empty_box

A box we never use.

```
\box_new:N \c_empty_box
```

(*End definition for* `\c_empty_box`*. This variable is documented on page 237.*)

41.8 Scratch boxes

\l_tmpa_box
\l_tmpb_box
\g_tmpa_box
\g_tmpb_box

Scratch boxes.

```
\box_new:N \l_tmpa_box
\box_new:N \l_tmpb_box
\box_new:N \g_tmpa_box
\box_new:N \g_tmpb_box
```

(*End definition for* `\l_tmpa_box` *and others. These variables are documented on page 238.*)

41.9 Viewing box contents

TeX's `\showbox` is not really that helpful in many cases, and it is also inconsistent with other LaTeX3 `show` functions as it does not actually shows material in the terminal. So we provide a richer set of functionality.

\box_show:N
\box_show:c
\box_show:Nnn
\box_show:cnn

Essentially a wrapper around the internal function, but evaluating the breadth and depth arguments now outside the group.

```
\cs_new_protected:Npn \box_show:N #1
  { \box_show:Nnn #1 \c_max_int \c_max_int }
\cs_generate_variant:Nn \box_show:N { c }
\cs_new_protected:Npn \box_show:Nnn #1#2#3
  { \__box_show:NNff 1 #1 { \int_eval:n {#2} } { \int_eval:n {#3} } }
\cs_generate_variant:Nn \box_show:Nnn { c }
```

(*End definition for* \box_show:N *and* \box_show:Nnn. *These functions are documented on page 238.*)

\box_log:N
\box_log:c
\box_log:Nnn
\box_log:cnn
__box_log:nNnn

Getting TeX to write to the log without interruption the run is done by altering the interaction mode. For that, the ε-TeX extensions are needed.

```
\cs_new_protected:Npn \box_log:N #1
  { \box_log:Nnn #1 \c_max_int \c_max_int }
\cs_generate_variant:Nn \box_log:N { c }
\cs_new_protected:Npn \box_log:Nnn
  { \exp_args:No \__box_log:nNnn { \tex_the:D \tex_interactionmode:D } }
\cs_new_protected:Npn \__box_log:nNnn #1#2#3#4
  {
    \int_set:Nn \tex_interactionmode:D { 0 }
    \__box_show:NNff 0 #2 { \int_eval:n {#3} } { \int_eval:n {#4} }
    \int_set:Nn \tex_interactionmode:D {#1}
  }
\cs_generate_variant:Nn \box_log:Nnn { c }
```

(*End definition for* \box_log:N *,* \box_log:Nnn *, and* __box_log:nNnn. *These functions are documented on page 238.*)

__box_show:NNnn
__box_show:NNff

The internal auxiliary to actually do the output uses a group to deal with breadth and depth values. The \use:n here gives better output appearance. Setting \tracingonline and \errorcontextlines is used to control what appears in the terminal.

```
\cs_new_protected:Npn \__box_show:NNnn #1#2#3#4
  {
    \box_if_exist:NTF #2
      {
        \group_begin:
          \int_set:Nn \tex_showboxbreadth:D {#3}
          \int_set:Nn \tex_showboxdepth:D   {#4}
          \int_set:Nn \tex_tracingonline:D  {#1}
          \int_set:Nn \tex_errorcontextlines:D { -1 }
          \tex_showbox:D \use:n {#2}
        \group_end:
      }
      {
        \__kernel_msg_error:nnx { kernel } { variable-not-defined }
          { \token_to_str:N #2 }
      }
  }
\cs_generate_variant:Nn \__box_show:NNnn { NNff }
```

(*End definition for* __box_show:NNnn.)

41.10 Horizontal mode boxes

\hbox:n (*The test suite for this command, and others in this file, is* m3box002.lvt.)

Put a horizontal box directly into the input stream.

```
\cs_new_protected:Npn \hbox:n #1
  { \tex_hbox:D \scan_stop: { \color_group_begin: #1 \color_group_end: } }
```

(*End definition for* \hbox:n. *This function is documented on page 238.*)

\hbox_set:Nn
\hbox_set:cn
\hbox_gset:Nn
\hbox_gset:cn

```
\cs_new_protected:Npn \hbox_set:Nn #1#2
  {
    \tex_setbox:D #1 \tex_hbox:D
      { \color_group_begin: #2 \color_group_end: }
  }
\cs_new_protected:Npn \hbox_gset:Nn #1#2
  {
    \tex_global:D \tex_setbox:D #1 \tex_hbox:D
      { \color_group_begin: #2 \color_group_end: }
  }
\cs_generate_variant:Nn \hbox_set:Nn { c }
\cs_generate_variant:Nn \hbox_gset:Nn { c }
```

(*End definition for* \hbox_set:Nn *and* \hbox_gset:Nn. *These functions are documented on page 239.*)

\hbox_set_to_wd:Nnn
\hbox_set_to_wd:cnn
\hbox_gset_to_wd:Nnn
\hbox_gset_to_wd:cnn

Storing material in a horizontal box with a specified width. Again, put the dimension expression in parentheses when debugging.

```
\cs_new_protected:Npn \hbox_set_to_wd:Nnn #1#2#3
  {
    \tex_setbox:D #1 \tex_hbox:D to \__box_dim_eval:n {#2}
      { \color_group_begin: #3 \color_group_end: }
  }
\cs_new_protected:Npn \hbox_gset_to_wd:Nnn #1#2#3
  {
    \tex_global:D \tex_setbox:D #1 \tex_hbox:D to \__box_dim_eval:n {#2}
      { \color_group_begin: #3 \color_group_end: }
  }
\cs_generate_variant:Nn \hbox_set_to_wd:Nnn { c }
\cs_generate_variant:Nn \hbox_gset_to_wd:Nnn { c }
```

(*End definition for* \hbox_set_to_wd:Nnn *and* \hbox_gset_to_wd:Nnn. *These functions are documented on page 239.*)

\hbox_set:Nw
\hbox_set:cw
\hbox_gset:Nw
\hbox_gset:cw
\hbox_set_end:
\hbox_gset_end:

Storing material in a horizontal box. This type is useful in environment definitions.

```
\cs_new_protected:Npn \hbox_set:Nw   #1
  {
    \tex_setbox:D #1 \tex_hbox:D
      \c_group_begin_token
        \color_group_begin:
  }
\cs_new_protected:Npn \hbox_gset:Nw   #1
  {
    \tex_global:D \tex_setbox:D #1 \tex_hbox:D
      \c_group_begin_token
        \color_group_begin:
```

```
  }
\cs_generate_variant:Nn \hbox_set:Nw  { c }
\cs_generate_variant:Nn \hbox_gset:Nw { c }
\cs_new_protected:Npn \hbox_set_end:
  {
      \color_group_end:
    \c_group_end_token
  }
\cs_new_eq:NN \hbox_gset_end: \hbox_set_end:
```

(*End definition for* `\hbox_set:Nw` *and others. These functions are documented on page 239.*)

`\hbox_set_to_wd:Nnw`
`\hbox_set_to_wd:cnw`
`\hbox_gset_to_wd:Nnw`
`\hbox_gset_to_wd:cnw`

Combining the above ideas.

```
\cs_new_protected:Npn \hbox_set_to_wd:Nnw #1#2
  {
    \tex_setbox:D #1 \tex_hbox:D to \__box_dim_eval:n {#2}
      \c_group_begin_token
        \color_group_begin:
  }
\cs_new_protected:Npn \hbox_gset_to_wd:Nnw #1#2
  {
    \tex_global:D \tex_setbox:D #1 \tex_hbox:D to \__box_dim_eval:n {#2}
      \c_group_begin_token
        \color_group_begin:
  }
\cs_generate_variant:Nn \hbox_set_to_wd:Nnw  { c }
\cs_generate_variant:Nn \hbox_gset_to_wd:Nnw { c }
```

(*End definition for* `\hbox_set_to_wd:Nnw` *and* `\hbox_gset_to_wd:Nnw`*. These functions are documented on page 239.*)

`\hbox_to_wd:nn`
`\hbox_to_zero:n`

Put a horizontal box directly into the input stream.

```
\cs_new_protected:Npn \hbox_to_wd:nn #1#2
   {
     \tex_hbox:D to \__box_dim_eval:n {#1}
       { \color_group_begin: #2 \color_group_end: }
   }
\cs_new_protected:Npn \hbox_to_zero:n #1
  {
    \tex_hbox:D to \c_zero_dim
      { \color_group_begin: #1 \color_group_end: }
  }
```

(*End definition for* `\hbox_to_wd:nn` *and* `\hbox_to_zero:n`*. These functions are documented on page 239.*)

`\hbox_overlap_left:n`
`\hbox_overlap_right:n`

Put a zero-sized box with the contents pushed against one side (which makes it stick out on the other) directly into the input stream.

```
\cs_new_protected:Npn \hbox_overlap_left:n  #1
  { \hbox_to_zero:n { \tex_hss:D #1 } }
\cs_new_protected:Npn \hbox_overlap_right:n #1
  { \hbox_to_zero:n { #1 \tex_hss:D } }
```

(*End definition for* `\hbox_overlap_left:n` *and* `\hbox_overlap_right:n`*. These functions are documented on page 239.*)

\hbox_unpack:N
\hbox_unpack:c
\hbox_unpack_drop:N
\hbox_unpack_drop:c

Unpacking a box and if requested also clear it.

```
\cs_new_eq:NN \hbox_unpack:N \tex_unhcopy:D
\cs_new_eq:NN \hbox_unpack_drop:N \tex_unhbox:D
\cs_generate_variant:Nn \hbox_unpack:N { c }
\cs_generate_variant:Nn \hbox_unpack_drop:N { c }
```

(*End definition for* `\hbox_unpack:N` *and* `\hbox_unpack_drop:N`*. These functions are documented on page 239.*)

41.11 Vertical mode boxes

TeX ends these boxes directly with the internal *end_graf* routine. This means that there is no `\par` at the end of vertical boxes unless we insert one. Thus all vertical boxes include a `\par` just before closing the color group.

\vbox:n

The following test files are used for this code: m3box003.lvt.

\vbox_top:n

The following test files are used for this code: m3box003.lvt.

Put a vertical box directly into the input stream.

```
\cs_new_protected:Npn \vbox:n #1
  { \tex_vbox:D { \color_group_begin: #1 \par \color_group_end: } }
\cs_new_protected:Npn \vbox_top:n #1
  { \tex_vtop:D { \color_group_begin: #1 \par \color_group_end: } }
```

(*End definition for* `\vbox:n` *and* `\vbox_top:n`*. These functions are documented on page 240.*)

\vbox_to_ht:nn
\vbox_to_zero:n
\vbox_to_ht:nn
\vbox_to_zero:n

Put a vertical box directly into the input stream.

```
\cs_new_protected:Npn \vbox_to_ht:nn #1#2
  {
    \tex_vbox:D to \__box_dim_eval:n {#1}
      { \color_group_begin: #2 \par \color_group_end: }
  }
\cs_new_protected:Npn \vbox_to_zero:n #1
  {
    \tex_vbox:D to \c_zero_dim
      { \color_group_begin: #1 \par \color_group_end: }
  }
```

(*End definition for* `\vbox_to_ht:nn` *and others. These functions are documented on page 240.*)

\vbox_set:Nn
\vbox_set:cn
\vbox_gset:Nn
\vbox_gset:cn

Storing material in a vertical box with a natural height.

```
\cs_new_protected:Npn \vbox_set:Nn #1#2
  {
    \tex_setbox:D #1 \tex_vbox:D
      { \color_group_begin: #2 \par \color_group_end: }
  }
\cs_new_protected:Npn \vbox_gset:Nn #1#2
  {
    \tex_global:D \tex_setbox:D #1 \tex_vbox:D
      { \color_group_begin: #2 \par \color_group_end: }
  }
\cs_generate_variant:Nn \vbox_set:Nn  { c }
\cs_generate_variant:Nn \vbox_gset:Nn { c }
```

(*End definition for* `\vbox_set:Nn` *and* `\vbox_gset:Nn`*. These functions are documented on page 240.*)

\vbox_set_top:Nn
\vbox_set_top:cn
\vbox_gset_top:Nn
\vbox_gset_top:cn

Storing material in a vertical box with a natural height and reference point at the baseline of the first object in the box.

```
\cs_new_protected:Npn \vbox_set_top:Nn #1#2
  {
    \tex_setbox:D #1 \tex_vtop:D
      { \color_group_begin: #2 \par \color_group_end: }
  }
\cs_new_protected:Npn \vbox_gset_top:Nn #1#2
  {
    \tex_global:D \tex_setbox:D #1 \tex_vtop:D
      { \color_group_begin: #2 \par \color_group_end: }
  }
\cs_generate_variant:Nn \vbox_set_top:Nn { c }
\cs_generate_variant:Nn \vbox_gset_top:Nn { c }
```

(*End definition for* `\vbox_set_top:Nn` *and* `\vbox_gset_top:Nn`*. These functions are documented on page 240.*)

\vbox_set_to_ht:Nnn
\vbox_set_to_ht:cnn
\vbox_gset_to_ht:Nnn
\vbox_gset_to_ht:cnn

Storing material in a vertical box with a specified height.

```
\cs_new_protected:Npn \vbox_set_to_ht:Nnn #1#2#3
  {
    \tex_setbox:D #1 \tex_vbox:D to \__box_dim_eval:n {#2}
      { \color_group_begin: #3 \par \color_group_end: }
  }
\cs_new_protected:Npn \vbox_gset_to_ht:Nnn #1#2#3
  {
    \tex_global:D \tex_setbox:D #1 \tex_vbox:D to \__box_dim_eval:n {#2}
      { \color_group_begin: #3 \par \color_group_end: }
  }
\cs_generate_variant:Nn \vbox_set_to_ht:Nnn  { c }
\cs_generate_variant:Nn \vbox_gset_to_ht:Nnn { c }
```

(*End definition for* `\vbox_set_to_ht:Nnn` *and* `\vbox_gset_to_ht:Nnn`*. These functions are documented on page 240.*)

\vbox_set:Nw
\vbox_set:cw
\vbox_gset:Nw
\vbox_gset:cw
\vbox_set_end:
\vbox_gset_end:

Storing material in a vertical box. This type is useful in environment definitions.

```
\cs_new_protected:Npn \vbox_set:Nw #1
  {
    \tex_setbox:D #1 \tex_vbox:D
      \c_group_begin_token
        \color_group_begin:
  }
\cs_new_protected:Npn \vbox_gset:Nw #1
  {
    \tex_global:D \tex_setbox:D #1 \tex_vbox:D
      \c_group_begin_token
        \color_group_begin:
  }
\cs_generate_variant:Nn \vbox_set:Nw  { c }
\cs_generate_variant:Nn \vbox_gset:Nw { c }
\cs_new_protected:Npn \vbox_set_end:
  {
        \par
      \color_group_end:
```

```
    \c_group_end_token
  }
\cs_new_eq:NN \vbox_gset_end: \vbox_set_end:
```

(*End definition for* `\vbox_set:Nw` *and others. These functions are documented on page* 241.)

`\vbox_set_to_ht:Nnw`
`\vbox_set_to_ht:cnw`
`\vbox_gset_to_ht:Nnw`
`\vbox_gset_to_ht:cnw`

A combination of the above ideas.

```
\cs_new_protected:Npn \vbox_set_to_ht:Nnw #1#2
  {
    \tex_setbox:D #1 \tex_vbox:D to \__box_dim_eval:n {#2}
      \c_group_begin_token
        \color_group_begin:
  }
\cs_new_protected:Npn \vbox_gset_to_ht:Nnw #1#2
  {
    \tex_global:D \tex_setbox:D #1 \tex_vbox:D to \__box_dim_eval:n {#2}
      \c_group_begin_token
        \color_group_begin:
  }
\cs_generate_variant:Nn \vbox_set_to_ht:Nnw  { c }
\cs_generate_variant:Nn \vbox_gset_to_ht:Nnw { c }
```

(*End definition for* `\vbox_set_to_ht:Nnw` *and* `\vbox_gset_to_ht:Nnw`*. These functions are documented on page* 241.)

`\vbox_unpack:N`
`\vbox_unpack:c`
`\vbox_unpack_drop:N`
`\vbox_unpack_drop:c`

Unpacking a box and if requested also clear it.

```
\cs_new_eq:NN \vbox_unpack:N \tex_unvcopy:D
\cs_new_eq:NN \vbox_unpack_drop:N \tex_unvbox:D
\cs_generate_variant:Nn \vbox_unpack:N { c }
\cs_generate_variant:Nn \vbox_unpack_drop:N { c }
```

(*End definition for* `\vbox_unpack:N` *and* `\vbox_unpack_drop:N`*. These functions are documented on page* 241.)

`\vbox_set_split_to_ht:NNn`
`\vbox_set_split_to_ht:cNn`
`\vbox_set_split_to_ht:Ncn`
`\vbox_set_split_to_ht:ccn`
`\vbox_gset_split_to_ht:NNn`
`\vbox_gset_split_to_ht:cNn`
`\vbox_gset_split_to_ht:Ncn`
`\vbox_gset_split_to_ht:ccn`

Splitting a vertical box in two.

```
\cs_new_protected:Npn \vbox_set_split_to_ht:NNn #1#2#3
  { \tex_setbox:D #1 \tex_vsplit:D #2 to \__box_dim_eval:n {#3} }
\cs_generate_variant:Nn \vbox_set_split_to_ht:NNn { c , Nc , cc }
\cs_new_protected:Npn \vbox_gset_split_to_ht:NNn #1#2#3
  {
    \tex_global:D \tex_setbox:D #1
      \tex_vsplit:D #2 to \__box_dim_eval:n {#3}
  }
\cs_generate_variant:Nn \vbox_gset_split_to_ht:NNn { c , Nc , cc }
```

(*End definition for* `\vbox_set_split_to_ht:NNn` *and* `\vbox_gset_split_to_ht:NNn`*. These functions are documented on page* 241.)

41.12 Affine transformations

`\l__box_angle_fp`

When rotating boxes, the angle itself may be needed by the engine-dependent code. This is done using the fp module so that the value is tidied up properly.

```
\fp_new:N \l__box_angle_fp
```

(*End definition for* `\l__box_angle_fp`*.*)

\l__box_cos_fp
\l__box_sin_fp

These are used to hold the calculated sine and cosine values while carrying out a rotation.

```
\fp_new:N \l__box_cos_fp
\fp_new:N \l__box_sin_fp
```

(*End definition for* \l__box_cos_fp *and* \l__box_sin_fp*.*)

\l__box_top_dim
\l__box_bottom_dim
\l__box_left_dim
\l__box_right_dim

These are the positions of the four edges of a box before manipulation.

```
\dim_new:N \l__box_top_dim
\dim_new:N \l__box_bottom_dim
\dim_new:N \l__box_left_dim
\dim_new:N \l__box_right_dim
```

(*End definition for* \l__box_top_dim *and others.*)

\l__box_top_new_dim
\l__box_bottom_new_dim
\l__box_left_new_dim
\l__box_right_new_dim

These are the positions of the four edges of a box after manipulation.

```
\dim_new:N \l__box_top_new_dim
\dim_new:N \l__box_bottom_new_dim
\dim_new:N \l__box_left_new_dim
\dim_new:N \l__box_right_new_dim
```

(*End definition for* \l__box_top_new_dim *and others.*)

\l__box_internal_box

Scratch space, but also needed by some parts of the driver.

```
\box_new:N \l__box_internal_box
```

(*End definition for* \l__box_internal_box*.*)

\box_rotate:Nn
\box_rotate:cn
\box_grotate:Nn
\box_grotate:cn
__box_rotate:NnN
__box_rotate:N
__box_rotate_xdir:nnN
__box_rotate_ydir:nnN
__box_rotate_quadrant_one:
__box_rotate_quadrant_two:
__box_rotate_quadrant_three:
__box_rotate_quadrant_four:

Rotation of a box starts with working out the relevant sine and cosine. The actual rotation is in an auxiliary to keep the flow slightly clearer

```
\cs_new_protected:Npn \box_rotate:Nn #1#2
  { \__box_rotate:NnN #1 {#2} \hbox_set:Nn }
\cs_generate_variant:Nn \box_rotate:Nn { c }
\cs_new_protected:Npn \box_grotate:Nn #1#2
  { \__box_rotate:NnN #1 {#2} \hbox_gset:Nn }
\cs_generate_variant:Nn \box_grotate:Nn { c }
\cs_new_protected:Npn \__box_rotate:NnN #1#2#3
  {
    #3 #1
      {
        \fp_set:Nn \l__box_angle_fp {#2}
        \fp_set:Nn \l__box_sin_fp { sind ( \l__box_angle_fp ) }
        \fp_set:Nn \l__box_cos_fp { cosd ( \l__box_angle_fp ) }
        \__box_rotate:N #1
      }
  }
```

The edges of the box are then recorded: the left edge is always at zero. Rotation of the four edges then takes place: this is most efficiently done on a quadrant by quadrant basis.

```
\cs_new_protected:Npn \__box_rotate:N #1
  {
    \dim_set:Nn \l__box_top_dim    {  \box_ht:N #1 }
    \dim_set:Nn \l__box_bottom_dim { -\box_dp:N #1 }
    \dim_set:Nn \l__box_right_dim  {  \box_wd:N #1 }
    \dim_zero:N \l__box_left_dim
```

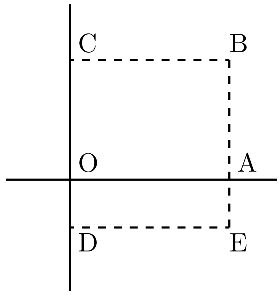

Figure 1: Co-ordinates of a box prior to rotation.

The next step is to work out the x and y coordinates of vertices of the rotated box in relation to its original coordinates. The box can be visualized with vertices B, C, D and E is illustrated (Figure 1). The vertex O is the reference point on the baseline, and in this implementation is also the centre of rotation. The formulae are, for a point P and angle α:

$$\begin{aligned}
P'_x &= P_x - O_x \\
P'_y &= P_y - O_y \\
P''_x &= (P'_x \cos(\alpha)) - (P'_y \sin(\alpha)) \\
P''_y &= (P'_x \sin(\alpha)) + (P'_y \cos(\alpha)) \\
P'''_x &= P''_x + O_x + L_x \\
P'''_y &= P''_y + O_y
\end{aligned}$$

The "extra" horizontal translation L_x at the end is calculated so that the leftmost point of the resulting box has x-coordinate 0. This is desirable as TeX boxes must have the reference point at the left edge of the box. (As O is always $(0, 0)$, this part of the calculation is omitted here.)

```
    \fp_compare:nNnTF \l__box_sin_fp > \c_zero_fp
      {
        \fp_compare:nNnTF \l__box_cos_fp > \c_zero_fp
          { \__box_rotate_quadrant_one: }
          { \__box_rotate_quadrant_two: }
      }
      {
        \fp_compare:nNnTF \l__box_cos_fp < \c_zero_fp
          { \__box_rotate_quadrant_three: }
          { \__box_rotate_quadrant_four: }
      }
```

The position of the box edges are now known, but the box at this stage be misplaced relative to the current TeX reference point. So the content of the box is moved such that the reference point of the rotated box is in the same place as the original.

```
    \hbox_set:Nn \l__box_internal_box { \box_use:N #1 }
    \hbox_set:Nn \l__box_internal_box
      {
        \tex_kern:D -\l__box_left_new_dim
        \hbox:n
          {
            \__box_backend_rotate:Nn
              \l__box_internal_box
              \l__box_angle_fp
```

```
          }
      }
```

Tidy up the size of the box so that the material is actually inside the bounding box. The result can then be used to reset the original box.

```
    \box_set_ht:Nn \l__box_internal_box {  \l__box_top_new_dim }
    \box_set_dp:Nn \l__box_internal_box { -\l__box_bottom_new_dim }
    \box_set_wd:Nn \l__box_internal_box
      { \l__box_right_new_dim - \l__box_left_new_dim }
    \box_use_drop:N \l__box_internal_box
  }
```

These functions take a general point (#1, #2) and rotate its location about the origin, using the previously-set sine and cosine values. Each function gives only one component of the location of the updated point. This is because for rotation of a box each step needs only one value, and so performance is gained by avoiding working out both x' and y' at the same time. Contrast this with the equivalent function in the l3coffins module, where both parts are needed.

```
\cs_new_protected:Npn \__box_rotate_xdir:nnN #1#2#3
  {
    \dim_set:Nn #3
      {
        \fp_to_dim:n
          {
              \l__box_cos_fp * \dim_to_fp:n {#1}
            - \l__box_sin_fp * \dim_to_fp:n {#2}
          }
      }
  }
\cs_new_protected:Npn \__box_rotate_ydir:nnN #1#2#3
  {
    \dim_set:Nn #3
      {
        \fp_to_dim:n
          {
              \l__box_sin_fp * \dim_to_fp:n {#1}
            + \l__box_cos_fp * \dim_to_fp:n {#2}
          }
      }
  }
```

Rotation of the edges is done using a different formula for each quadrant. In every case, the top and bottom edges only need the resulting y-values, whereas the left and right edges need the x-values. Each case is a question of picking out which corner ends up at with the maximum top, bottom, left and right value. Doing this by hand means a lot less calculating and avoids lots of comparisons.

```
\cs_new_protected:Npn \__box_rotate_quadrant_one:
  {
    \__box_rotate_ydir:nnN \l__box_right_dim \l__box_top_dim
      \l__box_top_new_dim
    \__box_rotate_ydir:nnN \l__box_left_dim  \l__box_bottom_dim
      \l__box_bottom_new_dim
    \__box_rotate_xdir:nnN \l__box_left_dim  \l__box_top_dim
      \l__box_left_new_dim
```

```
    \__box_rotate_xdir:nnN \l__box_right_dim \l__box_bottom_dim
      \l__box_right_new_dim
  }
\cs_new_protected:Npn \__box_rotate_quadrant_two:
  {
    \__box_rotate_ydir:nnN \l__box_right_dim \l__box_bottom_dim
      \l__box_top_new_dim
    \__box_rotate_ydir:nnN \l__box_left_dim  \l__box_top_dim
      \l__box_bottom_new_dim
    \__box_rotate_xdir:nnN \l__box_right_dim  \l__box_top_dim
      \l__box_left_new_dim
    \__box_rotate_xdir:nnN \l__box_left_dim   \l__box_bottom_dim
      \l__box_right_new_dim
  }
\cs_new_protected:Npn \__box_rotate_quadrant_three:
  {
    \__box_rotate_ydir:nnN \l__box_left_dim  \l__box_bottom_dim
      \l__box_top_new_dim
    \__box_rotate_ydir:nnN \l__box_right_dim \l__box_top_dim
      \l__box_bottom_new_dim
    \__box_rotate_xdir:nnN \l__box_right_dim \l__box_bottom_dim
      \l__box_left_new_dim
    \__box_rotate_xdir:nnN \l__box_left_dim   \l__box_top_dim
      \l__box_right_new_dim
  }
\cs_new_protected:Npn \__box_rotate_quadrant_four:
  {
    \__box_rotate_ydir:nnN \l__box_left_dim  \l__box_top_dim
      \l__box_top_new_dim
    \__box_rotate_ydir:nnN \l__box_right_dim \l__box_bottom_dim
      \l__box_bottom_new_dim
    \__box_rotate_xdir:nnN \l__box_left_dim  \l__box_bottom_dim
      \l__box_left_new_dim
    \__box_rotate_xdir:nnN \l__box_right_dim \l__box_top_dim
      \l__box_right_new_dim
  }
```

(*End definition for* `\box_rotate:Nn` *and others. These functions are documented on page* *245*.)

`\l__box_scale_x_fp`
`\l__box_scale_y_fp`

Scaling is potentially-different in the two axes.

```
\fp_new:N \l__box_scale_x_fp
\fp_new:N \l__box_scale_y_fp
```

(*End definition for* `\l__box_scale_x_fp` *and* `\l__box_scale_y_fp`.)

`\box_resize_to_wd_and_ht_plus_dp:Nnn`
`\box_resize_to_wd_and_ht_plus_dp:cnn`
`\box_gresize_to_wd_and_ht_plus_dp:Nnn`
`\box_gresize_to_wd_and_ht_plus_dp:cnn`
`\__box_resize_to_wd_and_ht_plus_dp:NnnN`
`\__box_resize_set_corners:N`
`\__box_resize:N`
`\__box_resize:NNN`

Resizing a box starts by working out the various dimensions of the existing box.

```
\cs_new_protected:Npn \box_resize_to_wd_and_ht_plus_dp:Nnn #1#2#3
  {
    \__box_resize_to_wd_and_ht_plus_dp:NnnN #1 {#2} {#3}
      \hbox_set:Nn
  }
\cs_generate_variant:Nn \box_resize_to_wd_and_ht_plus_dp:Nnn { c }
\cs_new_protected:Npn \box_gresize_to_wd_and_ht_plus_dp:Nnn #1#2#3
  {
    \__box_resize_to_wd_and_ht_plus_dp:NnnN #1 {#2} {#3}
```

```
      \hbox_gset:Nn
  }
\cs_generate_variant:Nn \box_gresize_to_wd_and_ht_plus_dp:Nnn { c }
\cs_new_protected:Npn \__box_resize_to_wd_and_ht_plus_dp:NnnN #1#2#3#4
  {
    #4 #1
      {
        \__box_resize_set_corners:N #1
```

The x-scaling and resulting box size is easy enough to work out: the dimension is that given as #2, and the scale is simply the new width divided by the old one.

```
        \fp_set:Nn \l__box_scale_x_fp
          { \dim_to_fp:n {#2} / \dim_to_fp:n { \l__box_right_dim } }
```

The y-scaling needs both the height and the depth of the current box.

```
        \fp_set:Nn \l__box_scale_y_fp
          {
              \dim_to_fp:n {#3}
            / \dim_to_fp:n { \l__box_top_dim - \l__box_bottom_dim }
          }
```

Hand off to the auxiliary which does the rest of the work.

```
        \__box_resize:N #1
      }
  }
\cs_new_protected:Npn \__box_resize_set_corners:N #1
  {
    \dim_set:Nn \l__box_top_dim    {  \box_ht:N #1 }
    \dim_set:Nn \l__box_bottom_dim { -\box_dp:N #1 }
    \dim_set:Nn \l__box_right_dim  {  \box_wd:N #1 }
    \dim_zero:N \l__box_left_dim
  }
```

With at least one real scaling to do, the next phase is to find the new edge co-ordinates. In the x direction this is relatively easy: just scale the right edge. In the y direction, both dimensions have to be scaled, and this again needs the absolute scale value. Once that is all done, the common resize/rescale code can be employed.

```
\cs_new_protected:Npn \__box_resize:N #1
  {
    \__box_resize:NNN \l__box_right_new_dim
      \l__box_scale_x_fp \l__box_right_dim
    \__box_resize:NNN \l__box_bottom_new_dim
      \l__box_scale_y_fp \l__box_bottom_dim
    \__box_resize:NNN \l__box_top_new_dim
      \l__box_scale_y_fp \l__box_top_dim
    \__box_resize_common:N #1
  }
\cs_new_protected:Npn \__box_resize:NNN #1#2#3
  {
    \dim_set:Nn #1
      { \fp_to_dim:n { \fp_abs:n { #2 } * \dim_to_fp:n { #3 } } }
  }
```

(*End definition for* `\box_resize_to_wd_and_ht_plus_dp:Nnn` *and others. These functions are documented on page 244.*)

\box_resize_to_ht:Nn
\box_resize_to_ht:cn
\box_gresize_to_ht:Nn
\box_gresize_to_ht:cn
__box_resize_to_ht:NnN
\box_resize_to_ht_plus_dp:Nn
\box_resize_to_ht_plus_dp:cn
\box_gresize_to_ht_plus_dp:Nn
\box_gresize_to_ht_plus_dp:cn
__box_resize_to_ht_plus_dp:NnN
\box_resize_to_wd:Nn
\box_resize_to_wd:cn
\box_gresize_to_wd:Nn
\box_gresize_to_wd:cn
__box_resize_to_wd:NnN
\box_resize_to_wd_and_ht:Nnn
\box_resize_to_wd_and_ht:cnn
\box_gresize_to_wd_and_ht:Nnn
\box_gresize_to_wd_and_ht:cnn
__box_resize_to_wd_ht:NnnN

Scaling to a (total) height or to a width is a simplified version of the main resizing operation, with the scale simply copied between the two parts. The internal auxiliary is called using the scaling value twice, as the sign for both parts is needed (as this allows the same internal code to be used as for the general case).

```
\cs_new_protected:Npn \box_resize_to_ht:Nn #1#2
  { \__box_resize_to_ht:NnN #1 {#2} \hbox_set:Nn }
\cs_generate_variant:Nn \box_resize_to_ht:Nn { c }
\cs_new_protected:Npn \box_gresize_to_ht:Nn #1#2
  { \__box_resize_to_ht:NnN #1 {#2} \hbox_gset:Nn }
\cs_generate_variant:Nn \box_gresize_to_ht:Nn { c }
\cs_new_protected:Npn \__box_resize_to_ht:NnN #1#2#3
  {
    #3 #1
      {
        \__box_resize_set_corners:N #1
        \fp_set:Nn \l__box_scale_y_fp
          {
              \dim_to_fp:n {#2}
            / \dim_to_fp:n { \l__box_top_dim }
          }
        \fp_set_eq:NN \l__box_scale_x_fp \l__box_scale_y_fp
        \__box_resize:N #1
      }
  }
\cs_new_protected:Npn \box_resize_to_ht_plus_dp:Nn #1#2
  { \__box_resize_to_ht_plus_dp:NnN #1 {#2} \hbox_set:Nn }
\cs_generate_variant:Nn \box_resize_to_ht_plus_dp:Nn { c }
\cs_new_protected:Npn \box_gresize_to_ht_plus_dp:Nn #1#2
  { \__box_resize_to_ht_plus_dp:NnN #1 {#2} \hbox_gset:Nn }
\cs_generate_variant:Nn \box_gresize_to_ht_plus_dp:Nn { c }
\cs_new_protected:Npn \__box_resize_to_ht_plus_dp:NnN #1#2#3
  {
    \hbox_set:Nn #1
      {
        \__box_resize_set_corners:N #1
        \fp_set:Nn \l__box_scale_y_fp
          {
              \dim_to_fp:n {#2}
            / \dim_to_fp:n { \l__box_top_dim - \l__box_bottom_dim }
          }
        \fp_set_eq:NN \l__box_scale_x_fp \l__box_scale_y_fp
        \__box_resize:N #1
      }
  }
\cs_new_protected:Npn \box_resize_to_wd:Nn #1#2
  { \__box_resize_to_wd:NnN #1 {#2} \hbox_set:Nn }
\cs_generate_variant:Nn \box_resize_to_wd:Nn { c }
\cs_new_protected:Npn \box_gresize_to_wd:Nn #1#2
  { \__box_resize_to_wd:NnN #1 {#2} \hbox_gset:Nn }
\cs_generate_variant:Nn \box_gresize_to_wd:Nn { c }
\cs_new_protected:Npn \__box_resize_to_wd:NnN #1#2#3
  {
    #3 #1
      {
```

```
        \__box_resize_set_corners:N #1
        \fp_set:Nn \l__box_scale_x_fp
          { \dim_to_fp:n {#2} / \dim_to_fp:n { \l__box_right_dim } }
        \fp_set_eq:NN \l__box_scale_y_fp \l__box_scale_x_fp
        \__box_resize:N #1
      }
  }
\cs_new_protected:Npn \box_resize_to_wd_and_ht:Nnn #1#2#3
  { \__box_resize_to_wd_and_ht:NnnN #1 {#2} {#3} \hbox_set:Nn }
\cs_generate_variant:Nn \box_resize_to_wd_and_ht:Nnn { c }
\cs_new_protected:Npn \box_gresize_to_wd_and_ht:Nnn #1#2#3
  { \__box_resize_to_wd_and_ht:NnnN #1 {#2} {#3} \hbox_gset:Nn }
\cs_generate_variant:Nn \box_gresize_to_wd_and_ht:Nnn { c }
\cs_new_protected:Npn \__box_resize_to_wd_and_ht:NnnN #1#2#3#4
  {
    #4 #1
      {
        \__box_resize_set_corners:N #1
        \fp_set:Nn \l__box_scale_x_fp
          { \dim_to_fp:n {#2} / \dim_to_fp:n { \l__box_right_dim } }
        \fp_set:Nn \l__box_scale_y_fp
          {
              \dim_to_fp:n {#3}
            / \dim_to_fp:n { \l__box_top_dim }
          }
        \__box_resize:N #1
      }
  }
```

(*End definition for* `\box_resize_to_ht:Nn` *and others. These functions are documented on page 243.*)

`\box_scale:Nnn`
`\box_scale:cnn`
`\box_gscale:Nnn`
`\box_gscale:cnn`
`\__box_scale:NnnN`
`\__box_scale:N`

When scaling a box, setting the scaling itself is easy enough. The new dimensions are also relatively easy to find, allowing only for the need to keep them positive in all cases. Once that is done then after a check for the trivial scaling a hand-off can be made to the common code. The code here is split into two as this allows sharing with the auto-resizing functions.

```
\cs_new_protected:Npn \box_scale:Nnn #1#2#3
  { \__box_scale:NnnN #1 {#2} {#3} \hbox_set:Nn }
\cs_generate_variant:Nn \box_scale:Nnn { c }
\cs_new_protected:Npn \box_gscale:Nnn #1#2#3
  { \__box_scale:NnnN #1 {#2} {#3} \hbox_gset:Nn }
\cs_generate_variant:Nn \box_gscale:Nnn { c }
\cs_new_protected:Npn \__box_scale:NnnN #1#2#3#4
  {
    #4 #1
      {
        \fp_set:Nn \l__box_scale_x_fp {#2}
        \fp_set:Nn \l__box_scale_y_fp {#3}
        \__box_scale:N #1
      }
  }
\cs_new_protected:Npn \__box_scale:N #1
  {
    \dim_set:Nn \l__box_top_dim    {  \box_ht:N #1 }
```

```
    \dim_set:Nn \l__box_bottom_dim { -\box_dp:N #1 }
    \dim_set:Nn \l__box_right_dim  {  \box_wd:N #1 }
    \dim_zero:N \l__box_left_dim
    \dim_set:Nn \l__box_top_new_dim
      { \fp_abs:n { \l__box_scale_y_fp } \l__box_top_dim }
    \dim_set:Nn \l__box_bottom_new_dim
      { \fp_abs:n { \l__box_scale_y_fp } \l__box_bottom_dim }
    \dim_set:Nn \l__box_right_new_dim
      { \fp_abs:n { \l__box_scale_x_fp } \l__box_right_dim }
    \__box_resize_common:N #1
  }
```

(*End definition for* `\box_scale:Nnn` *and others. These functions are documented on page 245.*)

`\box_autosize_to_wd_and_ht:Nnn`
`\box_autosize_to_wd_and_ht:cnn`
`\box_gautosize_to_wd_and_ht:Nnn`
`\box_gautosize_to_wd_and_ht:cnn`
`\box_autosize_to_wd_and_ht_plus_dp:Nnn`
`\box_autosize_to_wd_and_ht_plus_dp:cnn`
`\box_gautosize_to_wd_and_ht_plus_dp:Nnn`
`\box_gautosize_to_wd_and_ht_plus_dp:cnn`
`\__box_autosize:NnnnN`

Although autosizing a box uses dimensions, it has more in common in implementation with scaling. As such, most of the real work here is done elsewhere.

```
\cs_new_protected:Npn \box_autosize_to_wd_and_ht:Nnn #1#2#3
  { \__box_autosize:NnnnN #1 {#2} {#3} { \box_ht:N #1 } \hbox_set:Nn }
\cs_generate_variant:Nn \box_autosize_to_wd_and_ht:Nnn { c }
\cs_new_protected:Npn \box_gautosize_to_wd_and_ht:Nnn #1#2#3
  { \__box_autosize:NnnnN #1 {#2} {#3} { \box_ht:N #1 } \hbox_gset:Nn }
\cs_generate_variant:Nn \box_autosize_to_wd_and_ht:Nnn { c }
\cs_new_protected:Npn \box_autosize_to_wd_and_ht_plus_dp:Nnn #1#2#3
  {
    \__box_autosize:NnnnN #1 {#2} {#3} { \box_ht:N #1 + \box_dp:N #1 }
      \hbox_set:Nn
  }
\cs_generate_variant:Nn \box_autosize_to_wd_and_ht_plus_dp:Nnn { c }
\cs_new_protected:Npn \box_gautosize_to_wd_and_ht_plus_dp:Nnn #1#2#3
  {
    \__box_autosize:NnnnN #1 {#2} {#3} { \box_ht:N #1 + \box_dp:N #1 }
      \hbox_gset:Nn
  }
\cs_generate_variant:Nn \box_gautosize_to_wd_and_ht_plus_dp:Nnn { c }
\cs_new_protected:Npn \__box_autosize:NnnnN #1#2#3#4#5
  {
    #5 #1
      {
        \fp_set:Nn \l__box_scale_x_fp { ( #2 ) / \box_wd:N #1 }
        \fp_set:Nn \l__box_scale_y_fp { ( #3 ) / ( #4 ) }
        \fp_compare:nNnTF \l__box_scale_x_fp > \l__box_scale_y_fp
          { \fp_set_eq:NN \l__box_scale_x_fp \l__box_scale_y_fp }
          { \fp_set_eq:NN \l__box_scale_y_fp \l__box_scale_x_fp }
        \__box_scale:N #1
      }
  }
```

(*End definition for* `\box_autosize_to_wd_and_ht:Nnn` *and others. These functions are documented on page 243.*)

`\__box_resize_common:N`

The main resize function places its input into a box which start off with zero width, and includes the handles for engine rescaling.

```
\cs_new_protected:Npn \__box_resize_common:N #1
  {
```

```
    \hbox_set:Nn \l__box_internal_box
      {
        \__box_backend_scale:Nnn
          #1
          \l__box_scale_x_fp
          \l__box_scale_y_fp
      }
```

The new height and depth can be applied directly.

```
    \fp_compare:nNnTF \l__box_scale_y_fp > \c_zero_fp
      {
        \box_set_ht:Nn \l__box_internal_box { \l__box_top_new_dim }
        \box_set_dp:Nn \l__box_internal_box { -\l__box_bottom_new_dim }
      }
      {
        \box_set_dp:Nn \l__box_internal_box { \l__box_top_new_dim }
        \box_set_ht:Nn \l__box_internal_box { -\l__box_bottom_new_dim }
      }
```

Things are not quite as obvious for the width, as the reference point needs to remain unchanged. For positive scaling factors resizing the box is all that is needed. However, for case of a negative scaling the material must be shifted such that the reference point ends up in the right place.

```
    \fp_compare:nNnTF \l__box_scale_x_fp < \c_zero_fp
      {
        \hbox_to_wd:nn { \l__box_right_new_dim }
          {
            \tex_kern:D \l__box_right_new_dim
            \box_use_drop:N \l__box_internal_box
            \tex_hss:D
          }
      }
      {
        \box_set_wd:Nn \l__box_internal_box { \l__box_right_new_dim }
        \hbox:n
          {
            \tex_kern:D \c_zero_dim
            \box_use_drop:N \l__box_internal_box
            \tex_hss:D
          }
      }
  }
```

(*End definition for* `\__box_resize_common:N`.)

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42 l3coffins Implementation

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42.1 Coffins: data structures and general variables

`\l__coffin_internal_box`
`\l__coffin_internal_dim`
`\l__coffin_internal_tl`

Scratch variables.

```
\box_new:N \l__coffin_internal_box
\dim_new:N \l__coffin_internal_dim
\tl_new:N  \l__coffin_internal_tl
```

(*End definition for* `\l__coffin_internal_box`*,* `\l__coffin_internal_dim`*, and* `\l__coffin_internal_tl`*.*)

`\c__coffin_corners_prop`

The "corners"; of a coffin define the real content, as opposed to the TEX bounding box. They all start off in the same place, of course.

```
\prop_const_from_keyval:Nn \c__coffin_corners_prop
  {
    tl = { 0pt } { 0pt } ,
    tr = { 0pt } { 0pt } ,
    bl = { 0pt } { 0pt } ,
    br = { 0pt } { 0pt } ,
  }
```

(*End definition for* `\c__coffin_corners_prop`*.*)

`\c__coffin_poles_prop`

Pole positions are given for horizontal, vertical and reference-point based values.

```
\prop_const_from_keyval:Nn \c__coffin_poles_prop
  {
    l  = { 0pt } { 0pt } { 0pt } { 1000pt } ,
    hc = { 0pt } { 0pt } { 0pt } { 1000pt } ,
    r  = { 0pt } { 0pt } { 0pt } { 1000pt } ,
    b  = { 0pt } { 0pt } { 1000pt } { 0pt } ,
    vc = { 0pt } { 0pt } { 1000pt } { 0pt } ,
    t  = { 0pt } { 0pt } { 1000pt } { 0pt } ,
    B  = { 0pt } { 0pt } { 1000pt } { 0pt } ,
    H  = { 0pt } { 0pt } { 1000pt } { 0pt } ,
    T  = { 0pt } { 0pt } { 1000pt } { 0pt } ,
  }
```

(*End definition for* `\c__coffin_poles_prop`*.*)

`\l__coffin_slope_A_fp`
`\l__coffin_slope_B_fp`

Used for calculations of intersections.

```
\fp_new:N \l__coffin_slope_A_fp
\fp_new:N \l__coffin_slope_B_fp
```

(*End definition for* `\l__coffin_slope_A_fp` *and* `\l__coffin_slope_B_fp`*.*)

`\l__coffin_error_bool`

For propagating errors so that parts of the code can work around them.

```
\bool_new:N \l__coffin_error_bool
```

(*End definition for* `\l__coffin_error_bool`*.*)

`\l__coffin_offset_x_dim`
`\l__coffin_offset_y_dim`

The offset between two sets of coffin handles when typesetting. These values are corrected from those requested in an alignment for the positions of the handles.

```
\dim_new:N \l__coffin_offset_x_dim
\dim_new:N \l__coffin_offset_y_dim
```

(*End definition for* `\l__coffin_offset_x_dim` *and* `\l__coffin_offset_y_dim`*.*)

`\l__coffin_pole_a_tl`
`\l__coffin_pole_b_tl`

Needed for finding the intersection of two poles.

```
\tl_new:N \l__coffin_pole_a_tl
\tl_new:N \l__coffin_pole_b_tl
```

(*End definition for* `\l__coffin_pole_a_tl` *and* `\l__coffin_pole_b_tl`.)

`\l__coffin_x_dim`
`\l__coffin_y_dim`
`\l__coffin_x_prime_dim`
`\l__coffin_y_prime_dim`

For calculating intersections and so forth.

```
\dim_new:N \l__coffin_x_dim
\dim_new:N \l__coffin_y_dim
\dim_new:N \l__coffin_x_prime_dim
\dim_new:N \l__coffin_y_prime_dim
```

(*End definition for* `\l__coffin_x_dim` *and others.*)

42.2 Basic coffin functions

There are a number of basic functions needed for creating coffins and placing material in them. This all relies on the following data structures.

`\__coffin_to_value:N`

Coffins are a two-part structure and we rely on the internal nature of box allocation to make everything work. As such, we need an interface to turn coffin identifiers into numbers. For the purposes here, the signature allowed is `N` despite the nature of the underlying primitive.

```
\cs_new_eq:NN \__coffin_to_value:N \tex_number:D
```

(*End definition for* `\__coffin_to_value:N`.)

`\coffin_if_exist_p:N`
`\coffin_if_exist_p:c`
`\coffin_if_exist:NTF`
`\coffin_if_exist:cTF`

Several of the higher-level coffin functions would give multiple errors if the coffin does not exist. A cleaner way to handle this is provided here: both the box and the coffin structure are checked.

```
\prg_new_conditional:Npnn \coffin_if_exist:N #1 { p , T , F , TF }
  {
    \cs_if_exist:NTF #1
      {
        \cs_if_exist:cTF { coffin ~ \__coffin_to_value:N #1 ~ poles }
          { \prg_return_true: }
          { \prg_return_false: }
      }
      { \prg_return_false: }
  }
\prg_generate_conditional_variant:Nnn \coffin_if_exist:N
  { c } { p , T , F , TF }
```

(*End definition for* `\coffin_if_exist:NTF`. *This function is documented on page 246.*)

`\__coffin_if_exist:NT`

Several of the higher-level coffin functions would give multiple errors if the coffin does not exist. So a wrapper is provided to deal with this correctly, issuing an error on erroneous use.

```
\cs_new_protected:Npn \__coffin_if_exist:NT #1#2
  {
    \coffin_if_exist:NTF #1
      { #2 }
      {
        \__kernel_msg_error:nnx { kernel } { unknown-coffin }
          { \token_to_str:N #1 }
      }
  }
```

(*End definition for* `\__coffin_if_exist:NT`.)

`\coffin_clear:N` `\coffin_clear:c` `\coffin_gclear:N` `\coffin_gclear:c`

Clearing coffins means emptying the box and resetting all of the structures.

```
\cs_new_protected:Npn \coffin_clear:N #1
  {
    \__coffin_if_exist:NT #1
      {
        \box_clear:N #1
        \__coffin_reset_structure:N #1
      }
  }
\cs_generate_variant:Nn \coffin_clear:N { c }
\cs_new_protected:Npn \coffin_gclear:N #1
  {
    \__coffin_if_exist:NT #1
      {
        \box_gclear:N #1
        \__coffin_greset_structure:N #1
      }
  }
\cs_generate_variant:Nn \coffin_gclear:N { c }
```

(*End definition for* `\coffin_clear:N` *and* `\coffin_gclear:N`. *These functions are documented on page 246.*)

`\coffin_new:N` `\coffin_new:c`

Creating a new coffin means making the underlying box and adding the data structures. The `\debug_suspend:` and `\debug_resume:` functions prevent `\prop_gclear_-new:c` from writing useless information to the log file.

```
\cs_new_protected:Npn \coffin_new:N #1
  {
    \box_new:N #1
    \debug_suspend:
    \prop_gclear_new:c { coffin ~ \__coffin_to_value:N #1 ~ corners }
    \prop_gclear_new:c { coffin ~ \__coffin_to_value:N #1 ~ poles }
    \prop_gset_eq:cN { coffin ~ \__coffin_to_value:N #1 ~ corners }
      \c__coffin_corners_prop
    \prop_gset_eq:cN { coffin ~ \__coffin_to_value:N #1 ~ poles }
      \c__coffin_poles_prop
    \debug_resume:
  }
\cs_generate_variant:Nn \coffin_new:N { c }
```

(*End definition for* `\coffin_new:N`. *This function is documented on page 246.*)

`\hcoffin_set:Nn` `\hcoffin_set:cn` `\hcoffin_gset:Nn` `\hcoffin_gset:cn`

Horizontal coffins are relatively easy: set the appropriate box, reset the structures then update the handle positions.

```
\cs_new_protected:Npn \hcoffin_set:Nn #1#2
  {
    \__coffin_if_exist:NT #1
      {
        \hbox_set:Nn #1
          {
            \color_ensure_current:
            #2
```

```
          }
        \__coffin_update:N #1
      }
  }
\cs_generate_variant:Nn \hcoffin_set:Nn { c }
\cs_new_protected:Npn \hcoffin_gset:Nn #1#2
  {
    \__coffin_if_exist:NT #1
      {
        \hbox_gset:Nn #1
          {
            \color_ensure_current:
            #2
          }
        \__coffin_gupdate:N #1
      }
  }
\cs_generate_variant:Nn \hcoffin_gset:Nn { c }
```

(*End definition for* `\hcoffin_set:Nn` *and* `\hcoffin_gset:Nn`*. These functions are documented on page 246.*)

`\vcoffin_set:Nnn`
`\vcoffin_set:cnn`
`\vcoffin_gset:Nnn`
`\vcoffin_gset:cnn`
`\__coffin_set_vertical:NnnNN`

Setting vertical coffins is more complex. First, the material is typeset with a given width. The default handles and poles are set as for a horizontal coffin, before finding the top baseline using a temporary box. No `\color_ensure_current:` here as that would add a whatsit to the start of the vertical box and mess up the location of the `T` pole (see *TeX by Topic* for discussion of the `\vtop` primitive, used to do the measuring).

```
\cs_new_protected:Npn \vcoffin_set:Nnn #1#2#3
  {
    \__coffin_set_vertical:NnnNN #1 {#2} {#3}
      \vbox_set:Nn \__coffin_update:N
  }
\cs_generate_variant:Nn \vcoffin_set:Nnn { c }
\cs_new_protected:Npn \vcoffin_gset:Nnn #1#2#3
  {
    \__coffin_set_vertical:NnnNN #1 {#2} {#3}
      \vbox_gset:Nn \__coffin_gupdate:N
  }
\cs_generate_variant:Nn \vcoffin_gset:Nnn { c }
\cs_new_protected:Npn \__coffin_set_vertical:NnnNN #1#2#3#4#5
  {
    \__coffin_if_exist:NT #1
      {
        #4 #1
          {
            \dim_set:Nn \tex_hsize:D {#2}
⟨*package⟩
            \dim_set_eq:NN \linewidth   \tex_hsize:D
            \dim_set_eq:NN \columnwidth \tex_hsize:D
⟨/package⟩
            #3
          }
        #5 #1
        \vbox_set_top:Nn \l__coffin_internal_box { \vbox_unpack:N #1 }
```

```
        \__coffin_set_pole:Nnx #1 { T }
          {
            { 0pt }
            {
              \dim_eval:n
                { \box_ht:N #1 - \box_ht:N \l__coffin_internal_box }
            }
            { 1000pt }
            { 0pt }
          }
        \box_clear:N \l__coffin_internal_box
      }
  }
```

(End definition for `\vcoffin_set:Nnn` *,* `\vcoffin_gset:Nnn` *, and* `\__coffin_set_vertical:NnnNN`*. These functions are documented on page 247.)*

`\hcoffin_set:Nw`
`\hcoffin_set:cw`
`\hcoffin_gset:Nw`
`\hcoffin_gset:cw`
`\hcoffin_set_end:`
`\hcoffin_gset_end:`

These are the "begin"/"end" versions of the above: watch the grouping!

```
\cs_new_protected:Npn \hcoffin_set:Nw #1
  {
    \__coffin_if_exist:NT #1
      {
        \hbox_set:Nw #1 \color_ensure_current:
          \cs_set_protected:Npn \hcoffin_set_end:
            {
              \hbox_set_end:
              \__coffin_update:N #1
            }
      }
  }
\cs_generate_variant:Nn \hcoffin_set:Nw { c }
\cs_new_protected:Npn \hcoffin_gset:Nw #1
  {
    \__coffin_if_exist:NT #1
      {
        \hbox_gset:Nw #1 \color_ensure_current:
          \cs_set_protected:Npn \hcoffin_gset_end:
            {
              \hbox_gset_end:
              \__coffin_gupdate:N #1
            }
      }
  }
\cs_generate_variant:Nn \hcoffin_gset:Nw { c }
\cs_new_protected:Npn \hcoffin_set_end: { }
\cs_new_protected:Npn \hcoffin_gset_end: { }
```

(End definition for `\hcoffin_set:Nw` *and others. These functions are documented on page 247.)*

`\vcoffin_set:Nnw`
`\vcoffin_set:cnw`
`\vcoffin_gset:Nnw`
`\vcoffin_gset:cnw`
`\__coffin_set_vertical:NnNNNNw`
`\vcoffin_set_end:`
`\vcoffin_gset_end:`

The same for vertical coffins.

```
\cs_new_protected:Npn \vcoffin_set:Nnw #1#2
  {
    \__coffin_set_vertical:NnNNNNw #1 {#2} \vbox_set:Nw
      \vcoffin_set_end:
      \vbox_set_end: \__coffin_update:N
```

```
  }
\cs_generate_variant:Nn \vcoffin_set:Nnw { c }
\cs_new_protected:Npn \vcoffin_gset:Nnw #1#2
  {
    \__coffin_set_vertical:NnNNNNw #1 {#2} \vbox_gset:Nw
      \vcoffin_gset_end:
      \vbox_gset_end: \__coffin_gupdate:N
  }
\cs_generate_variant:Nn \vcoffin_gset:Nnw { c }
\cs_new_protected:Npn \__coffin_set_vertical:NnNNNNw #1#2#3#4#5#6
  {
    \__coffin_if_exist:NT #1
      {
        #3 #1
          \dim_set:Nn \tex_hsize:D {#2}
⟨*package⟩
            \dim_set_eq:NN \linewidth   \tex_hsize:D
            \dim_set_eq:NN \columnwidth \tex_hsize:D
⟨/package⟩
          \cs_set_protected:Npn #4
            {
              #5
              #6 #1
              \vbox_set_top:Nn \l__coffin_internal_box { \vbox_unpack:N #1 }
              \__coffin_set_pole:Nnx #1 { T }
                {
                  { 0pt }
                  {
                    \dim_eval:n
                      { \box_ht:N #1 - \box_ht:N \l__coffin_internal_box }
                  }
                  { 1000pt }
                  { 0pt }
                }
              \box_clear:N \l__coffin_internal_box
            }
      }
  }
\cs_new_protected:Npn \vcoffin_set_end: { }
\cs_new_protected:Npn \vcoffin_gset_end: { }
```

(*End definition for* `\vcoffin_set:Nnw` *and others. These functions are documented on page 247.*)

\coffin_set_eq:NN
\coffin_set_eq:Nc
\coffin_gset_eq:cN
\coffin_gset_eq:cc

Setting two coffins equal is just a wrapper around other functions.

```
\cs_new_protected:Npn \coffin_set_eq:NN #1#2
  {
    \__coffin_if_exist:NT #1
      {
        \box_set_eq:NN #1 #2
        \prop_set_eq:cc { coffin ~ \__coffin_to_value:N #1 ~ corners }
          { coffin ~ \__coffin_to_value:N #2 ~ corners }
         \prop_set_eq:cc { coffin ~ \__coffin_to_value:N #1 ~ poles }
          { coffin ~ \__coffin_to_value:N #2 ~ poles }
      }
```

```
  }
\cs_generate_variant:Nn \coffin_set_eq:NN { c , Nc , cc }
\cs_new_protected:Npn \coffin_gset_eq:NN #1#2
  {
    \__coffin_if_exist:NT #1
      {
        \box_gset_eq:NN #1 #2
        \prop_gset_eq:cc { coffin ~ \__coffin_to_value:N #1 ~ corners }
          { coffin ~ \__coffin_to_value:N #2 ~ corners }
         \prop_gset_eq:cc { coffin ~ \__coffin_to_value:N #1 ~ poles }
          { coffin ~ \__coffin_to_value:N #2 ~ poles }
      }
  }
\cs_generate_variant:Nn \coffin_gset_eq:NN { c , Nc , cc }
```

(*End definition for* `\coffin_set_eq:NN` *and* `\coffin_gset_eq:cN`. *These functions are documented on page 246.*)

`\c_empty_coffin`
`\l__coffin_aligned_coffin`
`\l__coffin_aligned_internal_coffin`

Special coffins: these cannot be set up earlier as they need `\coffin_new:N`. The empty coffin is set as a box as the full coffin-setting system needs some material which is not yet available. The empty coffin is creted entirely by hand: not everything is in place yet.

```
\coffin_new:N \c_empty_coffin
\coffin_new:N \l__coffin_aligned_coffin
\coffin_new:N \l__coffin_aligned_internal_coffin
```

(*End definition for* `\c_empty_coffin`, `\l__coffin_aligned_coffin`, *and* `\l__coffin_aligned_internal_-coffin`. *This variable is documented on page 250.*)

`\l_tmpa_coffin`
`\l_tmpb_coffin`
`\g_tmpa_coffin`
`\g_tmpb_coffin`

The usual scratch space.

```
\coffin_new:N \l_tmpa_coffin
\coffin_new:N \l_tmpb_coffin
\coffin_new:N \g_tmpa_coffin
\coffin_new:N \g_tmpb_coffin
```

(*End definition for* `\l_tmpa_coffin` *and others. These variables are documented on page 250.*)

42.3 Measuring coffins

`\coffin_dp:N`
`\coffin_dp:c`
`\coffin_ht:N`
`\coffin_ht:c`
`\coffin_wd:N`
`\coffin_wd:c`

Coffins are just boxes when it comes to measurement. However, semantically a separate set of functions are required.

```
\cs_new_eq:NN \coffin_dp:N \box_dp:N
\cs_new_eq:NN \coffin_dp:c \box_dp:c
\cs_new_eq:NN \coffin_ht:N \box_ht:N
\cs_new_eq:NN \coffin_ht:c \box_ht:c
\cs_new_eq:NN \coffin_wd:N \box_wd:N
\cs_new_eq:NN \coffin_wd:c \box_wd:c
```

(*End definition for* `\coffin_dp:N`, `\coffin_ht:N`, *and* `\coffin_wd:N`. *These functions are documented on page 249.*)

42.4 Coffins: handle and pole management

__coffin_get_pole:NnN

A simple wrapper around the recovery of a coffin pole, with some error checking and recovery built-in.

```
\cs_new_protected:Npn \__coffin_get_pole:NnN #1#2#3
  {
    \prop_get:cnNF
      { coffin ~ \__coffin_to_value:N #1 ~ poles } {#2} #3
      {
        \__kernel_msg_error:nnxx { kernel } { unknown-coffin-pole }
          { \exp_not:n {#2} } { \token_to_str:N #1 }
        \tl_set:Nn #3 { { 0pt } { 0pt } { 0pt } { 0pt } }
      }
  }
```

(*End definition for* `\__coffin_get_pole:NnN`.)

__coffin_reset_structure:N
__coffin_greset_structure:N

Resetting the structure is a simple copy job.

```
\cs_new_protected:Npn \__coffin_reset_structure:N #1
  {
    \prop_set_eq:cN { coffin ~ \__coffin_to_value:N #1 ~ corners }
      \c__coffin_corners_prop
    \prop_set_eq:cN { coffin ~ \__coffin_to_value:N #1 ~ poles }
      \c__coffin_poles_prop
  }
\cs_new_protected:Npn \__coffin_greset_structure:N #1
  {
    \prop_gset_eq:cN { coffin ~ \__coffin_to_value:N #1 ~ corners }
      \c__coffin_corners_prop
    \prop_gset_eq:cN { coffin ~ \__coffin_to_value:N #1 ~ poles }
      \c__coffin_poles_prop
  }
```

(*End definition for* `\__coffin_reset_structure:N` *and* `\__coffin_greset_structure:N`.)

\coffin_set_horizontal_pole:Nnn
\coffin_set_horizontal_pole:cnn
\coffin_gset_horizontal_pole:Nnn
\coffin_gset_horizontal_pole:cnn
__coffin_set_horizontal_pole:NnnN
\coffin_set_vertical_pole:Nnn
\coffin_set_vertical_pole:cnn
\coffin_gset_vertical_pole:Nnn
\coffin_gset_vertical_pole:cnn
__coffin_set_vertical_pole:NnnN
__coffin_set_pole:Nnn
__coffin_set_pole:Nnx

Setting the pole of a coffin at the user/designer level requires a bit more care. The idea here is to provide a reasonable interface to the system, then to do the setting with full expansion. The three-argument version is used internally to do a direct setting.

```
\cs_new_protected:Npn \coffin_set_horizontal_pole:Nnn #1#2#3
  { \__coffin_set_horizontal_pole:NnnN #1 {#2} {#3} \prop_put:cnx }
\cs_generate_variant:Nn \coffin_set_horizontal_pole:Nnn { c }
\cs_new_protected:Npn \coffin_gset_horizontal_pole:Nnn #1#2#3
  { \__coffin_set_horizontal_pole:NnnN #1 {#2} {#3} \prop_gput:cnx }
\cs_generate_variant:Nn \coffin_gset_horizontal_pole:Nnn { c }
\cs_new_protected:Npn \__coffin_set_horizontal_pole:NnnN #1#2#3#4
  {
    \__coffin_if_exist:NT #1
      {
        #4 { coffin ~ \__coffin_to_value:N #1 ~ poles }
          {#2}
          {
            { 0pt } { \dim_eval:n {#3} }
            { 1000pt } { 0pt }
          }
```

```
      }
  }
\cs_new_protected:Npn \coffin_set_vertical_pole:Nnn #1#2#3
  { \__coffin_set_vertical_pole:NnnN #1 {#2} {#3} \prop_put:cnx }
\cs_generate_variant:Nn \coffin_set_vertical_pole:Nnn { c }
\cs_new_protected:Npn \coffin_gset_vertical_pole:Nnn #1#2#3
  { \__coffin_set_vertical_pole:NnnN #1 {#2} {#3} \prop_gput:cnx }
  \cs_generate_variant:Nn \coffin_gset_vertical_pole:Nnn { c }
\cs_new_protected:Npn \__coffin_set_vertical_pole:NnnN #1#2#3#4
  {
    \__coffin_if_exist:NT #1
      {
        #4 { coffin ~ \__coffin_to_value:N #1 ~ poles }
          {#2}
          {
            { \dim_eval:n {#3} } { 0pt }
            { 0pt } { 1000pt }
          }
      }
  }
\cs_new_protected:Npn \__coffin_set_pole:Nnn #1#2#3
  {
    \prop_put:cnn { coffin ~ \__coffin_to_value:N #1 ~ poles }
      {#2} {#3}
  }
\cs_generate_variant:Nn \__coffin_set_pole:Nnn { Nnx }
```

(*End definition for* `\coffin_set_horizontal_pole:Nnn` *and others. These functions are documented on page* 247*.*)

`\__coffin_update:N`
`\__coffin_gupdate:N`

Simple shortcuts.

```
\cs_new_protected:Npn \__coffin_update:N #1
  {
    \__coffin_reset_structure:N #1
    \__coffin_update_corners:N #1
    \__coffin_update_poles:N #1
  }
\cs_new_protected:Npn \__coffin_gupdate:N #1
  {
    \__coffin_greset_structure:N #1
    \__coffin_gupdate_corners:N #1
    \__coffin_gupdate_poles:N #1
  }
```

(*End definition for* `\__coffin_update:N` *and* `\__coffin_gupdate:N`*.*)

`\__coffin_update_corners:N`
`\__coffin_gupdate_corners:N`
`\__coffin_update_corners:NN`
`\__coffin_update_corners:NNN`

Updating the corners of a coffin is straight-forward as at this stage there can be no rotation. So the corners of the content are just those of the underlying TEX box.

```
\cs_new_protected:Npn \__coffin_update_corners:N #1
  { \__coffin_update_corners:NN #1 \prop_put:Nnx }
\cs_new_protected:Npn \__coffin_gupdate_corners:N #1
  { \__coffin_update_corners:NN #1 \prop_gput:Nnx }
\cs_new_protected:Npn \__coffin_update_corners:NN #1#2
  {
    \exp_args:Nc \__coffin_update_corners:NNN
```

```
      { coffin ~ \__coffin_to_value:N #1 ~ corners }
      #1 #2
  }
\cs_new_protected:Npn \__coffin_update_corners:NNN #1#2#3
  {
    #3 #1
      { tl }
      { { 0pt } { \dim_eval:n { \box_ht:N #2 } } }
    #3 #1
      { tr }
      {
        { \dim_eval:n { \box_wd:N #2 } }
        { \dim_eval:n { \box_ht:N #2 } }
      }
    #3 #1
      { bl }
      { { 0pt } { \dim_eval:n { -\box_dp:N #2 } } }
    #3 #1
      { br }
      {
        { \dim_eval:n { \box_wd:N #2 } }
        { \dim_eval:n { -\box_dp:N #2 } }
      }
  }
```

(*End definition for* `\__coffin_update_corners:N` *and others.*)

`\__coffin_update_poles:N`
`\__coffin_gupdate_poles:N`
`\__coffin_update_poles:NN`
`\__coffin_update_poles:NNN`

This function is called when a coffin is set, and updates the poles to reflect the nature of size of the box. Thus this function only alters poles where the default position is dependent on the size of the box. It also does not set poles which are relevant only to vertical coffins.

```
\cs_new_protected:Npn \__coffin_update_poles:N #1
  { \__coffin_update_poles:NN #1 \prop_put:Nnx }
\cs_new_protected:Npn \__coffin_gupdate_poles:N #1
  { \__coffin_update_poles:NN #1 \prop_gput:Nnx }
\cs_new_protected:Npn \__coffin_update_poles:NN #1#2
  {
    \exp_args:Nc \__coffin_update_poles:NNN
      { coffin ~ \__coffin_to_value:N #1 ~ poles }
      #1 #2
  }
\cs_new_protected:Npn \__coffin_update_poles:NNN #1#2#3
  {
    #3 #1 { hc }
      {
        { \dim_eval:n { 0.5 \box_wd:N #2 } }
        { 0pt } { 0pt } { 1000pt }
      }
    #3 #1 { r }
      {
        { \dim_eval:n { \box_wd:N #2 } }
        { 0pt } { 0pt } { 1000pt }
      }
    #3 #1 { vc }
```

```
      {
        { 0pt }
        { \dim_eval:n { ( \box_ht:N #2 - \box_dp:N #2 ) / 2 } }
        { 1000pt }
        { 0pt }
      }
    #3 #1 { t }
      {
        { 0pt }
        { \dim_eval:n { \box_ht:N #2 } }
        { 1000pt }
        { 0pt }
      }
    #3 #1 { b }
      {
        { 0pt }
        { \dim_eval:n { -\box_dp:N #2 } }
        { 1000pt }
        { 0pt }
      }
  }
```

(*End definition for* `\__coffin_update_poles:N` *and others.*)

42.5 Coffins: calculation of pole intersections

`\__coffin_calculate_intersection:Nnn`
`\__coffin_calculate_intersection:nnnnnnnn`
`\__coffin_calculate_intersection:nnnnnn`

The lead off in finding intersections is to recover the two poles and then hand off to the auxiliary for the actual calculation. There may of course not be an intersection, for which an error trap is needed.

```
\cs_new_protected:Npn \__coffin_calculate_intersection:Nnn #1#2#3
  {
    \__coffin_get_pole:NnN #1 {#2} \l__coffin_pole_a_tl
    \__coffin_get_pole:NnN #1 {#3} \l__coffin_pole_b_tl
    \bool_set_false:N \l__coffin_error_bool
    \exp_last_two_unbraced:Noo
      \__coffin_calculate_intersection:nnnnnnnn
        \l__coffin_pole_a_tl \l__coffin_pole_b_tl
    \bool_if:NT \l__coffin_error_bool
      {
        \__kernel_msg_error:nn { kernel } { no-pole-intersection }
        \dim_zero:N \l__coffin_x_dim
        \dim_zero:N \l__coffin_y_dim
      }
  }
```

The two poles passed here each have four values (as dimensions), (a, b, c, d) and (a', b', c', d'). These are arguments 1–4 and 5–8, respectively. In both cases a and b are the co-ordinates of a point on the pole and c and d define the direction of the pole. Finding the intersection depends on the directions of the poles, which are given by d/c and d'/c'. However, if one of the poles is either horizontal or vertical then one or more of c, d, c' and d' are zero and a special case is needed.

```
\cs_new_protected:Npn \__coffin_calculate_intersection:nnnnnnnn
  #1#2#3#4#5#6#7#8
  {
```

```
    \dim_compare:nNnTF {#3} = \c_zero_dim
```

The case where the first pole is vertical. So the x-component of the interaction is at a. There is then a test on the second pole: if it is also vertical then there is an error.

```
     {
      \dim_set:Nn \l__coffin_x_dim {#1}
      \dim_compare:nNnTF {#7} = \c_zero_dim
       { \bool_set_true:N \l__coffin_error_bool }
```

The second pole may still be horizontal, in which case the y-component of the intersection is b'. If not,

$$y = \frac{d'}{c'} (a - a') + b'$$

with the x-component already known to be #1.

```
       {
        \dim_set:Nn \l__coffin_y_dim
         {
          \dim_compare:nNnTF {#8} = \c_zero_dim
           {#6}
           {
            \fp_to_dim:n
             {
               ( \dim_to_fp:n {#8} / \dim_to_fp:n {#7} )
              * ( \dim_to_fp:n {#1} - \dim_to_fp:n {#5} )
              + \dim_to_fp:n {#6}
             }
           }
         }
       }
     }
```

If the first pole is not vertical then it may be horizontal. If so, then the procedure is essentially the same as that already done but with the x- and y-components interchanged.

```
     {
      \dim_compare:nNnTF {#4} = \c_zero_dim
       {
        \dim_set:Nn \l__coffin_y_dim {#2}
        \dim_compare:nNnTF {#8} = { \c_zero_dim }
         { \bool_set_true:N \l__coffin_error_bool }
         {
```

Now we deal with the case where the second pole may be vertical, or if not we have

$$x = \frac{c'}{d'} (b - b') + a'$$

which is again handled by the same auxiliary.

```
          \dim_set:Nn \l__coffin_x_dim
           {
            \dim_compare:nNnTF {#7} = \c_zero_dim
             {#5}
             {
              \fp_to_dim:n
               {
                 ( \dim_to_fp:n {#7} / \dim_to_fp:n {#8} )
```

```
                                  * ( \dim_to_fp:n {#4} - \dim_to_fp:n {#6} )
                                   + \dim_to_fp:n {#5}
                                }
                            }
                        }
                    }
                }
```

The first pole is neither horizontal nor vertical. To avoid even more complexity, we now work out both slopes and pass to an auxiliary.

```
                {
                  \use:x
                    {
                      \__coffin_calculate_intersection:nnnnnn
                        { \dim_to_fp:n {#4} / \dim_to_fp:n {#3} }
                        { \dim_to_fp:n {#8} / \dim_to_fp:n {#7} }
                    }
                      {#1} {#2} {#5} {#6}
                }
            }
        }
```

Assuming the two poles are not parallel, then the intersection point is found in two steps. First we find the x-value with

$$x = \frac{sa - s'a' - b + b'}{s - s'}$$

and then finding the y-value with

$$y = s(x - a) + b$$

```
\cs_set_protected:Npn \__coffin_calculate_intersection:nnnnnn #1#2#3#4#5#6
  {
    \fp_compare:nNnTF {#1} = {#2}
      { \bool_set_true:N \l__coffin_error_bool }
      {
        \dim_set:Nn \l__coffin_x_dim
          {
            \fp_to_dim:n
              {
                (
                    #1 * \dim_to_fp:n {#3}
                  - #2 * \dim_to_fp:n {#5}
                  - \dim_to_fp:n {#4}
                  + \dim_to_fp:n {#6}
                )
                /
                ( #1 - #2 )
              }
          }
        \dim_set:Nn \l__coffin_y_dim
          {
            \fp_to_dim:n
              {
                  #1 * ( \l__coffin_x_dim - \dim_to_fp:n {#3} )
```

```
                    + \dim_to_fp:n {#4}
                  }
              }
          }
      }
```

(*End definition for* __coffin_calculate_intersection:Nnn *,* __coffin_calculate_intersection:nnnnnnnn *, and* __coffin_calculate_intersection:nnnnnn*.*)

42.6 Affine transformations

\l__coffin_sin_fp
\l__coffin_cos_fp

Used for rotations to get the sine and cosine values.

```
\fp_new:N \l__coffin_sin_fp
\fp_new:N \l__coffin_cos_fp
```

(*End definition for* \l__coffin_sin_fp *and* \l__coffin_cos_fp*.*)

\l__coffin_bounding_prop

A property list for the bounding box of a coffin. This is only needed during the rotation, so there is just the one.

```
\prop_new:N \l__coffin_bounding_prop
```

(*End definition for* \l__coffin_bounding_prop*.*)

\l__coffin_corners_prop
\l__coffin_poles_prop

Used to avoid needing to track scope for intermediate steps.

```
\prop_new:N \l__coffin_corners_prop
\prop_new:N \l__coffin_poles_prop
```

(*End definition for* \l__coffin_corners_prop *and* \l__coffin_poles_prop*.*)

\l__coffin_bounding_shift_dim

The shift of the bounding box of a coffin from the real content.

```
\dim_new:N \l__coffin_bounding_shift_dim
```

(*End definition for* \l__coffin_bounding_shift_dim*.*)

\l__coffin_left_corner_dim
\l__coffin_right_corner_dim
\l__coffin_bottom_corner_dim
\l__coffin_top_corner_dim

These are used to hold maxima for the various corner values: these thus define the minimum size of the bounding box after rotation.

```
\dim_new:N \l__coffin_left_corner_dim
\dim_new:N \l__coffin_right_corner_dim
\dim_new:N \l__coffin_bottom_corner_dim
\dim_new:N \l__coffin_top_corner_dim
```

(*End definition for* \l__coffin_left_corner_dim *and others.*)

\coffin_rotate:Nn
\coffin_rotate:cn
\coffin_grotate:Nn
\coffin_grotate:cn
__coffin_rotate:NnNNN

Rotating a coffin requires several steps which can be conveniently run together. The sine and cosine of the angle in degrees are computed. This is then used to set \l__coffin_sin_fp and \l__coffin_cos_fp, which are carried through unchanged for the rest of the procedure.

```
\cs_new_protected:Npn \coffin_rotate:Nn #1#2
  { \__coffin_rotate:NnNNN #1 {#2} \box_rotate:Nn \prop_set_eq:cN \hbox_set:Nn }
\cs_generate_variant:Nn \coffin_rotate:Nn { c }
\cs_new_protected:Npn \coffin_grotate:Nn #1#2
  { \__coffin_rotate:NnNNN #1 {#2} \box_grotate:Nn \prop_gset_eq:cN \hbox_gset:Nn }
\cs_generate_variant:Nn \coffin_grotate:Nn { c }
\cs_new_protected:Npn \__coffin_rotate:NnNNN #1#2#3#4#5
  {
    \fp_set:Nn \l__coffin_sin_fp { sind ( #2 ) }
    \fp_set:Nn \l__coffin_cos_fp { cosd ( #2 ) }
```

Use a local copy of the property lists to avoid needing to pass the name and scope around.

```
    \prop_set_eq:Nc \l__coffin_corners_prop
      { coffin ~ \__coffin_to_value:N #1 ~ corners }
    \prop_set_eq:Nc \l__coffin_poles_prop
      { coffin ~ \__coffin_to_value:N #1 ~ poles }
```

The corners and poles of the coffin can now be rotated around the origin. This is best achieved using mapping functions.

```
    \prop_map_inline:Nn \l__coffin_corners_prop
      { \__coffin_rotate_corner:Nnnn #1 {##1} ##2 }
    \prop_map_inline:Nn \l__coffin_poles_prop
      { \__coffin_rotate_pole:Nnnnnn #1 {##1} ##2 }
```

The bounding box of the coffin needs to be rotated, and to do this the corners have to be found first. They are then rotated in the same way as the corners of the coffin material itself.

```
    \__coffin_set_bounding:N #1
    \prop_map_inline:Nn \l__coffin_bounding_prop
      { \__coffin_rotate_bounding:nnn {##1} ##2 }
```

At this stage, there needs to be a calculation to find where the corners of the content and the box itself will end up.

```
    \__coffin_find_corner_maxima:N #1
    \__coffin_find_bounding_shift:
    #3 #1 {#2}
```

The correction of the box position itself takes place here. The idea is that the bounding box for a coffin is tight up to the content, and has the reference point at the bottom-left. The x-direction is handled by moving the content by the difference in the positions of the bounding box and the content left edge. The y-direction is dealt with by moving the box down by any depth it has acquired. The internal box is used here to allow for the next step.

```
    \hbox_set:Nn \l__coffin_internal_box
      {
        \tex_kern:D
          \dim_eval:n
            { \l__coffin_bounding_shift_dim - \l__coffin_left_corner_dim }
          \exp_stop_f:
        \box_move_down:nn { \l__coffin_bottom_corner_dim }
          { \box_use:N #1 }
      }
```

If there have been any previous rotations then the size of the bounding box will be bigger than the contents. This can be corrected easily by setting the size of the box to the height and width of the content. As this operation requires setting box dimensions and these transcend grouping, the safe way to do this is to use the internal box and to reset the result into the target box.

```
    \box_set_ht:Nn \l__coffin_internal_box
      { \l__coffin_top_corner_dim - \l__coffin_bottom_corner_dim }
    \box_set_dp:Nn \l__coffin_internal_box { 0pt }
    \box_set_wd:Nn \l__coffin_internal_box
      { \l__coffin_right_corner_dim - \l__coffin_left_corner_dim }
    #5 #1 { \box_use_drop:N \l__coffin_internal_box }
```

The final task is to move the poles and corners such that they are back in alignment with the box reference point.

```
    \prop_map_inline:Nn \l__coffin_corners_prop
      { \__coffin_shift_corner:Nnnn #1 {##1} ##2 }
    \prop_map_inline:Nn \l__coffin_poles_prop
      { \__coffin_shift_pole:Nnnnnn #1 {##1} ##2 }
```

Update the coffin data.

```
    #4 { coffin ~ \__coffin_to_value:N #1 ~ corners }
      \l__coffin_corners_prop
    #4 { coffin ~ \__coffin_to_value:N #1 ~ poles }
      \l__coffin_poles_prop
  }
```

(*End definition for* `\coffin_rotate:Nn`, `\coffin_grotate:Nn`, *and* `\__coffin_rotate:NnNNN`. *These functions are documented on page 248.*)

`\__coffin_set_bounding:N` The bounding box corners for a coffin are easy enough to find: this is the same code as for the corners of the material itself, but using a dedicated property list.

```
\cs_new_protected:Npn \__coffin_set_bounding:N #1
  {
    \prop_put:Nnx \l__coffin_bounding_prop { tl }
      { { 0pt } { \dim_eval:n { \box_ht:N #1 } } }
    \prop_put:Nnx \l__coffin_bounding_prop { tr }
      {
        { \dim_eval:n { \box_wd:N #1 } }
        { \dim_eval:n { \box_ht:N #1 } }
      }
    \dim_set:Nn \l__coffin_internal_dim { -\box_dp:N #1 }
    \prop_put:Nnx \l__coffin_bounding_prop { bl }
      { { 0pt } { \dim_use:N \l__coffin_internal_dim } }
    \prop_put:Nnx \l__coffin_bounding_prop { br }
      {
        { \dim_eval:n { \box_wd:N #1 } }
        { \dim_use:N \l__coffin_internal_dim }
      }
  }
```

(*End definition for* `\__coffin_set_bounding:N`.)

`\__coffin_rotate_bounding:nnn`
`\__coffin_rotate_corner:Nnnn` Rotating the position of the corner of the coffin is just a case of treating this as a vector from the reference point. The same treatment is used for the corners of the material itself and the bounding box.

```
\cs_new_protected:Npn \__coffin_rotate_bounding:nnn #1#2#3
  {
    \__coffin_rotate_vector:nnNN {#2} {#3} \l__coffin_x_dim \l__coffin_y_dim
    \prop_put:Nnx \l__coffin_bounding_prop {#1}
      { { \dim_use:N \l__coffin_x_dim } { \dim_use:N \l__coffin_y_dim } }
  }
\cs_new_protected:Npn \__coffin_rotate_corner:Nnnn #1#2#3#4
  {
    \__coffin_rotate_vector:nnNN {#3} {#4} \l__coffin_x_dim \l__coffin_y_dim
    \prop_put:Nnx \l__coffin_corners_prop {#2}
      { { \dim_use:N \l__coffin_x_dim } { \dim_use:N \l__coffin_y_dim } }
  }
```

(*End definition for* `\__coffin_rotate_bounding:nnn` *and* `\__coffin_rotate_corner:Nnnn`.)

`\__coffin_rotate_pole:Nnnnnn` Rotating a single pole simply means shifting the co-ordinate of the pole and its direction. The rotation here is about the bottom-left corner of the coffin.

```
\cs_new_protected:Npn \__coffin_rotate_pole:Nnnnnn #1#2#3#4#5#6
  {
    \__coffin_rotate_vector:nnNN {#3} {#4} \l__coffin_x_dim \l__coffin_y_dim
    \__coffin_rotate_vector:nnNN {#5} {#6}
      \l__coffin_x_prime_dim \l__coffin_y_prime_dim
    \prop_put:Nnx \l__coffin_poles_prop {#2}
      {
        { \dim_use:N \l__coffin_x_dim } { \dim_use:N \l__coffin_y_dim }
        { \dim_use:N \l__coffin_x_prime_dim }
        { \dim_use:N \l__coffin_y_prime_dim }
      }
  }
```

(*End definition for* `\__coffin_rotate_pole:Nnnnnn`.)

`\__coffin_rotate_vector:nnNN` A rotation function, which needs only an input vector (as dimensions) and an output space. The values `\l__coffin_cos_fp` and `\l__coffin_sin_fp` should previously have been set up correctly. Working this way means that the floating point work is kept to a minimum: for any given rotation the sin and cosine values do no change, after all.

```
\cs_new_protected:Npn \__coffin_rotate_vector:nnNN #1#2#3#4
  {
    \dim_set:Nn #3
      {
        \fp_to_dim:n
          {
              \dim_to_fp:n {#1} * \l__coffin_cos_fp
            - \dim_to_fp:n {#2} * \l__coffin_sin_fp
          }
      }
    \dim_set:Nn #4
      {
        \fp_to_dim:n
          {
              \dim_to_fp:n {#1} * \l__coffin_sin_fp
            + \dim_to_fp:n {#2} * \l__coffin_cos_fp
          }
      }
  }
```

(*End definition for* `\__coffin_rotate_vector:nnNN`.)

`\__coffin_find_corner_maxima:N`
`\__coffin_find_corner_maxima_aux:nn`
The idea here is to find the extremities of the content of the coffin. This is done by looking for the smallest values for the bottom and left corners, and the largest values for the top and right corners. The values start at the maximum dimensions so that the case where all are positive or all are negative works out correctly.

```
\cs_new_protected:Npn \__coffin_find_corner_maxima:N #1
  {
    \dim_set:Nn \l__coffin_top_corner_dim   { -\c_max_dim }
    \dim_set:Nn \l__coffin_right_corner_dim { -\c_max_dim }
    \dim_set:Nn \l__coffin_bottom_corner_dim { \c_max_dim }
```

```
    \dim_set:Nn \l__coffin_left_corner_dim   { \c_max_dim }
    \prop_map_inline:Nn \l__coffin_corners_prop
      { \__coffin_find_corner_maxima_aux:nn ##2 }
  }
\cs_new_protected:Npn \__coffin_find_corner_maxima_aux:nn #1#2
  {
    \dim_set:Nn \l__coffin_left_corner_dim
     { \dim_min:nn { \l__coffin_left_corner_dim } {#1} }
    \dim_set:Nn \l__coffin_right_corner_dim
     { \dim_max:nn { \l__coffin_right_corner_dim } {#1} }
    \dim_set:Nn \l__coffin_bottom_corner_dim
     { \dim_min:nn { \l__coffin_bottom_corner_dim } {#2} }
    \dim_set:Nn \l__coffin_top_corner_dim
     { \dim_max:nn { \l__coffin_top_corner_dim } {#2} }
  }
```

(*End definition for* `\__coffin_find_corner_maxima:N` *and* `\__coffin_find_corner_maxima_aux:nn`.)

`\__coffin_find_bounding_shift:`
`\__coffin_find_bounding_shift_aux:nn`

The approach to finding the shift for the bounding box is similar to that for the corners. However, there is only one value needed here and a fixed input property list, so things are a bit clearer.

```
\cs_new_protected:Npn \__coffin_find_bounding_shift:
  {
    \dim_set:Nn \l__coffin_bounding_shift_dim { \c_max_dim }
    \prop_map_inline:Nn \l__coffin_bounding_prop
      { \__coffin_find_bounding_shift_aux:nn ##2 }
  }
\cs_new_protected:Npn \__coffin_find_bounding_shift_aux:nn #1#2
  {
    \dim_set:Nn \l__coffin_bounding_shift_dim
      { \dim_min:nn { \l__coffin_bounding_shift_dim } {#1} }
  }
```

(*End definition for* `\__coffin_find_bounding_shift:` *and* `\__coffin_find_bounding_shift_aux:nn`.)

`\__coffin_shift_corner:Nnnn`
`\__coffin_shift_pole:Nnnnnn`

Shifting the corners and poles of a coffin means subtracting the appropriate values from the x- and y-components. For the poles, this means that the direction vector is unchanged.

```
\cs_new_protected:Npn \__coffin_shift_corner:Nnnn #1#2#3#4
  {
    \prop_put:Nnx \l__coffin_corners_prop {#2}
      {
        { \dim_eval:n { #3 - \l__coffin_left_corner_dim } }
        { \dim_eval:n { #4 - \l__coffin_bottom_corner_dim } }
      }
  }
\cs_new_protected:Npn \__coffin_shift_pole:Nnnnnn #1#2#3#4#5#6
  {
    \prop_put:Nnx \l__coffin_poles_prop {#2}
      {
        { \dim_eval:n { #3 - \l__coffin_left_corner_dim } }
        { \dim_eval:n { #4 - \l__coffin_bottom_corner_dim } }
        {#5} {#6}
      }
  }
```

(*End definition for* `\__coffin_shift_corner:Nnnn` *and* `\__coffin_shift_pole:Nnnnnn`.)

`\l__coffin_scale_x_fp`
`\l__coffin_scale_y_fp`

Storage for the scaling factors in x and y, respectively.

```
\fp_new:N \l__coffin_scale_x_fp
\fp_new:N \l__coffin_scale_y_fp
```

(*End definition for* `\l__coffin_scale_x_fp` *and* `\l__coffin_scale_y_fp`.)

`\l__coffin_scaled_total_height_dim`
`\l__coffin_scaled_width_dim`

When scaling, the values given have to be turned into absolute values.

```
\dim_new:N \l__coffin_scaled_total_height_dim
\dim_new:N \l__coffin_scaled_width_dim
```

(*End definition for* `\l__coffin_scaled_total_height_dim` *and* `\l__coffin_scaled_width_dim`.)

`\coffin_resize:Nnn`
`\coffin_resize:cnn`
`\coffin_gresize:Nnn`
`\coffin_gresize:cnn`
`\__coffin_resize:NnnNN`

Resizing a coffin begins by setting up the user-friendly names for the dimensions of the coffin box. The new sizes are then turned into scale factor. This is the same operation as takes place for the underlying box, but that operation is grouped and so the same calculation is done here.

```
\cs_new_protected:Npn \coffin_resize:Nnn #1#2#3
  {
    \__coffin_resize:NnnNN #1 {#2} {#3}
      \box_resize_to_wd_and_ht_plus_dp:Nnn
      \prop_set_eq:cN
  }
\cs_generate_variant:Nn \coffin_resize:Nnn { c }
\cs_new_protected:Npn \coffin_gresize:Nnn #1#2#3
  {
    \__coffin_resize:NnnNN #1 {#2} {#3}
      \box_gresize_to_wd_and_ht_plus_dp:Nnn
      \prop_gset_eq:cN
  }
\cs_generate_variant:Nn \coffin_gresize:Nnn { c }
\cs_new_protected:Npn \__coffin_resize:NnnNN #1#2#3#4#5
  {
    \fp_set:Nn \l__coffin_scale_x_fp
      { \dim_to_fp:n {#2} / \dim_to_fp:n { \coffin_wd:N #1 } }
    \fp_set:Nn \l__coffin_scale_y_fp
      {
          \dim_to_fp:n {#3}
        / \dim_to_fp:n { \coffin_ht:N #1 + \coffin_dp:N #1 }
      }
    #4 #1 {#2} {#3}
    \__coffin_resize_common:NnnN #1 {#2} {#3} #5
  }
```

(*End definition for* `\coffin_resize:Nnn` *,* `\coffin_gresize:Nnn` *, and* `\__coffin_resize:NnnNN`. *These functions are documented on page* *248*.)

`\__coffin_resize_common:NnnN`

The poles and corners of the coffin are scaled to the appropriate places before actually resizing the underlying box.

```
\cs_new_protected:Npn \__coffin_resize_common:NnnN #1#2#3#4
  {
    \prop_set_eq:Nc \l__coffin_corners_prop
      { coffin ~ \__coffin_to_value:N #1 ~ corners }
```

```
    \prop_set_eq:Nc \l__coffin_poles_prop
      { coffin ~ \__coffin_to_value:N #1 ~ poles }
    \prop_map_inline:Nn \l__coffin_corners_prop
      { \__coffin_scale_corner:Nnnn #1 {##1} ##2 }
    \prop_map_inline:Nn \l__coffin_poles_prop
      { \__coffin_scale_pole:Nnnnnn #1 {##1} ##2 }
```

Negative x-scaling values place the poles in the wrong location: this is corrected here.

```
    \fp_compare:nNnT \l__coffin_scale_x_fp < \c_zero_fp
      {
        \prop_map_inline:Nn \l__coffin_corners_prop
          { \__coffin_x_shift_corner:Nnnn #1 {##1} ##2 }
        \prop_map_inline:Nn \l__coffin_poles_prop
          { \__coffin_x_shift_pole:Nnnnnn #1 {##1} ##2 }
      }
    #4 { coffin ~ \__coffin_to_value:N #1 ~ corners }
      \l__coffin_corners_prop
    #4 { coffin ~ \__coffin_to_value:N #1 ~ poles }
      \l__coffin_poles_prop
  }
```

(*End definition for* `\__coffin_resize_common:NnnN`.)

`\coffin_scale:Nnn`
`\coffin_scale:cnn`
`\coffin_gscale:Nnn`
`\coffin_gscale:cnn`
`\coffin_scale:NnnNN`

For scaling, the opposite calculation is done to find the new dimensions for the coffin. Only the total height is needed, as this is the shift required for corners and poles. The scaling is done the TeX way as this works properly with floating point values without needing to use the `fp` module.

```
\cs_new_protected:Npn \coffin_scale:Nnn #1#2#3
  { \__coffin_scale:NnnNN #1 {#2} {#3} \box_scale:Nnn \prop_set_eq:cN }
\cs_generate_variant:Nn \coffin_scale:Nnn { c }
\cs_new_protected:Npn \coffin_gscale:Nnn #1#2#3
  { \__coffin_scale:NnnNN #1 {#2} {#3} \box_gscale:Nnn \prop_gset_eq:cN }
\cs_generate_variant:Nn \coffin_gscale:Nnn { c }
\cs_new_protected:Npn \__coffin_scale:NnnNN #1#2#3#4#5
  {
    \fp_set:Nn \l__coffin_scale_x_fp {#2}
    \fp_set:Nn \l__coffin_scale_y_fp {#3}
    #4 #1 { \l__coffin_scale_x_fp } { \l__coffin_scale_y_fp }
    \dim_set:Nn \l__coffin_internal_dim
      { \coffin_ht:N #1 + \coffin_dp:N #1 }
    \dim_set:Nn \l__coffin_scaled_total_height_dim
      { \fp_abs:n { \l__coffin_scale_y_fp } \l__coffin_internal_dim }
    \dim_set:Nn \l__coffin_scaled_width_dim
      { -\fp_abs:n { \l__coffin_scale_x_fp  } \coffin_wd:N #1 }
    \__coffin_resize_common:NnnN #1
      { \l__coffin_scaled_width_dim } { \l__coffin_scaled_total_height_dim }
      #5
  }
```

(*End definition for* `\coffin_scale:Nnn`, `\coffin_gscale:Nnn`, *and* `\coffin_scale:NnnNN`. *These functions are documented on page* *248*.)

`\__coffin_scale_vector:nnNN`

This functions scales a vector from the origin using the pre-set scale factors in x and y. This is a much less complex operation than rotation, and as a result the code is a lot clearer.

```
\cs_new_protected:Npn \__coffin_scale_vector:nnNN #1#2#3#4
  {
    \dim_set:Nn #3
      { \fp_to_dim:n { \dim_to_fp:n {#1} * \l__coffin_scale_x_fp } }
    \dim_set:Nn #4
      { \fp_to_dim:n { \dim_to_fp:n {#2} * \l__coffin_scale_y_fp } }
  }
```

(*End definition for* `\__coffin_scale_vector:nnNN`.)

`\__coffin_scale_corner:Nnnn`
`\__coffin_scale_pole:Nnnnnn`

Scaling both corners and poles is a simple calculation using the preceding vector scaling.

```
\cs_new_protected:Npn \__coffin_scale_corner:Nnnn #1#2#3#4
  {
    \__coffin_scale_vector:nnNN {#3} {#4} \l__coffin_x_dim \l__coffin_y_dim
    \prop_put:Nnx \l__coffin_corners_prop {#2}
      { { \dim_use:N \l__coffin_x_dim } { \dim_use:N \l__coffin_y_dim } }
  }
\cs_new_protected:Npn \__coffin_scale_pole:Nnnnnn #1#2#3#4#5#6
  {
    \__coffin_scale_vector:nnNN {#3} {#4} \l__coffin_x_dim \l__coffin_y_dim
    \prop_put:Nnx \l__coffin_poles_prop {#2}
      {
        { \dim_use:N \l__coffin_x_dim } { \dim_use:N \l__coffin_y_dim }
        {#5} {#6}
      }
  }
```

(*End definition for* `\__coffin_scale_corner:Nnnn` *and* `\__coffin_scale_pole:Nnnnnn`.)

`\__coffin_x_shift_corner:Nnnn`
`\__coffin_x_shift_pole:Nnnnnn`

These functions correct for the x displacement that takes place with a negative horizontal scaling.

```
\cs_new_protected:Npn \__coffin_x_shift_corner:Nnnn #1#2#3#4
  {
    \prop_put:Nnx \l__coffin_corners_prop {#2}
      {
        { \dim_eval:n { #3 + \box_wd:N #1 } } {#4}
      }
  }
\cs_new_protected:Npn \__coffin_x_shift_pole:Nnnnnn #1#2#3#4#5#6
  {
    \prop_put:Nnx \l__coffin_poles_prop {#2}
      {
        { \dim_eval:n { #3 + \box_wd:N #1 } } {#4}
        {#5} {#6}
      }
  }
```

(*End definition for* `\__coffin_x_shift_corner:Nnnn` *and* `\__coffin_x_shift_pole:Nnnnnn`.)

42.7 Aligning and typesetting of coffins

`\coffin_join:NnnNnnnn`
`\coffin_join:cnnNnnnn`
`\coffin_join:Nnncnnnn`
`\coffin_join:cnncnnnn`
`\coffin_gjoin:NnnNnnnn`
`\coffin_gjoin:cnnNnnnn`
`\coffin_gjoin:Nnncnnnn`
`\coffin_gjoin:cnncnnnn`
`\__coffin_join:NnnNnnnnN`

This command joins two coffins, using a horizontal and vertical pole from each coffin and making an offset between the two. The result is stored as the as a third coffin, which has all of its handles reset to standard values. First, the more basic alignment function is used to get things started.

```
\cs_new_protected:Npn \coffin_join:NnnNnnnn #1#2#3#4#5#6#7#8
  {
    \__coffin_join:NnnNnnnnN #1 {#2} {#3} #4 {#5} {#6} {#7} {#8}
      \coffin_set_eq:NN
  }
\cs_generate_variant:Nn \coffin_join:NnnNnnnn { c , Nnnc , cnnc }
\cs_new_protected:Npn \coffin_gjoin:NnnNnnnn #1#2#3#4#5#6#7#8
  {
    \__coffin_join:NnnNnnnnN #1 {#2} {#3} #4 {#5} {#6} {#7} {#8}
      \coffin_gset_eq:NN
  }
\cs_generate_variant:Nn \coffin_gjoin:NnnNnnnn { c , Nnnc , cnnc }
\cs_new_protected:Npn \__coffin_join:NnnNnnnnN #1#2#3#4#5#6#7#8#9
  {
    \__coffin_align:NnnNnnnnN
      #1 {#2} {#3} #4 {#5} {#6} {#7} {#8} \l__coffin_aligned_coffin
```

Correct the placement of the reference point. If the x-offset is negative then the reference point of the second box is to the left of that of the first, which is corrected using a kern. On the right side the first box might stick out, which would show up if it is wider than the sum of the x-offset and the width of the second box. So a second kern may be needed.

```
    \hbox_set:Nn \l__coffin_aligned_coffin
      {
        \dim_compare:nNnT { \l__coffin_offset_x_dim } < \c_zero_dim
          { \tex_kern:D -\l__coffin_offset_x_dim }
        \hbox_unpack:N \l__coffin_aligned_coffin
        \dim_set:Nn \l__coffin_internal_dim
          { \l__coffin_offset_x_dim - \box_wd:N #1 + \box_wd:N #4 }
        \dim_compare:nNnT \l__coffin_internal_dim < \c_zero_dim
          { \tex_kern:D -\l__coffin_internal_dim }
      }
```

The coffin structure is reset, and the corners are cleared: only those from the two parent coffins are needed.

```
    \__coffin_reset_structure:N \l__coffin_aligned_coffin
    \prop_clear:c
      {
        coffin ~ \__coffin_to_value:N \l__coffin_aligned_coffin
        \c_space_tl corners
      }
    \__coffin_update_poles:N \l__coffin_aligned_coffin
```

The structures of the parent coffins are now transferred to the new coffin, which requires that the appropriate offsets are applied. That then depends on whether any shift was needed.

```
    \dim_compare:nNnTF \l__coffin_offset_x_dim < \c_zero_dim
      {
        \__coffin_offset_poles:Nnn #1 { -\l__coffin_offset_x_dim } { 0pt }
        \__coffin_offset_poles:Nnn #4 { 0pt } { \l__coffin_offset_y_dim }
        \__coffin_offset_corners:Nnn #1 { -\l__coffin_offset_x_dim } { 0pt }
        \__coffin_offset_corners:Nnn #4 { 0pt } { \l__coffin_offset_y_dim }
      }
```

```
      {
        \__coffin_offset_poles:Nnn #1 { 0pt } { 0pt }
        \__coffin_offset_poles:Nnn #4
          { \l__coffin_offset_x_dim } { \l__coffin_offset_y_dim }
        \__coffin_offset_corners:Nnn #1 { 0pt } { 0pt }
        \__coffin_offset_corners:Nnn #4
          { \l__coffin_offset_x_dim } { \l__coffin_offset_y_dim }
      }
    \__coffin_update_vertical_poles:NNN #1 #4 \l__coffin_aligned_coffin
    #9 #1 \l__coffin_aligned_coffin
  }
```

(*End definition for* `\coffin_join:NnnNnnnn`*,* `\coffin_gjoin:NnnNnnnn`*, and* `\__coffin_join:NnnNnnnnN`*. These functions are documented on page 248.*)

`\coffin_attach:NnnNnnnn`
`\coffin_attach:cnnNnnnn`
`\coffin_attach:Nnncnnnn`
`\coffin_attach:cnncnnnn`
`\coffin_gattach:NnnNnnnn`
`\coffin_gattach:cnnNnnnn`
`\coffin_gattach:Nnncnnnn`
`\coffin_gattach:cnncnnnn`
`\__coffin_attach:NnnNnnnnN`
`\__coffin_attach_mark:NnnNnnnn`

A more simple version of the above, as it simply uses the size of the first coffin for the new one. This means that the work here is rather simplified compared to the above code. The function used when marking a position is hear also as it is similar but without the structure updates.

```
\cs_new_protected:Npn \coffin_attach:NnnNnnnn #1#2#3#4#5#6#7#8
  {
    \__coffin_attach:NnnNnnnnN #1 {#2} {#3} #4 {#5} {#6} {#7} {#8}
      \coffin_set_eq:NN
  }
\cs_generate_variant:Nn \coffin_attach:NnnNnnnn { c , Nnnc , cnnc }
\cs_new_protected:Npn \coffin_gattach:NnnNnnnn #1#2#3#4#5#6#7#8
  {
    \__coffin_attach:NnnNnnnnN #1 {#2} {#3} #4 {#5} {#6} {#7} {#8}
      \coffin_gset_eq:NN
  }
\cs_generate_variant:Nn \coffin_gattach:NnnNnnnn { c , Nnnc , cnnc }
\cs_new_protected:Npn \__coffin_attach:NnnNnnnnN #1#2#3#4#5#6#7#8#9
  {
    \__coffin_align:NnnNnnnnN
      #1 {#2} {#3} #4 {#5} {#6} {#7} {#8} \l__coffin_aligned_coffin
    \box_set_ht:Nn \l__coffin_aligned_coffin { \box_ht:N #1 }
    \box_set_dp:Nn \l__coffin_aligned_coffin { \box_dp:N #1 }
    \box_set_wd:Nn \l__coffin_aligned_coffin { \box_wd:N #1 }
    \__coffin_reset_structure:N \l__coffin_aligned_coffin
    \prop_set_eq:cc
      {
        coffin ~ \__coffin_to_value:N \l__coffin_aligned_coffin
        \c_space_tl corners
      }
      { coffin ~ \__coffin_to_value:N #1 ~ corners }
    \__coffin_update_poles:N  \l__coffin_aligned_coffin
    \__coffin_offset_poles:Nnn #1 { 0pt } { 0pt }
    \__coffin_offset_poles:Nnn #4
      { \l__coffin_offset_x_dim } { \l__coffin_offset_y_dim }
    \__coffin_update_vertical_poles:NNN #1 #4 \l__coffin_aligned_coffin
    \coffin_set_eq:NN #1 \l__coffin_aligned_coffin
  }
\cs_new_protected:Npn \__coffin_attach_mark:NnnNnnnn #1#2#3#4#5#6#7#8
  {
```

```
    \__coffin_align:NnnNnnnnN
      #1 {#2} {#3} #4 {#5} {#6} {#7} {#8} \l__coffin_aligned_coffin
    \box_set_ht:Nn \l__coffin_aligned_coffin { \box_ht:N #1 }
    \box_set_dp:Nn \l__coffin_aligned_coffin { \box_dp:N #1 }
    \box_set_wd:Nn \l__coffin_aligned_coffin { \box_wd:N #1 }
    \box_set_eq:NN #1 \l__coffin_aligned_coffin
  }
```

(*End definition for* `\coffin_attach:NnnNnnnn` *and others. These functions are documented on page 248.*)

`\__coffin_align:NnnNnnnnN`

The internal function aligns the two coffins into a third one, but performs no corrections on the resulting coffin poles. The process begins by finding the points of intersection for the poles for each of the input coffins. Those for the first coffin are worked out after those for the second coffin, as this allows the 'primed' storage area to be used for the second coffin. The 'real' box offsets are then calculated, before using these to re-box the input coffins. The default poles are then set up, but the final result depends on how the bounding box is being handled.

```
\cs_new_protected:Npn \__coffin_align:NnnNnnnnN #1#2#3#4#5#6#7#8#9
  {
    \__coffin_calculate_intersection:Nnn #4 {#5} {#6}
    \dim_set:Nn \l__coffin_x_prime_dim { \l__coffin_x_dim }
    \dim_set:Nn \l__coffin_y_prime_dim { \l__coffin_y_dim }
    \__coffin_calculate_intersection:Nnn #1 {#2} {#3}
    \dim_set:Nn \l__coffin_offset_x_dim
      { \l__coffin_x_dim - \l__coffin_x_prime_dim + #7 }
    \dim_set:Nn \l__coffin_offset_y_dim
      { \l__coffin_y_dim - \l__coffin_y_prime_dim + #8 }
    \hbox_set:Nn \l__coffin_aligned_internal_coffin
      {
        \box_use:N #1
        \tex_kern:D -\box_wd:N #1
        \tex_kern:D \l__coffin_offset_x_dim
        \box_move_up:nn { \l__coffin_offset_y_dim } { \box_use:N #4 }
      }
    \coffin_set_eq:NN #9 \l__coffin_aligned_internal_coffin
  }
```

(*End definition for* `\__coffin_align:NnnNnnnnN`*.*)

`\__coffin_offset_poles:Nnn`
`\__coffin_offset_pole:Nnnnnnn`

Transferring structures from one coffin to another requires that the positions are updated by the offset between the two coffins. This is done by mapping to the property list of the source coffins, moving as appropriate and saving to the new coffin data structures. The test for a `-` means that the structures from the parent coffins are uniquely labelled and do not depend on the order of alignment. The pay off for this is that `-` should not be used in coffin pole or handle names, and that multiple alignments do not result in a whole set of values.

```
\cs_new_protected:Npn \__coffin_offset_poles:Nnn #1#2#3
  {
    \prop_map_inline:cn { coffin ~ \__coffin_to_value:N #1 ~ poles }
      { \__coffin_offset_pole:Nnnnnnn #1 {##1} ##2 {#2} {#3} }
  }
\cs_new_protected:Npn \__coffin_offset_pole:Nnnnnnn #1#2#3#4#5#6#7#8
  {
```

```
    \dim_set:Nn \l__coffin_x_dim { #3 + #7 }
    \dim_set:Nn \l__coffin_y_dim { #4 + #8 }
    \tl_if_in:nnTF {#2} { - }
      { \tl_set:Nn \l__coffin_internal_tl { {#2} } }
      { \tl_set:Nn \l__coffin_internal_tl { { #1 - #2 } } }
    \exp_last_unbraced:NNo \__coffin_set_pole:Nnx \l__coffin_aligned_coffin
      { \l__coffin_internal_tl }
      {
        { \dim_use:N \l__coffin_x_dim } { \dim_use:N \l__coffin_y_dim }
        {#5} {#6}
      }
  }
```

(*End definition for* `\__coffin_offset_poles:Nnn` *and* `\__coffin_offset_pole:Nnnnnnn`.)

`\__coffin_offset_corners:Nnn`
`\__coffin_offset_corner:Nnnnn`

Saving the offset corners of a coffin is very similar, except that there is no need to worry about naming: every corner can be saved here as order is unimportant.

```
\cs_new_protected:Npn \__coffin_offset_corners:Nnn #1#2#3
  {
    \prop_map_inline:cn { coffin ~ \__coffin_to_value:N #1 ~ corners }
      { \__coffin_offset_corner:Nnnnn #1 {##1} ##2 {#2} {#3} }
  }
\cs_new_protected:Npn \__coffin_offset_corner:Nnnnn #1#2#3#4#5#6
  {
    \prop_put:cnx
      {
        coffin ~ \__coffin_to_value:N \l__coffin_aligned_coffin
        \c_space_tl corners
      }
      { #1 - #2 }
      {
        { \dim_eval:n { #3 + #5 } }
        { \dim_eval:n { #4 + #6 } }
      }
  }
```

(*End definition for* `\__coffin_offset_corners:Nnn` *and* `\__coffin_offset_corner:Nnnnn`.)

`\__coffin_update_vertical_poles:NNN`
`\__coffin_update_T:nnnnnnnnN`
`\__coffin_update_B:nnnnnnnnN`

The `T` and `B` poles need to be recalculated after alignment. These functions find the larger absolute value for the poles, but this is of course only logical when the poles are horizontal.

```
\cs_new_protected:Npn \__coffin_update_vertical_poles:NNN #1#2#3
  {
    \__coffin_get_pole:NnN #3 { #1 -T } \l__coffin_pole_a_tl
    \__coffin_get_pole:NnN #3 { #2 -T } \l__coffin_pole_b_tl
    \exp_last_two_unbraced:Noo \__coffin_update_T:nnnnnnnnN
      \l__coffin_pole_a_tl \l__coffin_pole_b_tl #3
    \__coffin_get_pole:NnN #3 { #1 -B } \l__coffin_pole_a_tl
    \__coffin_get_pole:NnN #3 { #2 -B } \l__coffin_pole_b_tl
    \exp_last_two_unbraced:Noo \__coffin_update_B:nnnnnnnnN
      \l__coffin_pole_a_tl \l__coffin_pole_b_tl #3
  }
\cs_new_protected:Npn \__coffin_update_T:nnnnnnnnN #1#2#3#4#5#6#7#8#9
  {
```

```
    \dim_compare:nNnTF {#2} < {#6}
      {
        \__coffin_set_pole:Nnx #9 { T }
          { { 0pt } {#6} { 1000pt } { 0pt } }
      }
      {
        \__coffin_set_pole:Nnx #9 { T }
          { { 0pt } {#2} { 1000pt } { 0pt } }
      }
  }
\cs_new_protected:Npn \__coffin_update_B:nnnnnnnnN #1#2#3#4#5#6#7#8#9
  {
    \dim_compare:nNnTF {#2} < {#6}
      {
        \__coffin_set_pole:Nnx #9 { B }
          { { 0pt } {#2}  { 1000pt } { 0pt } }
      }
      {
        \__coffin_set_pole:Nnx #9 { B }
          { { 0pt } {#6} { 1000pt } { 0pt } }
      }
  }
```

(*End definition for* `\__coffin_update_vertical_poles:NNN`*,* `\__coffin_update_T:nnnnnnnnN`*, and* `\__coffin_update_B:nnnnnnnnN`*.*)

`\c__coffin_empty_coffin`

An empty-but-horizontal coffin.

```
\coffin_new:N \c__coffin_empty_coffin
\tex_setbox:D \c__coffin_empty_coffin = \tex_hbox:D { }
```

(*End definition for* `\c__coffin_empty_coffin`*.*)

`\coffin_typeset:Nnnnn`
`\coffin_typeset:cnnnn`

Typesetting a coffin means aligning it with the current position, which is done using a coffin with no content at all. As well as aligning to the empty coffin, there is also a need to leave vertical mode, if necessary.

```
\cs_new_protected:Npn \coffin_typeset:Nnnnn #1#2#3#4#5
  {
    \mode_leave_vertical:
    \__coffin_align:NnnNnnnnN \c__coffin_empty_coffin { H } { l }
      #1 {#2} {#3} {#4} {#5} \l__coffin_aligned_coffin
    \box_use_drop:N \l__coffin_aligned_coffin
  }
\cs_generate_variant:Nn \coffin_typeset:Nnnnn { c }
```

(*End definition for* `\coffin_typeset:Nnnnn`*. This function is documented on page 249.*)

42.8 Coffin diagnostics

`\l__coffin_display_coffin`
`\l__coffin_display_coord_coffin`
`\l__coffin_display_pole_coffin`

Used for printing coffins with data structures attached.

```
\coffin_new:N \l__coffin_display_coffin
\coffin_new:N \l__coffin_display_coord_coffin
\coffin_new:N \l__coffin_display_pole_coffin
```

(*End definition for* `\l__coffin_display_coffin`*,* `\l__coffin_display_coord_coffin`*, and* `\l__coffin_display_pole_coffin`*.*)

\l__coffin_display_handles_prop

This property list is used to print coffin handles at suitable positions. The offsets are expressed as multiples of the basic offset value, which therefore acts as a scale-factor.

```
\prop_new:N \l__coffin_display_handles_prop
\prop_put:Nnn \l__coffin_display_handles_prop { tl }
  { { b } { r } { -1 } { 1 } }
\prop_put:Nnn \l__coffin_display_handles_prop { thc }
  { { b } { hc } { 0 } { 1 } }
\prop_put:Nnn \l__coffin_display_handles_prop { tr }
  { { b } { l } { 1 } { 1 } }
\prop_put:Nnn \l__coffin_display_handles_prop { vcl }
  { { vc } { r } { -1 } { 0 } }
\prop_put:Nnn \l__coffin_display_handles_prop { vchc }
  { { vc } { hc } { 0 } { 0 } }
\prop_put:Nnn \l__coffin_display_handles_prop { vcr }
  { { vc } { l } { 1 } { 0 } }
\prop_put:Nnn \l__coffin_display_handles_prop { bl }
  { { t } { r } { -1 } { -1 } }
\prop_put:Nnn \l__coffin_display_handles_prop { bhc }
  { { t } { hc } { 0 } { -1 } }
\prop_put:Nnn \l__coffin_display_handles_prop { br }
  { { t } { l } { 1 } { -1 } }
\prop_put:Nnn \l__coffin_display_handles_prop { Tl }
  { { t } { r } { -1 } { -1 } }
\prop_put:Nnn \l__coffin_display_handles_prop { Thc }
  { { t } { hc } { 0 } { -1 } }
\prop_put:Nnn \l__coffin_display_handles_prop { Tr }
  { { t } { l } { 1 } { -1 } }
\prop_put:Nnn \l__coffin_display_handles_prop { Hl }
  { { vc } { r } { -1 } { 1 } }
\prop_put:Nnn \l__coffin_display_handles_prop { Hhc }
  { { vc } { hc } { 0 } { 1 } }
\prop_put:Nnn \l__coffin_display_handles_prop { Hr }
  { { vc } { l } { 1 } { 1 } }
\prop_put:Nnn \l__coffin_display_handles_prop { Bl }
  { { b } { r } { -1 } { -1 } }
\prop_put:Nnn \l__coffin_display_handles_prop { Bhc }
  { { b } { hc } { 0 } { -1 } }
\prop_put:Nnn \l__coffin_display_handles_prop { Br }
  { { b } { l } { 1 } { -1 } }
```

(*End definition for `\l__coffin_display_handles_prop`.*)

\l__coffin_display_offset_dim

The standard offset for the label from the handle position when displaying handles.

```
\dim_new:N  \l__coffin_display_offset_dim
\dim_set:Nn \l__coffin_display_offset_dim { 2pt }
```

(*End definition for `\l__coffin_display_offset_dim`.*)

\l__coffin_display_x_dim
\l__coffin_display_y_dim

As the intersections of poles have to be calculated to find which ones to print, there is a need to avoid repetition. This is done by saving the intersection into two dedicated values.

```
\dim_new:N \l__coffin_display_x_dim
\dim_new:N \l__coffin_display_y_dim
```

(*End definition for `\l__coffin_display_x_dim` and `\l__coffin_display_y_dim`.*)

\l__coffin_display_poles_prop

A property list for printing poles: various things need to be deleted from this to get a "nice" output.

```
\prop_new:N \l__coffin_display_poles_prop
```

(*End definition for* \l__coffin_display_poles_prop.)

\l__coffin_display_font_tl

Stores the settings used to print coffin data: this keeps things flexible.

```
\tl_new:N  \l__coffin_display_font_tl
⟨*initex⟩
\tl_set:Nn \l__coffin_display_font_tl { } % TODO
⟨/initex⟩
⟨*package⟩
\tl_set:Nn \l__coffin_display_font_tl { \sffamily \tiny }
⟨/package⟩
```

(*End definition for* \l__coffin_display_font_tl.)

__coffin_color:n

Calls \color, and otherwise does nothing if \color is not defined.

```
\cs_new_protected:Npn \__coffin_color:n #1
  { \cs_if_exist:NT \color { \color {#1} } }
```

(*End definition for* __coffin_color:n.)

\coffin_mark_handle:Nnnn
\coffin_mark_handle:cnnn
__coffin_mark_handle_aux:nnnnNnn

Marking a single handle is relatively easy. The standard attachment function is used, meaning that there are two calculations for the location. However, this is likely to be okay given the load expected. Contrast with the more optimised version for showing all handles which comes next.

```
\cs_new_protected:Npn \coffin_mark_handle:Nnnn #1#2#3#4
  {
    \hcoffin_set:Nn \l__coffin_display_pole_coffin
      {
⟨*initex⟩
        \hbox:n { \tex_vrule:D width 1pt height 1pt \scan_stop: } % TODO
⟨/initex⟩
⟨*package⟩
        \__coffin_color:n {#4}
        \rule { 1pt } { 1pt }
⟨/package⟩
      }
    \__coffin_attach_mark:NnnNnnnn #1 {#2} {#3}
      \l__coffin_display_pole_coffin { hc } { vc } { 0pt } { 0pt }
    \hcoffin_set:Nn \l__coffin_display_coord_coffin
      {
⟨*initex⟩
        % TODO
⟨/initex⟩
⟨*package⟩
        \__coffin_color:n {#4}
⟨/package⟩
        \l__coffin_display_font_tl
        ( \tl_to_str:n { #2 , #3 } )
      }
    \prop_get:NnN \l__coffin_display_handles_prop
      { #2 #3 } \l__coffin_internal_tl
```

```
    \quark_if_no_value:NTF \l__coffin_internal_tl
      {
        \prop_get:NnN \l__coffin_display_handles_prop
          { #3 #2 } \l__coffin_internal_tl
        \quark_if_no_value:NTF \l__coffin_internal_tl
          {
            \__coffin_attach_mark:NnnNnnnn #1 {#2} {#3}
              \l__coffin_display_coord_coffin { l } { vc }
                { 1pt } { 0pt }
          }
          {
            \exp_last_unbraced:No \__coffin_mark_handle_aux:nnnnNnn
              \l__coffin_internal_tl #1 {#2} {#3}
          }
      }
      {
        \exp_last_unbraced:No \__coffin_mark_handle_aux:nnnnNnn
          \l__coffin_internal_tl #1 {#2} {#3}
      }
  }
\cs_new_protected:Npn \__coffin_mark_handle_aux:nnnnNnn #1#2#3#4#5#6#7
  {
    \__coffin_attach_mark:NnnNnnnn #5 {#6} {#7}
      \l__coffin_display_coord_coffin {#1} {#2}
      { #3 \l__coffin_display_offset_dim }
      { #4 \l__coffin_display_offset_dim }
  }
\cs_generate_variant:Nn \coffin_mark_handle:Nnnn { c }
```

(*End definition for* `\coffin_mark_handle:Nnnn` *and* `\__coffin_mark_handle_aux:nnnnNnn`*. This function is documented on page 249.*)

`\coffin_display_handles:Nn`
`\coffin_display_handles:cn`
`\__coffin_display_handles_aux:nnnnnn`
`\__coffin_display_handles_aux:nnnn`
`\__coffin_display_attach:Nnnnn`

Printing the poles starts by removing any duplicates, for which the H poles is used as the definitive version for the baseline and bottom. Two loops are then used to find the combinations of handles for all of these poles. This is done such that poles are removed during the loops to avoid duplication.

```
\cs_new_protected:Npn \coffin_display_handles:Nn #1#2
  {
    \hcoffin_set:Nn \l__coffin_display_pole_coffin
      {
⟨*initex⟩
        \hbox:n { \tex_vrule:D width 1pt height 1pt \scan_stop: } % TODO
⟨/initex⟩
⟨*package⟩
        \__coffin_color:n {#2}
        \rule { 1pt } { 1pt }
⟨/package⟩
      }
    \prop_set_eq:Nc \l__coffin_display_poles_prop
      { coffin ~ \__coffin_to_value:N #1 ~ poles }
    \__coffin_get_pole:NnN #1 { H } \l__coffin_pole_a_tl
    \__coffin_get_pole:NnN #1 { T } \l__coffin_pole_b_tl
    \tl_if_eq:NNT \l__coffin_pole_a_tl \l__coffin_pole_b_tl
      { \prop_remove:Nn \l__coffin_display_poles_prop { T } }
```

```
    \__coffin_get_pole:NnN #1 { B } \l__coffin_pole_b_tl
    \tl_if_eq:NNT \l__coffin_pole_a_tl \l__coffin_pole_b_tl
      { \prop_remove:Nn \l__coffin_display_poles_prop { B } }
    \coffin_set_eq:NN \l__coffin_display_coffin #1
    \prop_map_inline:Nn \l__coffin_display_poles_prop
      {
        \prop_remove:Nn \l__coffin_display_poles_prop {##1}
        \__coffin_display_handles_aux:nnnnnn {##1} ##2 {#2}
      }
    \box_use_drop:N \l__coffin_display_coffin
  }
```

For each pole there is a check for an intersection, which here does not give an error if none is found. The successful values are stored and used to align the pole coffin with the main coffin for output. The positions are recovered from the preset list if available.

```
\cs_new_protected:Npn \__coffin_display_handles_aux:nnnnnn #1#2#3#4#5#6
  {
    \prop_map_inline:Nn \l__coffin_display_poles_prop
      {
        \bool_set_false:N \l__coffin_error_bool
        \__coffin_calculate_intersection:nnnnnnnn {#2} {#3} {#4} {#5} ##2
        \bool_if:NF \l__coffin_error_bool
          {
            \dim_set:Nn \l__coffin_display_x_dim { \l__coffin_x_dim }
            \dim_set:Nn \l__coffin_display_y_dim { \l__coffin_y_dim }
            \__coffin_display_attach:Nnnnn
              \l__coffin_display_pole_coffin { hc } { vc }
              { 0pt } { 0pt }
            \hcoffin_set:Nn \l__coffin_display_coord_coffin
              {
⟨*initex⟩
                % TODO
⟨/initex⟩
⟨*package⟩
                \__coffin_color:n {#6}
⟨/package⟩
                \l__coffin_display_font_tl
                ( \tl_to_str:n { #1 , ##1 } )
              }
            \prop_get:NnN \l__coffin_display_handles_prop
              { #1 ##1 } \l__coffin_internal_tl
            \quark_if_no_value:NTF \l__coffin_internal_tl
              {
                \prop_get:NnN \l__coffin_display_handles_prop
                  { ##1 #1 } \l__coffin_internal_tl
                \quark_if_no_value:NTF \l__coffin_internal_tl
                  {
                    \__coffin_display_attach:Nnnnn
                      \l__coffin_display_coord_coffin { l } { vc }
                      { 1pt } { 0pt }
                  }
                  {
                    \exp_last_unbraced:No
                      \__coffin_display_handles_aux:nnnn
```

```
                      \l__coffin_internal_tl
                    }
                  }
                  {
                    \exp_last_unbraced:No \__coffin_display_handles_aux:nnnn
                      \l__coffin_internal_tl
                  }
              }
          }
    }
\cs_new_protected:Npn \__coffin_display_handles_aux:nnnn #1#2#3#4
  {
    \__coffin_display_attach:Nnnnn
      \l__coffin_display_coord_coffin {#1} {#2}
      { #3 \l__coffin_display_offset_dim }
      { #4 \l__coffin_display_offset_dim }
  }
\cs_generate_variant:Nn \coffin_display_handles:Nn { c }
```

This is a dedicated version of `\coffin_attach:NnnNnnnn` with a hard-wired first coffin. As the intersection is already known and stored for the display coffin the code simply uses it directly, with no calculation.

```
\cs_new_protected:Npn \__coffin_display_attach:Nnnnn #1#2#3#4#5
  {
    \__coffin_calculate_intersection:Nnn #1 {#2} {#3}
    \dim_set:Nn \l__coffin_x_prime_dim { \l__coffin_x_dim }
    \dim_set:Nn \l__coffin_y_prime_dim { \l__coffin_y_dim }
    \dim_set:Nn \l__coffin_offset_x_dim
      { \l__coffin_display_x_dim - \l__coffin_x_prime_dim + #4 }
    \dim_set:Nn \l__coffin_offset_y_dim
      { \l__coffin_display_y_dim - \l__coffin_y_prime_dim + #5 }
    \hbox_set:Nn \l__coffin_aligned_coffin
      {
        \box_use:N \l__coffin_display_coffin
        \tex_kern:D -\box_wd:N \l__coffin_display_coffin
        \tex_kern:D \l__coffin_offset_x_dim
        \box_move_up:nn { \l__coffin_offset_y_dim } { \box_use:N #1 }
      }
    \box_set_ht:Nn \l__coffin_aligned_coffin
      { \box_ht:N \l__coffin_display_coffin }
    \box_set_dp:Nn \l__coffin_aligned_coffin
      { \box_dp:N \l__coffin_display_coffin }
    \box_set_wd:Nn \l__coffin_aligned_coffin
      { \box_wd:N \l__coffin_display_coffin }
    \box_set_eq:NN \l__coffin_display_coffin \l__coffin_aligned_coffin
  }
```

(*End definition for* `\coffin_display_handles:Nn` *and others. This function is documented on page 249.*)

`\coffin_show_structure:N`
`\coffin_show_structure:c`
`\coffin_log_structure:N`
`\coffin_log_structure:c`
`\__coffin_show_structure:NN`

For showing the various internal structures attached to a coffin in a way that keeps things relatively readable. If there is no apparent structure then the code complains.

```
\cs_new_protected:Npn \coffin_show_structure:N
  { \__coffin_show_structure:NN \msg_show:nnxxxx }
\cs_generate_variant:Nn \coffin_show_structure:N { c }
```

```
\cs_new_protected:Npn \coffin_log_structure:N
  { \__coffin_show_structure:NN \msg_log:nnxxxx }
\cs_generate_variant:Nn \coffin_log_structure:N { c }
\cs_new_protected:Npn \__coffin_show_structure:NN #1#2
  {
    \__coffin_if_exist:NT #2
      {
        #1 { LaTeX / kernel } { show-coffin }
          { \token_to_str:N #2 }
          {
            \iow_newline: >~ ht ~=~ \dim_eval:n { \coffin_ht:N #2 }
            \iow_newline: >~ dp ~=~ \dim_eval:n { \coffin_dp:N #2 }
            \iow_newline: >~ wd ~=~ \dim_eval:n { \coffin_wd:N #2 }
          }
          {
            \prop_map_function:cN
              { coffin ~ \__coffin_to_value:N #2 ~ poles }
              \msg_show_item_unbraced:nn
          }
          { }
      }
  }
```

(*End definition for* `\coffin_show_structure:N`*,* `\coffin_log_structure:N`*, and* `\__coffin_show_structure:NN`*. These functions are documented on page 249.*)

42.9 Messages

```
\__kernel_msg_new:nnnn { kernel } { no-pole-intersection }
  { No~intersection~between~coffin~poles. }
  {
    LaTeX~was~asked~to~find~the~intersection~between~two~poles,~
    but~they~do~not~have~a~unique~meeting~point:~
    the~value~(0pt,~0pt)~will~be~used.
  }
\__kernel_msg_new:nnnn { kernel } { unknown-coffin }
  { Unknown~coffin~'#1'. }
  { The~coffin~'#1'~was~never~defined. }
\__kernel_msg_new:nnnn { kernel } { unknown-coffin-pole }
  { Pole~'#1'~unknown~for~coffin~'#2'. }
  {
    LaTeX~was~asked~to~find~a~typesetting~pole~for~a~coffin,~
    but~either~the~coffin~does~not~exist~or~the~pole~name~is~wrong.
  }
\__kernel_msg_new:nnn { kernel } { show-coffin }
  {
    Size~of~coffin~#1 : #2 \\
    Poles~of~coffin~#1 : #3 .
  }
⟨/initex | package⟩
```

43 l3color-base Implementation

```
⟨*initex | package⟩
```

```
<@@=color>
```

\l__color_current_tl 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` ⟨*gray*⟩ Grayscale color with the ⟨*gray*⟩ value running from 0 (fully black) to 1 (fully white)
- `cmyk` ⟨*cyan*⟩ ⟨*magenta*⟩ ⟨*yellow*⟩ ⟨*black*⟩
- `rgb` ⟨*red*⟩ ⟨*green*⟩ ⟨*blue*⟩

Notice that the value are separated by spaces. There is a fourth pre-defined model using a string value and a numerical one:

- `spot` ⟨*name*⟩ ⟨*tint*⟩ A pre-defined spot color, where the ⟨*name*⟩ should be a pre-defined string color name and the ⟨*tint*⟩ 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.

TeXhackers 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.

(*End definition for* `\l__color_current_tl`.)

\color_group_begin:
\color_group_end:

Grouping for color is the same as using the basic `\group_begin:` and `\group_end:` functions. However, for semantic reasons, they are renamed here.

```
\cs_new_eq:NN \color_group_begin: \group_begin:
\cs_new_eq:NN \color_group_end:   \group_end:
```

(*End definition for* `\color_group_begin:` *and* `\color_group_end:`. *These functions are documented on page 251.*)

\color_ensure_current: A driver-independent wrapper for setting the foreground color to the current color "now".

```
\cs_new_protected:Npn \color_ensure_current:
  {
<*package>
    \__color_backend_pickup:N \l__color_current_tl
</package>
    \__color_select:V \l__color_current_tl
  }
```

(*End definition for* `\color_ensure_current:`. *This function is documented on page 251.*)

__color_select:n
__color_select:V
__color_select:w
__color_select_cmyk:w
__color_select_gray:w
__color_select_rgb:w
__color_select_spot:w

Take an internal color specification and pass it to the driver. This code is needed to ensure the current color but will also be used by the higher-level experimental material.

```
\cs_new_protected:Npn \__color_select:n #1
  { \__color_select:w #1 \q_stop }
\cs_generate_variant:Nn \__color_select:n { V }
\cs_new_protected:Npn \__color_select:w #1 ~ #2 \q_stop
  { \use:c { __color_select_ #1 :w } #2 \q_stop }
\cs_new_protected:Npn \__color_select_cmyk:w #1 ~ #2 ~ #3 ~ #4 \q_stop
```

```
  { \__color_backend_cmyk:nnnn {#1} {#2} {#3} {#4} }
\cs_new_protected:Npn \__color_select_gray:w #1 \q_stop
  { \__color_backend_gray:n {#1} }
\cs_new_protected:Npn \__color_select_rgb:w #1 ~ #2 ~ #3 \q_stop
  { \__color_backend_rgb:nnn {#1} {#2} {#3} }
\cs_new_protected:Npn \__color_select_spot:w #1 ~ #2 \q_stop
  { \__color_backend_spot:nn {#1} {#2} }
```

(*End definition for* `\__color_select:n` *and others.*)

`\l__color_current_tl`

As the setting data is used only for specials, and those are always space-separated, it makes most sense to hold the internal information in that form.

```
\tl_new:N \l__color_current_tl
\tl_set:Nn \l__color_current_tl { gray~0 }
```

(*End definition for* `\l__color_current_tl`*.*)

```
⟨/initex | package⟩
```

44 l3luatex implementation

```
⟨*initex | package⟩
```

44.1 Breaking out to Lua

```
⟨*tex⟩
⟨@@=lua⟩
```

`\__lua_escape:n`
`\__lua_now:n`
`\__lua_shipout:n`

Copies of primitives.

```
\cs_new_eq:NN \__lua_escape:n  \tex_luaescapestring:D
\cs_new_eq:NN \__lua_now:n     \tex_directlua:D
\cs_new_eq:NN \__lua_shipout:n \tex_latelua:D
```

(*End definition for* `\__lua_escape:n`*,* `\__lua_now:n`*, and* `\__lua_shipout:n`*.*)

These functions are set up in l3str for bootstrapping: we want to replace them with a "proper" version at this stage, so clean up.

```
\cs_undefine:N \lua_escape:e
\cs_undefine:N \lua_now:e
```

`\lua_now:n`
`\lua_now:e`
`\lua_shipout_e:n`
`\lua_shipout:n`
`\lua_escape:n`
`\lua_escape:e`

Wrappers around the primitives. As with engines other than LuaTeX these have to be macros, we give them the same status in all cases. When LuaTeX is not in use, simply give an error message/

```
\cs_new:Npn \lua_now:e #1 { \__lua_now:n {#1} }
\cs_new:Npn \lua_now:n #1 { \lua_now:e { \exp_not:n {#1} } }
\cs_new_protected:Npn \lua_shipout_e:n #1 { \__lua_shipout:n {#1} }
\cs_new_protected:Npn \lua_shipout:n #1
  { \lua_shipout_e:n { \exp_not:n {#1} } }
\cs_new:Npn \lua_escape:e #1 { \__lua_escape:n {#1} }
\cs_new:Npn \lua_escape:n #1 { \lua_escape:e { \exp_not:n {#1} } }
\sys_if_engine_luatex:F
  {
    \clist_map_inline:nn
      {
        \lua_escape:n , \lua_escape:e ,
```

```
        \lua_now:n , \lua_now:e
      }
      {
        \cs_set:Npn #1 ##1
          {
            \__kernel_msg_expandable_error:nnn
              { kernel } { luatex-required } { #1 }
          }
      }
    \clist_map_inline:nn
      { \lua_shipout_e:n , \lua_shipout:n }
      {
        \cs_set_protected:Npn #1 ##1
          {
            \__kernel_msg_error:nnn
              { kernel } { luatex-required } { #1 }
          }
      }
  }
```

(*End definition for* `\lua_now:n` *and others. These functions are documented on page 252.*)

44.2 Messages

```
\__kernel_msg_new:nnnn { kernel } { luatex-required }
  { LuaTeX~engine~not~in~use!~Ignoring~#1. }
  {
    The~feature~you~are~using~is~only~available~
    with~the~LuaTeX~engine.~LaTeX3~ignored~'#1'.
  }
```

⟨/tex⟩

44.3 Lua functions for internal use

⟨*lua⟩

Most of the emulation of pdfTEX here is based heavily on Heiko Oberdiek's pdftexcmds package.

l3kernel Create a table for the kernel's own use.

```
l3kernel = l3kernel or { }
```

(*End definition for* `l3kernel`. *This function is documented on page 253.*)

Local copies of global tables.

```
local io      = io
local kpse    = kpse
local lfs     = lfs
local math    = math
local md5     = md5
local os      = os
local string  = string
local tex     = tex
local unicode = unicode
```

Local copies of standard functions.

```
local abs        = math.abs
local byte       = string.byte
local floor      = math.floor
local format     = string.format
local gsub       = string.gsub
local lfs_attr   = lfs.attributes
local md5_sum    = md5.sum
local open       = io.open
local os_clock   = os.clock
local os_date    = os.date
local setcatcode = tex.setcatcode
local sprint     = tex.sprint
local write      = tex.write
```

Newer ConTEXt releases replace the `unicode` library by `utf`.

```
local utf8_char = (utf and utf.char) or unicode.utf8.char
```

Deal with ConTEXt: doesn't use `kpse` library.

```
local kpse_find = (resolvers and resolvers.findfile) or kpse.find_file
```

`escapehex` An internal auxiliary to convert a string to the matching hex escape. This works on a byte basis: extension to handled UTF-8 input is covered in pdftexcmds but is not currently required here.

```
local function escapehex(str)
  write((gsub(str, ".",
    function (ch) return format("%02X", byte(ch)) end)))
end
```

(*End definition for* `escapehex`.)

`l3kernel.charcat` Creating arbitrary chars needs a category code table. As set up here, one may have been assigned earlier (see l3bootstrap) or a hard-coded one is used. The latter is intended for format mode and should be adjusted to match an eventual allocator.

```
local charcat_table = l3kernel.charcat_table or 1
local function charcat(charcode, catcode)
  setcatcode(charcat_table, charcode, catcode)
  sprint(charcat_table, utf8_char(charcode))
end
l3kernel.charcat = charcat
```

(*End definition for* `l3kernel.charcat`. *This function is documented on page 253.*)

`l3kernel.elapsedtime`
`l3kernel.resettimer`

Simple timing set up: give the result from the system clock in scaled seconds.

```
local base_time = 0
local function elapsedtime()
  local val = (os_clock() - base_time) * 65536 + 0.5
  if val > 2147483647 then
    val = 2147483647
  end
  write(format("%d",floor(val)))
end
l3kernel.elapsedtime = elapsedtime
local function resettimer()
```

```
  base_time = os_clock()
end
l3kernel.resettimer = resettimer
```

(*End definition for* `l3kernel.elapsedtime` *and* `l3kernel.resettimer`. *These functions are documented on page 253.*)

`l3kernel.filemdfivesum` Read an entire file and hash it: the hash function itself is a built-in. As Lua is byte-based there is no work needed here in terms of UTF-8 (see pdftexcmds and how it handles strings that have passed through LuaTeX). The file is read in binary mode so that no line ending normalisation occurs.

```
local function filemdfivesum(name)
  local file =  kpse_find(name, "tex", true)
  if file then
    local f = open(file, "rb")
    if f then
      local data = f:read("*a")
      escapehex(md5_sum(data))
      f:close()
    end
  end
end
l3kernel.filemdfivesum = filemdfivesum
```

(*End definition for* `l3kernel.filemdfivesum`. *This function is documented on page 253.*)

`l3kernel.filemoddate` See procedure `makepdftime` in `utils.c` of pdfTeX.

```
local function filemoddate(name)
  local file =  kpse_find(name, "tex", true)
  if file then
    local date = lfs_attr(file, "modification")
    if date then
      local d = os_date("*t", date)
      if d.sec >= 60 then
        d.sec = 59
      end
      local u = os_date("!*t", date)
      local off = 60 * (d.hour - u.hour) + d.min - u.min
      if d.year ~= u.year then
        if d.year > u.year then
          off = off + 1440
        else
          off = off - 1440
        end
      elseif d.yday ~= u.yday then
        if d.yday > u.yday then
          off = off + 1440
        else
          off = off - 1440
        end
      end
      local timezone
      if off == 0 then
        timezone = "Z"
```

```
      else
        local hours = floor(off / 60)
        local mins  = abs(off - hours * 60)
        timezone = format("%+03d", hours)
          .. "'" .. format("%02d", mins) .. "'"
      end
      write("D:"
        .. format("%04d", d.year)
        .. format("%02d", d.month)
        .. format("%02d", d.day)
        .. format("%02d", d.hour)
        .. format("%02d", d.min)
        .. format("%02d", d.sec)
        .. timezone)
    end
  end
end
l3kernel.filemoddate = filemoddate
```

(*End definition for* `l3kernel.filemoddate`. *This function is documented on page 253.*)

`l3kernel.filesize` A simple disk lookup.

```
local function filesize(name)
  local file =  kpse_find(name, "tex", true)
  if file then
    local size = lfs_attr(file, "size")
    if size then
      write(size)
    end
  end
end
l3kernel.filesize = filesize
```

(*End definition for* `l3kernel.filesize`. *This function is documented on page 253.*)

`l3kernel.strcmp` String comparison which gives the same results as pdfTEX's `\pdfstrcmp`, although the ordering should likely not be relied upon!

```
local function strcmp(A, B)
  if A == B then
    write("0")
  elseif A < B then
    write("-1")
  else
    write("1")
  end
end
l3kernel.strcmp = strcmp
```

(*End definition for* `l3kernel.strcmp`. *This function is documented on page 253.*)

44.4 Generic Lua and font support

```
⟨*initex⟩
⟨@@=alloc⟩
```

A small amount of generic code is used by almost all LuaTeX material so needs to be loaded by the format.

```
attribute_count_name = "g__alloc_attribute_int"
bytecode_count_name  = "g__alloc_bytecode_int"
chunkname_count_name = "g__alloc_chunkname_int"
whatsit_count_name   = "g__alloc_whatsit_int"
require("ltluatex")
```

With the above available the font loader code used by plain TeX and LaTeX 2_ε when used with LuaTeX can be loaded here. This is thus being treated more-or-less as part of the engine itself.

```
require("luaotfload-main")
local _void = luaotfload.main()
```

⟨/initex⟩

⟨/lua⟩

⟨/initex | package⟩

45 l3unicode implementation

⟨*initex | package⟩

⟨@@=char⟩

Case changing both for strings and "text" requires data from the Unicode Consortium. Some of this is build in to the format (as `\lccode` and `\uccode` values) but this covers only the simple one-to-one situations and does not fully handle for example case folding.

As only the data needs to remain at the end of this process, everything is set up inside a group. The only thing that is outside is creating a stream: they are global anyway and it is best to force a stream for all engines. For performance reasons, some of the code here is very low-level: the material is read during loading expl3 in package mode.

```
\ior_new:N \g__char_data_ior
\bool_lazy_or:nnTF { \sys_if_engine_luatex_p: } { \sys_if_engine_xetex_p: }
  {
    \group_begin:
```

Access the primitive but suppress further expansion: active chars are otherwise an issue.

```
      \cs_set:Npn \__char_generate_char:n #1
        { \tex_detokenize:D \tex_expandafter:D { \tex_Uchar:D " #1 } }
```

A fast local implementation for generating characters; the chars may be active, so we prevent further expansion.

```
      \cs_set:Npx \__char_generate:n #1
        {
          \exp_not:N \tex_unexpanded:D \exp_not:N \exp_after:wN
            {
              \sys_if_engine_luatex:TF
                {
                  \exp_not:N \tex_directlua:D
                    {
                      l3kernel.charcat
                        (
                          \exp_not:N \tex_number:D #1 ,
                          \exp_not:N \tex_the:D \tex_catcode:D #1
```

```
                        )
                    }
                }
                {
                  \exp_not:N \tex_Ucharcat:D
                    #1 ~
                    \tex_catcode:D #1 ~
                }
            }
        }
```

Parse the main Unicode data file for title case exceptions (the one-to-one lower and upper case mappings it contains are all be covered by the TEX data). There are no comments in the main data file so this can be done using a standard mapping and no checks.

```
    \ior_open:Nn \g__char_data_ior { UnicodeData.txt }
    \cs_set_protected:Npn \__char_data_auxi:w
      #1 ; #2 ; #3 ; #4 ; #5 ; #6 ; #7 ; #8 ; #9 ;
      { \__char_data_auxii:w #1 ; }
    \cs_set_protected:Npn \__char_data_auxii:w
      #1 ; #2 ; #3 ; #4 ; #5 ; #6 ; #7 \q_stop
      {
        \cs_set_nopar:Npn \l__char_tmpa_tl {#7}
        \reverse_if:N \if_meaning:w \l__char_tmpa_tl \c_empty_tl
          \cs_set_nopar:Npn \l__char_tmpb_tl {#5}
          \reverse_if:N \if_meaning:w \l__char_tmpa_tl \l__char_tmpb_tl
            \tl_const:cx
              { c__char_mixed_case_ \__char_generate_char:n {#1} _tl }
              { \__char_generate:n { "#7 } }
          \fi:
        \fi:
      }
    \ior_map_variable:NNn \g__char_data_ior \l__char_tmpa_tl
      {
        \if_meaning:w \l__char_tmpa_tl \c_space_tl
          \exp_after:wN \ior_map_break:
        \fi:
        \exp_after:wN \__char_data_auxi:w \l__char_tmpa_tl \q_stop
      }
    \ior_close:N \g__char_data_ior
```

The other data files all use C-style comments so we have to worry about # tokens (and reading as strings). The set up for case folding is in two parts. For the basic (core) mappings, folding is the same as lower casing in most positions so only store the differences. For the more complex foldings, always store the result, splitting up the two or three code points in the input as required.

```
    \ior_open:Nn \g__char_data_ior { CaseFolding.txt }
    \cs_set_protected:Npn \__char_data_auxi:w #1 ;~ #2 ;~ #3 ; #4 \q_stop
      {
        \if:w \tl_head:n { #2 ? } C
          \reverse_if:N \if_int_compare:w
            \char_value_lccode:n {"#1} = "#3 ~
            \tl_const:cx
              { c__char_fold_case_ \__char_generate_char:n {#1} _tl }
              { \__char_generate:n { "#3 } }
          \fi:
```

```
      \else:
        \if:w \tl_head:n { #2 ? } F
          \__char_data_auxii:w #1 ~ #3 ~ \q_stop
        \fi:
      \fi:
    }
  \cs_set_protected:Npn \__char_data_auxii:w #1 ~ #2 ~ #3 ~ #4 \q_stop
    {
      \tl_const:cx { c__char_fold_case_ \__char_generate_char:n {#1} _tl }
        {
          \__char_generate:n { "#2 }
          \__char_generate:n { "#3 }
          \tl_if_blank:nF {#4}
            { \__char_generate:n { \int_value:w "#4 } }
        }
    }
  \ior_str_map_inline:Nn \g__char_data_ior
    {
      \reverse_if:N \if:w \c_hash_str \tl_head:w #1 \c_hash_str \q_stop
        \__char_data_auxi:w #1 \q_stop
      \fi:
    }
  \ior_close:N \g__char_data_ior
```

For upper and lower casing special situations, there is a bit more to do as we also have title casing to consider, plus we need to stop part-way through the file.

```
  \ior_open:Nn \g__char_data_ior { SpecialCasing.txt }
  \cs_set_protected:Npn \__char_data_auxi:w
    #1 ;~ #2 ;~ #3 ;~ #4 ; #5 \q_stop
    {
      \use:n { \__char_data_auxii:w #1 ~ lower ~ #2 ~ } ~ \q_stop
      \use:n { \__char_data_auxii:w #1 ~ upper ~ #4 ~ } ~ \q_stop
      \str_if_eq:nnF {#3} {#4}
        { \use:n { \__char_data_auxii:w #1 ~ mixed ~ #3 ~ } ~ \q_stop }
    }
  \cs_set_protected:Npn \__char_data_auxii:w
    #1 ~ #2 ~ #3 ~ #4 ~ #5 \q_stop
    {
      \tl_if_empty:nF {#4}
        {
          \tl_const:cx { c__char_ #2 _case_ \__char_generate_char:n {#1} _tl }
            {
              \__char_generate:n { "#3 }
              \__char_generate:n { "#4 }
              \tl_if_blank:nF {#5}
                { \__char_generate:n { "#5 } }
            }
        }
    }
  \ior_str_map_inline:Nn \g__char_data_ior
    {
      \str_if_eq:eeTF
        { \tl_head:w #1 \c_hash_str \q_stop }
        { \c_hash_str }
        {
```

```
                \str_if_eq:eeT
                  {#1}
                  { \c_hash_str \c_space_tl Conditional~Mappings }
                  { \ior_map_break: }
              }
              { \__char_data_auxi:w #1 \q_stop }
          }
        \ior_close:N \g__char_data_ior
      \group_end:
    }
```

For the 8-bit engines, the above is skipped but there is still some set up required. As case changing can only be applied to bytes, and they have to be in the ASCII range, we define a series of data stores to represent them, and the data are used such that only these are ever case-changed. We do open and close one file to force allocation of a read: this keeps all engines in line.

```
    {
      \group_begin:
        \cs_set_protected:Npn \__char_tmp:NN #1#2
          {
            \quark_if_recursion_tail_stop:N #2
            \tl_const:cn { c__char_upper_case_ #2 _tl } {#1}
            \tl_const:cn { c__char_lower_case_ #1 _tl } {#2}
            \tl_const:cn { c__char_fold_case_  #1 _tl } {#2}
            \__char_tmp:NN
          }
        \__char_tmp:NN
          AaBbCcDdEeFfGgHhIiJjKkLlMmNnOoPpQqRrSsTtUuVvWwXxYyZz
          ? \q_recursion_tail \q_recursion_stop
        \ior_open:Nn \g__char_data_ior { UnicodeData.txt }
        \ior_close:N \g__char_data_ior
      \group_end:
    }
⟨/initex | package⟩
```

46 l3legacy Implementation

```
⟨*package⟩
⟨@@=legacy⟩
```

\legacy_if_p:n
\legacy_if:nTF

A friendly wrapper.

```
\prg_new_conditional:Npnn \legacy_if:n #1 { p , T , F , TF }
  {
    \exp_args:Nc \if_meaning:w { if#1 } \iftrue
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  }
```

(*End definition for* `\legacy_if:nTF`. *This function is documented on page* *255*.)

```
⟨/package⟩
```

47 l3candidates Implementation

```
⟨*initex | package⟩
```

47.1 Additions to l3box

```
⟨@@=box⟩
```

47.1.1 Viewing part of a box

\box_clip:N
\box_clip:c
\box_gclip:N
\box_gclip:c

A wrapper around the driver-dependent code.

```
\cs_new_protected:Npn \box_clip:N #1
  { \hbox_set:Nn #1 { \__box_backend_clip:N #1 } }
\cs_generate_variant:Nn \box_clip:N { c }
\cs_new_protected:Npn \box_gclip:N #1
  { \hbox_gset:Nn #1 { \__box_backend_clip:N #1 } }
\cs_generate_variant:Nn \box_gclip:N { c }
```

(*End definition for* `\box_clip:N` *and* `\box_gclip:N`. *These functions are documented on page 257.*)

\box_set_trim:Nnnnn
\box_set_trim:cnnnn
\box_gset_trim:Nnnnn
\box_gset_trim:cnnnn
__box_set_trim:NnnnnN

Trimming from the left- and right-hand edges of the box is easy: kern the appropriate parts off each side.

```
\cs_new_protected:Npn \box_set_trim:Nnnnn #1#2#3#4#5
  { \__box_set_trim:NnnnnN #1 {#2} {#3} {#4} {#5} \box_set_eq:NN }
\cs_generate_variant:Nn \box_set_trim:Nnnnn { c }
\cs_new_protected:Npn \box_gset_trim:Nnnnn #1#2#3#4#5
  { \__box_set_trim:NnnnnN #1 {#2} {#3} {#4} {#5} \box_gset_eq:NN }
\cs_generate_variant:Nn \box_gset_trim:Nnnnn { c }
\cs_new_protected:Npn \__box_set_trim:NnnnnN #1#2#3#4#5#6
  {
    \hbox_set:Nn \l__box_internal_box
      {
        \tex_kern:D - \__box_dim_eval:n {#2}
        \box_use:N #1
        \tex_kern:D - \__box_dim_eval:n {#4}
      }
```

For the height and depth, there is a need to watch the baseline is respected. Material always has to stay on the correct side, so trimming has to check that there is enough material to trim. First, the bottom edge. If there is enough depth, simply set the depth, or if not move down so the result is zero depth. `\box_move_down:nn` is used in both cases so the resulting box always contains a `\lower` primitive. The internal box is used here as it allows safe use of `\box_set_dp:Nn`.

```
    \dim_compare:nNnTF { \box_dp:N #1 } > {#3}
      {
        \hbox_set:Nn \l__box_internal_box
          {
            \box_move_down:nn \c_zero_dim
              { \box_use_drop:N \l__box_internal_box }
          }
        \box_set_dp:Nn \l__box_internal_box { \box_dp:N #1 - (#3) }
      }
      {
        \hbox_set:Nn \l__box_internal_box
          {
```

```
          \box_move_down:nn { (#3) - \box_dp:N #1 }
            { \box_use_drop:N \l__box_internal_box }
        }
      \box_set_dp:Nn \l__box_internal_box \c_zero_dim
    }
```

Same thing, this time from the top of the box.

```
    \dim_compare:nNnTF { \box_ht:N \l__box_internal_box } > {#5}
      {
        \hbox_set:Nn \l__box_internal_box
          {
            \box_move_up:nn \c_zero_dim
              { \box_use_drop:N \l__box_internal_box }
          }
        \box_set_ht:Nn \l__box_internal_box
          { \box_ht:N \l__box_internal_box - (#5) }
      }
      {
        \hbox_set:Nn \l__box_internal_box
          {
            \box_move_up:nn { (#5) - \box_ht:N \l__box_internal_box }
              { \box_use_drop:N \l__box_internal_box }
          }
        \box_set_ht:Nn \l__box_internal_box \c_zero_dim
      }
    #6 #1 \l__box_internal_box
  }
```

(*End definition for* `\box_set_trim:Nnnnn`*,* `\box_gset_trim:Nnnnn`*, and* `\__box_set_trim:NnnnnN`*. These functions are documented on page 258.*)

`\box_set_viewport:Nnnnn`
`\box_set_viewport:cnnnn`
`\box_gset_viewport:Nnnnn`
`\box_gset_viewport:cnnnn`
`\__box_viewport:NnnnnN`

The same general logic as for the trim operation, but with absolute dimensions. As a result, there are some things to watch out for in the vertical direction.

```
\cs_new_protected:Npn \box_set_viewport:Nnnnn #1#2#3#4#5
  { \__box_set_viewport:NnnnnN #1 {#2} {#3} {#4} {#5} \box_set_eq:NN }
\cs_generate_variant:Nn \box_set_viewport:Nnnnn { c }
\cs_new_protected:Npn \box_gset_viewport:Nnnnn #1#2#3#4#5
  { \__box_set_viewport:NnnnnN #1 {#2} {#3} {#4} {#5} \box_gset_eq:NN }
\cs_generate_variant:Nn \box_gset_viewport:Nnnnn { c }
\cs_new_protected:Npn \__box_set_viewport:NnnnnN #1#2#3#4#5#6
  {
    \hbox_set:Nn \l__box_internal_box
      {
        \tex_kern:D - \__box_dim_eval:n {#2}
        \box_use:N #1
        \tex_kern:D \__box_dim_eval:n { #4 - \box_wd:N #1 }
      }
    \dim_compare:nNnTF {#3} < \c_zero_dim
      {
        \hbox_set:Nn \l__box_internal_box
          {
            \box_move_down:nn \c_zero_dim
              { \box_use_drop:N \l__box_internal_box }
          }
        \box_set_dp:Nn \l__box_internal_box { - \__box_dim_eval:n {#3} }
```

```
      }
      {
        \hbox_set:Nn \l__box_internal_box
          { \box_move_down:nn {#3} { \box_use_drop:N \l__box_internal_box } }
        \box_set_dp:Nn \l__box_internal_box \c_zero_dim
      }
    \dim_compare:nNnTF {#5} > \c_zero_dim
      {
        \hbox_set:Nn \l__box_internal_box
          {
            \box_move_up:nn \c_zero_dim
              { \box_use_drop:N \l__box_internal_box }
          }
        \box_set_ht:Nn \l__box_internal_box
          {
            (#5)
            \dim_compare:nNnT {#3} > \c_zero_dim
              { - (#3) }
          }
      }
      {
        \hbox_set:Nn \l__box_internal_box
          {
            \box_move_up:nn { - \__box_dim_eval:n {#5} }
              { \box_use_drop:N \l__box_internal_box }
          }
        \box_set_ht:Nn \l__box_internal_box \c_zero_dim
      }
    #6 #1 \l__box_internal_box
  }
```

(*End definition for* `\box_set_viewport:Nnnnn`, `\box_gset_viewport:Nnnnn`, *and* `\__box_viewport:NnnnnN`. *These functions are documented on page 258.*)

47.2 Additions to l3flag

```
⟨@@=flag⟩
```

`\flag_raise_if_clear:n` It might be faster to just call the "trap" function in all cases but conceptually the function name suggests we should only run it if the flag is zero in case the "trap" made customizable in the future.

```
\cs_new:Npn \flag_raise_if_clear:n #1
  {
    \if_cs_exist:w flag~#1~0 \cs_end:
    \else:
      \cs:w flag~#1 \cs_end: 0 ;
    \fi:
  }
```

(*End definition for* `\flag_raise_if_clear:n`. *This function is documented on page 259.*)

47.3 Additions to l3msg

```
⟨@@=msg⟩
```

\msg_expandable_error:nnnnnn
\msg_expandable_error:nnffff
\msg_expandable_error:nnnnn
\msg_expandable_error:nnfff
\msg_expandable_error:nnnn
\msg_expandable_error:nnff
\msg_expandable_error:nnn
\msg_expandable_error:nnf
\msg_expandable_error:nn
__msg_expandable_error_module:nn

Pass to an auxiliary the message to display and the module name

```
\cs_new:Npn \msg_expandable_error:nnnnnn #1#2#3#4#5#6
  {
    \exp_args:Ne \__msg_expandable_error_module:nn
      {
        \exp_args:Nc \exp_args:Noooo
          { \c__msg_text_prefix_tl #1 / #2 }
          { \tl_to_str:n {#3} }
          { \tl_to_str:n {#4} }
          { \tl_to_str:n {#5} }
          { \tl_to_str:n {#6} }
      }
      {#1}
  }
\cs_new:Npn \msg_expandable_error:nnnnn #1#2#3#4#5
  { \msg_expandable_error:nnnnnn {#1} {#2} {#3} {#4} {#5} { } }
\cs_new:Npn \msg_expandable_error:nnnn #1#2#3#4
  { \msg_expandable_error:nnnnnn {#1} {#2} {#3} {#4} { } { } }
\cs_new:Npn \msg_expandable_error:nnn #1#2#3
  { \msg_expandable_error:nnnnnn {#1} {#2} {#3} { } { } { } }
\cs_new:Npn \msg_expandable_error:nn #1#2
  { \msg_expandable_error:nnnnnn {#1} {#2} { } { } { } { } }
\cs_generate_variant:Nn \msg_expandable_error:nnnnnn { nnffff }
\cs_generate_variant:Nn \msg_expandable_error:nnnnn  { nnfff }
\cs_generate_variant:Nn \msg_expandable_error:nnnn   { nnff }
\cs_generate_variant:Nn \msg_expandable_error:nnn    { nnf }
\cs_new:Npn \__msg_expandable_error_module:nn #1#2
  {
    \exp_after:wN \exp_after:wN
    \exp_after:wN \use_none_delimit_by_q_stop:w
    \use:n { \::error ! ~ #2 : ~ #1 } \q_stop
  }
```

(*End definition for* `\msg_expandable_error:nnnnnn` *and others. These functions are documented on page 260.*)

\msg_show_eval:Nn
\msg_log_eval:Nn
__msg_show_eval:nnN

A short-hand used for `\int_show:n` and similar functions that passes to `\tl_show:n` the result of applying `#1` (a function such as `\int_eval:n`) to the expression `#2`. The use of `f`-expansion ensures that `#1` is expanded in the scope in which the show command is called, rather than in the group created by `\iow_wrap:nnnN`. This is only important for expressions involving the `\currentgrouplevel` or `\currentgrouptype`. On the other hand we want the expression to be converted to a string with the usual escape character, hence within the wrapping code.

```
\cs_new_protected:Npn \msg_show_eval:Nn #1#2
  { \exp_args:Nf \__msg_show_eval:nnN { #1 {#2} } {#2} \tl_show:n }
\cs_new_protected:Npn \msg_log_eval:Nn #1#2
  { \exp_args:Nf \__msg_show_eval:nnN { #1 {#2} } {#2} \tl_log:n }
\cs_new_protected:Npn \__msg_show_eval:nnN #1#2#3 { #3 { #2 = #1 } }
```

(*End definition for* `\msg_show_eval:Nn` *,* `\msg_log_eval:Nn` *, and* `\__msg_show_eval:nnN`*. These functions are documented on page 260.*)

\msg_show_item:n
\msg_show_item_unbraced:n
\msg_show_item:nn
\msg_show_item_unbraced:nn

Each item in the variable is formatted using one of the following functions. We cannot use `\\` and so on because these short-hands cannot be used inside the arguments of messages, only when defining the messages.

```
\cs_new:Npx \msg_show_item:n #1
  { \iow_newline: > ~ \c_space_tl \exp_not:N \tl_to_str:n { {#1} } }
\cs_new:Npx \msg_show_item_unbraced:n #1
  { \iow_newline: > ~ \c_space_tl \exp_not:N \tl_to_str:n {#1} }
\cs_new:Npx \msg_show_item:nn #1#2
  {
    \iow_newline: > \use:nn { ~ } { ~ }
    \exp_not:N \tl_to_str:n { {#1} }
    \use:nn { ~ } { ~ } => \use:nn { ~ } { ~ }
    \exp_not:N \tl_to_str:n { {#2} }
  }
\cs_new:Npx \msg_show_item_unbraced:nn #1#2
  {
    \iow_newline: > \use:nn { ~ } { ~ }
    \exp_not:N \tl_to_str:n {#1}
    \use:nn { ~ } { ~ } => \use:nn { ~ } { ~ }
    \exp_not:N \tl_to_str:n {#2}
  }
```

(*End definition for* `\msg_show_item:n` *and others. These functions are documented on page* *261*.)

47.4 Additions to l3prg

\bool_set_inverse:N
\bool_set_inverse:c
\bool_gset_inverse:N
\bool_gset_inverse:c

Set to `false` or `true` locally or globally.

```
\cs_new_protected:Npn \bool_set_inverse:N #1
  { \bool_if:NTF #1 { \bool_set_false:N } { \bool_set_true:N } #1 }
\cs_generate_variant:Nn \bool_set_inverse:N { c }
\cs_new_protected:Npn \bool_gset_inverse:N #1
  { \bool_if:NTF #1 { \bool_gset_false:N } { \bool_gset_true:N } #1 }
\cs_generate_variant:Nn \bool_gset_inverse:N { c }
```

(*End definition for* `\bool_set_inverse:N` *and* `\bool_gset_inverse:N`*. These functions are documented* *on page 261*.)

47.5 Additions to l3prop

```
⟨@@=prop⟩
```

\prop_rand_key_value:N
\prop_rand_key_value:c
__prop_rand_item:w

Contrarily to `clist`, `seq` and `tl`, there is no function to get an item of a `prop` given an integer between 1 and the number of items, so we write the appropriate code. There is no bounds checking because `\int_rand:nn` is always within bounds. The initial `\int_value:w` is stopped by the first `\s__prop` in `#1`.

```
\cs_new:Npn \prop_rand_key_value:N #1
  {
    \prop_if_empty:NF #1
      {
        \exp_after:wN \__prop_rand_item:w
        \int_value:w \int_rand:nn { 1 } { \prop_count:N #1 }
        #1 \q_stop
      }
  }
\cs_generate_variant:Nn \prop_rand_key_value:N { c }
\cs_new:Npn \__prop_rand_item:w #1 \s__prop \__prop_pair:wn #2 \s__prop #3
  {
```

```
    \int_compare:nNnF {#1} > 1
      { \use_i_delimit_by_q_stop:nw { \exp_not:n { {#2} {#3} } } }
    \exp_after:wN \__prop_rand_item:w
    \int_value:w \int_eval:n { #1 - 1 } \s__prop
  }
```

(*End definition for* `\prop_rand_key_value:N` *and* `\__prop_rand_item:w`*. This function is documented on page* *261*.)

47.6 Additions to l3seq

```
⟨@@=seq⟩
```

`\seq_mapthread_function:NNN`
`\seq_mapthread_function:NcN`
`\seq_mapthread_function:cNN`
`\seq_mapthread_function:ccN`
`\__seq_mapthread_function:wNN`
`\__seq_mapthread_function:wNw`
`\__seq_mapthread_function:Nnnwnn`

The idea is to first expand both sequences, adding the usual `{ ? \prg_break: } { }` to the end of each one. This is most conveniently done in two steps using an auxiliary function. The mapping then throws away the first tokens of `#2` and `#5`, which for items in both sequences are `\s__seq \__seq_item:n`. The function to be mapped are then be applied to the two entries. When the code hits the end of one of the sequences, the break material stops the entire loop and tidy up. This avoids needing to find the count of the two sequences, or worrying about which is longer.

```
\cs_new:Npn \seq_mapthread_function:NNN #1#2#3
  { \exp_after:wN \__seq_mapthread_function:wNN #2 \q_stop #1 #3 }
\cs_new:Npn \__seq_mapthread_function:wNN \s__seq #1 \q_stop #2#3
  {
    \exp_after:wN \__seq_mapthread_function:wNw #2 \q_stop #3
      #1 { ? \prg_break: } { }
    \prg_break_point:
  }
\cs_new:Npn \__seq_mapthread_function:wNw \s__seq #1 \q_stop #2
  {
    \__seq_mapthread_function:Nnnwnn #2
      #1 { ? \prg_break: } { }
    \q_stop
  }
\cs_new:Npn \__seq_mapthread_function:Nnnwnn #1#2#3#4 \q_stop #5#6
  {
    \use_none:n #2
    \use_none:n #5
    #1 {#3} {#6}
    \__seq_mapthread_function:Nnnwnn #1 #4 \q_stop
  }
\cs_generate_variant:Nn \seq_mapthread_function:NNN { Nc , c , cc }
```

(*End definition for* `\seq_mapthread_function:NNN` *and others. This function is documented on page* *261*.)

`\seq_set_filter:NNn`
`\seq_gset_filter:NNn`
`\__seq_set_filter:NNNn`

Similar to `\seq_map_inline:Nn`, without a `\prg_break_point:` because the user's code is performed within the evaluation of a boolean expression, and skipping out of that would break horribly. The `\__seq_wrap_item:n` function inserts the relevant `\__seq_item:n` without expansion in the input stream, hence in the x-expanding assignment.

```
\cs_new_protected:Npn \seq_set_filter:NNn
  { \__seq_set_filter:NNNn \tl_set:Nx }
\cs_new_protected:Npn \seq_gset_filter:NNn
  { \__seq_set_filter:NNNn \tl_gset:Nx }
```

```
\cs_new_protected:Npn \__seq_set_filter:NNNn #1#2#3#4
  {
    \__seq_push_item_def:n { \bool_if:nT {#4} { \__seq_wrap_item:n {##1} } }
    #1 #2 { #3 }
    \__seq_pop_item_def:
  }
```

(*End definition for* `\seq_set_filter:NNn`, `\seq_gset_filter:NNn`, *and* `\__seq_set_filter:NNNn`. *These functions are documented on page 262.*)

`\seq_set_map:NNn`
`\seq_gset_map:NNn`
`\__seq_set_map:NNNn`

Very similar to `\seq_set_filter:NNn`. We could actually merge the two within a single function, but it would have weird semantics.

```
\cs_new_protected:Npn \seq_set_map:NNn
  { \__seq_set_map:NNNn \tl_set:Nx }
\cs_new_protected:Npn \seq_gset_map:NNn
  { \__seq_set_map:NNNn \tl_gset:Nx }
\cs_new_protected:Npn \__seq_set_map:NNNn #1#2#3#4
  {
    \__seq_push_item_def:n { \exp_not:N \__seq_item:n {#4} }
    #1 #2 { #3 }
    \__seq_pop_item_def:
  }
```

(*End definition for* `\seq_set_map:NNn`, `\seq_gset_map:NNn`, *and* `\__seq_set_map:NNNn`. *These functions are documented on page 262.*)

`\seq_set_from_inline_x:Nnn`
`\seq_gset_from_inline_x:Nnn`
`\__seq_set_from_inline_x:NNnn`

Set `\__seq_item:n` then map it using the loop code.

```
\cs_new_protected:Npn \seq_set_from_inline_x:Nnn
  { \__seq_set_from_inline_x:NNnn \tl_set:Nx }
\cs_new_protected:Npn \seq_gset_from_inline_x:Nnn
  { \__seq_set_from_inline_x:NNnn \tl_gset:Nx }
\cs_new_protected:Npn \__seq_set_from_inline_x:NNnn #1#2#3#4
  {
    \__seq_push_item_def:n { \exp_not:N \__seq_item:n {#4} }
    #1 #2 { \s__seq #3 \__seq_item:n }
    \__seq_pop_item_def:
  }
```

(*End definition for* `\seq_set_from_inline_x:Nnn`, `\seq_gset_from_inline_x:Nnn`, *and* `\__seq_set_from_inline_x:NNnn`. *These functions are documented on page 262.*)

`\seq_set_from_function:NnN`
`\seq_gset_from_function:NnN`

Reuse `\seq_set_from_inline_x:Nnn`.

```
\cs_new_protected:Npn \seq_set_from_function:NnN #1#2#3
  { \seq_set_from_inline_x:Nnn #1 {#2} { #3 {##1} } }
\cs_new_protected:Npn \seq_gset_from_function:NnN #1#2#3
  { \seq_gset_from_inline_x:Nnn #1 {#2} { #3 {##1} } }
```

(*End definition for* `\seq_set_from_function:NnN` *and* `\seq_gset_from_function:NnN`. *These functions are documented on page 262.*)

`\seq_indexed_map_function:NN`
`\seq_indexed_map_inline:Nn`
`\__seq_indexed_map:nNN`
`\__seq_indexed_map:Nw`

Similar to `\seq_map_function:NN` but we keep track of the item index as a `;`-delimited argument of `\__seq_indexed_map:Nw`.

```
\cs_new:Npn \seq_indexed_map_function:NN #1#2
  {
    \__seq_indexed_map:NN #1#2
```

```
    \prg_break_point:Nn \seq_map_break: { }
  }
\cs_new_protected:Npn \seq_indexed_map_inline:Nn #1#2
  {
    \int_gincr:N \g__kernel_prg_map_int
    \cs_gset_protected:cpn
      { __seq_map_ \int_use:N \g__kernel_prg_map_int :w } ##1##2 {#2}
    \exp_args:NNc \__seq_indexed_map:NN #1
      { __seq_map_ \int_use:N \g__kernel_prg_map_int :w }
    \prg_break_point:Nn \seq_map_break:
      { \int_gdecr:N \g__kernel_prg_map_int }
  }
\cs_new:Npn \__seq_indexed_map:NN #1#2
  {
    \exp_after:wN \__seq_indexed_map:Nw
    \exp_after:wN #2
    \int_value:w 1
    \exp_after:wN \use_i:nn
    \exp_after:wN ;
    #1
    \prg_break: \__seq_item:n { } \prg_break_point:
  }
\cs_new:Npn \__seq_indexed_map:Nw #1#2 ; #3 \__seq_item:n #4
  {
    #3
    #1 {#2} {#4}
    \exp_after:wN \__seq_indexed_map:Nw
    \exp_after:wN #1
    \int_value:w \int_eval:w 1 + #2 ;
  }
```

(*End definition for* `\seq_indexed_map_function:NN` *and others. These functions are documented on page 262.*)

47.7 Additions to l3sys

```
⟨@@=sys⟩
```

`\c_sys_engine_version_str` Various different engines, various different ways to extract the data!

```
\str_const:Nx \c_sys_engine_version_str
  {
    \str_case:on \c_sys_engine_str
      {
        { pdftex }
          {
            \fp_eval:n { round(\int_use:N \tex_pdftexversion:D / 100 , 2) }
            .
            \tex_pdftexrevision:D
          }
        { ptex }
          {
            \cs_if_exist:NT \tex_ptexversion:D
              {
                p
                \int_use:N  \tex_ptexversion:D
```

```
                .
                \int_use:N \tex_ptexminorversion:D
                \tex_ptexrevision:D
                -
                \int_use:N \tex_epTeXversion:D
              }
          }
        { luatex }
          {
            \fp_eval:n { round(\int_use:N \tex_luatexversion:D / 100, 2) }
            .
            \tex_luatexrevision:D
          }
        { uptex }
          {
            \cs_if_exist:NT \tex_ptexversion:D
              {
                p
                \int_use:N  \tex_ptexversion:D
                .
                \int_use:N \tex_ptexminorversion:D
                \tex_ptexrevision:D
                -
                u
                \int_use:N  \tex_uptexversion:D
                \tex_uptexrevision:D
                -
                \int_use:N \tex_epTeXversion:D
              }
          }
        { xetex }
          {
            \int_use:N \tex_XeTeXversion:D
            \tex_XeTeXrevision:D
          }
      }
  }
```

(*End definition for* `\c_sys_engine_version_str`. *This variable is documented on page 263.*)

47.8 Additions to l3file

```
⟨@@=ior⟩
```

`\ior_shell_open:Nn`
`\__ior_shell_open:nN`

Actually much easier than either the standard open or input versions!

```
\cs_new_protected:Npn \ior_shell_open:Nn #1#2
  {
    \sys_if_shell:TF
      { \exp_args:No \__ior_shell_open:nN { \tl_to_str:n {#2} } #1 }
      { \__kernel_msg_error:nn { kernel } { pipe-failed } }
  }
\cs_new_protected:Npn \__ior_shell_open:nN #1#2
  {
    \tl_if_in:nnTF {#1} { " }
      {
```

```
        \__kernel_msg_error:nnx
          { kernel } { quote-in-shell } {#1}
      }
      { \__kernel_ior_open:Nn #2 { "|#1" } }
  }
\__kernel_msg_new:nnnn { kernel } { pipe-failed }
  { Cannot~run~piped~system~commands. }
  {
    LaTeX~tried~to~call~a~system~process~but~this~was~not~possible.\\
    Try~the~"--shell-escape"~(or~"--enable-pipes")~option.
  }
```

(*End definition for* `\ior_shell_open:Nn` *and* `\__ior_shell_open:nN`*. This function is documented on page 259.*)

47.9 Additions to l3tl

47.9.1 Unicode case changing

The mechanisms needed for case changing are somewhat involved, particularly to allow for all of the special cases. These functions also require the appropriate data extracted from the Unicode documentation (either manually or automatically).

First, some code which "belongs" in l3tokens but has to come here.

```
⟨@@=char⟩
```

`\char_lower_case:N`
`\char_upper_case:N`
`\char_mixed_case:N`
`\char_fold_case:N`
`\__char_change_case:nNN`
`\__char_change_case:nN`
`\__char_change_case_multi:nN`
`\__char_change_case_multi:vN`
`\__char_change_case_multi:NNNNw`
`\__char_change_case:NNN`
`\__char_change_case:NNNN`
`\__char_change_case:NN`
`\__char_change_case_catcode:N`
`\char_str_lower_case:N`
`\char_str_upper_case:N`
`\char_str_mixed_case:N`
`\char_str_fold_case:N`
`\__char_str_change_case:nNN`
`\__char_str_change_case:nN`

Expandable character generation is done using a two-part approach. First, see if the current character has a special mapping for the current transformation. If it does, insert that. Otherwise, use the TeX data to look up the one-to-one mapping, and generate the appropriate character with the appropriate category code. Mixed case needs an extra step as it may be special-cased or might be a special upper case outcome. The internal when using non-Unicode engines has to be set up to only do anything with ASCII characters.

To ensure that the category codes produced are predictable, every character is re-generated even if it is otherwise unchanged. This makes life a little interesting when we might have multiple output characters: we have to grab each of them and case change them in reverse order to maintain `f`-type expandability.

```
\cs_new:Npn \char_lower_case:N #1
  { \__char_change_case:nNN { lower } \char_value_lccode:n #1 }
\cs_new:Npn \char_upper_case:N #1
  { \__char_change_case:nNN { upper } \char_value_uccode:n #1 }
\cs_new:Npn \char_mixed_case:N #1
  {
    \tl_if_exist:cTF { c__char_mixed_case_ \token_to_str:N #1 _tl }
      {
        \__char_change_case_multi:vN
          { c__char_mixed_case_ \token_to_str:N #1 _tl } #1
      }
      { \char_upper_case:N #1 }
  }
\cs_new:Npn \char_fold_case:N #1
  { \__char_change_case:nNN { fold } \char_value_lccode:n #1 }
\cs_new:Npn \__char_change_case:nNN #1#2#3
  {
    \tl_if_exist:cTF { c__char_ #1 _case_ \token_to_str:N #3 _tl }
```

```
      {
        \__char_change_case_multi:vN
          { c__char_ #1 _case_ \token_to_str:N #3 _tl } #3
      }
      { \exp_args:Nf \__char_change_case:nN { #2 { `#3 } } #3 }
  }
\cs_new:Npn \__char_change_case:nN #1#2
  {
    \int_compare:nNnTF {#1} = 0
      { #2 }
      { \char_generate:nn {#1} { \__char_change_case_catcode:N #2 } }
  }
\cs_new:Npn \__char_change_case_multi:nN #1#2
  { \__char_change_case_multi:NNNNw #2 #1 \q_no_value \q_no_value \q_stop }
\cs_generate_variant:Nn \__char_change_case_multi:nN { v }
\cs_new:Npn \__char_change_case_multi:NNNNw #1#2#3#4#5 \q_stop
  {
    \quark_if_no_value:NTF #4
      {
        \quark_if_no_value:NTF #3
          { \__char_change_case:NN #1 #2 }
          { \__char_change_case:NNN #1 #2#3 }
      }
      { \__char_change_case:NNNN #1 #2#3#4 }
  }
\cs_new:Npn \__char_change_case:NNN #1#2#3
  {
    \exp_args:Nnf \use:nn
      { \__char_change_case:NN #1 #2 }
      { \__char_change_case:NN #1 #3 }
  }
\cs_new:Npn \__char_change_case:NNNN #1#2#3#4
  {
    \exp_args:Nnff \use:nnn
      { \__char_change_case:NN #1 #2 }
      { \__char_change_case:NN #1 #3 }
      { \__char_change_case:NN #1 #4 }
  }
\cs_new:Npn \__char_change_case:NN #1#2
  { \char_generate:nn { `#2 } { \__char_change_case_catcode:N #1 } }
\cs_new:Npn \__char_change_case_catcode:N #1
  {
    \if_catcode:w \exp_not:N #1 \c_math_toggle_token
      3
    \else:
      \if_catcode:w \exp_not:N #1 \c_alignment_token
        4
      \else:
        \if_catcode:w \exp_not:N #1 \c_math_superscript_token
          7
        \else:
          \if_catcode:w \exp_not:N #1 \c_math_subscript_token
            8
          \else:
```

```
            \if_catcode:w \exp_not:N #1 \c_space_token
              10
            \else:
              \if_catcode:w \exp_not:N #1 \c_catcode_letter_token
                11
              \else:
                \if_catcode:w \exp_not:N #1 \c_catcode_other_token
                  12
                \else:
                  13
                \fi:
              \fi:
            \fi:
          \fi:
        \fi:
      \fi:
    \fi:
  }
```

Same story for the string version, except category code is easier to follow. This of course makes this version significantly faster.

```
\cs_new:Npn \char_str_lower_case:N #1
  { \__char_str_change_case:nNN { lower } \char_value_lccode:n #1 }
\cs_new:Npn \char_str_upper_case:N #1
  { \__char_str_change_case:nNN { upper } \char_value_uccode:n #1 }
\cs_new:Npn \char_str_mixed_case:N #1
  {
    \tl_if_exist:cTF { c__char_mixed_case_ \token_to_str:N #1 _tl }
      { \tl_to_str:c { c__char_mixed_case_ \token_to_str:N #1 _tl } }
      { \char_str_upper_case:N #1 }
  }
\cs_new:Npn \char_str_fold_case:N #1
  { \__char_str_change_case:nNN { fold } \char_value_lccode:n #1 }
\cs_new:Npn \__char_str_change_case:nNN #1#2#3
  {
    \tl_if_exist:cTF { c__char_ #1 _case_ \token_to_str:N #3 _tl }
      { \tl_to_str:c { c__char_ #1 _case_ \token_to_str:N #3 _tl } }
      { \exp_args:Nf \__char_str_change_case:nN { #2 { `#3 } } #3 }
  }
\cs_new:Npn \__char_str_change_case:nN #1#2
  {
    \int_compare:nNnTF {#1} = 0
      { \tl_to_str:n {#2} }
      { \char_generate:nn {#1} { 12 } }
  }
\cs_if_exist:NF \tex_Uchar:D
  {
    \cs_set:Npn \__char_str_change_case:nN #1#2
      { \tl_to_str:n {#2} }
  }
```

(*End definition for* `\char_lower_case:N` *and others. These functions are documented on page* *268*.)

`\char_codepoint_to_bytes:n`
`\__char_codepoint_to_bytes_auxi:n`
`\__char_codepoint_to_bytes_auxii:Nnn`
`\__char_codepoint_to_bytes_auxiii:n`
`\__char_codepoint_to_bytes_outputi:nw`
`\__char_codepoint_to_bytes_outputii:nw`
`\__char_codepoint_to_bytes_outputiii:nw`
`\__char_codepoint_to_bytes_outputiv:nw`
`\__char_codepoint_to_bytes_output:nnn`
`\__char_codepoint_to_bytes_output:fnn`
`\__char_codepoint_to_bytes_end:`

This code converts a codepoint into the correct UTF-8 representation. In terms of the algorithm itself, see https://en.wikipedia.org/wiki/UTF-8 for the octet pattern.

```
\cs_new:Npn \char_codepoint_to_bytes:n #1
  {
    \exp_args:Nf \__char_codepoint_to_bytes_auxi:n
      { \int_eval:n {#1} }
  }
\cs_new:Npn \__char_codepoint_to_bytes_auxi:n #1
  {
    \if_int_compare:w #1 > "80 \exp_stop_f:
      \if_int_compare:w #1 < "800 \exp_stop_f:
        \__char_codepoint_to_bytes_outputi:nw
          { \__char_codepoint_to_bytes_auxii:Nnn C {#1} { 64 } }
        \__char_codepoint_to_bytes_outputii:nw
          { \__char_codepoint_to_bytes_auxiii:n {#1} }
      \else:
        \if_int_compare:w #1 < "10000 \exp_stop_f:
          \__char_codepoint_to_bytes_outputi:nw
            { \__char_codepoint_to_bytes_auxii:Nnn E {#1} { 64 * 64 } }
          \__char_codepoint_to_bytes_outputii:nw
            {
              \__char_codepoint_to_bytes_auxiii:n
                { \int_div_truncate:nn {#1} { 64 } }
            }
          \__char_codepoint_to_bytes_outputiii:nw
            { \__char_codepoint_to_bytes_auxiii:n {#1} }
        \else:
          \__char_codepoint_to_bytes_outputi:nw
            {
              \__char_codepoint_to_bytes_auxii:Nnn F
                 {#1} { 64 * 64 * 64 }
            }
          \__char_codepoint_to_bytes_outputii:nw
            {
              \__char_codepoint_to_bytes_auxiii:n
                { \int_div_truncate:nn {#1} { 64 * 64 } }
            }
          \__char_codepoint_to_bytes_outputiii:nw
            {
              \__char_codepoint_to_bytes_auxiii:n
                { \int_div_truncate:nn {#1} { 64 } }
            }
          \__char_codepoint_to_bytes_outputiv:nw
            { \__char_codepoint_to_bytes_auxiii:n {#1} }
        \fi:
      \fi:
    \else:
      \__char_codepoint_to_bytes_outputi:nw {#1}
    \fi:
    \__char_codepoint_to_bytes_end: { } { } { } { }
  }
\cs_new:Npn \__char_codepoint_to_bytes_auxii:Nnn #1#2#3
  {  "#10 + \int_div_truncate:nn {#2} {#3} }
\cs_new:Npn \__char_codepoint_to_bytes_auxiii:n #1
  { \int_mod:nn {#1} { 64 } + 128 }
\cs_new:Npn \__char_codepoint_to_bytes_outputi:nw
```

```
  #1 #2 \__char_codepoint_to_bytes_end: #3
  { \__char_codepoint_to_bytes_output:fnn { \int_eval:n {#1} } { } {#2} }
\cs_new:Npn \__char_codepoint_to_bytes_outputii:nw
  #1 #2 \__char_codepoint_to_bytes_end: #3#4
  { \__char_codepoint_to_bytes_output:fnn { \int_eval:n {#1} } { {#3} } {#2} }
\cs_new:Npn \__char_codepoint_to_bytes_outputiii:nw
  #1 #2 \__char_codepoint_to_bytes_end: #3#4#5
  {
    \__char_codepoint_to_bytes_output:fnn
      { \int_eval:n {#1} } { {#3} {#4} } {#2}
  }
\cs_new:Npn \__char_codepoint_to_bytes_outputiv:nw
  #1 #2 \__char_codepoint_to_bytes_end: #3#4#5#6
  {
    \__char_codepoint_to_bytes_output:fnn
      { \int_eval:n {#1} } { {#3} {#4} {#5} } {#2}
  }
\cs_new:Npn \__char_codepoint_to_bytes_output:nnn #1#2#3
  {
    #3
    \__char_codepoint_to_bytes_end: #2 {#1}
  }
\cs_generate_variant:Nn \__char_codepoint_to_bytes_output:nnn { f }
\cs_new:Npn \__char_codepoint_to_bytes_end: { }
```

(*End definition for* `\char_codepoint_to_bytes:n` *and others. This function is documented on page 268.*)

```
⟨@@=tl⟩
```

\tl_lower_case:n
\tl_upper_case:n
\tl_mixed_case:n
\tl_lower_case:nn
\tl_upper_case:nn
\tl_mixed_case:nn

The user level functions here are all wrappers around the internal functions for case changing.

```
\cs_new:Npn \tl_lower_case:n { \__tl_change_case:nnn { lower } { } }
\cs_new:Npn \tl_upper_case:n { \__tl_change_case:nnn { upper } { } }
\cs_new:Npn \tl_mixed_case:n { \__tl_change_case:nnn { mixed } { } }
\cs_new:Npn \tl_lower_case:nn { \__tl_change_case:nnn { lower } }
\cs_new:Npn \tl_upper_case:nn { \__tl_change_case:nnn { upper } }
\cs_new:Npn \tl_mixed_case:nn { \__tl_change_case:nnn { mixed } }
```

(*End definition for* `\tl_lower_case:n` *and others. These functions are documented on page 263.*)

__tl_change_case:nnn
__tl_change_case_aux:nnn
__tl_change_case_loop:wnn
__tl_change_case_output:nwn
__tl_change_case_output:Vwn
__tl_change_case_output:own
__tl_change_case_output:vwn
__tl_change_case_output:fwn
__tl_change_case_end:wn
__tl_change_case_group:nwnn
__tl_change_case_group_lower:nnnn
__tl_change_case_group_upper:nnnn
__tl_change_case_group_mixed:nnnn
__tl_change_case_space:wnn
__tl_change_case_N_type:Nwnn
__tl_change_case_N_type:NNNnnn
__tl_change_case_math:NNNnnn
__tl_change_case_math_loop:wNNnn
__tl_change_case_math:NwNNnn
__tl_change_case_math_group:nwNNnn
__tl_change_case_math_space:wNNnn
__tl_change_case_N_type:Nnnn
__tl_change_case_char_lower:Nnn

The mechanism for the core conversion of case is based on the idea that we can use a loop to grab the entire token list plus a quark: the latter is used as an end marker and to avoid any brace stripping. Depending on the nature of the first item in the grabbed argument, it can either processed as a single token, treated as a group or treated as a space. These different cases all work by re-reading `#1` in the appropriate way, hence the repetition of `#1 \q_recursion_stop`.

```
\cs_new:Npn \__tl_change_case:nnn #1#2#3
  {
    \__kernel_exp_not:w \exp_after:wN
      {
        \exp:w
        \__tl_change_case_aux:nnn {#1} {#2} {#3}
      }
  }
```

```
\cs_new:Npn \__tl_change_case_aux:nnn #1#2#3
  {
    \group_align_safe_begin:
    \__tl_change_case_loop:wnn
      #3 \q_recursion_tail \q_recursion_stop {#1} {#2}
    \__tl_change_case_result:n { }
  }
\cs_new:Npn \__tl_change_case_loop:wnn #1 \q_recursion_stop
  {
    \tl_if_head_is_N_type:nTF {#1}
      { \__tl_change_case_N_type:Nwnn }
      {
        \tl_if_head_is_group:nTF {#1}
          { \__tl_change_case_group:nwnn }
          { \__tl_change_case_space:wnn }
      }
    #1 \q_recursion_stop
  }
```

Earlier versions of the code where only x-type expandable rather than f-type: this causes issues with nesting and so the slight performance hit is taken for a better outcome in usability terms. Setting up for f-type expandability has two requirements: a marker token after the main loop (see above) and a mechanism to "load" and finalise the result. That is handled in the code below, which includes the necessary material to end the `\exp:w` expansion.

```
\cs_new:Npn \__tl_change_case_output:nwn #1#2 \__tl_change_case_result:n #3
  { #2 \__tl_change_case_result:n { #3 #1 } }
\cs_generate_variant:Nn \__tl_change_case_output:nwn { V , o , v , f }
\cs_new:Npn \__tl_change_case_end:wn #1 \__tl_change_case_result:n #2
  {
    \group_align_safe_end:
    \exp_end:
    #2
  }
```

Handling for the cases where the current argument is a brace group or a space is relatively easy. For the brace case, the routine works recursively, using the expandability of the mechanism to ensure that the result is finalised before storage. For the space case it is simply a question of removing the space in the input and storing it in the output. In both cases, and indeed for the N-type grabber, after removing the current item from the input `\__tl_change_case_loop:wnn` is inserted in front of the remaining tokens.

```
\cs_new:Npn \__tl_change_case_group:nwnn #1#2 \q_recursion_stop #3#4
  {
    \use:c { __tl_change_case_group_ #3 : nnnn } {#1} {#2} {#3} {#4}
  }
\cs_new:Npn \__tl_change_case_group_lower:nnnn #1#2#3#4
  {
    \__tl_change_case_output:own
      {
        \exp_after:wN
          {
            \exp:w
            \__tl_change_case_aux:nnn {#3} {#4} {#1}
          }
```

```
      }
    \__tl_change_case_loop:wnn #2 \q_recursion_stop {#3} {#4}
  }
\cs_new_eq:NN \__tl_change_case_group_upper:nnnn
  \__tl_change_case_group_lower:nnnn
```

For the "mixed" case, a group is taken as forcing a switch to lower casing. That means we need a separate auxiliary. (Tracking whether we have found a first character inside a group and transferring the information out looks pretty horrible.)

```
\cs_new:Npn \__tl_change_case_group_mixed:nnnn #1#2#3#4
  {
    \__tl_change_case_output:own
      {
        \exp_after:wN
          {
            \exp:w
            \__tl_change_case_aux:nnn {#3} {#4} {#1}
          }
      }
    \__tl_change_case_loop:wnn #2 \q_recursion_stop { lower } {#4}
  }
\exp_last_unbraced:NNo \cs_new:Npn \__tl_change_case_space:wnn \c_space_tl
  {
    \__tl_change_case_output:nwn { ~ }
    \__tl_change_case_loop:wnn
  }
```

For N-type arguments there are several stages to the approach. First, a simply check for the end-of-input marker, which if found triggers the final clean up and output step. Assuming that is not the case, the first check is for math-mode escaping: this test can encompass control sequences or other N-type tokens so is handled up front.

```
\cs_new:Npn \__tl_change_case_N_type:Nwnn #1#2 \q_recursion_stop
  {
    \quark_if_recursion_tail_stop_do:Nn #1
      { \__tl_change_case_end:wn }
    \exp_after:wN \__tl_change_case_N_type:NNNnnn
      \exp_after:wN #1 \l_tl_case_change_math_tl
      \q_recursion_tail ? \q_recursion_stop {#2}
  }
```

Looking for math mode escape first requires a loop over the possible token pairs to see if the current input (`#1`) matches an open-math case (`#2`). If if does then this test loop is ended and a new input-gathering one is begun. The latter simply transfers material from the input to the output without any expansion, testing each `N`-type token to see if it matches the close-math case required. If that is the situation then the "math loop" stops and resumes the main loop: as that might be either the standard case-changing one or the mixed-case alternative, it is not hard-coded into the math loop but is rather passed as argument `#3` to `\__tl_change_case_math:NNNnnn`. If no close-math token is found then the final clean-up is forced (*i.e.* there is no assumption of "well-behaved" input in terms of math mode).

```
\cs_new:Npn \__tl_change_case_N_type:NNNnnn #1#2#3
  {
    \quark_if_recursion_tail_stop_do:Nn #2
     { \__tl_change_case_N_type:Nnnn #1 }
```

```
    \token_if_eq_meaning:NNTF #1 #2
      {
        \use_i_delimit_by_q_recursion_stop:nw
          {
            \__tl_change_case_math:NNNnnn
              #1 #3 \__tl_change_case_loop:wnn
          }
      }
      { \__tl_change_case_N_type:NNNnnn #1 }
  }
\cs_new:Npn \__tl_change_case_math:NNNnnn #1#2#3#4
  {
    \__tl_change_case_output:nwn {#1}
    \__tl_change_case_math_loop:wNNnn #4 \q_recursion_stop #2 #3
  }
\cs_new:Npn \__tl_change_case_math_loop:wNNnn #1 \q_recursion_stop
  {
    \tl_if_head_is_N_type:nTF {#1}
      { \__tl_change_case_math:NwNNnn }
      {
        \tl_if_head_is_group:nTF {#1}
          { \__tl_change_case_math_group:nwNNnn }
          { \__tl_change_case_math_space:wNNnn }
      }
    #1 \q_recursion_stop
  }
\cs_new:Npn \__tl_change_case_math:NwNNnn #1#2 \q_recursion_stop #3#4
  {
    \token_if_eq_meaning:NNTF \q_recursion_tail #1
      { \__tl_change_case_end:wn }
      {
        \__tl_change_case_output:nwn {#1}
        \token_if_eq_meaning:NNTF #1 #3
          { #4 #2 \q_recursion_stop }
          { \__tl_change_case_math_loop:wNNnn #2 \q_recursion_stop #3#4 }
      }
  }
\cs_new:Npn \__tl_change_case_math_group:nwNNnn #1#2 \q_recursion_stop
  {
    \__tl_change_case_output:nwn { {#1} }
    \__tl_change_case_math_loop:wNNnn #2 \q_recursion_stop
  }
\exp_last_unbraced:NNo
  \cs_new:Npn \__tl_change_case_math_space:wNNnn \c_space_tl
  {
    \__tl_change_case_output:nwn { ~ }
    \__tl_change_case_math_loop:wNNnn
  }
```

Once potential math-mode cases are filtered out the next stage is to test if the token grabbed is a control sequence: they cannot be used in the lookup table and also may require expansion. At this stage the loop code starting `\__tl_change_case_loop:wnn` is inserted: all subsequent steps in the code which need a look-ahead are coded to rely on this and thus have `w`-type arguments if they may do a look-ahead.

```
\cs_new:Npn \__tl_change_case_N_type:Nnnn #1#2#3#4
  {
    \token_if_cs:NTF #1
      { \__tl_change_case_cs_letterlike:Nn #1 {#3} }
      { \use:c { __tl_change_case_char_ #3 :Nnn } #1 {#3} {#4} }
    \__tl_change_case_loop:wnn #2 \q_recursion_stop {#3} {#4}
  }
```

For character tokens there are some special cases to deal with then the majority of changes are covered by using the TEX data as a lookup along with expandable character generation. This avoids needing a very large number of macros or (as seen in earlier versions) a somewhat tricky split of the characters into various blocks. Notice that the special case code may do a look-ahead so requires a final `w`-type argument whereas the core lookup table does not and also guarantees an output so `f`-type expansion may be used to obtain the case-changed result.

```
\cs_new:Npn \__tl_change_case_char_lower:Nnn #1#2#3
  {
    \cs_if_exist_use:cF { __tl_change_case_ #2 _ #3 :Nnw }
      { \use_ii:nn }
        #1
        {
          \use:c { __tl_change_case_ #2 _ sigma:Nnw } #1
            { \__tl_change_case_char:nN {#2} #1 }
        }
  }
\cs_new_eq:NN \__tl_change_case_char_upper:Nnn
  \__tl_change_case_char_lower:Nnn
```

For mixed case, the code is somewhat different: there is a need to look up both mixed and upper case chars and we have to cover the situation where there is a character to skip over.

```
\cs_new:Npn \__tl_change_case_char_mixed:Nnn #1#2#3
  {
    \__tl_change_case_mixed_switch:w
    \cs_if_exist_use:cF { __tl_change_case_mixed_ #3 :Nnw }
      {
        \cs_if_exist_use:cF { __tl_change_case_upper_ #3 :Nnw }
          { \use_ii:nn }
      }
        #1
        { \__tl_change_case_mixed_skip:N #1 }
  }
```

For Unicode engines we can handle all characters directly. However, for the 8-bit engines the aim is to deal with (a subset of) Unicode (UTF-8) input. They deal with that by making the upper half of the range active, so we look for that and if found work out how many UTF-8 octets there are to deal with. Those can then be grabbed to reconstruct the full Unicode character, which is then used in a lookup. (As will become obvious below, there is no intention here of covering all of Unicode.)

```
\bool_lazy_or:nnTF
  { \sys_if_engine_luatex_p: }
  { \sys_if_engine_xetex_p: }
  {
    \cs_new:Npn \__tl_change_case_char:nN #1#2
```

```
      {
        \__tl_change_case_output:fwn
          { \use:c { char_ #1 _case:N } #2 }
      }
  }
  {
    \cs_new:Npn \__tl_change_case_char:nN #1#2
      {
        \int_compare:nNnTF { `#2 } > { "80 }
          {
            \int_compare:nNnTF { `#2 } < { "E0 }
              { \__tl_change_case_char_UTFviii:nNNN {#1} #2 }
              {
                \int_compare:nNnTF { `#2 } < { "F0 }
                  { \__tl_change_case_char_UTFviii:nNNNN {#1} #2 }
                  { \__tl_change_case_char_UTFviii:nNNNNN {#1} #2 }
              }
          }
          {
            \__tl_change_case_output:fwn
              { \use:c { char_ #1 _case:N } #2 }
          }
       }
  }
```

To allow for the special case of mixed case, we insert here a action-dependent auxiliary.

```
\bool_lazy_or:nnF
  { \sys_if_engine_luatex_p: }
  { \sys_if_engine_xetex_p: }
  {
    \cs_new:Npn \__tl_change_case_char_UTFviii:nNNN #1#2#3#4
      { \__tl_change_case_char_UTFviii:nnN {#1} {#2#4} #3 }
    \cs_new:Npn \__tl_change_case_char_UTFviii:nNNNN #1#2#3#4#5
      { \__tl_change_case_char_UTFviii:nnN {#1} {#2#4#5} #3 }
    \cs_new:Npn \__tl_change_case_char_UTFviii:nNNNNN #1#2#3#4#5#6
      { \__tl_change_case_char_UTFviii:nnN {#1} {#2#4#5#6} #3 }
    \cs_new:Npn \__tl_change_case_char_UTFviii:nnN #1#2#3
      {
        \cs_if_exist:cTF { c__tl_ #1 _case_ \tl_to_str:n {#2} _tl }
          {
            \__tl_change_case_output:vwn
              { c__tl_ #1 _case_ \tl_to_str:n {#2} _tl }
          }
          { \__tl_change_case_output:nwn {#2} }
        #3
      }
  }
```

Before dealing with general control sequences there are the special ones to deal with. Letter-like control sequences are a simple look-up, while for accents the loop is much as done elsewhere. Notice that we have a no-op test to make sure there is no unexpected expansion of letter-like input. The split into two parts here allows us to insert the "switch" code for mixed casing.

```
\cs_new:Npn \__tl_change_case_cs_letterlike:Nn #1#2
  {
```

```
    \str_if_eq:nnTF {#2} { mixed }
      {
        \__tl_change_case_cs_letterlike:NnN #1 { upper }
          \__tl_change_case_mixed_switch:w
      }
      { \__tl_change_case_cs_letterlike:NnN #1 {#2} \prg_do_nothing: }
  }
\cs_new:Npn \__tl_change_case_cs_letterlike:NnN #1#2#3
  {
    \cs_if_exist:cTF { c__tl_change_case_ #2 _ \token_to_str:N #1 _tl }
      {
        \__tl_change_case_output:vwn
          { c__tl_change_case_ #2 _ \token_to_str:N #1 _tl }
        #3
      }
      {
        \cs_if_exist:cTF
          {
            c__tl_change_case_
            \str_if_eq:nnTF {#2} { lower } { upper } { lower }
            _ \token_to_str:N #1 _tl
          }
          {
            \__tl_change_case_output:nwn {#1}
            #3
          }
          {
            \exp_after:wN \__tl_change_case_cs_accents:NN
              \exp_after:wN #1 \l_tl_case_change_accents_tl
              \q_recursion_tail \q_recursion_stop
          }
      }
  }
\cs_new:Npn \__tl_change_case_cs_accents:NN #1#2
  {
    \quark_if_recursion_tail_stop_do:Nn #2
      { \__tl_change_case_cs:N #1 }
    \str_if_eq:nnTF {#1} {#2}
      {
        \use_i_delimit_by_q_recursion_stop:nw
          { \__tl_change_case_output:nwn {#1} }
      }
      { \__tl_change_case_cs_accents:NN #1 }
  }
```

To deal with a control sequence there is first a need to test if it is on the list which indicate that case changing should be skipped. That's done using a loop as for the other special cases. If a hit is found then the argument is grabbed: that comes *after* the loop function which is therefore rearranged. In a LaTeX 2_ε context, `\protect` needs to be treated specially, to prevent expansion of the next token but output it without braces.

```
\cs_new:Npn \__tl_change_case_cs:N #1
  {
⟨*package⟩
    \str_if_eq:nnTF {#1} { \protect } { \__tl_change_case_protect:wNN }
```

```
⟨/package⟩
    \exp_after:wN \__tl_change_case_cs:NN
      \exp_after:wN #1 \l_tl_case_change_exclude_tl
      \q_recursion_tail \q_recursion_stop
  }
\cs_new:Npn \__tl_change_case_cs:NN #1#2
  {
    \quark_if_recursion_tail_stop_do:Nn #2
      {
        \__tl_change_case_cs_expand:Nnw #1
          { \__tl_change_case_output:nwn {#1} }
      }
    \str_if_eq:nnTF {#1} {#2}
      {
        \use_i_delimit_by_q_recursion_stop:nw
          { \__tl_change_case_cs:NNn #1 }
      }
      { \__tl_change_case_cs:NN #1 }
  }
\cs_new:Npn \__tl_change_case_cs:NNn #1#2#3
  {
    \__tl_change_case_output:nwn { #1 {#3} }
    #2
  }
⟨*package⟩
\cs_new:Npn \__tl_change_case_protect:wNN #1 \q_recursion_stop #2 #3
  { \__tl_change_case_output:nwn { \protect #3 } #2 }
⟨/package⟩
```

When a control sequence is not on the exclude list the other test if to see if it is expandable. Once again, if there is a hit then the loop function is grabbed as part of the clean-up and reinserted before the now expanded material. The test for expandability has to check for end-of-recursion as it is needed by the look-ahead code which might hit the end of the input. The test is done in two parts as `\bool_if:nTF` would choke if `#1` was `(`!

```
\cs_new:Npn \__tl_change_case_if_expandable:NTF #1
  {
    \token_if_expandable:NTF #1
      {
        \bool_lazy_any:nTF
          {
            { \token_if_eq_meaning_p:NN \q_recursion_tail #1 }
            { \token_if_protected_macro_p:N      #1 }
            { \token_if_protected_long_macro_p:N #1 }
          }
          { \use_ii:nn }
          { \use_i:nn }
      }
      { \use_ii:nn }
  }
\cs_new:Npn \__tl_change_case_cs_expand:Nnw #1#2
  {
    \__tl_change_case_if_expandable:NTF #1
      { \__tl_change_case_cs_expand:NN #1 }
      { #2 }
```

```
  }
\cs_new:Npn \__tl_change_case_cs_expand:NN #1#2
  { \exp_after:wN #2 #1 }
```

For mixed case, there is an additional list of exceptions to deal with: once that is sorted, we can move on back to the main loop.

```
\cs_new:Npn \__tl_change_case_mixed_skip:N #1
  {
    \exp_after:wN \__tl_change_case_mixed_skip:NN
      \exp_after:wN #1 \l_tl_mixed_case_ignore_tl
      \q_recursion_tail \q_recursion_stop
  }
\cs_new:Npn \__tl_change_case_mixed_skip:NN #1#2
  {
    \quark_if_recursion_tail_stop_do:nn {#2}
      { \__tl_change_case_char:nN { mixed } #1 }
    \int_compare:nNnT { `#1 }  = { `#2 }
      {
        \use_i_delimit_by_q_recursion_stop:nw
          {
            \__tl_change_case_output:nwn {#1}
            \__tl_change_case_mixed_skip_tidy:Nwn
          }
      }
    \__tl_change_case_mixed_skip:NN #1
  }
\cs_new:Npn \__tl_change_case_mixed_skip_tidy:Nwn #1#2 \q_recursion_stop #3
  {
    \__tl_change_case_loop:wnn #2 \q_recursion_stop { mixed }
  }
```

Needed to switch from mixed to lower casing when we have found a first character in the former mode.

```
\cs_new:Npn \__tl_change_case_mixed_switch:w
  #1 \__tl_change_case_loop:wnn #2 \q_recursion_stop #3
  {
    #1
    \__tl_change_case_loop:wnn #2 \q_recursion_stop { lower }
  }
```

(*End definition for* `\__tl_change_case:nnn` *and others.*)

__tl_change_case_lower_sigma:Nnw
__tl_change_case_lower_sigma:w
__tl_change_case_lower_sigma:Nw
__tl_change_case_upper_sigma:Nnw

If the current char is an upper case sigma, the a check is made on the next item in the input. If it is N-type and not a control sequence then there is a look-ahead phase.

```
\cs_new:Npn \__tl_change_case_lower_sigma:Nnw #1#2#3#4 \q_recursion_stop
  {
    \int_compare:nNnTF { `#1 } = { "03A3 }
      {
        \__tl_change_case_output:fwn
          { \__tl_change_case_lower_sigma:w #4 \q_recursion_stop }
      }
      {#2}
    #3 #4 \q_recursion_stop
  }
\cs_new:Npn \__tl_change_case_lower_sigma:w #1 \q_recursion_stop
```

```
  {
    \tl_if_head_is_N_type:nTF {#1}
      { \__tl_change_case_lower_sigma:Nw #1 \q_recursion_stop }
      { \c__tl_final_sigma_tl }
  }
\cs_new:Npn \__tl_change_case_lower_sigma:Nw #1#2 \q_recursion_stop
  {
    \__tl_change_case_if_expandable:NTF #1
      {
        \exp_after:wN \__tl_change_case_lower_sigma:w #1
          #2 \q_recursion_stop
      }
      {
        \token_if_letter:NTF #1
          { \c__tl_std_sigma_tl }
          { \c__tl_final_sigma_tl }
      }
  }
```

Simply skip to the final step for upper casing.

```
\cs_new_eq:NN \__tl_change_case_upper_sigma:Nnw \use_ii:nn
```

(*End definition for* `\__tl_change_case_lower_sigma:Nnw` *and others.*)

__tl_change_case_lower_tr:Nnw
__tl_change_case_lower_tr_auxi:Nw
__tl_change_case_lower_tr_auxii:Nw
__tl_change_case_upper_tr:Nnw
__tl_change_case_lower_az:Nnw
__tl_change_case_upper_az:Nnw

The Turkic languages need special treatment for dotted-i and dotless-i. The lower casing rule can be expressed in terms of searching first for either a dotless-I or a dotted-I. In the latter case the mapping is easy, but in the former there is a second stage search.

```
\bool_lazy_or:nnTF
  { \sys_if_engine_luatex_p: }
  { \sys_if_engine_xetex_p: }
  {
    \cs_new:Npn \__tl_change_case_lower_tr:Nnw #1#2
      {
        \int_compare:nNnTF { `#1 } = { "0049 }
          { \__tl_change_case_lower_tr_auxi:Nw }
          {
            \int_compare:nNnTF { `#1 } = { "0130 }
              { \__tl_change_case_output:nwn { i } }
              {#2}
          }
      }
```

After a dotless-I there may be a dot-above character. If there is then a dotted-i should be produced, otherwise output a dotless-i. When the combination is found both the dotless-I and the dot-above char have to be removed from the input, which is done by the `\use_-i:nn` (it grabs `\__tl_change_case_loop:wn` and the dot-above char and discards the latter).

```
    \cs_new:Npn \__tl_change_case_lower_tr_auxi:Nw #1#2 \q_recursion_stop
      {
        \tl_if_head_is_N_type:nTF {#2}
          { \__tl_change_case_lower_tr_auxii:Nw #2 \q_recursion_stop }
          { \__tl_change_case_output:Vwn \c__tl_dotless_i_tl }
        #1 #2 \q_recursion_stop
      }
    \cs_new:Npn \__tl_change_case_lower_tr_auxii:Nw #1#2 \q_recursion_stop
```

```
      {
        \__tl_change_case_if_expandable:NTF #1
          {
            \exp_after:wN \__tl_change_case_lower_tr_auxi:Nw #1
              #2 \q_recursion_stop
          }
          {
            \bool_lazy_or:nnTF
              { \token_if_cs_p:N #1 }
              { ! \int_compare_p:nNn { `#1 } = { "0307 } }
              { \__tl_change_case_output:Vwn \c__tl_dotless_i_tl }
              {
                \__tl_change_case_output:nwn { i }
                \use_i:nn
              }
          }
      }
  }
```

For 8-bit engines, dot-above is not available so there is a simple test for an upper-case I. Then we can look for the UTF-8 representation of an upper case dotted-I without the combining char. If it's not there, preserve the UTF-8 sequence as-is.

```
  {
    \cs_new:Npn \__tl_change_case_lower_tr:Nnw #1#2
      {
        \int_compare:nNnTF { `#1 } = { "0049 }
          { \__tl_change_case_output:Vwn \c__tl_dotless_i_tl }
          {
            \int_compare:nNnTF { `#1 } = { 196 }
              { \__tl_change_case_lower_tr_auxi:Nw #1 {#2} }
              {#2}
          }
      }
    \cs_new:Npn \__tl_change_case_lower_tr_auxi:Nw #1#2#3#4
      {
        \int_compare:nNnTF { `#4 } = { 176 }
          {
            \__tl_change_case_output:nwn { i }
            #3
          }
          {
            #2
            #3 #4
          }
      }
  }
```

Upper casing is easier: just one exception with no context.

```
\cs_new:Npn \__tl_change_case_upper_tr:Nnw #1#2
  {
    \int_compare:nNnTF { `#1 } = { "0069 }
      { \__tl_change_case_output:Vwn \c__tl_dotted_I_tl }
      {#2}
  }
```

Straight copies.

```
\cs_new_eq:NN \__tl_change_case_lower_az:Nnw \__tl_change_case_lower_tr:Nnw
\cs_new_eq:NN \__tl_change_case_upper_az:Nnw \__tl_change_case_upper_tr:Nnw
```

(*End definition for* `\__tl_change_case_lower_tr:Nnw` *and others.*)

__tl_change_case_lower_lt:Nnw
__tl_change_case_lower_lt:nNnw
__tl_change_case_lower_lt:nnw
__tl_change_case_lower_lt:Nw
__tl_change_case_lower_lt:NNw
__tl_change_case_upper_lt:Nnw
__tl_change_case_upper_lt:nnw
__tl_change_case_upper_lt:Nw
__tl_change_case_upper_lt:NNw

For Lithuanian, the issue to be dealt with is dots over lower case letters: these should be present if there is another accent. That means that there is some work to do when lower casing I and J. The first step is a simple match attempt: `\c__tl_accents_lt_tl` contains accented upper case letters which should gain a dot-above char in their lower case form. This is done using `f`-type expansion so only one pass is needed to find if it works or not. If there was no hit, the second stage is to check for I, J and I-ogonek, and if the current char is a match to look for a following accent.

```
\cs_new:Npn \__tl_change_case_lower_lt:Nnw #1
  {
    \exp_args:Nf \__tl_change_case_lower_lt:nNnw
      { \str_case:nVF #1 \c__tl_accents_lt_tl \exp_stop_f: }
      #1
  }
\cs_new:Npn \__tl_change_case_lower_lt:nNnw #1#2
  {
    \tl_if_blank:nTF {#1}
      {
        \exp_args:Nf \__tl_change_case_lower_lt:nnw
          {
            \int_case:nnF {`#2}
              {
                { "0049 } i
                { "004A } j
                { "012E } \c__tl_i_ogonek_tl
              }
              \exp_stop_f:
          }
      }
      {
        \__tl_change_case_output:nwn {#1}
        \use_none:n
      }
  }
\cs_new:Npn \__tl_change_case_lower_lt:nnw #1#2
  {
    \tl_if_blank:nTF {#1}
      {#2}
      {
        \__tl_change_case_output:nwn {#1}
        \__tl_change_case_lower_lt:Nw
      }
  }
```

Grab the next char and see if it is one of the accents used in Lithuanian: if it is, add the dot-above char into the output.

```
\cs_new:Npn \__tl_change_case_lower_lt:Nw #1#2 \q_recursion_stop
  {
    \tl_if_head_is_N_type:nT {#2}
```

```
      { \__tl_change_case_lower_lt:NNw }
    #1 #2 \q_recursion_stop
  }
\cs_new:Npn \__tl_change_case_lower_lt:NNw #1#2#3 \q_recursion_stop
  {
    \__tl_change_case_if_expandable:NTF #2
      {
        \exp_after:wN \__tl_change_case_lower_lt:Nw \exp_after:wN #1 #2
          #3 \q_recursion_stop
      }
      {
        \bool_lazy_and:nnT
          { ! \token_if_cs_p:N #2 }
          {
            \bool_lazy_any_p:n
              {
                { \int_compare_p:nNn { `#2 } = { "0300 } }
                { \int_compare_p:nNn { `#2 } = { "0301 } }
                { \int_compare_p:nNn { `#2 } = { "0303 } }
              }
          }
          { \__tl_change_case_output:Vwn \c__tl_dot_above_tl }
        #1 #2#3 \q_recursion_stop
      }
  }
```

For upper casing, the test required is for a dot-above char after an I, J or I-ogonek. First a test for the appropriate letter, and if found a look-ahead and potentially one token dropped.

```
\cs_new:Npn \__tl_change_case_upper_lt:Nnw #1
  {
    \exp_args:Nf \__tl_change_case_upper_lt:nnw
      {
        \int_case:nnF {`#1}
          {
            { "0069 } I
            { "006A } J
            { "012F } \c__tl_I_ogonek_tl
          }
          \exp_stop_f:
      }
  }
\cs_new:Npn \__tl_change_case_upper_lt:nnw #1#2
  {
    \tl_if_blank:nTF {#1}
      {#2}
      {
        \__tl_change_case_output:nwn {#1}
        \__tl_change_case_upper_lt:Nw
      }
  }
\cs_new:Npn \__tl_change_case_upper_lt:Nw #1#2 \q_recursion_stop
  {
    \tl_if_head_is_N_type:nT {#2}
```

```
      { \__tl_change_case_upper_lt:NNw }
    #1 #2 \q_recursion_stop
  }
\cs_new:Npn \__tl_change_case_upper_lt:NNw #1#2#3 \q_recursion_stop
  {
    \__tl_change_case_if_expandable:NTF #2
      {
        \exp_after:wN \__tl_change_case_upper_lt:Nw \exp_after:wN #1 #2
          #3 \q_recursion_stop
      }
      {
        \bool_lazy_and:nnTF
          { ! \token_if_cs_p:N #2 }
          { \int_compare_p:nNn { `#2 } = { "0307 } }
          { #1 }
          { #1 #2 }
        #3 \q_recursion_stop
      }
  }
```

(*End definition for* `\__tl_change_case_lower_lt:Nnw` *and others.*)

__tl_change_case_upper_de-alt:Nnw

A simple alternative version for German.

```
\cs_new:cpn { __tl_change_case_upper_de-alt:Nnw } #1#2
  {
    \int_compare:nNnTF { `#1 } = { 223 }
      { \__tl_change_case_output:Vwn \c__tl_upper_Eszett_tl }
      {#2}
  }
```

(*End definition for* `\__tl_change_case_upper_de-alt:Nnw`.)

\c__tl_std_sigma_tl
\c__tl_final_sigma_tl
\c__tl_accents_lt_tl
\c__tl_dot_above_tl
\c__tl_upper_Eszett_tl

The above needs various special token lists containing pre-formed characters. This set are only available in Unicode engines, with no-op definitions for 8-bit use.

```
\bool_lazy_or:nnTF
  { \sys_if_engine_luatex_p: }
  { \sys_if_engine_xetex_p: }
  {
    \group_begin:
      \cs_set:Npn \__tl_tmp:n #1
        {
          \exp_after:wN \exp_after:wN \exp_after:wN \exp_not:N
            \char_generate:nn {#1} { \char_value_catcode:n {#1} }
        }
      \tl_const:Nx \c__tl_std_sigma_tl    { \__tl_tmp:n { "03C3 } }
      \tl_const:Nx \c__tl_final_sigma_tl  { \__tl_tmp:n { "03C2 } }
      \tl_const:Nx \c__tl_accents_lt_tl
        {
          \__tl_tmp:n { "00CC }
            {
              \__tl_tmp:n { "0069 }
              \__tl_tmp:n { "0307 }
              \__tl_tmp:n { "0300 }
            }
```

```
          \__tl_tmp:n { "00CD }
            {
              \__tl_tmp:n { "0069 }
              \__tl_tmp:n { "0307 }
              \__tl_tmp:n { "0301 }
            }
          \__tl_tmp:n { "0128 }
            {
              \__tl_tmp:n { "0069 }
              \__tl_tmp:n { "0307 }
              \__tl_tmp:n { "0303 }
            }
        }
      \tl_const:Nx \c__tl_dot_above_tl    { \__tl_tmp:n { "0307 } }
      \tl_const:Nx \c__tl_upper_Eszett_tl { \__tl_tmp:n { "1E9E } }
    \group_end:
  }
  {
      \tl_const:Nn \c__tl_std_sigma_tl    { }
      \tl_const:Nn \c__tl_final_sigma_tl  { }
      \tl_const:Nn \c__tl_accents_lt_tl   { }
      \tl_const:Nn \c__tl_dot_above_tl    { }
      \tl_const:Nn \c__tl_upper_Eszett_tl { }
  }
```

(*End definition for* `\c__tl_std_sigma_tl` *and others.*)

`\c__tl_dotless_i_tl`
`\c__tl_dotted_I_tl`
`\c__tl_i_ogonek_tl`
`\c__tl_I_ogonek_tl`

For cases where there is an 8-bit option in the T1 font set up, a variant is provided in both cases.

```
\group_begin:
  \bool_lazy_or:nnTF
    { \sys_if_engine_luatex_p: }
    { \sys_if_engine_xetex_p: }
    {
      \cs_set_protected:Npn \__tl_tmp:w #1#2
        {
          \tl_const:Nx #1
            {
              \exp_after:wN \exp_after:wN \exp_after:wN
               \exp_not:N \char_generate:nn
                 {"#2} { \char_value_catcode:n {"#2} }
            }
        }
    }
    {
      \cs_set_protected:Npn \__tl_tmp:w #1#2
        {
          \group_begin:
            \cs_set_protected:Npn \__tl_tmp:w ##1##2##3##4
              {
                \tl_const:Nx #1
                  {
                    \exp_after:wN \exp_after:wN \exp_after:wN
                      \exp_not:N \char_generate:nn {##1} { 13 }
```

```
                  \exp_after:wN \exp_after:wN \exp_after:wN
                    \exp_not:N \char_generate:nn {##2} { 13 }
                }
            }
          \tl_set:Nx \l__tl_internal_a_tl
            { \char_codepoint_to_bytes:n {"#2} }
          \exp_after:wN \__tl_tmp:w \l__tl_internal_a_tl
        \group_end:
      }
    }
  \__tl_tmp:w \c__tl_dotless_i_tl { 0131 }
  \__tl_tmp:w \c__tl_dotted_I_tl  { 0130 }
  \__tl_tmp:w \c__tl_i_ogonek_tl  { 012F }
  \__tl_tmp:w \c__tl_I_ogonek_tl  { 012E }
\group_end:
```

(*End definition for* `\c__tl_dotless_i_tl` *and others.*)

For 8-bit engines we now need to define the case-change data for the multi-octet mappings. These need a list of what code points are doable in `T1` so the list is hard coded (there's no saving in loading the mappings dynamically). All of the straight-forward ones have two octets, so that is taken as read.

```
\group_begin:
  \bool_lazy_or:nnT
    { \sys_if_engine_pdftex_p: }
    { \sys_if_engine_uptex_p: }
    {
      \cs_set_protected:Npn \__tl_loop:nn #1#2
        {
          \quark_if_recursion_tail_stop:n {#1}
          \tl_set:Nx \l__tl_internal_a_tl
            {
              \char_codepoint_to_bytes:n {"#1}
              \char_codepoint_to_bytes:n {"#2}
            }
          \exp_after:wN \__tl_tmp:w \l__tl_internal_a_tl
          \__tl_loop:nn
        }
      \cs_set_protected:Npn \__tl_tmp:nnnn #1#2#3#4#5
        {
          \tl_const:cx
            {
              c__tl_ #1 _case_
              \char_generate:nn {#2} { 12 }
              \char_generate:nn {#3} { 12 }
              _tl
            }
            {
              \exp_after:wN \exp_after:wN \exp_after:wN
                \exp_not:N \char_generate:nn {#4} { 13 }
              \exp_after:wN \exp_after:wN \exp_after:wN
                \exp_not:N \char_generate:nn {#5} { 13 }
            }
        }
      \cs_set_protected:Npn \__tl_tmp:w #1#2#3#4#5#6#7#8
```

```
        {
          \tl_const:cx
            {
              c__tl_lower_case_
              \char_generate:nn {#1} { 12 }
              \char_generate:nn {#2} { 12 }
              _tl
            }
            {
              \exp_after:wN \exp_after:wN \exp_after:wN
                \exp_not:N \char_generate:nn {#5} { 13 }
              \exp_after:wN \exp_after:wN \exp_after:wN
                \exp_not:N \char_generate:nn {#6} { 13 }
            }
          \__tl_tmp:nnnn { upper } {#5} {#6} {#1} {#2}
          \__tl_tmp:nnnn { mixed } {#5} {#6} {#1} {#2}
        }
      \__tl_loop:nn
        { 00C0 } { 00E0 }
        { 00C2 } { 00E2 }
        { 00C3 } { 00E3 }
        { 00C4 } { 00E4 }
        { 00C5 } { 00E5 }
        { 00C6 } { 00E6 }
        { 00C7 } { 00E7 }
        { 00C8 } { 00E8 }
        { 00C9 } { 00E9 }
        { 00CA } { 00EA }
        { 00CB } { 00EB }
        { 00CC } { 00EC }
        { 00CD } { 00ED }
        { 00CE } { 00EE }
        { 00CF } { 00EF }
        { 00D0 } { 00F0 }
        { 00D1 } { 00F1 }
        { 00D2 } { 00F2 }
        { 00D3 } { 00F3 }
        { 00D4 } { 00F4 }
        { 00D5 } { 00F5 }
        { 00D6 } { 00F6 }
        { 00D8 } { 00F8 }
        { 00D9 } { 00F9 }
        { 00DA } { 00FA }
        { 00DB } { 00FB }
        { 00DC } { 00FC }
        { 00DD } { 00FD }
        { 00DE } { 00FE }
        { 0100 } { 0101 }
        { 0102 } { 0103 }
        { 0104 } { 0105 }
        { 0106 } { 0107 }
        { 0108 } { 0109 }
        { 010A } { 010B }
        { 010C } { 010D }
```

```
{ 010E } { 010F }
{ 0110 } { 0111 }
{ 0112 } { 0113 }
{ 0114 } { 0115 }
{ 0116 } { 0117 }
{ 0118 } { 0119 }
{ 011A } { 011B }
{ 011C } { 011D }
{ 011E } { 011F }
{ 0120 } { 0121 }
{ 0122 } { 0123 }
{ 0124 } { 0125 }
{ 0128 } { 0129 }
{ 012A } { 012B }
{ 012C } { 012D }
{ 012E } { 012F }
{ 0132 } { 0133 }
{ 0134 } { 0135 }
{ 0136 } { 0137 }
{ 0139 } { 013A }
{ 013B } { 013C }
{ 013E } { 013F }
{ 0141 } { 0142 }
{ 0143 } { 0144 }
{ 0145 } { 0146 }
{ 0147 } { 0148 }
{ 014A } { 014B }
{ 014C } { 014D }
{ 014E } { 014F }
{ 0150 } { 0151 }
{ 0152 } { 0153 }
{ 0154 } { 0155 }
{ 0156 } { 0157 }
{ 0158 } { 0159 }
{ 015A } { 015B }
{ 015C } { 015D }
{ 015E } { 015F }
{ 0160 } { 0161 }
{ 0162 } { 0163 }
{ 0164 } { 0165 }
{ 0168 } { 0169 }
{ 016A } { 016B }
{ 016C } { 016D }
{ 016E } { 016F }
{ 0170 } { 0171 }
{ 0172 } { 0173 }
{ 0174 } { 0175 }
{ 0176 } { 0177 }
{ 0178 } { 00FF }
{ 0179 } { 017A }
{ 017B } { 017C }
{ 017D } { 017E }
{ 01CD } { 01CE }
{ 01CF } { 01D0 }
```

```
        { 01D1 } { 01D2 }
        { 01D3 } { 01D4 }
        { 01E2 } { 01E3 }
        { 01E6 } { 01E7 }
        { 01E8 } { 01E9 }
        { 01EA } { 01EB }
        { 01F4 } { 01F5 }
        { 0218 } { 0219 }
        { 021A } { 021B }
        \q_recursion_tail ?
        \q_recursion_stop
      \cs_set_protected:Npn \__tl_tmp:w #1#2#3
        {
          \group_begin:
            \cs_set_protected:Npn \__tl_tmp:w ##1##2##3##4
              {
                \tl_const:cx
                  {
                    c__tl_ #3 _case_
                    \char_generate:nn {##1} { 12 }
                    \char_generate:nn {##2} { 12 }
                    _tl
                  }
                    {#2}
              }
            \tl_set:Nx \l__tl_internal_a_tl
              { \char_codepoint_to_bytes:n { "#1 } }
            \exp_after:wN \__tl_tmp:w \l__tl_internal_a_tl
          \group_end:
        }
      \__tl_tmp:w { 00DF } { SS } { upper }
      \__tl_tmp:w { 00DF } { Ss } { mixed }
      \__tl_tmp:w { 0131 } { I }  { upper }
    }
  \group_end:
```

The (fixed) look-up mappings for letter-like control sequences.

```
\group_begin:
  \cs_set_protected:Npn \__tl_change_case_setup:NN #1#2
    {
      \quark_if_recursion_tail_stop:N #1
      \tl_const:cn { c__tl_change_case_lower_ \token_to_str:N #1 _tl }
        { #2 }
      \tl_const:cn { c__tl_change_case_upper_ \token_to_str:N #2 _tl }
        { #1 }
      \__tl_change_case_setup:NN
    }
  \__tl_change_case_setup:NN
  \AA \aa
  \AE \ae
  \DH \dh
  \DJ \dj
  \IJ \ij
  \L  \l
  \NG \ng
```

```
    \O  \o
    \OE \oe
    \SS \ss
    \TH \th
    \q_recursion_tail ?
    \q_recursion_stop
    \tl_const:cn { c__tl_change_case_upper_ \token_to_str:N \i _tl } { I }
    \tl_const:cn { c__tl_change_case_upper_ \token_to_str:N \j _tl } { J }
  \group_end:
```

\l_tl_case_change_accents_tl A list of accents to leave alone.

```
  \tl_new:N \l_tl_case_change_accents_tl
  \tl_set:Nn \l_tl_case_change_accents_tl
    { \" \' \. \^ \` \~ \c \H \k \r \t \u \v }
```

(*End definition for* `\l_tl_case_change_accents_tl`. *This variable is documented on page 265.*)

__tl_change_case_mixed_nl:Nnw
__tl_change_case_mixed_nl:Nw
__tl_change_case_mixed_nl:NNw

For Dutch, there is a single look-ahead test for `ij` when title casing. If the appropriate letters are found, produce `IJ` and gobble the `j`/`J`.

```
  \cs_new:Npn \__tl_change_case_mixed_nl:Nnw #1
    {
      \bool_lazy_or:nnTF
        { \int_compare_p:nNn { `#1 } = { `i } }
        { \int_compare_p:nNn { `#1 } = { `I } }
        {
          \__tl_change_case_output:nwn { I }
          \__tl_change_case_mixed_nl:Nw
        }
    }
  \cs_new:Npn \__tl_change_case_mixed_nl:Nw #1#2 \q_recursion_stop
    {
      \tl_if_head_is_N_type:nT {#2}
        { \__tl_change_case_mixed_nl:NNw }
      #1 #2 \q_recursion_stop
    }
  \cs_new:Npn \__tl_change_case_mixed_nl:NNw #1#2#3 \q_recursion_stop
    {
      \__tl_change_case_if_expandable:NTF #2
        {
          \exp_after:wN \__tl_change_case_mixed_nl:Nw \exp_after:wN #1 #2
            #3 \q_recursion_stop
        }
        {
          \bool_lazy_and:nnTF
            { ! ( \token_if_cs_p:N #2 ) }
            {
              \bool_lazy_or_p:nn
                { \int_compare_p:nNn { `#2 } = { `j } }
                { \int_compare_p:nNn { `#2 } = { `J } }
            }
            {
              \__tl_change_case_output:nwn { J }
              #1
            }
```

```
          { #1 #2 }
        #3 \q_recursion_stop
      }
  }
```

(*End definition for* `\__tl_change_case_mixed_nl:Nnw`*,* `\__tl_change_case_mixed_nl:Nw`*, and* `\__tl_change_case_mixed_nl:NNw`*.*)

`\l_tl_case_change_math_tl`

The list of token pairs which are treated as math mode and so not case changed.

```
\tl_new:N \l_tl_case_change_math_tl
⟨*package⟩
\tl_set:Nn \l_tl_case_change_math_tl
  { $ $ \( \) }
⟨/package⟩
```

(*End definition for* `\l_tl_case_change_math_tl`*. This variable is documented on page 264.*)

`\l_tl_case_change_exclude_tl`

The list of commands for which an argument is not case changed.

```
\tl_new:N \l_tl_case_change_exclude_tl
⟨*package⟩
\tl_set:Nn \l_tl_case_change_exclude_tl
  { \cite \ensuremath \label \ref }
⟨/package⟩
```

(*End definition for* `\l_tl_case_change_exclude_tl`*. This variable is documented on page 264.*)

`\l_tl_mixed_case_ignore_tl`

Characters to skip over when finding the first letter in a word to be mixed cased.

```
\tl_new:N \l_tl_mixed_case_ignore_tl
\tl_set:Nx \l_tl_mixed_case_ignore_tl
  {
    ( % )
    [ % ]
    \cs_to_str:N \{ % \}
    `
    -
  }
```

(*End definition for* `\l_tl_mixed_case_ignore_tl`*. This variable is documented on page 265.*)

47.9.2 Building a token list

Between `\tl_build_begin:N` ⟨*tl var*⟩ and `\tl_build_end:N` ⟨*tl var*⟩, the ⟨*tl var*⟩ has the structure

> `\exp_end: ... \exp_end: \__tl_build_last:NNn` ⟨*assignment*⟩ ⟨*next tl*⟩ `{`⟨*left*⟩`}` ⟨*right*⟩

where ⟨*right*⟩ is not braced. The "data" it represents is ⟨*left*⟩ followed by the "data" of ⟨*next tl*⟩ followed by ⟨*right*⟩. The ⟨*next tl*⟩ is a token list variable whose name is that of ⟨*tl var*⟩ followed by `'`. There are between 0 and 4 `\exp_end:` to keep track of when ⟨*left*⟩ and ⟨*right*⟩ should be put into the ⟨*next tl*⟩. The ⟨*assignment*⟩ is `\cs_set_nopar:Npx` if the variable is local, and `\cs_gset_nopar:Npx` if it is global.

\tl_build_begin:N
\tl_build_gbegin:N
__tl_build_begin:NN
__tl_build_begin:NNN

First construct the ⟨*next tl*⟩: using a prime here conflicts with the usual expl3 convention but we need a name that can be derived from `#1` without any external data such as a counter. Empty that ⟨*next tl*⟩ and setup the structure. The local and global versions only differ by a single function `\cs_(g)set_nopar:Npx` used for all assignments: this is important because only that function is stored in the ⟨*tl var*⟩ and ⟨*next tl*⟩ for subsequent assignments. In principle `\__tl_build_begin:NNN` could use `\tl_(g)clear_new:N` to empty `#1` and make sure it is defined, but logging the definition does not seem useful so we just do `#3 #1 {}` to clear it locally or globally as appropriate.

```
\cs_new_protected:Npn \tl_build_begin:N #1
  { \__tl_build_begin:NN \cs_set_nopar:Npx #1 }
\cs_new_protected:Npn \tl_build_gbegin:N #1
  { \__tl_build_begin:NN \cs_gset_nopar:Npx #1 }
\cs_new_protected:Npn \__tl_build_begin:NN #1#2
  { \exp_args:Nc \__tl_build_begin:NNN { \cs_to_str:N #2 ' } #2 #1 }
\cs_new_protected:Npn \__tl_build_begin:NNN #1#2#3
  {
    #3 #1 { }
    #3 #2
      {
        \exp_not:n { \exp_end: \exp_end: \exp_end: \exp_end: }
        \exp_not:n { \__tl_build_last:NNn #3 #1 { } }
      }
  }
```

(*End definition for* `\tl_build_begin:N` *and others. These functions are documented on page 267.*)

\tl_build_clear:N
\tl_build_gclear:N

The `begin` and `gbegin` functions already clear enough to make the token list variable effectively empty. Eventually the `begin` and `gbegin` functions should check that `#1'` is empty or undefined, while the `clear` and `gclear` functions ought to empty `#1'`, `#1''` and so on, similar to `\tl_build_end:N`. This only affects memory usage.

```
\cs_new_eq:NN \tl_build_clear:N \tl_build_begin:N
\cs_new_eq:NN \tl_build_gclear:N \tl_build_gbegin:N
```

(*End definition for* `\tl_build_clear:N` *and* `\tl_build_gclear:N`*. These functions are documented on page 267.*)

\tl_build_put_right:Nn
\tl_build_put_right:Nx
\tl_build_gput_right:Nn
\tl_build_gput_right:Nx
__tl_build_last:NNn
__tl_build_put:nn
__tl_build_put:nw

Similar to `\tl_put_right:Nn`, but apply `\exp:w` to `#1`. Most of the time this just removes one `\exp_end:`. When there are none left, `\__tl_build_last:NNn` is expanded instead. It resets the definition of the ⟨*tl var*⟩ by ending the `\exp_not:n` and the definition early. Then it makes sure the ⟨*next tl*⟩ (its argument `#1`) is set-up and starts a new definition. Then `\__tl_build_put:nn` and `\__tl_build_put:nw` place the ⟨*left*⟩ part of the original ⟨*tl var*⟩ as appropriate for the definition of the ⟨*next tl*⟩ (the ⟨*right*⟩ part is left in the right place without ever becoming a macro argument). We use `\exp_after:wN` rather than some `\exp_args:No` to avoid reading arguments that are likely very long token lists. We use `\cs_(g)set_nopar:Npx` rather than `\tl_(g)set:Nx` partly for the same reason and partly because the assignments are interrupted by brace tricks, which implies that the assignment does not simply set the token list to an x-expansion of the second argument.

```
\cs_new_protected:Npn \tl_build_put_right:Nn #1#2
  {
    \cs_set_nopar:Npx #1
      { \exp_after:wN \exp_not:n \exp_after:wN { \exp:w #1 #2 } }
  }
\cs_new_protected:Npn \tl_build_put_right:Nx #1#2
```

```
  {
    \cs_set_nopar:Npx #1
      { \exp_after:wN \exp_not:n \exp_after:wN { \exp:w #1 } #2 }
  }
\cs_new_protected:Npn \tl_build_gput_right:Nn #1#2
  {
    \cs_gset_nopar:Npx #1
      { \exp_after:wN \exp_not:n \exp_after:wN { \exp:w #1 #2 } }
  }
\cs_new_protected:Npn \tl_build_gput_right:Nx #1#2
  {
    \cs_gset_nopar:Npx #1
      { \exp_after:wN \exp_not:n \exp_after:wN { \exp:w #1 } #2 }
  }
\cs_new_protected:Npn \__tl_build_last:NNn #1#2
  {
    \if_false: { { \fi:
          \exp_end: \exp_end: \exp_end: \exp_end: \exp_end:
          \__tl_build_last:NNn #1 #2 { }
        }
      }
    \if_meaning:w \c_empty_tl #2
      \__tl_build_begin:NN #1 #2
    \fi:
    #1 #2
      {
        \exp_after:wN \exp_not:n \exp_after:wN
          {
            \exp:w \if_false: } } \fi:
            \exp_after:wN \__tl_build_put:nn \exp_after:wN {#2}
  }
\cs_new_protected:Npn \__tl_build_put:nn #1#2 { \__tl_build_put:nw {#2} #1 }
\cs_new_protected:Npn \__tl_build_put:nw #1#2 \__tl_build_last:NNn #3#4#5
  { #2 \__tl_build_last:NNn #3 #4 { #1 #5 } }
```

(*End definition for* `\tl_build_put_right:Nn` *and others. These functions are documented on page* *268*.)

\tl_build_put_left:Nn
\tl_build_put_left:Nx
\tl_build_gput_left:Nn
\tl_build_gput_left:Nx
__tl_build_put_left:NNn

See `\tl_build_put_right:Nn` for all the machinery. We could easily provide `\tl_build_put_left_right:Nnn`, by just add the ⟨*right*⟩ material after the `{`⟨*left*⟩`}` in the x-expanding assignment.

```
\cs_new_protected:Npn \tl_build_put_left:Nn #1
  { \__tl_build_put_left:NNn \cs_set_nopar:Npx #1 }
\cs_generate_variant:Nn \tl_build_put_left:Nn { Nx }
\cs_new_protected:Npn \tl_build_gput_left:Nn #1
  { \__tl_build_put_left:NNn \cs_gset_nopar:Npx #1 }
\cs_generate_variant:Nn \tl_build_gput_left:Nn { Nx }
\cs_new_protected:Npn \__tl_build_put_left:NNn #1#2#3
  {
    #1 #2
      {
        \exp_after:wN \exp_not:n \exp_after:wN
          {
            \exp:w \exp_after:wN \__tl_build_put:nn
              \exp_after:wN {#2} {#3}
```

```
      }
    }
  }
```

(*End definition for* `\tl_build_put_left:Nn`*,* `\tl_build_gput_left:Nn`*, and* `\__tl_build_put_left:NNn`*. These functions are documented on page* 268*.*)

`\tl_build_get:NN`
`\__tl_build_get:NNN`
`\__tl_build_get:w`
`\__tl_build_get_end:w`

The idea is to expand the ⟨*tl var*⟩ then the ⟨*next tl*⟩ and so on, all within an `x`-expanding assignment, and wrap as appropriate in `\exp_not:n`. The various ⟨*left*⟩ parts are left in the assignment as we go, which enables us to expand the ⟨*next tl*⟩ at the right place. The various ⟨*right*⟩ parts are eventually picked up in one last `\exp_not:n`, with a brace trick to wrap all the ⟨*right*⟩ parts together.

```
\cs_new_protected:Npn \tl_build_get:NN
  { \__tl_build_get:NNN \tl_set:Nx }
\cs_new_protected:Npn \__tl_build_get:NNN #1#2#3
  { #1 #3 { \if_false: { \fi: \exp_after:wN \__tl_build_get:w #2 } } }
\cs_new:Npn \__tl_build_get:w #1 \__tl_build_last:NNn #2#3#4
  {
    \exp_not:n {#4}
    \if_meaning:w \c_empty_tl #3
      \exp_after:wN \__tl_build_get_end:w
    \fi:
    \exp_after:wN \__tl_build_get:w #3
  }
\cs_new:Npn \__tl_build_get_end:w #1#2#3
  { \exp_after:wN \exp_not:n \exp_after:wN { \if_false: } \fi: }
```

(*End definition for* `\tl_build_get:NN` *and others. This function is documented on page* 268*.*)

`\tl_build_end:N`
`\tl_build_gend:N`
`\__tl_build_end_loop:NN`

Get the data then clear the ⟨*next tl*⟩ recursively until finding an empty one. It is perhaps wasteful to repeatedly use `\cs_to_sr:N`. The local/global scope is checked by `\tl_set:Nx` or `\tl_gset:Nx`.

```
\cs_new_protected:Npn \tl_build_end:N #1
  {
    \__tl_build_get:NNN \tl_set:Nx #1 #1
    \exp_args:Nc \__tl_build_end_loop:NN { \cs_to_str:N #1 ' } \tl_clear:N
  }
\cs_new_protected:Npn \tl_build_gend:N #1
  {
    \__tl_build_get:NNN \tl_gset:Nx #1 #1
    \exp_args:Nc \__tl_build_end_loop:NN { \cs_to_str:N #1 ' } \tl_gclear:N
  }
\cs_new_protected:Npn \__tl_build_end_loop:NN #1#2
  {
    \if_meaning:w \c_empty_tl #1
      \exp_after:wN \use_none:nnnnnn
    \fi:
    #2 #1
    \exp_args:Nc \__tl_build_end_loop:NN { \cs_to_str:N #1 ' } #2
  }
```

(*End definition for* `\tl_build_end:N`*,* `\tl_build_gend:N`*, and* `\__tl_build_end_loop:NN`*. These functions are documented on page* 268*.*)

47.9.3 Other additions to l3tl

\tl_range_braced:Nnn
\tl_range_braced:cnn
\tl_range_braced:nnn
\tl_range_unbraced:Nnn
\tl_range_unbraced:cnn
\tl_range_unbraced:nnn
__tl_range_braced:w
__tl_range_collect_braced:w
__tl_range_unbraced:w
__tl_range_collect_unbraced:w

For the braced version `\__tl_range_braced:w` sets up `\__tl_range_collect_braced:w` which stores items one by one in an argument after the semicolon. The unbraced version is almost identical. The version preserving braces and spaces starts by deleting spaces before the argument to avoid collecting them, and sets up `\__tl_range_collect:nn` with a first argument of the form `{ {`⟨*collected*⟩`}` ⟨*tokens*⟩ `}`, whose head is the collected tokens and whose tail is what remains of the original token list. This form makes it easier to move tokens to the ⟨*collected*⟩ tokens.

```
\cs_new:Npn \tl_range_braced:Nnn { \exp_args:No \tl_range_braced:nnn }
\cs_generate_variant:Nn \tl_range_braced:Nnn { c }
\cs_new:Npn \tl_range_braced:nnn { \__tl_range:Nnnn \__tl_range_braced:w }
\cs_new:Npn \tl_range_unbraced:Nnn
  { \exp_args:No \tl_range_unbraced:nnn }
\cs_generate_variant:Nn \tl_range_unbraced:Nnn { c }
\cs_new:Npn \tl_range_unbraced:nnn
  { \__tl_range:Nnnn \__tl_range_unbraced:w }
\cs_new:Npn \__tl_range_braced:w #1 ; #2
  { \__tl_range_collect_braced:w #1 ; { } #2 }
\cs_new:Npn \__tl_range_unbraced:w #1 ; #2
  { \__tl_range_collect_unbraced:w #1 ; { } #2 }
\cs_new:Npn \__tl_range_collect_braced:w #1 ; #2#3
  {
    \if_int_compare:w #1 > 1 \exp_stop_f:
      \exp_after:wN \__tl_range_collect_braced:w
      \int_value:w \int_eval:n { #1 - 1 } \exp_after:wN ;
    \fi:
    { #2 {#3} }
  }
\cs_new:Npn \__tl_range_collect_unbraced:w #1 ; #2#3
  {
    \if_int_compare:w #1 > 1 \exp_stop_f:
      \exp_after:wN \__tl_range_collect_unbraced:w
      \int_value:w \int_eval:n { #1 - 1 } \exp_after:wN ;
    \fi:
    { #2 #3 }
  }
```

(*End definition for* `\tl_range_braced:Nnn` *and others. These functions are documented on page* *267*.)

47.10 Additions to l3token

\c_catcode_active_space_tl

While `\char_generate:nn` can produce active characters in some engines it cannot in general. It would be possible to simply change the catcode of space but then the code would need to avoid all spaces, making it quite unreadable. Instead we use the primitive `\tex_lowercase:D` trick.

```
\group_begin:
  \char_set_catcode_active:N *
  \char_set_lccode:nn { `* } { `\ }
  \tex_lowercase:D { \tl_const:Nn \c_catcode_active_space_tl { * } }
\group_end:
```

(*End definition for* `\c_catcode_active_space_tl`. *This variable is documented on page* *268*.)

```
⟨@@=peek⟩
```

\l__peek_collect_tl

```
\tl_new:N \l__peek_collect_tl
```

(*End definition for* `\l__peek_collect_tl`.)

\peek_catcode_collect_inline:Nn
\peek_charcode_collect_inline:Nn
\peek_meaning_collect_inline:Nn
__peek_collect:NNn
__peek_collect_true:w
__peek_collect_remove:nw
__peek_collect:N

Most of the work is done by `\__peek_execute_branches_...:`, which calls either `\__peek_true:w` or `\__peek_false:w` according to whether the next token `\l_peek_token` matches the search token (stored in `\l__peek_search_token` and `\l__peek_search_tl`). Here, in the `true` case we run `\__peek_collect_true:w`, which generally calls `\__peek_collect:N` to store the peeked token into `\l__peek_collect_tl`, except in special non-N-type cases (begin-group, end-group, or space), where a frozen token is stored. The `true` branch calls `\__peek_execute_branches_...:` to fetch more matching tokens. Once there are no more, `\__peek_false_aux:n` closes the safe-align group and runs the user's inline code.

```
\cs_new_protected:Npn \peek_catcode_collect_inline:Nn
  { \__peek_collect:NNn \__peek_execute_branches_catcode: }
\cs_new_protected:Npn \peek_charcode_collect_inline:Nn
  { \__peek_collect:NNn \__peek_execute_branches_charcode: }
\cs_new_protected:Npn \peek_meaning_collect_inline:Nn
  { \__peek_collect:NNn \__peek_execute_branches_meaning: }
\cs_new_protected:Npn \__peek_collect:NNn #1#2#3
  {
    \group_align_safe_begin:
    \cs_set_eq:NN \l__peek_search_token #2
    \tl_set:Nn \l__peek_search_tl {#2}
    \tl_clear:N \l__peek_collect_tl
    \cs_set:Npn \__peek_false:w
      { \exp_args:No \__peek_false_aux:n \l__peek_collect_tl }
    \cs_set:Npn \__peek_false_aux:n ##1
      {
        \group_align_safe_end:
        #3
      }
    \cs_set_eq:NN \__peek_true:w \__peek_collect_true:w
    \cs_set:Npn \__peek_true_aux:w { \peek_after:Nw #1 }
    \__peek_true_aux:w
  }
\cs_new_protected:Npn \__peek_collect_true:w
  {
    \if_case:w
        \if_catcode:w \exp_not:N \l_peek_token {   1 \exp_stop_f: \fi:
        \if_catcode:w \exp_not:N \l_peek_token }   2 \exp_stop_f: \fi:
        \if_meaning:w \l_peek_token \c_space_token 3 \exp_stop_f: \fi:
        0 \exp_stop_f:
      \exp_after:wN \__peek_collect:N
    \or: \__peek_collect_remove:nw { \c_group_begin_token }
    \or: \__peek_collect_remove:nw { \c_group_end_token }
    \or: \__peek_collect_remove:nw { ~ }
    \fi:
  }
\cs_new_protected:Npn \__peek_collect:N #1
  {
    \tl_put_right:Nn \l__peek_collect_tl {#1}
```

```
    \__peek_true_aux:w
  }
\cs_new_protected:Npn \__peek_collect_remove:nw #1
  {
    \tl_put_right:Nn \l__peek_collect_tl {#1}
    \exp_after:wN \__peek_true_remove:w
  }
```

(*End definition for* `\peek_catcode_collect_inline:Nn` *and others. These functions are documented on page 269.*)

```
⟨/initex | package⟩
```

48 l3deprecation implementation

```
⟨*initex | package⟩
⟨*kernel⟩
⟨@@=deprecation⟩
```

48.1 Helpers and variables

\l__deprecation_grace_period_bool

This is set to `true` when the deprecated command that is being defined is in its grace period, meaning between the time it becomes an error by default and the time 6 months later where even `undo-recent-deprecations` stops restoring it.

```
\bool_new:N \l__deprecation_grace_period_bool
```

(*End definition for* `\l__deprecation_grace_period_bool`.)

__deprecation_date_compare:nNnTF
__deprecation_date_compare_aux:w

Expects `#1` and `#3` to be dates in the format YYYY-MM-DD (but accepts YYYY or YYYY-MM too, filling in zeros for the missing data). Compares them using `#2` (one of `<`, `=`, `>`).

```
\cs_new:Npn \__deprecation_date_compare:nNnTF #1#2#3
  { \__deprecation_date_compare_aux:w #1 -0-0- \q_mark #2 #3 -0-0- \q_stop }
\cs_new:Npn \__deprecation_date_compare_aux:w
  #1 - #2 - #3 - #4 \q_mark #5 #6 - #7 - #8 - #9 \q_stop
  {
    \int_compare:nNnTF {#1} = {#6}
      {
        \int_compare:nNnTF {#2} = {#7}
          { \int_compare:nNnTF {#3} #5 {#8} }
          { \int_compare:nNnTF {#2} #5 {#7} }
      }
      { \int_compare:nNnTF {#1} #5 {#6} }
  }
```

(*End definition for* `\__deprecation_date_compare:nNnTF` *and* `\__deprecation_date_compare_aux:w`.)

\g__kernel_deprecation_undo_recent_bool

```
\bool_new:N \g__kernel_deprecation_undo_recent_bool
```

(*End definition for* `\g__kernel_deprecation_undo_recent_bool`.)

__deprecation_not_yet_deprecated:nTF
__deprecation_minus_six_months:w

Receives a deprecation ⟨*date*⟩ and runs the `true` (`false`) branch if the expl3 date is earlier (later) than ⟨*date*⟩. If `undo-recent-deprecations` is used we subtract 6 months to the expl3 date (equivalently add 6 months to the ⟨*date*⟩). In addition, if the expl3 date is between ⟨*date*⟩ and ⟨*date*⟩ plus 6 months, `\l__deprecation_grace_period_bool` is set to `true`, otherwise `false`.

```
\cs_new_protected:Npn \__deprecation_not_yet_deprecated:nTF #1
  {
    \bool_set_false:N \l__deprecation_grace_period_bool
    \exp_args:No \__deprecation_date_compare:nNnTF { \ExplLoaderFileDate } < {#1}
      { \use_i:nn }
      {
        \exp_args:Nf \__deprecation_date_compare:nNnTF
          {
            \exp_after:wN \__deprecation_minus_six_months:w
            \ExplLoaderFileDate -0-0- \q_stop
          } < {#1}
          {
            \bool_set_true:N \l__deprecation_grace_period_bool
            \bool_if:NTF \g__kernel_deprecation_undo_recent_bool
          }
          { \use_ii:nn }
      }
  }
\cs_new:Npn \__deprecation_minus_six_months:w #1 - #2 - #3 - #4 \q_stop
  {
    \int_compare:nNnTF {#2} > 6
      { #1 - \int_eval:n { #2 - 6 } - #3 }
      { \int_eval:n { #1 - 1 } - \int_eval:n { #2 + 6 } - #3 }
  }
```

(*End definition for* `\__deprecation_not_yet_deprecated:nTF` *and* `\__deprecation_minus_six_months:w`.)

48.2 Patching definitions to deprecate

`\__kernel_patch_deprecation:nnNNpn` {⟨*date*⟩} {⟨*replacement*⟩} ⟨*definition*⟩ ⟨*function*⟩ ⟨*parameters*⟩ {⟨*code*⟩}

defines the ⟨*function*⟩ to produce a warning and run its ⟨*code*⟩, or to produce an error and not run any ⟨*code*⟩, depending on the expl3 date.

- If the expl3 date is less than the ⟨*date*⟩ (plus 6 months in case `undo-recent-deprecations` is used) then we define the ⟨*function*⟩ to produce a warning and run its code. The warning is actually suppressed in two cases:
  - if neither `undo-recent-deprecations` nor `enable-debug` are in effect we may be in an end-user's document so it is suppressed;
  - if the command is expandable then we cannot produce a warning.
- Otherwise, we define the ⟨*function*⟩ to produce an error.

In both cases we additionally make `\debug_on:n {deprecation}` turn the ⟨*function*⟩ into an `\outer` error, and `\debug_off:n {deprecation}` restore whatever the behaviour was without `\debug_on:n {deprecation}`.

In later sections we use the l3doc key deprecated with a date equal to that ⟨*date*⟩ plus 6 months, so that l3doc will complain if we forget to remove the stale ⟨*parameters*⟩ and {⟨*code*⟩}.

In the explanations below, ⟨*definition*⟩ ⟨*function*⟩ ⟨*parameters*⟩ {⟨*code*⟩} or assignments that only differ in the scope of the ⟨*definition*⟩ will be called "the standard definition".

__kernel_patch_deprecation:nnNNpn
__deprecation_patch_aux:nnNNnn
__deprecation_warn_once:nnNnn
__deprecation_patch_aux:Nn
__deprecation_just_error:nnNN

(The parameter text is grabbed using `#5#`.) The arguments of `\__kernel_deprecation_code:nn` are run upon `\debug_on:n {deprecation}` and `\debug_off:n {deprecation}`, respectively. In both scenarios we the ⟨*function*⟩ may be `\outer` so we undefine it with `\tex_let:D` before redefining it, with `\__kernel_deprecation_error:Nnn` or with some code added shortly.

Then check the date (taking into account `undo-recent-deprecations`) to see if the command should be deprecated right away (`false` branch of `\__deprecation_not_yet_deprecated:nTF`), in which case `\__deprecation_just_error:nnNN` makes ⟨*function*⟩ into an error (not `\outer`), ignoring its ⟨*parameters*⟩ and ⟨*code*⟩ completely.

Otherwise distinguish cases where we should give a warning from those where we shouldn't: warnings can only happen for protected commands, and we only want them if either `undo-recent-deprecations` or `enable-debug` is in force, not for standard users.

```
\cs_new_protected:Npn \__kernel_patch_deprecation:nnNNpn #1#2#3#4#5#
  { \__deprecation_patch_aux:nnNNnn {#1} {#2} #3 #4 {#5} }
\cs_new_protected:Npn \__deprecation_patch_aux:nnNNnn #1#2#3#4#5#6
  {
    \__kernel_deprecation_code:nn
      {
        \tex_let:D #4 \scan_stop:
        \__kernel_deprecation_error:Nnn #4 {#2} {#1}
      }
      { \tex_let:D #4 \scan_stop: }
    \__deprecation_not_yet_deprecated:nTF {#1}
      {
        \bool_if:nTF
          {
            \cs_if_eq_p:NN #3 \cs_gset_protected:Npn &&
            \__kernel_if_debug:TF
              { \c_true_bool } { \g__kernel_deprecation_undo_recent_bool }
          }
          { \__deprecation_warn_once:nnNnn {#1} {#2} #4 {#5} {#6} }
          { \__deprecation_patch_aux:Nn #3 { #4 #5 {#6} } }
      }
      { \__deprecation_just_error:nnNN {#1} {#2} #3 #4 }
  }
```

In case we want a warning, the ⟨*function*⟩ is defined to produce such a warning without grabbing any argument, then redefine itself to the standard definition that the ⟨*function*⟩ should have, with arguments, and call that definition. The x-type expansion and `\exp_not:n` avoid needing to double the `#`, which we could not do anyways. We then deal with the code for `\debug_off:n {deprecation}`: presumably someone doing that does not need the warning so we simply do the standard definition.

```
\cs_new_protected:Npn \__deprecation_warn_once:nnNnn #1#2#3#4#5
  {
    \cs_gset_protected:Npx #3
```

```
      {
        \__kernel_if_debug:TF
          {
            \exp_not:N \__kernel_msg_warning:nnxxx
              { kernel } { deprecated-command }
              {#1}
              { \token_to_str:N #3 }
              { \tl_to_str:n {#2} }
          }
          { }
        \exp_not:n { \cs_gset_protected:Npn #3 #4 {#5} }
        \exp_not:N #3
      }
    \__kernel_deprecation_code:nn { }
      { \cs_set_protected:Npn #3 #4 {#5} }
  }
```

In case we want neither warning nor error, the ⟨*function*⟩ is given its standard definition. Here `#1` is `\cs_new:Npn` or `\cs_new_protected:Npn`) and `#2` is ⟨*function*⟩ ⟨*parameters*⟩ `{`⟨*code*⟩`}`, so `#1#2` performs the assignment. For `\debug_off:n {deprecation}` we want to use the same assignment but with a different scope, hence the `\cs_if_eq:NNTF` test.

```
\cs_new_protected:Npn \__deprecation_patch_aux:Nn #1#2
  {
    #1 #2
    \cs_if_eq:NNTF #1 \cs_gset_protected:Npn
      { \__kernel_deprecation_code:nn { } { \cs_set_protected:Npn #2 } }
      { \__kernel_deprecation_code:nn { } { \cs_set:Npn #2 } }
  }
```

Finally, if we want an error we reuse the same `\__deprecation_patch_aux:Nn` as the previous case. Indeed, we want `\debug_off:n {deprecation}` to make the ⟨*function*⟩ into an error, just like it is by default. The error is expandable or not, and the last argument of the error message is empty or is `grace` to denote the case where we are in the 6 month grace period, in which case the error message is more detailed.

```
\cs_new_protected:Npn \__deprecation_just_error:nnNN #1#2#3#4
  {
    \exp_args:NNx \__deprecation_patch_aux:Nn #3
      {
        \exp_not:N #4
        {
          \cs_if_eq:NNTF #3 \cs_gset_protected:Npn
            { \exp_not:N \__kernel_msg_error:nnnnnn }
            { \exp_not:N \__kernel_msg_expandable_error:nnnnnn }
            { kernel } { deprecated-command }
            {#1}
            { \token_to_str:N #4 }
            { \tl_to_str:n {#2} }
            { \bool_if:NT \l__deprecation_grace_period_bool { grace } }
        }
      }
  }
```

(*End definition for* `\__kernel_patch_deprecation:nnNNpn` *and others.*)

__kernel_deprecation_error:Nnn

The `\outer` definition here ensures the command cannot appear in an argument. Use this auxiliary on all commands that have been removed since 2015.

```
\cs_new_protected:Npn \__kernel_deprecation_error:Nnn #1#2#3
  {
    \tex_protected:D \tex_outer:D \tex_edef:D #1
      {
        \exp_not:N \__kernel_msg_expandable_error:nnnnn
          { kernel } { deprecated-command }
          { \tl_to_str:n {#3} } { \token_to_str:N #1 } { \tl_to_str:n {#2} }
        \exp_not:N \__kernel_msg_error:nnxxx
          { kernel } { deprecated-command }
          { \tl_to_str:n {#3} } { \token_to_str:N #1 } { \tl_to_str:n {#2} }
      }
  }
```

(*End definition for* `\__kernel_deprecation_error:Nnn`.)

```
\__kernel_msg_new:nnn { kernel } { deprecated-command }
  {
    '#2'~deprecated~on~#1.
    \tl_if_empty:nF {#3} { ~Use~'#3'. }
    \str_if_eq:nnT {#4} { grace }
      {
        \c_space_tl
        For~6~months~after~that~date~one~can~restore~a~deprecated~
        command~by~loading~the~expl3~package~with~the~option~
        'undo-recent-deprecations'.
      }
  }
```

48.3 Removed functions

__deprecation_old_protected:Nnn
__deprecation_old:Nnn

Short-hands for old commands whose definition does not matter anymore, i.e., commands past the grace period.

```
\cs_new_protected:Npn \__deprecation_old_protected:Nnn #1#2#3
  {
    \__kernel_patch_deprecation:nnNNpn {#3} {#2}
    \cs_gset_protected:Npn #1 { }
  }
\cs_new_protected:Npn \__deprecation_old:Nnn #1#2#3
  {
    \__kernel_patch_deprecation:nnNNpn {#3} {#2}
    \cs_gset:Npn #1 { }
  }
\__deprecation_old:Nnn \box_resize:Nnn
  { \box_resize_to_wd_and_ht_plus_dp:Nnn } { 2019-01-01 }
\__deprecation_old:Nnn \box_use_clear:N
  { \box_use_drop:N } { 2019-01-01 }
\__deprecation_old:Nnn \c_job_name_tl
  { \c_sys_jobname_str } { 2017-01-01 }
\__deprecation_old:Nnn \c_minus_one
  { -1 } { 2019-01-01 }
\__deprecation_old:Nnn \dim_case:nnn
  { \dim_case:nnF } { 2015-07-14 }
```

```
\__deprecation_old:Nnn \file_add_path:nN
  { \file_get_full_name:nN } { 2019-01-01 }
\__deprecation_old_protected:Nnn \file_if_exist_input:nT
  { \file_if_exist:nT and~ \file_input:n } { 2018-03-05 }
\__deprecation_old_protected:Nnn \file_if_exist_input:nTF
  { \file_if_exist:nT and~ \file_input:n } { 2018-03-05 }
\__deprecation_old:Nnn \file_list:
  { \file_log_list: } { 2019-01-01 }
\__deprecation_old:Nnn \file_path_include:n
  { \seq_put_right:Nn \l_file_search_path_seq } { 2019-01-01 }
\__deprecation_old:Nnn \file_path_remove:n
  { \seq_remove_all:Nn \l_file_search_path_seq } { 2019-01-01 }
\__deprecation_old:Nnn \g_file_current_name_tl
  { \g_file_curr_name_str } { 2019-01-01 }
\__deprecation_old:Nnn \int_case:nnn
  { \int_case:nnF } { 2015-07-14 }
\__deprecation_old:Nnn \int_from_binary:n
  { \int_from_bin:n } { 2016-01-05 }
\__deprecation_old:Nnn \int_from_hexadecimal:n
  { \int_from_hex:n } { 2016-01-05 }
\__deprecation_old:Nnn \int_from_octal:n
  { \int_from_oct:n } { 2016-01-05 }
\__deprecation_old:Nnn \int_to_binary:n
  { \int_to_bin:n } { 2016-01-05 }
\__deprecation_old:Nnn \int_to_hexadecimal:n
  { \int_to_hex:n } { 2016-01-05 }
\__deprecation_old:Nnn \int_to_octal:n
  { \int_to_oct:n } { 2016-01-05 }
\__deprecation_old_protected:Nnn \ior_get_str:NN
  { \ior_str_get:NN } { 2018-03-05 }
\__deprecation_old:Nnn \ior_list_streams:
  { \ior_show_list: } { 2019-01-01 }
\__deprecation_old:Nnn \ior_log_streams:
  { \ior_log_list: } { 2019-01-01 }
\__deprecation_old:Nnn \iow_list_streams:
  { \iow_show_list: } { 2019-01-01 }
\__deprecation_old:Nnn \iow_log_streams:
  { \iow_log_list: } { 2019-01-01 }
\__deprecation_old:Nnn \luatex_if_engine_p:
  { \sys_if_engine_luatex_p: } { 2017-01-01 }
\__deprecation_old:Nnn \luatex_if_engine:F
  { \sys_if_engine_luatex:F } { 2017-01-01 }
\__deprecation_old:Nnn \luatex_if_engine:T
  { \sys_if_engine_luatex:T } { 2017-01-01 }
\__deprecation_old:Nnn \luatex_if_engine:TF
  { \sys_if_engine_luatex:TF } { 2017-01-01 }
\__deprecation_old:Nnn \pdftex_if_engine_p:
  { \sys_if_engine_pdftex_p: } { 2017-01-01 }
\__deprecation_old:Nnn \pdftex_if_engine:F
  { \sys_if_engine_pdftex:F } { 2017-01-01 }
\__deprecation_old:Nnn \pdftex_if_engine:T
  { \sys_if_engine_pdftex:T } { 2017-01-01 }
\__deprecation_old:Nnn \pdftex_if_engine:TF
  { \sys_if_engine_pdftex:TF } { 2017-01-01 }
```

```
\__deprecation_old:Nnn \prop_get:cn
  { \prop_item:cn } { 2016-01-05 }
\__deprecation_old:Nnn \prop_get:Nn
  { \prop_item:Nn } { 2016-01-05 }
\__deprecation_old:Nnn \quark_if_recursion_tail_break:N
  { } { 2015-07-14 }
\__deprecation_old:Nnn \quark_if_recursion_tail_break:n
  { } { 2015-07-14 }
\__deprecation_old:Nnn \scan_align_safe_stop:
  { protected~commands } { 2017-01-01 }
\__deprecation_old:Nnn \sort_ordered:
  { \sort_return_same: } { 2019-01-01 }
\__deprecation_old:Nnn \sort_reversed:
  { \sort_return_swapped: } { 2019-01-01 }
\__deprecation_old:Nnn \str_case:nnn
  { \str_case:nnF } { 2015-07-14 }
\__deprecation_old:Nnn \str_case:onn
  { \str_case:onF } { 2015-07-14 }
\__deprecation_old:Nnn \str_case_x:nnn
  { \str_case_e:nnF } { 2015-07-14 }
\__deprecation_old:Nnn \tl_case:cnn
  { \tl_case:cnF } { 2015-07-14 }
\__deprecation_old:Nnn \tl_case:Nnn
  { \tl_case:NnF } { 2015-07-14 }
\__deprecation_old_protected:Nnn \tl_to_lowercase:n
  { \tex_lowercase:D } { 2018-03-05 }
\__deprecation_old_protected:Nnn \tl_to_uppercase:n
  { \tex_uppercase:D } { 2018-03-05 }
\__deprecation_old:Nnn \token_new:Nn
  { \cs_new_eq:NN } { 2019-01-01 }
\__deprecation_old:Nnn \xetex_if_engine_p:
  { \sys_if_engine_xetex_p: } { 2017-01-01 }
\__deprecation_old:Nnn \xetex_if_engine:F
  { \sys_if_engine_xetex:F } { 2017-01-01 }
\__deprecation_old:Nnn \xetex_if_engine:T
  { \sys_if_engine_xetex:T } { 2017-01-01 }
\__deprecation_old:Nnn \xetex_if_engine:TF
  { \sys_if_engine_xetex:TF } { 2017-01-01 }
```

(*End definition for* `\__deprecation_old_protected:Nnn` *and* `\__deprecation_old:Nnn`.)

48.4 Deprecated primitives

`\etex_beginL:D`
`\__deprecation_primitive:NN`
`\__deprecation_primitive:w`

We renamed all primitives to `\tex_...:D` so all others are deprecated. In l3names, `\__kernel_primitives:` is defined to contain `\__kernel_primitive:NN \beginL \etex_beginL:D` and so on, one for each deprecated primitive. We apply `\exp_not:N` to the second argument of `\__kernel_primitive:NN` because it may be outer (both when doing and undoing deprecation actually), then `\__deprecation_primitive:NN` uses `\tex_let:D` to change the meaning of this potentially outer token. Then, either turn it into an error or make it equal to the primitive `#1`. To be more precise, `#1` may not be defined, so try a `\tex_...:D` command as well.

```
\cs_new_protected:Npn \__deprecation_primitive:NN #1#2 { }
\exp_last_unbraced:NNNNo
```

```
  \cs_new:Npn \__deprecation_primitive:w #1 { \token_to_str:N _ } { }
\__kernel_deprecation_code:nn
  {
    \cs_set_protected:Npn \__kernel_primitive:NN #1
      {
        \exp_after:wN \__deprecation_primitive:NN
        \exp_after:wN #1
        \exp_not:N
      }
    \cs_set_protected:Npn \__deprecation_primitive:NN #1#2
      {
        \tex_let:D #2 \scan_stop:
        \exp_args:NNx \__kernel_deprecation_error:Nnn #2
          {
            \iow_char:N \\
            \cs_if_exist:NTF #1
              { \cs_to_str:N #1 }
              {
                tex_
                \exp_last_unbraced:Nf
                \__deprecation_primitive:w { \cs_to_str:N #2 }
              }
          }
          { 2020-01-01 }
      }
    \__kernel_primitives:
  }
  {
    \cs_set_protected:Npn \__kernel_primitive:NN #1
      {
        \exp_after:wN \__deprecation_primitive:NN
        \exp_after:wN #1
        \exp_not:N
      }
    \cs_set_protected:Npn \__deprecation_primitive:NN #1#2
      {
        \tex_let:D #2 #1
        \cs_if_exist:cT { tex_ \cs_to_str:N #1 :D }
          { \cs_set_eq:Nc #2 { tex_ \cs_to_str:N #1 :D } }
      }
    \__kernel_primitives:
  }
```

(*End definition for* `\etex_beginL:D`, `\__deprecation_primitive:NN`, *and* `\__deprecation_primitive:w`.)

48.5 Loading the patches

When loaded first, the patches are simply read here.

```
\group_begin:
\cs_set_protected:Npn \ProvidesExplFile
  {
    \char_set_catcode_space:n { `\  }
    \ProvidesExplFileAux
  }
```

```
\cs_set_protected:Npx \ProvidesExplFileAux #1#2#3#4
  {
    \group_end:
    \cs_if_exist:NTF \ProvidesFile
      { \exp_not:N \ProvidesFile {#1} [ #2~v#3~#4 ] }
      { \iow_log:x { File:~#1~#2~v#3~#4 } }
  }
\file_input:n { l3deprecation.def }
```

⟨/kernel⟩

⟨*patches⟩

Standard file identification.

```
\ProvidesExplFile{l3deprecation.def}{2019-04-06}{}{L3 Deprecated functions}
```

48.6 Deprecated l3box functions

\box_set_eq_clear:NN
\box_set_eq_clear:cN
\box_set_eq_clear:Nc
\box_set_eq_clear:cc
\box_gset_eq_clear:NN
\box_gset_eq_clear:cN
\box_gset_eq_clear:Nc
\box_gset_eq_clear:cc

```
\__kernel_patch_deprecation:nnNNpn { 2021-01-01 } { \box_set_eq_drop:N }
\cs_gset_protected:Npn \box_set_eq_clear:NN #1#2
  { \tex_setbox:D #1 \tex_box:D #2 }
\__kernel_patch_deprecation:nnNNpn { 2021-01-01 } { \box_gset_eq_drop:N }
\cs_gset_protected:Npn \box_gset_eq_clear:NN #1#2
  { \tex_global:D \tex_setbox:D #1 \tex_box:D #2 }
\cs_generate_variant:Nn \box_set_eq_clear:NN  { c , Nc , cc }
\cs_generate_variant:Nn \box_gset_eq_clear:NN { c , Nc , cc }
```

(*End definition for* \box_set_eq_clear:NN *and* \box_gset_eq_clear:NN.)

\hbox_unpack_clear:N
\hbox_unpack_clear:c

```
\__kernel_patch_deprecation:nnNNpn { 2021-01-01 } { \hbox_unpack_drop:N }
\cs_gset_protected:Npn \hbox_unpack_clear:N
  { \hbox_unpack_drop:N }
\cs_generate_variant:Nn \hbox_unpack_clear:N { c }
```

(*End definition for* \hbox_unpack_clear:N.)

\vbox_unpack_clear:N
\vbox_unpack_clear:c

```
\__kernel_patch_deprecation:nnNNpn { 2021-01-01 } { \vbox_unpack_drop:N }
\cs_gset_protected:Npn \vbox_unpack_clear:N
  { \vbox_unpack_drop:N }
\cs_generate_variant:Nn \vbox_unpack_clear:N { c }
```

(*End definition for* \vbox_unpack_clear:N.)

48.7 Deprecated l3int functions

⟨@@=int⟩

\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

Constants that are now deprecated. By default define them with `\int_const:Nn`. To deprecate them call for instance `\__kernel_deprecation_error:Nnn \c_zero {0} {2020-01-01}`. To redefine them (locally), use `\__int_constdef:Nw`, with an `\exp_not:N` construction because the constants themselves are outer at that point.

```
\cs_gset_protected:Npn \__int_deprecated_constants:nn #1#2
  {
```

```
    #1 \c_zero                   {    0 } #2
    #1 \c_one                    {    1 } #2
    #1 \c_two                    {    2 } #2
    #1 \c_three                  {    3 } #2
    #1 \c_four                   {    4 } #2
    #1 \c_five                   {    5 } #2
    #1 \c_six                    {    6 } #2
    #1 \c_seven                  {    7 } #2
    #1 \c_eight                  {    8 } #2
    #1 \c_nine                   {    9 } #2
    #1 \c_ten                    {   10 } #2
    #1 \c_eleven                 {   11 } #2
    #1 \c_twelve                 {   12 } #2
    #1 \c_thirteen               {   13 } #2
    #1 \c_fourteen               {   14 } #2
    #1 \c_fifteen                {   15 } #2
    #1 \c_sixteen                {   16 } #2
    #1 \c_thirty_two             {   32 } #2
    #1 \c_one_hundred            {  100 } #2
    #1 \c_two_hundred_fifty_five {  255 } #2
    #1 \c_two_hundred_fifty_six  {  256 } #2
    #1 \c_one_thousand         {  1000 } #2
    #1 \c_ten_thousand         { 10000 } #2
  }
\cs_set_protected:Npn \__int_deprecated_constants:Nn #1#2
  {
    \cs_if_free:NT #1
      { \int_const:Nn #1 {#2} }
  }
\__int_deprecated_constants:nn { \__int_deprecated_constants:Nn } { }
\__kernel_deprecation_code:nn
  {
    \__int_deprecated_constants:nn
      { \exp_after:wN \__kernel_deprecation_error:Nnn \exp_not:N }
      { { 2020-01-01 } }
  }
  {
    \__int_deprecated_constants:nn
      {
        \exp_after:wN \use:nnn
        \exp_after:wN \__int_constdef:Nw \exp_not:N
      }
      { \exp_stop_f: }
  }
```

(*End definition for* `\c_zero` *and others.*)

`\__int_value:w` Made public.

```
\cs_gset_eq:NN \__int_value:w \int_value:w
```

(*End definition for* `\__int_value:w`.)

48.8 Deprecated l3luatex functions

```
⟨@@=lua⟩
```

\lua_now_x:n
\lua_escape_x:n
\lua_shipout_x:n

```
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \lua_now:e }
\cs_gset:Npn \lua_now_x:n #1 { \__lua_now:n {#1} }
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \lua_escape:e }
\cs_gset:Npn \lua_escape_x:n #1 { \__lua_escape:n {#1} }
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \lua_shipout_e:n }
\cs_gset_protected:Npn \lua_shipout_x:n #1 { \__lua_shipout:n {#1} }
```

(*End definition for* `\lua_now_x:n`, `\lua_escape_x:n`, *and* `\lua_shipout_x:n`.)

48.9 Deprecated l3msg functions

```
⟨@@=msg⟩
```

\msg_log:n
\msg_term:n

```
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \iow_log:n }
\cs_gset_protected:Npn \msg_log:n #1
  {
    \iow_log:n { ................................................. }
    \iow_wrap:nnnN { . ~ #1} { . ~ } { } \iow_log:n
    \iow_log:n { ................................................. }
  }
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \iow_term:n }
\cs_gset_protected:Npn \msg_term:n #1
  {
    \iow_term:n { ************************************************** }
    \iow_wrap:nnnN { * ~ #1} { * ~ } { } \iow_term:n
    \iow_term:n { ************************************************** }
  }
```

(*End definition for* `\msg_log:n` *and* `\msg_term:n`.)

\msg_interrupt:nnn

```
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { [Defined~error~message] }
\cs_gset_protected:Npn \msg_interrupt:nnn #1#2#3
  {
    \tl_if_empty:nTF {#3}
      {
        \__msg_old_interrupt_wrap:nn { \\ \c__msg_no_info_text_tl }
          {#1 \\\\ #2 \\\\ \c__msg_continue_text_tl }
      }
      {
        \__msg_old_interrupt_wrap:nn { \\ #3 }
          {#1 \\\\ #2 \\\\ \c__msg_help_text_tl }
      }
  }
\cs_gset_protected:Npn \__msg_old_interrupt_wrap:nn #1#2
  {
    \iow_wrap:nnnN {#1} { | ~ } { } \__msg_old_interrupt_more_text:n
    \iow_wrap:nnnN {#2} { ! ~ } { } \__msg_old_interrupt_text:n
  }
\cs_gset_protected:Npn \__msg_old_interrupt_more_text:n #1
  {
    \exp_args:Nx \tex_errhelp:D
```

```
      {
        |''''''''''''''''''''''''''''''''''''''''''''''',
        #1 \iow_newline:
        |...............................................
      }
  }
\group_begin:
  \char_set_lccode:nn {`\{} {`\ }
  \char_set_lccode:nn {`\}} {`\ }
  \char_set_lccode:nn {`\&} {`\!}
  \char_set_catcode_active:N \&
\tex_lowercase:D
  {
    \group_end:
    \cs_gset_protected:Npn \__msg_old_interrupt_text:n #1
      {
        \iow_term:x
          {
            \iow_newline:
            !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
            \iow_newline:
            !
          }
        \__kernel_iow_with:Nnn \tex_newlinechar:D { `\^^J }
          {
            \__kernel_iow_with:Nnn \tex_errorcontextlines:D { -1 }
              {
                \group_begin:
                  \cs_set_protected:Npn &
                    {
                      \tex_errmessage:D
                        {
                          #1
                          \use_none:n
                            { ............................................ }
                        }
                    }
                  \exp_after:wN
                \group_end:
                &
              }
          }
      }
  }
```

(*End definition for* `\msg_interrupt:nnn`.)

48.10 Deprecated l3prg functions

```
⟨@@=prg⟩
```

`\__prg_break_point:Nn`
`\__prg_break_point:`
`\__prg_map_break:Nn`
`\__prg_break:`
`\__prg_break:n`

Made public, but used by a few third-parties. It's not possible to perfectly support a mixture of `\__prg_map_break:Nn` and `\prg_map_break:Nn` because they use different delimiters. The following code only breaks if someone tries to break from two "old-style" `\__prg_map_break:Nn` ... `\__prg_break_point:Nn` mappings in one go. Basically, the __prg_map_break:Nn converts a single __prg_break_point:Nn to \prg_break_-point:Nn, and that delimiter had better be the right one. Then we call \prg_map_-break:Nn which may end up breaking intermediate looks in the (unbraced) argument #1. It is essential to define the break_point functions before the corresponding break functions: otherwise \debug_on:n {deprecation} \debug_off:n {deprecation} would break when trying to restore the definitions because they would involve deprecated commands whose definition has not yet been restored.

```
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \prg_break_point:Nn }
\cs_gset:Npn \__prg_break_point:Nn { \prg_break_point:Nn }
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \prg_break_point: }
\cs_gset:Npn \__prg_break_point: { \prg_break_point: }
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \prg_map_break:Nn }
\cs_gset:Npn \__prg_map_break:Nn #1 \__prg_break_point:Nn
  { \prg_map_break:Nn #1 \prg_break_point:Nn }
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \prg_break: }
\cs_gset:Npn \__prg_break: #1 \__prg_break_point: { }
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \prg_break:n }
\cs_gset:Npn \__prg_break:n #1#2 \__prg_break_point: {#1}
```

(*End definition for __prg_break_point:Nn and others.*)

48.11 Deprecated l3str functions

\str_case_x:nn
\str_case_x:nnTF
\str_if_eq_x_p:nn
\str_if_eq_x:nnTF

```
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \str_case_e:nn }
\cs_gset:Npn \str_case_x:nn { \str_case_e:nn }
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \str_case_e:nnT }
\cs_gset:Npn \str_case_x:nnT { \str_case_e:nnT }
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \str_case_e:nnF }
\cs_gset:Npn \str_case_x:nnF { \str_case_e:nnF }
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \str_case_e:nnTF }
\cs_gset:Npn \str_case_x:nnTF { \str_case_e:nnTF }
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \str_if_eq_p:ee }
\cs_gset:Npn \str_if_eq_x_p:nn { \str_if_eq_p:ee }
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \str_if_eq:eeT }
\cs_gset:Npn \str_if_eq_x:nnT { \str_if_eq:eeT }
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \str_if_eq:eeF }
\cs_gset:Npn \str_if_eq_x:nnF { \str_if_eq:eeF }
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \str_if_eq:eeTF }
\cs_gset:Npn \str_if_eq_x:nnTF { \str_if_eq:eeTF }
```

(*End definition for \str_case_x:nnTF and \str_if_eq_x:nnTF.*)

48.11.1 Deprecated l3tl functions

```
⟨@@=tl⟩
```

\tl_set_from_file:Nnn
\tl_set_from_file:cnn
\tl_gset_from_file:Nnn
\tl_gset_from_file:cnn
\tl_set_from_file_x:Nnn
\tl_set_from_file_x:cnn
\tl_gset_from_file_x:Nnn
\tl_gset_from_file_x:cnn

```
\__kernel_patch_deprecation:nnNNpn { 2021-01-01 } { \file_get:nnN }
\cs_gset_protected:Npn \tl_set_from_file:Nnn #1#2#3
  { \file_get:nnN {#3} {#2} #1 }
\cs_generate_variant:Nn \tl_set_from_file:Nnn { c }
\__kernel_patch_deprecation:nnNNpn { 2021-01-01 } { \file_get:nnN }
\cs_gset_protected:Npn \tl_gset_from_file:Nnn #1#2#3
```

```
  {
    \group_begin:
      \file_get:nnN {#3} {#2} \l__tl_internal_a_tl
      \tl_gset_eq:NN #1 \l__tl_internal_a_tl
    \group_end:
  }
\cs_generate_variant:Nn \tl_gset_from_file:Nnn { c }
\__kernel_patch_deprecation:nnNNpn { 2021-01-01 } { \file_get:nnN }
\cs_gset_protected:Npn \tl_set_from_file_x:Nnn #1#2#3
  {
    \group_begin:
      \file_get:nnN {#3} {#2} \l__tl_internal_a_tl
      #2 \scan_stop:
      \tl_set:Nx \l__tl_internal_a_tl { \l__tl_internal_a_tl }
    \exp_args:NNNo \group_end:
    \tl_set:Nn #1 \l__tl_internal_a_tl
  }
\cs_generate_variant:Nn \tl_set_from_file_x:Nnn { c }
\__kernel_patch_deprecation:nnNNpn { 2021-01-01 } { \file_get:nnN }
\cs_gset_protected:Npn \tl_gset_from_file_x:Nnn #1#2#3
  {
    \group_begin:
      \file_get:nnN {#3} {#2} \l__tl_internal_a_tl
      #2 \scan_stop:
      \tl_gset:Nx #1 { \l__tl_internal_a_tl }
    \group_end:
  }
\cs_generate_variant:Nn \tl_gset_from_file_x:Nnn { c }
```

(*End definition for* `\tl_set_from_file:Nnn` *and others.*)

48.12 Deprecated **l3tl-analysis** functions

`\tl_show_analysis:N`
`\tl_show_analysis:n`

Simple renames.

```
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \tl_analysis_show:N }
\cs_gset_protected:Npn \tl_show_analysis:N { \tl_analysis_show:N }
\__kernel_patch_deprecation:nnNNpn { 2020-01-01 } { \tl_analysis_show:n }
\cs_gset_protected:Npn \tl_show_analysis:n { \tl_analysis_show:n }
```

(*End definition for* `\tl_show_analysis:N` *and* `\tl_show_analysis:n`.)

48.13 Deprecated **l3token** functions

`\token_get_prefix_spec:N`
`\token_get_arg_spec:N`
`\token_get_replacement_spec:N`

```
\__kernel_patch_deprecation:nnNNpn { 2021-01-01 } { \cs_prefix_spec:N }
\cs_gset:Npn \token_get_prefix_spec:N { \cs_prefix_spec:N }
\__kernel_patch_deprecation:nnNNpn { 2021-01-01 } { \cs_argument_spec:N }
\cs_gset:Npn \token_get_arg_spec:N { \cs_argument_spec:N }
\__kernel_patch_deprecation:nnNNpn { 2021-01-01 } { \cs_replacement_spec:N }
\cs_gset:Npn \token_get_replacement_spec:N { \cs_replacement_spec:N }
```

(*End definition for* `\token_get_prefix_spec:N`, `\token_get_arg_spec:N`, *and* `\token_get_replacement_spec:N`.)

48.14 Deprecated l3file functions

\c_term_ior

```
\__kernel_patch_deprecation:nnNNpn { 2021-01-01 } { -1 }
\cs_new_protected:Npn \c_term_ior { -1 \scan_stop: }
```

(*End definition for* `\c_term_ior`.)

```
⟨/patches⟩
⟨/initex | package⟩
```

Index

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.

Symbols

! . . . *211*
\! . . . 30618
\" . . . 10583, 10586, 29950
\# . . . 6, 5542, 5847, 10583, 12891
\$ . . . 5541, 5845, 10583, 10586, 23957
\% . . . 5543, 5855, 10583, 12893
\& . . . 5534, 5846, 10583, 10586, 11683, 30618, 30619
&& . . . *210*
\' . . . 29950
\(. . . 13399, 13538, 13625, 29993
\) . . . 29993
* . . . *211*
* . 5227, 5250, 10755, 10757, 10761, 10769
** . . . *211*
+ . . . *210*, *211*
\, . . . 14409
- . . . *210*, *211*
\- . . . 292
\. . . . 29950
/ . . . *211*
\/ . . . 291
\: . . . 5540
\::: . . . *37*, *345*, *371*, 2897, 2898, 2899, 2900, 2901, 2902, 2903, 2905, 2909, 2910, 2913, 2916, 2923, 2926, 2929, 2935, 3022, 3091, 3093, 3098, 3105, 3109, 3112, 3117, 3132, 3173, 3174, 3175, 3176, 3187
\::N . . . *37*, 2901, 3022, 3176
\::V . . . *37*, 2929
\::V_unbraced . . . *37*, 3090
\::c . . . *37*, 2903
\::e . . . *37*, 2907, 3022
\::e_unbraced . . . *37*, 3090, 3132
\::error . . . *260*, 28685
\::f . . . *37*, 2916, 3175
\::f_unbraced . . . *37*, 3090
\::n . . . *37*, 2900, 3173, 3176
\::o . . . *37*, 2905, 3174
\::o_unbraced . . . *37*, 3090, 3173, 3174, 3175, 3176
\::p . . . *37*, *345*, 2902
\::v . . . *37*, 2929
\::v_unbraced . . . *37*, 3090
\::x . . . *37*, 2923
\::x_unbraced . . . *37*, 3090, 3187
< . . . *210*
= . . . *210*
\= . . . 14408
> . . . *210*
? . . . *210*
? commands:
  ?: . . . *210*
\\ . . . 2836, 5536, 5842, 6082, 6083, 6086, 6408, 6411, 6412, 6413, 6414, 6419, 6425, 6430, 6437, 6594, 6597, 6598, 6599, 6601, 6607, 6612, 6617, 6768, 6775, 10583, 11586, 11604, 11606, 11611, 11612, 11636, 11646, 11653, 11668, 12112, 12120, 12127, 12139, 12140, 12165, 12166, 12173, 12194, 12196, 12197, 12229, 12242, 12243, 12256, 12311, 12357, 12373, 12377, 12382, 12389, 12896, 13820, 13826, 13833, 15503, 15515, 15521, 16315, 16318, 16319, 16320, 16327, 16330, 16331, 22551, 22554, 22555, 22580, 22581, 22588, 22589, 23036, 24497, 24610, 24611, 24612, 24633, 25932, 25936, 25941, 25975, 25984, 25988, 25993, 26013, 26015, 26016, 26018, 26021, 26023, 26030, 26034, 26037, 26041, 26043, 26047, 26049, 26055, 26057, 26061, 26063, 26067, 26072, 26074, 26116, 26118, 26123, 26125, 26131, 26136, 26137, 26141, 26145, 26155, 26158, 26162, 26163, 26167, 26175, 26232, 28165, 28897, 30457, 30593, 30594, 30597, 30598
\{ . . 4, 5537, 5843, 6087, 10583, 12890, 23283, 25936, 25941, 25988, 26037, 26074, 26163, 26167, 30005, 30616
\} . . . 5, 5538, 5844, 6087, 10583, 12892, 25935, 25941, 26038, 26074, 26163, 26167, 30005, 30617
\^ . . . 7, 10, 110, 201, 202, 203, 204, 2524, 3217, 5539, 5848, 6201, 6202, 6535, 6536, 6717, 6718, 6719, 10583, 10586, 10588, 10594, 10646, 11690, 12808, 12844, 20198, 22635, 22708, 22711, 23229, 23234, 23235, 23236, 23237, 23240, 23251, 23288, 23342, 23344, 23346, 23348, 23350, 23352, 23956, 25537, 25540,

25554, 25557, 25566, 25569, 25572, 25575, 25589, 25592, 29950, 30632
^ *211*
_ 5545, 10583, 10586
\` 29950
|| *210*
\~ 4100, 5544, 5850, 10583, 10586, 12894, 23273, 23277, 23283, 29950

\␣ 290, 2428, 5227, 5250, 5849, 6087, 6411, 6412, 6413, 10583, 10748, 12167, 12186, 12281, 12430, 12897, 22752, 23228, 23233, 23277, 23287, 23462, 25586, 30145, 30488, 30616, 30617

A

\A 5228, 5251
\AA 29932
\aa 29932
\above 293
\abovedisplayshortskip 294
\abovedisplayskip 295
\abovewithdelims 296
abs *211*
\accent 297
acos *213*
acosd *213*
acot *214*
acotd *214*
acsc *213*
acscd *213*
\adjdemerits 298
\adjustspacing 1013, 1650
\advance 175, 191, 299
\AE 29933
\ae 29933
\afterassignment 300
\aftergroup 301
\alignmark 890, 1742
\aligntab 891, 1743
asec *213*
asecd *213*
asin *213*
asind *213*
assert commands:
\assert_int:n 24773, 25750
atan *214*
atand *214*
\AtBeginDocument *645*, 13764
\atop 302
\atopwithdelims 303
\attribute 892, 1744
\attributedef 893, 1745
\automaticdiscretionary 894, 1746
\automatichyphenmode 896, 1748
\automatichyphenpenalty 897, 1750
\autospacing 1214, 2022
\autoxspacing 1215, 2023

B

\badness 304
\baselineskip 305
\batchmode 306
\begin *222*, *226*, 18282, 23032, 23034
begin internal commands:
__regex_begin 25673
\begincsname 899, 1752
\begingroup 13, 20, 38, 42, 48, 73, 149, 169, 280, 307
\beginL 615, *1135*, 1457
\beginR 616, 1458
\belowdisplayshortskip 308
\belowdisplayskip 309
\binoppenalty 310
\bodydir 900, 1841
\bodydirection 901
bool commands:
\bool_const:Nn *107*, 9316
\bool_do_until:Nn *110*, 9508
\bool_do_until:nn *111*, 9514
\bool_do_while:Nn *110*, 9508
\bool_do_while:nn *111*, 9514
.bool_gset:N *185*, 14882
\bool_gset:Nn *107*, 9338
\bool_gset_eq:NN *107*, 9334, 23219, 25086
\bool_gset_false:N *107*, 5726, 5735, 9322, 25045, 28714
.bool_gset_inverse:N *185*, 14890
\bool_gset_inverse:N *261*, 28710
\bool_gset_true:N *107*, 5716, 9322, 9886, 9892, 25096, 28714
\bool_if:NTF *107*, 244, 2705, 5730, 5739, 9350, 9503, 9505, 9509, 9511, 9884, 9890, 13111, 13118, 14643, 14854, 14863, 15032, 15034, 15036, 15082, 15084, 15086, 15124, 15126, 15128, 15144, 15146, 15148, 15188, 15216, 15235, 15237, 15242, 15249, 15315, 15346, 15356, 15384, 24090, 24099, 24501, 24579, 24597, 24626, 24723, 24943, 24951, 26205, 26210, 27339, 28047, 28711, 28714, 30228, 30301
\bool_if:nTF *107*, *109*, *111*, *111*, *111*, *111*, *575*, *1110*, 9364, 9382, 9453,

9460, 9479, 9486, 9495, 9516, 9525, 9529, 9538, 9618, 24582, 28763, 30251
\bool_if_exist:NTF 108, 9378, 14661, 14677
\bool_if_exist_p:N 108, 9378
\bool_if_p:N 107, 9350
\bool_if_p:n 109, 526, 9319, 9341, 9346, 9382, 9390, 9460, 9486, 9492, 9496
\bool_lazy_all:nTF 109, 109, 109, 9440, 24366
\bool_lazy_all_p:n 109, 9440
\bool_lazy_and:nnTF 109, 109, 109, 9457, 9638, 9669, 12692, 13219, 29597, 29647, 29975
\bool_lazy_and_p:nn . . 109, 109, 9457
\bool_lazy_any:nTF . 109, 110, 110, 5858, 5882, 5904, 6071, 9466, 29397
\bool_lazy_any_p:n 109, 110, 9466, 13224, 29600
\bool_lazy_or:nnTF 109, 110, 110, 9483, 9823, 13391, 13425, 13474, 13528, 22641, 28383, 29265, 29294, 29476, 29505, 29661, 29706, 29746, 29953
\bool_lazy_or_p:nn . . 110, 9483, 29978
\bool_log:N 107, 9365
\bool_log:n 108, 9359
\bool_new:N 106, 5581, 9314, 9374, 9375, 9376, 9377, 9880, 9881, 12839, 14551, 14552, 14558, 14559, 14563, 14661, 14677, 23077, 23497, 25002, 25003, 25005, 25006, 25007, 26940, 30200, 30214
\bool_not_p:n 110, 9492, 13222
.bool_set:N 185, 14882
\bool_set:Nn 107, 520, 9338
\bool_set_eq:NN 107, 9334, 23213, 25239
\bool_set_false:N 107, 259, 9322, 12945, 13087, 13095, 13103, 13113, 13120, 14582, 15026, 15027, 15028, 15078, 15079, 15083, 15119, 15127, 15129, 15138, 15139, 15149, 15170, 15223, 24064, 24269, 24981, 25058, 25072, 25118, 25180, 27335, 28045, 28711, 30217
.bool_set_inverse:N 185, 14890
\bool_set_inverse:N 261, 28710
\bool_set_true:N 107, 273, 9322, 13073, 14577, 15033, 15035, 15037, 15077, 15085, 15087, 15120, 15121, 15125, 15140, 15145, 15147, 15165, 15230, 24069, 24273, 24975, 25178, 25238, 27353, 27375, 27406, 28711, 30227
\bool_show:N 107, 9365
\bool_show:n 107, 9359
\bool_until_do:Nn 110, 9502
\bool_until_do:nn 111, 9514
\bool_while_do:Nn 110, 9502
\bool_while_do:nn 111, 9514
\bool_xor:nnTF 110, 9493
\bool_xor_p:nn 110, 9493
\c_false_bool . . 22, 106, 331, 364, 520, 523, 523, 523, 524, 2282, 2334, 2335, 2366, 2385, 2390, 2422, 2441, 2642, 2649, 3543, 3810, 9314, 9325, 9329, 9431, 9454, 9460, 9478, 9629, 23741, 23759, 23973, 24009, 24308, 24449, 24466, 24522, 24659, 25852
\g_tmpa_bool 108, 9374
\l_tmpa_bool 108, 9374
\g_tmpb_bool 108, 9374
\l_tmpb_bool 108, 9374
\c_true_bool 22, 106, 331, 385, 520, 523, 523, 523, 524, 2334, 2366, 2422, 2440, 2663, 9323, 9327, 9432, 9433, 9452, 9480, 9486, 9623, 23084, 23216, 23645, 23705, 23755, 23939, 23964, 24008, 24015, 24447, 24457, 24520, 24709, 24881, 24892, 24907, 25062, 25095, 25683, 25760, 25813, 30255
bool internal commands:
__bool_!:Nw 9411
__bool_&_0: 9423
__bool_&_1: 9423
__bool_&_2: 9423
__bool_(:Nw 9416
__bool_)_0: 9423
__bool_)_1: 9423
__bool_)_2: 9423
__bool_choose:NNN . . 9418, 9422, 9423
__bool_get_next:NN 523, 523, 9398, 9401, 9413, 9419, 9434, 9435, 9436, 9437, 9438, 9439
__bool_if_p:n 9390
__bool_if_p_aux:w 523, 9390
__bool_lazy_all:n 9440
__bool_lazy_any:n 9466
__bool_p:Nw 9421
__bool_show:NN 9365
__bool_to_str:n 9359, 9372
__bool_|_0: 9423
__bool_|_1: 9423
__bool_|_2: 9423
\botmark 311

\botmarks 617, 1459
\box 312
box commands:
\box_autosize_to_wd_and_ht:Nnn 243, 26846
\box_autosize_to_wd_and_ht_plus_dp:Nnn 243, 26846
\box_clear:N 235, 235, 26249, 26256, 26975, 27065, 27135
\box_clear_new:N 235, 26255
\box_clip:N 257, 258, 258, 28538
\box_dp:N 236, 16805, 26277, 26286, 26290, 26591, 26720, 26835, 26854, 26860, 27172, 27173, 27279, 27284, 27312, 27326, 27499, 27777, 27798, 28117, 28558, 28565, 28570
\box_gautosize_to_wd_and_ht:Nnn 243, 26846
\box_gautosize_to_wd_and_ht_plus_dp:Nnn 243, 26846
\box_gclear:N 235, 26249, 26258, 26984
\box_gclear_new:N 235, 26255
\box_gclip:N 257, 28538
\box_gresize_to_ht:Nn . . . 243, 26739
\box_gresize_to_ht_plus_dp:Nn 244, 26739
\box_gresize_to_wd:Nn . . . 244, 26739
\box_gresize_to_wd_and_ht:Nnn 244, 26739
\box_gresize_to_wd_and_ht_plus_dp:Nnn 244, 26690, 27613
\box_grotate:Nn . . . 245, 26572, 27446
\box_gscale:Nnn . . . 245, 26817, 27655
\box_gset_dp:Nn . . . 236, 26289, 26291
\box_gset_eq:NN 235, 26252, 26261, 27157, 28548, 28599
\box_gset_eq_clear:NN 30502
\box_gset_eq_drop:N 30505
\box_gset_eq_drop:NN 242, 26267
\box_gset_ht:Nn . . . 236, 26298, 26300
\box_gset_to_last:N 237, 26337
\box_gset_trim:Nnnnn 258, 28544
\box_gset_viewport:Nnnnn . 258, 28595
\box_gset_wd:Nn . . . 237, 26307, 26309
\box_ht:N 236, 16804, 26277, 26295, 26299, 26590, 26719, 26834, 26847, 26850, 26854, 26860, 27060, 27130, 27174, 27175, 27270, 27275, 27312, 27319, 27493, 27497, 27776, 27797, 28115, 28575, 28583, 28588
\box_if_empty:NTF 237, 26333
\box_if_empty_p:N 237, 26333
\box_if_exist:NTF 235, 26256, 26258, 26273, 26368
\box_if_exist_p:N 235, 26273
\box_if_horizontal:NTF . . . 237, 26325
\box_if_horizontal_p:N . . . 237, 26325
\box_if_vertical:NTF 237, 26325
\box_if_vertical_p:N 237, 26325
\box_log:N 238, 26354
\box_log:Nnn 238, 26354
\box_move_down:nn 236, 1090, 26314, 27472, 28562, 28570, 28613, 28620
\box_move_left:nn 236, 26314
\box_move_right:nn 236, 26314
\box_move_up:nn 236, 26314, 27817, 28112, 28579, 28588, 28627, 28640
\box_new:N 235, 235, 26241, 26343, 26344, 26345, 26346, 26347, 26571, 26916, 26991
\box_resize:Nnn 30339
\box_resize_to_ht:Nn 243, 26739
\box_resize_to_ht_plus_dp:Nn 244, 26739
\box_resize_to_wd:Nn 244, 26739
\box_resize_to_wd_and_ht:Nnn 244, 26739
\box_resize_to_wd_and_ht_plus_dp:Nnn . . . 244, 26690, 27606, 30340
\box_rotate:Nn 245, 26572, 27443
\box_scale:Nnn 245, 26817, 27652
\box_set_dp:Nn 236, 1090, 26283, 26617, 26888, 26891, 27477, 27777, 27798, 28116, 28565, 28573, 28616, 28621
\box_set_eq:NN . 235, 26250, 26261, 27145, 27800, 28120, 28545, 28596
\box_set_eq_clear:NN 30502
\box_set_eq_drop:N 30502
\box_set_eq_drop:NN 242, 26267
\box_set_ht:Nn . 236, 26283, 26616, 26887, 26892, 27475, 27776, 27797, 28114, 28582, 28591, 28630, 28643
\box_set_to_last:N 237, 26337
\box_set_trim:Nnnnn 258, 28544
\box_set_viewport:Nnnnn . . 258, 28595
\box_set_wd:Nn . 237, 26283, 26618, 26904, 27478, 27778, 27799, 28118
\box_show:N 238, 242, 26348
\box_show:Nnn 238, 26348
\box_use:N 235, 236, 236, 26310, 26605, 27473, 27814, 27817, 28109, 28112, 28555, 28606
\box_use_clear:N 30341
\box_use_drop:N 242, 26310, 26620, 26899, 26908, 27480, 27900, 28039, 28563, 28571, 28580, 28589, 28614, 28620, 28628, 28641, 30342

\box_wd:N *236*, 16803, 26277, 26304, 26308, 26592, 26721, 26836, 26868, 27176, 27177, 27274, 27283, 27301, 27306, 27496, 27504, 27698, 27705, 27731, 27778, 27799, 27815, 28110, 28119, 28607
\c_empty_box *235*, *237*, *237*, 26250, 26252, 26343
\g_tmpa_box *238*, 26344
\l_tmpa_box *238*, 26344
\g_tmpb_box *238*, 26344
\l_tmpb_box *238*, 26344
box internal commands:
\l__box_angle_fp 26560, 26582, 26583, 26584, 26613
__box_autosize:NnnnN 26846
__box_backend_clip:N . 28539, 28542
__box_backend_rotate:Nn 26611
__box_backend_scale:Nnn 26880
\l__box_bottom_dim 26563, 26591, 26648, 26652, 26657, 26663, 26668, 26672, 26681, 26683, 26712, 26720, 26729, 26773, 26835, 26841
\l__box_bottom_new_dim 26567, 26617, 26649, 26660, 26671, 26682, 26728, 26840, 26888, 26892
\l__box_cos_fp 26561, 26584, 26596, 26601, 26628, 26640
__box_dim_eval:n 26238, 26286, 26290, 26295, 26299, 26304, 26308, 26315, 26317, 26319, 26321, 26400, 26405, 26432, 26438, 26446, 26468, 26502, 26507, 26535, 26541, 26552, 26557, 28554, 28556, 28605, 28607, 28616, 28640
__box_dim_eval:w 26238
\l__box_internal_box 26571, 26605, 26606, 26612, 26616, 26617, 26618, 26620, 26878, 26887, 26888, 26891, 26892, 26899, 26904, 26908, 28552, 28560, 28563, 28565, 28568, 28571, 28573, 28575, 28577, 28580, 28582, 28583, 28586, 28588, 28589, 28591, 28593, 28603, 28611, 28614, 28616, 28619, 28620, 28621, 28625, 28628, 28630, 28638, 28641, 28643, 28645
\l__box_left_dim . . . 26563, 26593, 26648, 26650, 26659, 26663, 26668, 26674, 26679, 26683, 26722, 26837
\l__box_left_new_dim 26567, 26608, 26619, 26651, 26662, 26673, 26684
__box_log:nNnn 26354
__box_resize:N 26690, 26756, 26776, 26793, 26814
__box_resize:NNN 26690
__box_resize_common:N 26732, 26844, 26876
__box_resize_set_corners:N 26690, 26749, 26769, 26789, 26806
__box_resize_to_ht:NnN 26739
__box_resize_to_ht_plus_dp:NnN 26739
__box_resize_to_wd:NnN 26739
__box_resize_to_wd_and_ht:NnnN 26797, 26800, 26802
__box_resize_to_wd_and_ht_plus_dp:NnnN 26690
__box_resize_to_wd_ht:NnnN . . 26739
\l__box_right_dim . . 26563, 26592, 26646, 26652, 26657, 26661, 26670, 26672, 26681, 26685, 26708, 26721, 26727, 26791, 26808, 26836, 26843
\l__box_right_new_dim . . . 26567, 26619, 26653, 26664, 26675, 26686, 26726, 26842, 26896, 26898, 26904
__box_rotate:N 26572
__box_rotate:NnN 26572
__box_rotate_quadrant_four: 26572, 26677
__box_rotate_quadrant_one: 26572, 26644
__box_rotate_quadrant_three: 26572, 26666
__box_rotate_quadrant_two: 26572, 26655
__box_rotate_xdir:nnN 26572, 26622, 26650, 26652, 26661, 26663, 26672, 26674, 26683, 26685
__box_rotate_ydir:nnN 26572, 26633, 26646, 26648, 26657, 26659, 26668, 26670, 26679, 26681
__box_scale:N 26817, 26873
__box_scale:NnnN 26817
\l__box_scale_x_fp 26688, 26707, 26727, 26755, 26775, 26790, 26792, 26807, 26827, 26843, 26868, 26870, 26871, 26872, 26882, 26894
\l__box_scale_y_fp 26688, 26709, 26729, 26731, 26750, 26755, 26770, 26775, 26792, 26809, 26828, 26839, 26841, 26869, 26870, 26871, 26872, 26883, 26885
__box_set_trim:NnnnnN 28544
__box_set_viewport:NnnnnN 28596, 28599, 28601
__box_show:NNnn . 26352, 26362, 26366
\l__box_sin_fp 26561, 26583, 26594, 26629, 26639

\l__box_top_dim 26563, 26590, 26646, 26650, 26659, 26661, 26670, 26674, 26679, 26685, 26712, 26719, 26731, 26753, 26773, 26812, 26834, 26839
\l__box_top_new_dim 26567, 26616, 26647, 26658, 26669, 26680, 26730, 26838, 26887, 26891
__box_viewport:NnnnnN 28595
\boxdir 902, 1842
\boxdirection 903
\boxmaxdepth 313
bp 216
\breakafterdirmode 904, 1753
\brokenpenalty 314

C

\c 29950
\catcode 4, 5, 6, 7, 10, 218, 219, 220, 221, 222, 223, 224, 225, 226, 231, 232, 233, 234, 235, 236, 237, 238, 239, 315
catcode commands:
\c_catcode_active_space_tl 268, 30143
\c_catcode_active_tl 133, 565, 10768, 10828
\c_catcode_letter_token 133, 564, 10750, 10818, 22831, 28976
\c_catcode_other_space_tl 129, 626, 10748, 12853, 12897, 12977, 13066, 13142
\c_catcode_other_token 133, 565, 10750, 10823, 22829, 28979
\catcodetable 905, 1754
cc 216
ceil 212
\char 316, 10933
char commands:
\l_char_active_seq . . 132, 156, 10581
\char_codepoint_to_bytes:n 268, 29020, 29735, 29755, 29756, 29912
\char_fold_case:N 268, 28901
\char_generate:nn 40, 129, 379, 432, 1011, 1127, 4081, 4097, 5640, 5913, 5929, 10608, 10748, 12430, 23367, 24376, 28929, 28958, 29013, 29669, 29715, 29729, 29731, 29766, 29767, 29772, 29774, 29782, 29783, 29788, 29790, 29905, 29906
\char_gset_active_eq:NN . . 128, 10587
\char_gset_active_eq:nN . . 128, 10587
\char_lower_case:N 268, 28901
\char_mixed_case:N 268, 28901
\char_set_active_eq:NN . . . 128, 10587
\char_set_active_eq:nN . . . 128, 10587
\char_set_catcode:nn 131, 248, 249, 250, 251, 252, 253, 254, 255, 256, 10487, 10494, 10496, 10498, 10500, 10502, 10504, 10506, 10508, 10510, 10512, 10514, 10516, 10518, 10520, 10522, 10524, 10526, 10528, 10530, 10532, 10534, 10536, 10538, 10540, 10542, 10544, 10546, 10548, 10550, 10552, 10554, 10556
\char_set_catcode_active:N 130, 10493, 10588, 10646, 10769, 11683, 22635, 25537, 30144, 30619
\char_set_catcode_active:n 130, 10525, 10709, 14408, 14409
\char_set_catcode_alignment:N 130, 5846, 10493, 10757, 25589
\char_set_catcode_alignment:n 130, 266, 10525, 10693
\char_set_catcode_comment:N 130, 5855, 10493
\char_set_catcode_comment:n 130, 10525
\char_set_catcode_end_line:N 130, 10493
\char_set_catcode_end_line:n 130, 10525
\char_set_catcode_escape:N 130, 5842, 10493
\char_set_catcode_escape:n 130, 10525
\char_set_catcode_group_begin:N 130, 5843, 10493, 22708, 25540
\char_set_catcode_group_begin:n 130, 10525, 10686
\char_set_catcode_group_end:N 130, 5844, 10493, 22711, 25557
\char_set_catcode_group_end:n 130, 10525, 10688
\char_set_catcode_ignore:N 130, 5849, 10493
\char_set_catcode_ignore:n 130, 263, 264, 10525
\char_set_catcode_invalid:N 130, 10493
\char_set_catcode_invalid:n 130, 10525
\char_set_catcode_letter:N 130, 5852, 10493, 18423, 18424, 25566
\char_set_catcode_letter:n 130, 267, 269, 10525, 10705
\char_set_catcode_math_subscript:N 130, 10493, 10761, 25554
\char_set_catcode_math_subscript:n 130, 10525, 10700

\char_set_catcode_math_superscript:N *130*, 5848, 10493, 25592
\char_set_catcode_math_superscript:n *130*, 268, 10525, 10698
\char_set_catcode_math_toggle:N *130*, 5845, 10493, 10755, 25569
\char_set_catcode_math_toggle:n *130*, 10525, 10691
\char_set_catcode_other:N *130*, 5854, 6201, 6202, 6535, 6536, 6717, 6718, 6719, 10493, 22868, 25572
\char_set_catcode_other:n *130*, 265, 270, 10525, 10649, 10707
\char_set_catcode_parameter:N *130*, 5847, 10493, 25575
\char_set_catcode_parameter:n *130*, 10525, 10696
\char_set_catcode_space:N *130*, 5850, 10493
\char_set_catcode_space:n *130*, 271, 10525, 10703, 13782, 30488
\char_set_lccode:nn *131*, 10557, 10594, 10713, 10714, 11679, 11680, 11681, 11682, 30145, 30616, 30617, 30618
\char_set_mathcode:nn . . . *132*, 10557
\char_set_sfcode:nn *132*, 10557
\char_set_uccode:nn *131*, 10557
\char_show_value_catcode:n *131*, 10487
\char_show_value_lccode:n *131*, 10557
\char_show_value_mathcode:n *132*, 10557
\char_show_value_sfcode:n *132*, 10557
\char_show_value_uccode:n *132*, 10557
\l_char_special_seq *132*, 10581
\char_str_fold_case:N . . . *268*, 28901
\char_str_lower_case:N . . . *268*, 28901
\char_str_mixed_case:N . . . *268*, 28901
\char_str_upper_case:N . . . *268*, 28901
\char_upper_case:N *268*, 28901
\char_value_catcode:n . *131*, 248, 249, 250, 251, 252, 253, 254, 255, 256, 4093, 4097, 10487, 29669, 29716
\char_value_lccode:n . *131*, 10557, 28440, 28902, 28915, 28992, 29002
\char_value_mathcode:n . . . *132*, 10557
\char_value_sfcode:n *132*, 10557
\char_value_uccode:n *132*, 10557, 28904, 28994

char internal commands:
__char_change_case:NN 28901
__char_change_case:nN 28901
__char_change_case:NNN 28901
__char_change_case:nNN 28901
__char_change_case:NNNN 28901
__char_change_case_catcode:N . 28901
__char_change_case_multi:nN . 28901
__char_change_case_multi:NNNNw 28901
__char_codepoint_to_bytes_auxi:n 29020
__char_codepoint_to_bytes_auxii:Nnn 29020
__char_codepoint_to_bytes_auxiii:n 29020
__char_codepoint_to_bytes_end: 29020
__char_codepoint_to_bytes_output:nnn 29020
__char_codepoint_to_bytes_outputi:nw 29020
__char_codepoint_to_bytes_outputii:nw 29020
__char_codepoint_to_bytes_outputiii:nw 29020
__char_codepoint_to_bytes_outputiv:nw 29020
__char_data_auxi:w 28411, 28432, 28436, 28464, 28469, 28502
__char_data_auxii:w 28413, 28414, 28447, 28451, 28472, 28473, 28475, 28477
\g__char_data_ior . . 28382, 28410, 28427, 28434, 28435, 28461, 28467, 28468, 28491, 28504, 28520, 28521
__char_generate:n 28388, 28423, 28443, 28455, 28456, 28458, 28484, 28485, 28487
__char_generate_aux:nn 10608
__char_generate_aux:nnw 10608
__char_generate_aux:w . 10610, 10614
__char_generate_auxii:nnw . . . 10608
__char_generate_char:n 28386, 28422, 28442, 28453, 28482
__char_generate_invalid_catcode: 10608
__char_int_to_roman:w 10607, 10718, 10742
__char_str_change_case:nN . . . 28901
__char_str_change_case:nNN . . 28901
__char_tmp:n 10711, 10723, 10726, 10728, 10731
__char_tmp:NN . . 28509, 28515, 28517
__char_tmp:nN . . 10589, 10600, 10601
\l__char_tmp_tl 10608
\l__char_tmpa_tl 28417, 28418, 28420, 28427, 28429, 28432
\l__char_tmpb_tl 28419, 28420

\chardef 228, 241, 317
choice commands:
.choice: 185, 14898
choices commands:
.choices:nn 185, 14900
\cite 29998
\cleaders 318
\clearmarks 906, 1755
clist commands:
\clist_clear:N 119, 119, 9949, 9966, 10129, 15065, 15107
\clist_clear_new:N 119, 9953
\clist_concat:NNN 119, 9992, 10018, 10031
\clist_const:Nn 119, 9946
\clist_count:N 124, 126, 10329, 10358, 10390, 10456
\clist_count:n 124, 10329, 10421, 10447
\clist_gclear:N 119, 9949, 9968
\clist_gclear_new:N 119, 9953
\clist_gconcat:NNN 119, 9992, 10020, 10033
\clist_get:NN 125, 10043
\clist_get:NNTF 125, 10080
\clist_gpop:NN 125, 10054
\clist_gpop:NNTF 126, 10080
\clist_gpush:Nn 126, 10105
\clist_gput_left:Nn 120, 10017, 10113, 10114, 10115, 10116, 10117, 10118, 10119, 10120
\clist_gput_right:Nn 120, 10030
\clist_gremove_all:Nn . . . 121, 10139
\clist_gremove_duplicates:N 121, 10123
\clist_greverse:N 121, 10178
.clist_gset:N 185, 14910
\clist_gset:Nn 120, 5942, 10011
\clist_gset_eq:NN . . . 119, 9957, 10126
\clist_gset_from_seq:NN 119, 9965, 10142, 22316
\clist_gsort:Nn . . . 121, 10196, 22301
\clist_if_empty:NTF 122, 10001, 10163, 10196, 10253, 10283, 10303, 10455, 14763
\clist_if_empty:nTF 122, 10200
\clist_if_empty_p:N 122, 10196
\clist_if_empty_p:n 122, 10200
\clist_if_exist:NTF 119, 10007, 10356, 13664, 13750
\clist_if_exist_p:N 119, 10007
\clist_if_in:NnTF 118, 122, 10132, 10214
\clist_if_in:nnTF . . 122, 10214, 16188
\clist_item:Nn 126, 554, 554, 10387, 10456
\clist_item:nn 126, 554, 10418, 10451
\clist_log:N 127, 10459
\clist_log:n 127, 10473
\clist_map_break: 123, 10257, 10262, 10271, 10275, 10291, 10309, 10325, 15277
\clist_map_break:n . . . 124, 10234, 10325, 15231, 15308, 22309, 22315
\clist_map_function:NN . . 70, 122, 7854, 7864, 10237, 10251, 10334, 10469
\clist_map_function:Nn 550
\clist_map_function:nN 122, 262, 262, 551, 5945, 7859, 7869, 7880, 10267, 10478, 15412
\clist_map_inline:Nn 122, 123, 549, 10130, 10281, 15226, 15268, 15298, 22309, 22315
\clist_map_inline:nn 123, 3848, 10281, 13867, 14730, 14816, 15660, 28213, 28225
\clist_map_variable:NNn . . 123, 10301
\clist_map_variable:nNn . . 123, 10301
\clist_new:N 118, 119, 538, 9944, 10121, 10480, 10481, 10482, 10483, 14548
\clist_pop:NN 125, 10054
\clist_pop:NNTF 125, 10080
\clist_push:Nn 126, 10105
\clist_put_left:Nn 120, 10017, 10105, 10106, 10107, 10108, 10109, 10110, 10111, 10112
\clist_put_right:Nn 120, 10030, 10133, 15343, 15353, 15381
\clist_rand_item:N 126, 10446
\clist_rand_item:n . . 115, 126, 10446
\clist_remove_all:Nn 121, 10139
\clist_remove_duplicates:N 118, 121, 10123
\clist_reverse:N 121, 10178
\clist_reverse:n 121, 547, 10179, 10181, 10184
.clist_set:N 185, 14910
\clist_set:Nn 120, 10011, 10018, 10020, 10031, 10033, 10220, 10297, 10314, 14762
\clist_set_eq:NN 119, 9957, 10124, 15211
\clist_set_from_seq:NN 119, 9965, 10140, 22310
\clist_show:N 126, 127, 10459
\clist_show:n 127, 127, 10473
\clist_sort:Nn 121, 10196, 22301

\clist_use:Nn 125, 10354
\clist_use:Nnnn 124, 492, 10354
\c_empty_clist 127, 9897, 10045, 10060, 10082, 10096
\l_foo_clist 220
\g_tmpa_clist 127, 10480
\l_tmpa_clist 127, 10480
\g_tmpb_clist 127, 10480
\l_tmpb_clist 127, 10480
clist internal commands:
__clist_concat:NNNN 9992
__clist_count:n 10329
__clist_count:w 10329
__clist_get:wN 10043, 10085
__clist_if_empty_n:w 10200
__clist_if_empty_n:wNw 10200
__clist_if_in_return:nnN 10214
__clist_if_wrap:nTF 539, 9919, 9943, 9984, 10145, 10226
__clist_if_wrap:w 539, 9919
\l__clist_internal_clist 542, 9898, 10023, 10024, 10036, 10037, 10220, 10221, 10222, 10297, 10298, 10314, 10315
\l__clist_internal_remove_clist . . . 10121, 10129, 10132, 10133, 10135
\l__clist_internal_remove_seq 10121, 10147, 10148, 10149
__clist_item:nnnN 10387, 10420
__clist_item_n:nw 10418
__clist_item_n_end:n 10418
__clist_item_N_loop:nw 10387
__clist_item_n_loop:nw 10418
__clist_item_n_strip:n 10418
__clist_item_n_strip:w 10418
__clist_map_function:Nw 549, 10251, 10288
__clist_map_function_n:Nn 550, 10267
__clist_map_unbrace:Nw . . 550, 10267
__clist_map_variable:Nnw 10301
__clist_pop:NNN 10054
__clist_pop:wN 10054
__clist_pop:wwNNN . 543, 10054, 10099
__clist_pop_TF:NNN 10080
__clist_put_left:NNNn 10017
__clist_put_right:NNNn 10030
__clist_rand_item:nn 10446
__clist_remove_all: 10139
__clist_remove_all:NNNn 10139
__clist_remove_all:w . . . 546, 10139
__clist_remove_duplicates:NN . 10123
__clist_reverse:wwNww . . . 547, 10184
__clist_reverse_end:ww . . 547, 10184
__clist_sanitize:n 9906, 9947, 10012, 10014
__clist_sanitize:Nn 539, 9906
__clist_set_from_seq:n 9965
__clist_set_from_seq:NNNN . . . 9965
__clist_show:NN 10459
__clist_show:Nn 10473
__clist_tmp:w . 546, 9899, 10152, 10174, 10228, 10237, 10241, 10243
__clist_trim_next:w 539, 549, 9900, 9909, 9917, 10270, 10278
__clist_use:nwwn 10354
__clist_use:nwwwwnwn . . . 552, 10354
__clist_use:wwn 10354
__clist_wrap_item:w 539, 9915, 9942
\closein 319
\closeout 320
\clubpenalties 618, 1460
\clubpenalty 321
cm 216
code commands:
.code:n 185, 14908
coffin commands:
\coffin_attach:NnnNnnnn 248, 1078, 27760
\coffin_clear:N 246, 26971
\coffin_display_handles:Nn 249, 28012
\coffin_dp:N 249, 27172, 27624, 27663, 28136
\coffin_gattach:NnnNnnnn . 248, 27760
\coffin_gclear:N 246, 26971
\coffin_gjoin:NnnNnnnn . . . 248, 27709
\coffin_gresize:Nnn 248, 27603
\coffin_grotate:Nn 248, 27442
\coffin_gscale:Nnn 248, 27651
\coffin_gset_eq:NN 246, 27141, 27153, 27164, 27718, 27769
\coffin_gset_horizontal_pole:Nnn 247, 27202
\coffin_gset_vertical_pole:Nnn 247, 27202
\coffin_ht:N 249, 27172, 27624, 27663, 28135
\coffin_if_exist:NTF 246, 26950, 26964
\coffin_if_exist_p:N 246, 26950
\coffin_join:NnnNnnnn . . . 248, 27709
\coffin_log_structure:N . . 250, 28122
\coffin_mark_handle:Nnnn . 249, 27957
\coffin_new:N 246, 1054, 26989, 27165, 27166, 27167, 27168, 27169, 27170, 27171, 27893, 27903, 27904, 27905
\coffin_resize:Nnn 248, 27603
\coffin_rotate:Nn 248, 27442

\coffin_scale:Nnn *248*, 27651
\coffin_scale:NnnNN 27651
\coffin_set_eq:NN *246*, 27141, 27712, 27763, 27791, 27819, 28033
\coffin_set_horizontal_pole:Nnn *247*, 27202
\coffin_set_vertical_pole:Nnn *247*, 27202
\coffin_show_structure:N *249*, *250*, 28122
\coffin_typeset:Nnnnn ... *249*, 27895
\coffin_wd:N *249*, 27172, 27620, 27667, 28137
\c_empty_coffin *250*, 27165
\g_tmpa_coffin *250*, 27168
\l_tmpa_coffin *250*, 27168
\g_tmpb_coffin *250*, 27168
\l_tmpb_coffin *250*, 27168

coffin internal commands:
__coffin_align:NnnNnnnnN 27723, 27774, 27795, 27802, 27898
\l__coffin_aligned_coffin 27165, 27724, 27725, 27729, 27735, 27738, 27741, 27757, 27758, 27775, 27776, 27777, 27778, 27779, 27782, 27786, 27790, 27791, 27796, 27797, 27798, 27799, 27800, 27833, 27849, 27899, 27900, 28107, 28114, 28116, 28118, 28120
\l__coffin_aligned_internal_-coffin 27165, 27812, 27819
__coffin_attach:NnnNnnnnN ... 27760
__coffin_attach_mark:NnnNnnnn 27760, 27969, 27990, 28006
\l__coffin_bottom_corner_dim 27438, 27472, 27476, 27555, 27566, 27567, 27587, 27595
\l__coffin_bounding_prop 27434, 27461, 27492, 27494, 27500, 27502, 27511, 27574
\l__coffin_bounding_shift_dim 27437, 27470, 27573, 27579, 27580
__coffin_calculate_intersection:Nnn 27331, 27804, 27807, 28100
__coffin_calculate_intersection:nnnnnn 27331
__coffin_calculate_intersection:nnnnnnnn 27331, 28046
__coffin_color:n 27955, 27965, 27977, 28020, 28060
\c__coffin_corners_prop 26919, 26996, 27191, 27198
\l__coffin_corners_prop 27435, 27452, 27456, 27481, 27486, 27517, 27557, 27584, 27631, 27635, 27641, 27647, 27682, 27696
\l__coffin_cos_fp *1061*, *1064*, 27432, 27451, 27538, 27547
__coffin_display_attach:Nnnnn 28012
\l__coffin_display_coffin 27903, 28033, 28039, 28109, 28110, 28115, 28117, 28119, 28120
\l__coffin_display_coord_coffin 27903, 27971, 27991, 28007, 28054, 28074, 28093
\l__coffin_display_font_tl 27948, 27979, 28062
__coffin_display_handles_-aux:nnnn 28012
__coffin_display_handles_-aux:nnnnnn 28012
\l__coffin_display_handles_prop . .. 27906, 27982, 27986, 28065, 28069
\l__coffin_display_offset_dim 27943, 28008, 28009, 28094, 28095
\l__coffin_display_pole_coffin 27903, 27959, 27970, 28014, 28052
\l__coffin_display_poles_prop 27947, 28024, 28029, 28032, 28034, 28036, 28043
\l__coffin_display_x_dim 27945, 28049, 28104
\l__coffin_display_y_dim 27945, 28050, 28106
\c__coffin_empty_coffin 27893, 27898
\l__coffin_error_bool 26940, 27335, 27339, 27353, 27375, 27406, 28045, 28047
__coffin_find_bounding_shift: 27464, 27571
__coffin_find_bounding_shift_-aux:nn 27571
__coffin_find_corner_maxima:N 27463, 27551
__coffin_find_corner_maxima_-aux:nn 27551
__coffin_get_pole:NnN 27178, 27333, 27334, 27860, 27861, 27864, 27865, 28026, 28027, 28030
__coffin_greset_structure:N 26985, 27188, 27252
__coffin_gupdate:N 27024, 27037, 27089, 27107, 27244
__coffin_gupdate_corners:N 27253, 27256
__coffin_gupdate_poles:N 27254, 27287

__coffin_if_exist:NTF 26962, 26973, 26982, 27004, 27017, 27042, 27070, 27083, 27112, 27143, 27155, 27210, 27228, 28130
\l__coffin_internal_box 26916, 27054, 27060, 27065, 27124, 27130, 27135, 27466, 27475, 27477, 27478, 27480
\l__coffin_internal_dim 26916, 27499, 27501, 27505, 27662, 27665, 27730, 27732, 27733
\l__coffin_internal_tl . . . 26916, 27831, 27832, 27834, 27983, 27984, 27987, 27988, 27996, 28001, 28066, 28067, 28070, 28071, 28080, 28085
__coffin_join:NnnNnnnnN 27709
\l__coffin_left_corner_dim 27438, 27470, 27479, 27556, 27562, 27563, 27586, 27594
__coffin_mark_handle_aux:nnnnNnn 27957
__coffin_offset_corner:Nnnnn . 27840
__coffin_offset_corners:Nnn 27746, 27747, 27753, 27754, 27840
__coffin_offset_pole:Nnnnnnn . 27821
__coffin_offset_poles:Nnn 27744, 27745, 27750, 27751, 27787, 27788, 27821
\l__coffin_offset_x_dim 26941, 27727, 27728, 27731, 27742, 27744, 27746, 27752, 27755, 27789, 27808, 27816, 28103, 28111
\l__coffin_offset_y_dim 26941, 27745, 27747, 27752, 27755, 27789, 27810, 27817, 28105, 28112
\l__coffin_pole_a_tl 26943, 27333, 27338, 27860, 27863, 27864, 27867, 28026, 28028, 28031
\l__coffin_pole_b_tl 26943, 27334, 27338, 27861, 27863, 27865, 27867, 28027, 28028, 28030, 28031
\c__coffin_poles_prop 26926, 26998, 27193, 27200
\l__coffin_poles_prop 27435, 27454, 27458, 27483, 27488, 27525, 27592, 27633, 27637, 27643, 27649, 27688, 27703
__coffin_reset_structure:N 26976, 27188, 27246, 27735, 27779
__coffin_resize:NnnNN 27603
__coffin_resize_common:NnnN 27627, 27629, 27668
\l__coffin_right_corner_dim 27438, 27479, 27554, 27564, 27565
__coffin_rotate:NnNNN 27442
__coffin_rotate_bounding:nnn 27462, 27508
__coffin_rotate_corner:Nnnn 27457, 27508
__coffin_rotate_pole:Nnnnnn 27459, 27520
__coffin_rotate_vector:nnNN 27510, 27516, 27522, 27523, 27532
__coffin_scale:NnnNN 27652, 27655, 27657
__coffin_scale_corner:Nnnn 27636, 27679
__coffin_scale_pole:Nnnnnn 27638, 27679
__coffin_scale_vector:nnNN 27672, 27681, 27687
\l__coffin_scale_x_fp 27599, 27619, 27639, 27659, 27661, 27667, 27675
\l__coffin_scale_y_fp . . . 27599, 27621, 27660, 27661, 27665, 27677
\l__coffin_scaled_total_height_dim 27601, 27664, 27669
\l__coffin_scaled_width_dim 27601, 27666, 27669
__coffin_set_bounding:N 27460, 27490
__coffin_set_horizontal_pole:NnnN 27202
__coffin_set_pole:Nnn 27055, 27125, 27202, 27833, 27873, 27877, 27885, 27889
__coffin_set_vertical:NnnNN . 27028
__coffin_set_vertical:NnNNNw 27096
__coffin_set_vertical_pole:NnnN 27202
__coffin_shift_corner:Nnnn 27482, 27582
__coffin_shift_pole:Nnnnnn 27484, 27582
__coffin_show_structure:NN . . 28122
\l__coffin_sin_fp *1061*, *1064*, 27432, 27450, 27539, 27546
\l__coffin_slope_A_fp 26938
\l__coffin_slope_B_fp 26938
__coffin_to_value:N 26949, 26954, 26993, 26994, 26995, 26997, 27146, 27147, 27148, 27149, 27158, 27159, 27160, 27161, 27181, 27190, 27192, 27197, 27199, 27212, 27230, 27240, 27263, 27294, 27453, 27455, 27485, 27487, 27632, 27634, 27646, 27648, 27738, 27782, 27785, 27823, 27842, 27849, 28025, 28141

\l__coffin_top_corner_dim 27438, 27476, 27553, 27568, 27569
__coffin_update:N 27011, 27031, 27076, 27100, 27244
__coffin_update_B:nnnnnnnnN . 27858
__coffin_update_corners:N 27247, 27256
__coffin_update_corners:NN . . 27256
__coffin_update_corners:NNN . 27256
__coffin_update_poles:N 27248, 27287, 27741, 27786
__coffin_update_poles:NN 27287
__coffin_update_poles:NNN . . . 27287
__coffin_update_T:nnnnnnnnN . 27858
__coffin_update_vertical_-poles:NNN 27757, 27790, 27858
\l__coffin_x_dim . . . 26945, 27342, 27351, 27377, 27408, 27426, 27510, 27512, 27516, 27518, 27522, 27527, 27681, 27683, 27687, 27690, 27805, 27809, 27828, 27836, 28049, 28101
\l__coffin_x_prime_dim 26945, 27524, 27528, 27805, 27809, 28101, 28104
__coffin_x_shift_corner:Nnnn 27642, 27694
__coffin_x_shift_pole:Nnnnnn 27644, 27694
\l__coffin_y_dim 26945, 27343, 27355, 27373, 27422, 27510, 27512, 27516, 27518, 27522, 27527, 27681, 27683, 27687, 27690, 27806, 27811, 27829, 27836, 28050, 28102
\l__coffin_y_prime_dim 26945, 27524, 27529, 27806, 27811, 28102, 28106
\color 27956
color commands:
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cosd *213*
cot *213*
cotd *213*
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\cs_new_protected:Nn . *13*, 2686, 2750

\cs_new_protected:Npn *11*, *368*, *1132*, 2241, 2258, 2556, 2592, 2596, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2611, 2612, 2613, 2614, 2616, 2671, 2681, 2683, 2694, 2703, 2800, 2809, 2811, 2813, 2815, 2817, 2825, 2827, 2828, 2830, 2831, 2833, 2888, 2923, 3088, 3117, 3187, 3218, 3503, 3516, 3534, 3538, 3541, 3550, 3675, 3692, 3702, 3711, 3727, 3735, 3747, 3755, 3766, 3768, 3770, 3772, 3774, 3785, 3787, 3800, 3808, 3819, 3838, 3840, 3842, 3844, 3846, 3914, 3920, 3925, 3932, 3934, 3938, 3940, 3944, 3945, 3948, 3950, 3967, 3969, 3971, 3973, 3975, 3977, 3985, 3987, 3989, 3991, 3993, 3995, 3997, 3999, 4009, 4011, 4013, 4015, 4017, 4019, 4021, 4023, 4034, 4040, 4042, 4044, 4056, 4075, 4090, 4108, 4130, 4132, 4134, 4136, 4142, 4164, 4170, 4199, 4201, 4205, 4207, 4280, 4281, 4282, 4386, 4397, 4415, 4421, 4423, 4498, 4500, 4610, 4612, 4890, 4892, 4894, 4899, 4901, 4914, 4974, 4976, 4978, 4980, 4986, 5001, 5014, 5016, 5020, 5022, 5173, 5188, 5197, 5207, 5209, 5559, 5677, 5693, 5709, 5715, 5719, 5721, 5741, 5759, 5767, 5777, 5786, 5840, 5888, 5896, 5898, 5900, 5910, 5916, 5940, 5951, 5957, 5960, 5962, 5967, 5984, 5993, 6013, 6026, 6104, 6152, 6205, 6288, 6294, 6317, 6347, 6368, 6441, 6537, 6542, 6544, 6546, 6622, 6624, 6626, 6631, 6641, 6720, 6725, 6727, 6780, 6782, 6784, 6789, 6799, 7696, 7798, 7825, 7831, 7834, 7837, 7840, 7851, 7856, 7861, 7866, 7877, 7883, 7885, 7887, 7920, 7922, 7930, 7938, 7951, 7953, 7961, 7963, 7965, 7977, 7979, 7981, 8003, 8005, 8007, 8034, 8035, 8036, 8056, 8067, 8097, 8105, 8115, 8126, 8128, 8130, 8132, 8140, 8158, 8160, 8162, 8263, 8268, 8273, 8279, 8285, 8306, 8411, 8413, 8415, 8526, 8533, 8567, 8568, 8571, 8573, 8577, 8579, 8585, 8587, 8589, 8591, 8597, 8599, 8601, 8603, 8609, 8611, 8618, 8833, 8835, 8837, 8844, 8846, 8848, 8860, 9224, 9228, 9251, 9256, 9257, 9268, 9270, 9271, 9272, 9314, 9316, 9322, 9324, 9326, 9328, 9338, 9343, 9359, 9361, 9365, 9367, 9369, 9616, 9717, 9721, 9740, 9751, 9774, 9790, 9797, 9803, 9810, 9831, 9844, 9882, 9888, 9899, 9946, 9965, 9967, 9969, 9992, 9994, 9996, 10011, 10013, 10017, 10019, 10021, 10030, 10032, 10034, 10043, 10051, 10054, 10056, 10058, 10066, 10094, 10123, 10125, 10127, 10139, 10141, 10143, 10178, 10180, 10224, 10281, 10295, 10301, 10312, 10317, 10459, 10461, 10463, 10473, 10474, 10475, 10487, 10491, 10493, 10495, 10497, 10499, 10501, 10503, 10505, 10507, 10509, 10511, 10513, 10515, 10517, 10519, 10521, 10523, 10525, 10527, 10529, 10531, 10533, 10535, 10537, 10539, 10541, 10543, 10545, 10547, 10549, 10551, 10553, 10555, 10557, 10561, 10563, 10567, 10569, 10573, 10575, 10579, 10591, 11016, 11018, 11020, 11025, 11032, 11041, 11059, 11061, 11063, 11065, 11067, 11069, 11152, 11169, 11174, 11181, 11186, 11188, 11198, 11204,

11207, 11210, 11213, 11229, 11237, 11245, 11253, 11258, 11265, 11267, 11269, 11274, 11276, 11288, 11290, 11299, 11305, 11315, 11323, 11332, 11390, 11391, 11392, 11411, 11413, 11415, 11490, 11523, 11525, 11527, 11550, 11558, 11563, 11565, 11572, 11574, 11581, 11622, 11651, 11671, 11676, 11687, 11771, 11773, 11814, 11891, 11905, 11930, 11952, 11953, 11966, 11971, 11997, 12006, 12008, 12010, 12027, 12054, 12056, 12058, 12060, 12067, 12496, 12500, 12515, 12527, 12544, 12550, 12562, 12563, 12564, 12591, 12593, 12604, 12606, 12625, 12627, 12629, 12644, 12646, 12648, 12654, 12661, 12670, 12672, 12674, 12679, 12726, 12731, 12735, 12757, 12764, 12776, 12777, 12778, 12788, 12791, 12794, 12800, 12806, 12813, 12815, 12825, 12856, 12867, 12885, 12920, 12943, 12955, 12974, 12978, 13067, 13083, 13092, 13100, 13109, 13116, 13122, 13279, 13295, 13309, 13408, 13464, 13508, 13510, 13512, 13520, 13635, 13640, 13646, 13647, 13652, 13658, 13673, 13690, 13698, 13704, 13710, 13723, 13744, 13745, 13746, 13774, 13787, 13799, 13809, 13879, 13886, 13892, 13893, 13897, 13899, 13907, 13909, 13913, 13916, 13919, 13921, 13928, 13930, 14011, 14133, 14140, 14152, 14210, 14214, 14224, 14231, 14237, 14238, 14241, 14243, 14251, 14253, 14257, 14259, 14261, 14263, 14267, 14269, 14305, 14309, 14318, 14325, 14331, 14333, 14337, 14339, 14347, 14349, 14353, 14355, 14357, 14359, 14363, 14365, 14375, 14379, 14393, 14410, 14416, 14421, 14434, 14440, 14445, 14459, 14462, 14472, 14484, 14511, 14522, 14524, 14566, 14568, 14575, 14580, 14585, 14599, 14605, 14629, 14641, 14659, 14675, 14691, 14693, 14695, 14711, 14722, 14724, 14726, 14743, 14746, 14760, 14773, 14778, 14788, 14796, 14798, 14814, 14824, 14852, 14861, 14870, 14871, 14882, 14884, 14886, 14888, 14890, 14892, 14894, 14896, 14898, 14900, 14902, 14904, 14906, 14908, 14910, 14912, 14914, 14916, 14918, 14920, 14922, 14924, 14926, 14928, 14930, 14932, 14934, 14936, 14938, 14940, 14942, 14944, 14946, 14948, 14950, 14952, 14954, 14956, 14958, 14960, 14962, 14964, 14966, 14968, 14970, 14972, 14974, 14976, 14978, 14980, 14982, 14984, 14986, 14988, 14990, 14992, 14994, 14996, 14998, 15000, 15002, 15004, 15006, 15008, 15010, 15012, 15014, 15016, 15018, 15020, 15022, 15043, 15045, 15051, 15057, 15063, 15070, 15073, 15092, 15099, 15105, 15112, 15115, 15134, 15155, 15157, 15163, 15168, 15173, 15194, 15207, 15221, 15247, 15266, 15281, 15296, 15313, 15339, 15363, 15395, 15465, 15467, 15469, 15541, 15550, 15586, 15588, 15596, 15607, 15615, 15622, 15628, 15656, 15665, 15690, 15692, 15694, 15705, 15710, 15715, 15729, 15734, 15739, 15754, 15765, 15788, 15791, 15899, 16184, 16201, 16203, 16205, 16207, 16235, 16237, 16239, 16241, 16261, 16263, 16265, 16267, 16269, 16271, 16273, 16275, 16277, 18009, 18012, 18014, 18016, 18025, 18026, 18029, 18031, 18035, 18036, 18037, 18038, 18039, 18045, 18047, 18049, 18054, 18056, 18335, 18342, 18354, 21165, 21990, 22003, 22042, 22052, 22064, 22069, 22079, 22087, 22093, 22176, 22195, 22203, 22215, 22252, 22259, 22278, 22280, 22282, 22301, 22304, 22307, 22313, 22319, 22334, 22343, 22363, 22373, 22384, 22394, 22404, 22405, 22412, 22418, 22428, 22438, 22534, 22541, 22543, 22559, 22625, 22636, 22654, 22664, 22666, 22690, 22697, 22709, 22712, 22715, 22725, 22733, 22740, 22749, 22764, 22781, 22792, 22902, 22909, 22911, 22929, 22939, 23035, 23038, 23041, 23043, 23052, 23058, 23064, 23095, 23097, 23098, 23103, 23109, 23117, 23129, 23145, 23164, 23174, 23182, 23184, 23192, 23204, 23224, 23226, 23231, 23239, 23241, 23248, 23253, 23255, 23257, 23264, 23272, 23274, 23276, 23278, 23285, 23290, 23293, 23299, 23526, 23590, 23603, 23614, 23627, 23660, 23689, 23694, 23699, 23720, 23729, 23738, 23743, 23750, 23763, 23765, 23767, 23769, 23775, 23797, 23810, 23837, 23842, 23876, 23911, 23932, 23934, 23944,

23953, 23958, 23967, 23976, 23992, 24005, 24011, 24022, 24035, 24041, 24060, 24080, 24111, 24122, 24137, 24150, 24168, 24176, 24181, 24183, 24185, 24202, 24221, 24223, 24246, 24258, 24278, 24299, 24306, 24313, 24325, 24331, 24388, 24423, 24432, 24451, 24470, 24476, 24539, 24549, 24551, 24553, 24560, 24616, 24629, 24645, 24650, 24663, 24679, 24686, 24693, 24695, 24697, 24704, 24718, 24734, 24743, 24757, 24769, 24787, 24796, 24798, 24810, 24819, 24831, 24844, 24851, 24871, 24902, 24936, 24954, 24960, 24969, 25008, 25021, 25043, 25060, 25082, 25091, 25102, 25131, 25146, 25155, 25164, 25176, 25183, 25185, 25187, 25207, 25212, 25219, 25224, 25229, 25234, 25283, 25318, 25360, 25376, 25396, 25408, 25422, 25456, 25470, 25481, 25488, 25497, 25532, 25538, 25541, 25549, 25555, 25558, 25567, 25570, 25573, 25576, 25581, 25590, 25593, 25596, 25601, 25607, 25612, 25617, 25622, 25630, 25650, 25652, 25656, 25657, 25681, 25689, 25698, 25710, 25719, 25727, 25767, 25811, 25838, 25843, 25845, 25875, 25903, 26214, 26216, 26218, 26225, 26242, 26249, 26251, 26255, 26257, 26261, 26263, 26267, 26269, 26283, 26289, 26292, 26298, 26301, 26307, 26314, 26316, 26318, 26320, 26337, 26339, 26348, 26351, 26354, 26357, 26359, 26366, 26384, 26386, 26391, 26398, 26403, 26410, 26416, 26424, 26430, 26436, 26444, 26449, 26454, 26456, 26462, 26464, 26466, 26471, 26476, 26481, 26488, 26493, 26500, 26505, 26512, 26518, 26526, 26533, 26539, 26551, 26554, 26572, 26575, 26578, 26588, 26622, 26633, 26644, 26655, 26666, 26677, 26690, 26696, 26702, 26717, 26724, 26734, 26739, 26742, 26745, 26759, 26762, 26765, 26779, 26782, 26785, 26796, 26799, 26802, 26817, 26820, 26823, 26832, 26846, 26849, 26852, 26858, 26864, 26876, 26962, 26971, 26980, 26989, 27002, 27015, 27028, 27034, 27040, 27068, 27081, 27094, 27095, 27096, 27103, 27110, 27139, 27140, 27141, 27153, 27178, 27188, 27195, 27202, 27205, 27208, 27220, 27223, 27226, 27238, 27244, 27250, 27256, 27258, 27260, 27266, 27287, 27289, 27291, 27297, 27331, 27346, 27442, 27445, 27448, 27490, 27508, 27514, 27520, 27532, 27551, 27560, 27571, 27577, 27582, 27590, 27603, 27610, 27617, 27629, 27651, 27654, 27657, 27672, 27679, 27685, 27694, 27701, 27709, 27715, 27721, 27760, 27766, 27772, 27793, 27802, 27821, 27826, 27840, 27845, 27858, 27869, 27881, 27895, 27955, 27957, 28004, 28012, 28041, 28090, 28098, 28122, 28125, 28128, 28173, 28180, 28183, 28185, 28187, 28189, 28191, 28206, 28207, 28538, 28541, 28544, 28547, 28550, 28595, 28598, 28601, 28687, 28689, 28691, 28710, 28713, 28757, 28759, 28761, 28767, 28769, 28771, 28777, 28779, 28781, 28787, 28789, 28796, 28879, 28885, 30009, 30011, 30013, 30015, 30026, 30031, 30036, 30041, 30046, 30063, 30064, 30066, 30069, 30072, 30083, 30085, 30097, 30102, 30107, 30150, 30152, 30154, 30156, 30173, 30186, 30191, 30215, 30239, 30241, 30262, 30281, 30288, 30305, 30329, 30334, 30441, 30727

\cs_new_protected:Npx . . *11*, *363*, *363*, *368*, 2556, 2592, 2597, 2688, 2752, 3518, 3522, 3527, 3687, 3691, 4955, 10597, 11118, 11133, 11138, 11143, 11782, 11784, 11786, 11788, 11790, 11799, 11801, 11803, 12076, 12078, 12080, 12082, 12084, 12093, 12095, 12097, 23905, 23919, 23921

\cs_new_protected_nopar:Nn *13*, 2686, 2750

\cs_new_protected_nopar:Npn *11*, 2556, 2573, 2586, 2590

\cs_new_protected_nopar:Npx *11*, 2556, 2586, 2591

\cs_prefix_spec:N *18*, 2841, 30720, 30721

\cs_replacement_spec:N *18*, 2841, 15478, 30724, 30725

\cs_set:Nn *13*, *339*, 2686, 2750

\cs_set:Npn *10*, *11*, *104*, *104*, *326*, *335*, *339*, *580*, 2135, 2165, 2172, 2174, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2230, 2232, 2235, 2252, 2301, 2304, 2366, 2414, 2416, 2418, 2420, 2425, 2431, 2432, 2436, 2443, 2446, 2506, 2508, 2510, 2512, 2514, 2516, 2518, 2520, 2539, 2556, 2572, 2580, 2580, 2686, 2750, 4116, 4173, 4289, 4504, 5003, 5039, 6647, 6804, 8462, 8470, 9662, 10152, 10241, 10647, 11029, 11292, 11567, 11569, 12832, 13166, 13552, 14502, 15444, 16210, 16218, 16227, 16244, 16252, 16280, 22274, 23303, 23304, 23305, 23622, 23623, 24189, 24191, 24208, 24210, 24503, 24530, 24569, 25063, 25362, 28219, 28386, 29017, 29666, 30162, 30164, 30170, 30286

\cs_set:Npx *11*, *345*, *675*, 2135, 2580, 2581, 4175, 10228, 11027, 11046, 11052, 12890, 12891, 12892, 12893, 12894, 14487, 14495, 23054, 23060, 24720, 28388

\cs_set_eq:NN *15*, *105*, *336*, *520*, 2368, 2598, 3522, 3540, 3691, 3944, 5037, 5038, 5728, 5737, 6549, 8009, 8010, 8012, 8045, 8164, 8165, 8176, 9260, 9323, 9325, 10600, 10793, 11023, 11044, 11051, 12896, 12897, 12898, 12899, 12901, 12903, 12904, 14750, 14765, 14769, 14819, 14830, 14840, 22536, 22537, 22542, 22693, 22736, 22761, 24495, 24504, 24527, 25069, 30159, 30169, 30481

\cs_set_nopar:Nn *13*, 2686, 2750

\cs_set_nopar:Npn *10*, *11*, *133*, *335*, 2135, 2164, 2222, 2223, 2572, 2574, 14713, 14776, 28417, 28419

\cs_set_nopar:Npx *11*, *1123*, 2135, 2168, 2572, 2575, 2925, 3119, 3968, 3970, 3972, 3986, 3988, 3990, 3992, 4010, 4012, 4014, 4016, 14755, 30010, 30028, 30033, 30067

\cs_set_protected:Nn . *13*, 2686, 2750

\cs_set_protected:Npn *10*, *11*, 260, *336*, 2135, 2151, 2153, 2155, 2157, 2159, 2161, 2166, 2209, 2210, 2215, 2220, 2221, 2224, 2234, 2236, 2238, 2239, 2240, 2242, 2251, 2253, 2255, 2256, 2257, 2259, 2268, 2280, 2306, 2323, 2342, 2350, 2358, 2367, 2369, 2371, 2383, 2397, 2434, 2522, 2535, 2537, 2541, 2543, 2545, 2553, 2558, 2592, 2592, 2626, 2647, 3709, 3862, 4296, 4924, 4951, 6150, 6203, 8081, 10589, 10711, 10881, 10899, 11150, 11695, 11768, 12063, 12065, 12416, 12520, 12812, 12814, 12953, 13034, 13134, 13162, 13532, 13725, 14279, 14744, 15369, 16165, 16659, 16736, 17320, 17394, 17408, 17630, 17647, 17682, 17718, 17733, 17750, 19301, 22538, 23917, 23942, 23951, 24480, 24489, 24491, 24493, 24496, 24498, 24505, 24507, 24512, 24514, 24519, 24521, 24523, 24525, 24528, 25226, 25227, 25654, 27073, 27086, 27120, 27403, 28228, 28411, 28414, 28436, 28451, 28469, 28477, 28509, 29710, 29721, 29724, 29750, 29761, 29777, 29897, 29900, 29922, 30279, 30285, 30446, 30452, 30471, 30477, 30486, 30545, 30637

\cs_set_protected:Npx *11*, 246, 2135, 2592, 2593, 11938, 30491

\cs_set_protected_nopar:Nn *14*, 2686, 2750

\cs_set_protected_nopar:Npn *12*, *335*, 2135, 2586, 2586

\cs_set_protected_nopar:Npx *12*, 2135, 2586, 2587

\cs_show:N *16*, *16*, *22*, *342*, 2827

\cs_split_function:N *17*, 2247, 2264, 2376, 2377, 2434, 2658, 2699, 3509, 3805

\cs_to_sr:N *1126*

\cs_to_str:N *4*, *17*, *46*, *55*, *330*, *330*, *331*, *362*, *420*, 2425, 2440, 3314, 3480, 5534, 5535, 5536, 5537, 5538, 5539, 5540, 5541, 5542, 5543, 5544, 5545, 12817, 16163, 23068, 24461, 30005, 30014, 30100, 30105, 30113, 30459, 30463, 30480, 30481

\cs_undefine:N *15*, *517*, *677*, 2614, 12101, 12102, 12103, 12522, 22008, 28202, 28203

cs internal commands:

__cs_count_signature:N . . . *329*, 2657

__cs_count_signature:n 2657

__cs_count_signature:nnN 2657

__cs_generate_from_signature:n 2708, 2721

__cs_generate_from_signature:NNn 2690, 2694

__cs_generate_from_signature:nnNNNn 2698, 2703

__cs_generate_internal_c:NN . 3768

__cs_generate_internal_end:w 3751, 3785

__cs_generate_internal_long:nnnNNn 3789, 3793
__cs_generate_internal_long:w 3752, 3787
__cs_generate_internal_loop:nwnnw 3749, 3755, 3767, 3769, 3771, 3773, 3776
__cs_generate_internal_N:NN . 3766
__cs_generate_internal_n:NN . 3770
__cs_generate_internal_one_go:NNn *369*, 3724, 3747
__cs_generate_internal_other:NN 3760, 3774
__cs_generate_internal_test:Nw 3713, 3731, 3735
__cs_generate_internal_test_aux:w 3727, 3732, 3738, 3741
__cs_generate_internal_variant:n *372*, 3682, 3687, 3859, 3865
__cs_generate_internal_variant:NNn *368*, 3707, 3711
__cs_generate_internal_variant:wwnNwn 3689, 3702
__cs_generate_internal_variant_loop:n 3687
__cs_generate_internal_x:NN . 3772
__cs_generate_variant:N . 3505, 3518
__cs_generate_variant:n 3800
__cs_generate_variant:nnNN 3508, 3541
__cs_generate_variant:nnNnn . 3800
__cs_generate_variant:Nnnw 3548, 3550
__cs_generate_variant:w 3800
__cs_generate_variant:ww 3518
__cs_generate_variant:wwNN *365*, *365*, *366*, 3557, 3675
__cs_generate_variant:wwNw . . 3518
__cs_generate_variant_F_form:nnn 3800
__cs_generate_variant_loop:nNwN *365*, *365*, 3558, 3570
__cs_generate_variant_loop_base:N 3570
__cs_generate_variant_loop_end:nwwwNNnn . *365*, *366*, 3560, 3570
__cs_generate_variant_loop_invalid:NNwNNnn *365*, 3570
__cs_generate_variant_loop_long:wNNnn *366*, 3563, 3570
__cs_generate_variant_loop_same:w *365*, 3570
__cs_generate_variant_loop_special:NNwNNnn 3570, 3670
__cs_generate_variant_p_form:nnn 3800
__cs_generate_variant_same:N *365*, 3615, 3664
__cs_generate_variant_T_form:nnn 3800
__cs_generate_variant_TF_form:nnn 3800
__cs_get_function_name:N *329*
__cs_get_function_signature:N . *329*
__cs_parm_from_arg_count_test:nnTF 2626
__cs_split_function_auxi:w . . 2434
__cs_split_function_auxii:w . 2434
__cs_tmp:w *329*, *363*, *368*, *368*, *372*, 2434, 2449, 2556, 2572, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2686, 2726, 2727, 2728, 2729, 2730, 2731, 2732, 2733, 2734, 2735, 2736, 2737, 2738, 2739, 2740, 2741, 2742, 2743, 2744, 2745, 2746, 2747, 2748, 2749, 2750, 2758, 2759, 2760, 2761, 2762, 2763, 2764, 2765, 2766, 2767, 2768, 2769, 2770, 2771, 2772, 2773, 2774, 2775, 2776, 2777, 2778, 2779, 2780, 2781, 3522, 3540, 3683, 3691, 3709, 3746, 3862, 3869, 3870, 3871, 3872, 3873, 3874, 3875, 3876, 3877, 3878, 3879, 3880, 3881, 3882, 3883, 3884, 3885, 3886, 3887, 3888, 3889, 3890, 3891, 3892, 3893, 3894, 3895, 3896, 3897, 3898, 3899, 3900, 3901, 3902, 3903, 3904, 3905, 3906, 3907, 3908, 3909, 3910
__cs_to_str:N *330*, 2425
__cs_to_str:w *330*, 2425
csc *213*
cscd *213*
\csname 14, 21, 39, 43, 49, 68, 90, 92, 93, 94, 105, 130, 153, 157, 228, 327
\csstring 912
\currentgrouplevel 619, 1461
\currentgrouptype 620, 1462
\currentifbranch 621, 1463
\currentiflevel 622, 1464
\currentiftype 623, 1465

D

\day 328, 1389, 9686
dd *216*
\deadcycles 329

debug commands:
\debug_off: 312
\debug_off:n 257, 1130, 1131, 1131, 1132, 1132, 1141, 2210
\debug_on: 312
\debug_on:n 257, 300, 1130, 1131, 1141, 2210
\debug_resume: 257, 1050, 2220, 26999
\debug_suspend: 257, 1050, 2220, 26992
debug internal commands:
\g__debug_deprecation_off_tl . 2222
\g__debug_deprecation_on_tl . . 2222
\def 74, 75, 76, 112, 129, 131, 132, 150, 151, 154, 170, 185, 213, 217, 242, 281, 330
default commands:
.default:n 186, 14918
\defaulthyphenchar 331
\defaultskewchar 332
deg 215
\delcode 333
\delimiter 334
\delimiterfactor 335
\delimitershortfall 336
deprecation internal commands:
__deprecation_date_compare:nNnTF 30201, 30218, 30221
__deprecation_date_compare_aux:w 30201
\l__deprecation_grace_period_bool 1130, 30200, 30217, 30227, 30301
__deprecation_just_error:nnNN 1131, 30239
__deprecation_minus_six_months:w 30215
__deprecation_not_yet_deprecated:nTF 1131, 30215, 30249
__deprecation_old:Nnn 30329
__deprecation_old_protected:Nnn 30329
__deprecation_patch_aux:Nn 1132, 30239
__deprecation_patch_aux:nnNNnn 30239
__deprecation_primitive:NN 1135, 30441
__deprecation_primitive:w . . . 30441
__deprecation_warn_once:nnNnn 30239
\detokenize 68, 228, 624, 1466
\DH 29934
\dh 29934
dim commands:
\dim_abs:n 169, 656, 13937
\dim_add:Nn 169, 13919
\dim_case:nn 172, 14017
\dim_case:nnn 30347
\dim_case:nnTF 172, 14017, 14022, 14027, 30348
\dim_compare:nNnTF 170, 171, 172, 172, 172, 173, 202, 13972, 14041, 14077, 14085, 14094, 14100, 14112, 14115, 14126, 27349, 27352, 27357, 27371, 27374, 27379, 27727, 27732, 27742, 27871, 27883, 28558, 28575, 28609, 28623, 28633
\dim_compare:nTF 170, 171, 173, 173, 173, 173, 13977, 14049, 14057, 14066, 14072
\dim_compare_p:n 171, 13977
\dim_compare_p:nNn 170, 13972
\dim_const:Nn 168, 649, 659, 13886, 14216, 14217, 15537
\dim_do_until:nn 173, 14047
\dim_do_until:nNnn 172, 14075
\dim_do_while:nn 173, 14047
\dim_do_while:nNnn 172, 14075
\dim_eval:n 170, 171, 174, 174, 649, 1029, 13889, 14020, 14025, 14030, 14035, 14130, 14158, 14211, 14215, 27059, 27129, 27215, 27233, 27270, 27274, 27275, 27279, 27283, 27284, 27301, 27306, 27312, 27319, 27326, 27469, 27493, 27496, 27497, 27504, 27586, 27587, 27594, 27595, 27698, 27705, 27854, 27855, 28135, 28136, 28137
\dim_gadd:Nn 169, 13919
.dim_gset:N 186, 14926
\dim_gset:Nn 169, 649, 13907
\dim_gset_eq:NN 169, 13913
\dim_gsub:Nn 169, 13919
\dim_gzero:N 168, 13892, 13900
\dim_gzero_new:N 168, 13897
\dim_if_exist:NTF 168, 13898, 13900, 13903
\dim_if_exist_p:N 168, 13903
\dim_log:N 176, 14212
\dim_log:n 176, 14212
\dim_max:nn . . 169, 13937, 27565, 27569
\dim_min:nn 169, 13937, 27563, 27567, 27580
\dim_new:N 168, 168, 13878, 13888, 13898, 13900, 14218, 14219, 14220, 14221, 26563, 26564, 26565, 26566, 26567, 26568, 26569, 26570, 26917, 26941, 26942, 26945, 26946, 26947, 26948,

27437, 27438, 27439, 27440, 27441, 27601, 27602, 27943, 27945, 27946
\dim_ratio:nn . 170, 658, 13968, 14205
.dim_set:N 186, 14926
\dim_set:Nn 169, 13907, 26590, 26591, 26592, 26624, 26635, 26719, 26720, 26721, 26736, 26834, 26835, 26836, 26838, 26840, 26842, 27046, 27115, 27351, 27355, 27373, 27377, 27408, 27422, 27499, 27534, 27542, 27553, 27554, 27555, 27556, 27562, 27564, 27566, 27568, 27573, 27579, 27662, 27664, 27666, 27674, 27676, 27730, 27805, 27806, 27808, 27810, 27828, 27829, 27944, 28049, 28050, 28101, 28102, 28103, 28105
\dim_set_eq:NN 169, 13913, 27048, 27049, 27117, 27118
\dim_show:N 175, 14208
\dim_show:n 176, 658, 14210
\dim_sign:n 174, 14160
\dim_step_function:nnnN 173, 656, 14103, 14155
\dim_step_inline:nnnn . . . 173, 14133
\dim_step_variable:nnnNn . 174, 14133
\dim_sub:Nn 169, 13919
\dim_to_decimal:n 174, 14181, 14197, 14202
\dim_to_decimal_in_bp:n 175, 175, 14196
\dim_to_decimal_in_sp:n 175, 175, 743, 14198, 16799, 16836, 17433
\dim_to_decimal_in_unit:nn 175, 14200
\dim_to_fp:n . 175, 743, 762, 14208, 21627, 26628, 26629, 26639, 26640, 26708, 26711, 26712, 26737, 26752, 26753, 26772, 26773, 26791, 26808, 26811, 26812, 27362, 27363, 27364, 27384, 27385, 27386, 27396, 27397, 27413, 27414, 27415, 27416, 27426, 27427, 27538, 27539, 27546, 27547, 27620, 27623, 27624, 27675, 27677
\dim_until_do:nn 173, 14047
\dim_until_do:nNnn 172, 14075
\dim_use:N 174, 174, 1029, 13940, 13946, 13947, 13948, 13954, 13955, 13956, 13980, 13999, 14159, 14163, 14178, 14184, 27501, 27505, 27512, 27518, 27527, 27528, 27529, 27683, 27690, 27836
\dim_while_do:nn 173, 14047
\dim_while_do:nNnn 173, 14075
\dim_zero:N 168, 168, 13892, 13898, 26593, 26722, 26837, 27342, 27343
\dim_zero_new:N 168, 13897
\c_max_dim 176, 179, 695, 14216, 14312, 15566, 15609, 15617, 27553, 27554, 27555, 27556, 27573
\g_tmpa_dim 176, 14218
\l_tmpa_dim 176, 14218
\g_tmpb_dim 176, 14218
\l_tmpb_dim 176, 14218
\c_zero_dim 176, 14112, 14115, 14168, 14216, 14311, 15634, 26451, 26473, 26907, 27349, 27352, 27357, 27371, 27374, 27379, 27727, 27732, 27742, 28562, 28573, 28579, 28591, 28609, 28613, 28621, 28623, 28627, 28633, 28643
dim internal commands:
__dim_abs:N 13937
__dim_case:nnTF 14017
__dim_case:nw 14017
__dim_case_end:nw 14017
__dim_compare:w 13977
__dim_compare:wNN 652, 13977
__dim_compare_!:w 13977
__dim_compare_<:w 13977
__dim_compare_=:w 13977
__dim_compare_>:w 13977
__dim_compare_end:w . . 13985, 14009
__dim_compare_error: . . . 652, 13977
__dim_eval:w 657, 13875, 13908, 13910, 13920, 13924, 13929, 13933, 13940, 13946, 13947, 13948, 13954, 13955, 13956, 13971, 13974, 13980, 13999, 14004, 14106, 14107, 14108, 14159, 14163, 14184, 14199
__dim_eval_end: 13875, 13908, 13910, 13920, 13924, 13929, 13933, 13940, 13950, 13958, 13971, 13974, 14159, 14163, 14184, 14199
__dim_maxmin:wwN 13937
__dim_ratio:n 13968
__dim_sign:Nw 14160
__dim_step:NnnnN 14103
__dim_step:NNnnnn 14133
__dim_step:wwwN 14103
__dim_tmp:w 650
__dim_to_decimal:w 14181
\dimen 337, 10940
\dimendef 338
\dimexpr 625, 1467
\directlua . . 16, 23, 53, 59, 61, 913, 1762
\disablecjktoken 1254, 2062
\discretionary 339
\displayindent 340
\displaylimits 341

\displaystyle 342
\displaywidowpenalties 626, 1468
\displaywidowpenalty 343
\displaywidth 344
\divide 345
\DJ 29935
\dj 29935
\do 1294
\doublehyphendemerits 346
\dp 347
\draftmode 1015, 1652
\dtou 1216, 2024
\dump 348
\dviextension 914, 1763
\dvifeedback 915, 1764
\dvivariable 916, 1765

E

\edef 113, 138, 215, 349
\efcode 794, 1636
\elapsedtime 881
\else 15, 22, 44, 46, 91, 95, 98, 101, 102, 106, 107, 168, 172, 187, 350
else commands:
\else: . . . . *23*, *100*, *100*, *101*, *105*, *112*, *112*, *163*, *182*, *245*, *245*, *245*, *324*, *325*, *331*, *363*, *384*, *398*, *398*, *525*, *787*, <u>2078</u>, 2122, 2294, 2302, 2328, 2454, 2457, 2466, 2472, 2482, 2485, 2494, 2500, 2620, 2642, 2651, 2665, 2723, 2724, 2785, 2947, 3220, 3372, 3400, 3415, 3423, 3460, 3523, 3574, 3575, 3577, 3581, 3593, 3594, 3595, 3596, 3597, 3598, 3599, 3600, 3601, 3666, 3667, 3669, 3740, 3827, 4215, 4225, 4236, 4251, 4259, 4274, 4320, 4335, 4631, 4660, 4681, 4699, 4707, 4717, 4730, 4746, 4817, 4829, 4878, 4881, 4884, 5061, 5068, 5074, 5310, 5366, 5369, 5372, 5384, 5399, 5610, 5618, 5626, 5773, 5824, 5825, 5829, 5834, 5875, 5928, 6040, 6054, 6276, 6306, 6309, 6339, 6342, 6359, 6362, 6463, 6468, 6486, 6505, 6508, 6557, 6562, 6565, 6680, 6692, 6701, 6823, 6828, 7717, 7755, 7763, 7774, 7784, 8025, 8101, 8110, 8450, 8461, 8482, 8498, 8501, 8522, 8563, 8663, 8690, 8728, 8736, 9037, 9070, 9121, 9238, 9263, 9289, 9298, 9354, 9386, 9406, 9428, 9446, 9462, 9472, 9488, 9498, 9590, 9592, 9594, 9596, 10047, 10062, 10084, 10098, 10619, 10622, 10630, 10636, 10677, 10684, 10775, 10780, 10785, 10790, 10797, 10804, 10809, 10814, 10819, 10824, 10829, 10834, 10839, 10844, 10866, 10872, 10875, 10910, 10913, 10977, 10986, 10994, 11003, 11036, 11075, 11089, 11098, 11108, 11165, 11456, 12583, 13583, 13592, 13603, 13943, 13964, 13975, 13985, 14010, 14170, 14173, 14424, 14448, 14466, 14477, 14489, 14501, 14517, 15572, 15576, 15826, 15843, 15844, 15859, 15869, 15964, 16040, 16102, 16105, 16119, 16137, 16141, 16393, 16406, 16426, 16454, 16455, 16477, 16498, 16521, 16522, 16555, 16572, 16590, 16625, 16629, 16665, 16682, 16688, 16692, 16696, 16857, 16890, 16898, 16931, 16935, 16947, 16957, 16967, 16998, 17011, 17046, 17056, 17075, 17088, 17101, 17105, 17116, 17139, 17156, 17168, 17182, 17198, 17206, 17208, 17218, 17229, 17245, 17261, 17267, 17272, 17279, 17301, 17331, 17354, 17382, 17385, 17561, 17565, 17572, 17591, 17605, 17609, 17616, 17638, 17655, 17661, 17693, 17725, 17741, 17761, 17802, 17817, 17850, 17852, 17858, 17873, 17926, 18079, 18095, 18106, 18144, 18147, 18150, 18153, 18184, 18193, 18202, 18205, 18376, 18389, 18392, 18399, 18417, 18441, 18442, 18457, 18467, 18516, 18519, 18528, 18540, 18551, 18565, 18578, 18618, 18652, 18672, 18709, 18727, 18730, 18736, 18750, 18785, 18803, 18806, 18809, 18812, 18873, 18946, 19016, 19017, 19026, 19061, 19144, 19148, 19152, 19214, 19249, 19264, 19529, 19558, 19562, 19722, 19731, 19785, 19796, 19812, 19820, 19879, 19959, 19970, 19975, 20009, 20022, 20034, 20040, 20161, 20169, 20208, 20215, 20237, 20265, 20280, 20284, 20306, 20337, 20340, 20365, 20368, 20409, 20417, 20428, 20431, 20546, 20561, 20576, 20591, 20606, 20621, 20642, 20687, 20993, 21031, 21032, 21041, 21085, 21140, 21141, 21142, 21246, 21268, 21283, 21301, 21349, 21365, 21571, 21638, 21643, 21807, 21843, 21856, 21886, 21890, 21898, 21925, 21951, 21959, 21976, 21979, 22028, 22032, 22084, 22143, 22155, 22208, 22209,

22671, 22674, 22677, 22687, 22702, 22729, 22744, 22771, 22787, 22820, 22828, 22830, 22832, 22834, 22836, 22838, 22840, 22842, 22860, 22881, 22885, 22957, 22961, 23149, 23150, 23155, 23156, 23171, 23178, 23376, 23386, 23430, 23439, 23451, 23452, 23454, 23456, 23459, 23460, 23463, 23464, 23473, 23475, 23477, 23480, 23481, 23483, 23519, 23522, 23543, 23546, 23554, 23562, 23565, 23574, 23577, 23586, 23594, 23597, 23607, 23713, 23820, 23864, 23868, 23871, 23882, 23887, 23986, 24132, 24145, 24234, 24263, 24302, 24320, 24428, 24462, 24712, 24730, 24749, 24784, 24837, 24884, 24888, 24895, 24916, 24927, 25068, 25184, 25270, 25328, 25402, 25437, 25449, 25475, 25493, 25685, 25829, 25854, 25906, 26326, 26328, 26334, 28445, 28531, 28651, 28963, 28966, 28969, 28972, 28975, 28978, 28981, 29033, 29044, 29064

em *216*

\emergencystretch 351

\enablecjktoken 1255, 2063

\end 125, *299*, 352, 18273, 23029, 23030

end internal commands:

  __regex_end 25673

\endcsname . . 14, 21, 39, 43, 49, 68, 90, 92, 93, 94, 105, 130, 153, 157, 228, 353

\endgroup 13, 36, 38, 42, 48, 74, 124, 142, 161, 210, 354

\endinput 143, 355

\endL 627, 1470

\endlinechar 227, 240, 356

\endR 628, 1471

\enquote 18275

\ensuremath 29998

\epTeXinputencoding 1217, 2025

\epTeXversion 1218, 2026

\eqno 357

\errhelp 115, 134, 358

\errmessage 123, 135, 359

\ERROR 10725

\errorcontextlines 360

\errorstopmode 361

\escapechar 362

escapehex 28268

\ETC 23017

etex commands:

  \etex_beginL:D *1135*, 1457, 30441

  \etex_beginR:D 1458

  \etex_botmarks:D 1459

  \etex_clubpenalties:D 1460

  \etex_currentgrouplevel:D 1461

  \etex_currentgrouptype:D 1462

  \etex_currentifbranch:D 1463

  \etex_currentiflevel:D 1464

  \etex_currentiftype:D 1465

  \etex_detokenize:D 1466

  \etex_dimexpr:D 1467

  \etex_displaywidowpenalties:D . 1469

  \etex_endL:D 1470

  \etex_endR:D 1471

  \etex_eTeXrevision:D 1472

  \etex_eTeXversion:D 1473

  \etex_everyeof:D 1474

  \etex_firstmarks:D 1475

  \etex_fontchardp:D 1476

  \etex_fontcharht:D 1477

  \etex_fontcharic:D 1478

  \etex_fontcharwd:D 1479

  \etex_glueexpr:D 1480

  \etex_glueshrink:D 1481

  \etex_glueshrinkorder:D 1482

  \etex_gluestretch:D 1483

  \etex_gluestretchorder:D 1484

  \etex_gluetomu:D 1485

  \etex_ifcsname:D 1486

  \etex_ifdefined:D 1487

  \etex_iffontchar:D 1488

  \etex_interactionmode:D 1489

  \etex_interlinepenalties:D . . . 1490

  \etex_lastlinefit:D 1491

  \etex_lastnodetype:D 1492

  \etex_marks:D 1493

  \etex_middle:D 1494

  \etex_muexpr:D 1495

  \etex_mutoglue:D 1496

  \etex_numexpr:D 1497

  \etex_pagediscards:D 1498

  \etex_parshapedimen:D 1499

  \etex_parshapeindent:D 1500

  \etex_parshapelength:D 1501

  \etex_predisplaydirection:D . . 1502

  \etex_protected:D 1503

  \etex_readline:D 1504

  \etex_savinghyphcodes:D 1505

  \etex_savingvdiscards:D 1506

  \etex_scantokens:D 1507

  \etex_showgroups:D 1508

  \etex_showifs:D 1509

  \etex_showtokens:D 1510

  \etex_splitbotmarks:D 1511

  \etex_splitdiscards:D 1512

  \etex_splitfirstmarks:D 1513

  \etex_TeXXeTstate:D 1514

\etex_topmarks:D 1515
\etex_tracingassigns:D 1516
\etex_tracinggroups:D 1517
\etex_tracingifs:D 1518
\etex_tracingnesting:D 1519
\etex_tracingscantokens:D 1520
\etex_unexpanded:D 1521
\etex_unless:D 1522
\etex_widowpenalties:D 1523
\eTeXrevision 629, 1472
\eTeXversion 630, 1473
\etoksapp 917, 1766
\etokspre 918, 1767
\euc 1219, 2027
\everycr 363
\everydisplay 364
\everyeof 631, 1474
\everyhbox 365
\everyjob 66, 67, 366
\everymath 367
\everypar 368
\everyvbox 369
ex *216*
\exceptionpenalty 919
\exhyphenpenalty 370
exp *211*
exp commands:
\exp:w . . . . *36*, *36*, *37*, *324*, *330*, *346*, *347*, *348*, *355*, *356*, *394*, *394*, *400*, *414*, *528*, *539*, *609*, *627*, *733*, *735*, *736*, *739*, *739*, *758*, *762*, *763*, *1104*, *1124*, 2099, 2231, 2233, 2919, 2932, 2938, 2986, 2990, 2994, 2999, 3005, 3011, 3027, 3039, 3045, 3051, 3056, 3058, 3065, 3096, 3101, 3110, 3115, 3124, 3126, 3134, 3141, 3147, 3155, 3164, 3171, 3185, 3205, 3209, 3214, <u>3216</u>, 3253, 3435, 3780, 4113, 4332, 4341, 4346, 4351, 4356, 4594, 4752, 4822, 5094, 5099, 5104, 5109, 5125, 5130, 5135, 5140, 5293, 5302, 5357, 8696, 8701, 8706, 8711, 9397, 9543, 9909, 9917, 9976, 10270, 10278, 10610, 12420, 12999, 13984, 14019, 14024, 14029, 14034, 15872, 15987, 15991, 16369, 16495, 16496, 16497, 16498, 16617, 16635, 16664, 16708, 16720, 16725, 16733, 16742, 16764, 16770, 16842, 16855, 16856, 16865, 16878, 16896, 16897, 16917, 16930, 16934, 16956, 16984, 16997, 17010, 17034, 17045, 17055, 17074, 17087, 17100, 17103, 17115, 17138, 17167, 17181, 17197, 17217, 17228, 17234, 17244, 17290, 17297, 17328, 17343, 17351, 17368, 17384, 17388, 17397, 17434, 17443, 17452, 17457, 17459, 17470, 17472, 17487, 17490, 17497, 17508, 17594, 17642, 17660, 17663, 17677, 17690, 17740, 17758, 17829, 17841, 17870, 17872, 17876, 17878, 17936, 17946, 17956, 17968, 18086, 18103, 18113, 18268, 18269, 18270, 18461, 18464, 18472, 18482, 18490, 19502, 20033, 20055, 20210, 20387, 20663, 21406, 21421, 21438, 21475, 21492, 21534, 21553, 21566, 21598, 21613, 21624, 21746, 21793, 21833, 21869, 22049, 22149, 29109, 29150, 29164, 30029, 30034, 30039, 30044, 30060, 30078
\exp_after:wN *33*, *35*, *36*, *323*, *326*, *345*, *347*, *399*, *404*, *510*, *597*, *710*, *732*, *733*, *735*, *736*, *800*, *801*, *862*, *863*, *922*, *944*, *1011*, *1124*, <u>2096</u>, 2114, 2116, 2121, 2123, 2231, 2233, 2285, 2309, 2327, 2329, 2348, 2356, 2364, 2388, 2393, 2400, 2429, 2433, 2438, 2449, 2465, 2467, 2470, 2493, 2495, 2498, 2619, 2621, 2630, 2650, 2652, 2691, 2755, 2851, 2860, 2869, 2881, 2891, <u>2897</u>, 2904, 2906, 2918, 2919, 2931, 2932, 2937, 2938, 2943, 2948, 2950, 2953, 2962, 2964, 2967, 2968, 2969, 2972, 2974, 2976, 2980, 2985, 2990, 2993, 2998, 3003, 3004, 3005, 3009, 3010, 3011, 3017, 3018, 3025, 3026, 3027, 3031, 3032, 3033, 3037, 3038, 3039, 3043, 3044, 3045, 3049, 3050, 3051, 3055, 3056, 3057, 3058, 3062, 3063, 3064, 3065, 3069, 3070, 3071, 3076, 3077, 3078, 3079, 3083, 3084, 3085, 3086, 3092, 3095, 3096, 3100, 3101, 3114, 3115, 3122, 3124, 3126, 3130, 3134, 3136, 3139, 3140, 3145, 3146, 3150, 3153, 3154, 3158, 3161, 3162, 3163, 3168, 3169, 3170, 3178, 3181, 3182, 3183, 3184, 3189, 3191, 3193, 3194, 3205, 3208, 3213, 3238, 3239, 3240, 3251, 3252, 3264, 3265, 3266, 3271, 3279, 3280, 3281, 3282, 3283, 3284, 3307, 3308, 3309, 3310, 3370, 3371, 3373, 3395, 3400, 3401, 3413, 3414, 3416, 3420, 3421, 3422, 3425, 3427, 3430, 3434, 3435, 3436, 3441, 3442, 3453, 3459, 3461, 3465, 3466, 3469, 3470, 3480, 3520, 3524, 3546, 3553, 3573, 3738,

3739, 3741, 3778, 3780, 3797, 3815, 3826, 4037, 4059, 4060, 4061, 4062, 4121, 4122, 4123, 4184, 4185, 4186, 4191, 4233, 4244, 4245, 4270, 4316, 4318, 4436, 4565, 4592, 4623, 4628, 4629, 4630, 4632, 4645, 4655, 4672, 4696, 4706, 4709, 4726, 4727, 4737, 4742, 4743, 4758, 4759, 4760, 4818, 4820, 4821, 4822, 4827, 4828, 4830, 4908, 4909, 5155, 5156, 5168, 5223, 5246, 5280, 5281, 5292, 5293, 5301, 5309, 5311, 5318, 5323, 5341, 5342, 5343, 5355, 5356, 5383, 5385, 5391, 5397, 5411, 5431, 5442, 5458, 5466, 5474, 5481, 5488, 5500, 5586, 5600, 5619, 5628, 5649, 5650, 5655, 5656, 5681, 5682, 5697, 5698, 5746, 5751, 5816, 5989, 5998, 6044, 6160, 6196, 6198, 6213, 6219, 6383, 6385, 6450, 6469, 6470, 6484, 6485, 6512, 6513, 6628, 6650, 6663, 6664, 6691, 6786, 6807, 6816, 7710, 7716, 7718, 7742, 7793, 7794, 7921, 7923, 7935, 7943, 8085, 8119, 8131, 8144, 8145, 8146, 8168, 8169, 8214, 8249, 8250, 8251, 8322, 8323, 8349, 8350, 8353, 8442, 8456, 8461, 8464, 8465, 8472, 8473, 8489, 8490, 8511, 8512, 8521, 8635, 8640, 8645, 8668, 8670, 8798, 8799, 8800, 8825, 8826, 9009, 9037, 9042, 9070, 9083, 9093, 9120, 9122, 9123, 9131, 9148, 9192, 9254, 9261, 9297, 9299, 9306, 9395, 9413, 9418, 9422, 9544, 9607, 9673, 9765, 9766, 9767, 9908, 9916, 9976, 10048, 10063, 10085, 10099, 10160, 10168, 10174, 10269, 10277, 10361, 10362, 10365, 10366, 10610, 10611, 10658, 10666, 10737, 10738, 10739, 10851, 10870, 10917, 10955, 10984, 10985, 10987, 10993, 10996, 11035, 11038, 11074, 11076, 11086, 11087, 11088, 11090, 11096, 11097, 11099, 11106, 11107, 11109, 11159, 11164, 11166, 11172, 11295, 11476, 11477, 11478, 11704, 11914, 11915, 12421, 12422, 12423, 12424, 12516, 12665, 12683, 12732, 12929, 12932, 12982, 12991, 12994, 12997, 12998, 13000, 13040, 13106, 13137, 13149, 13170, 13180, 13185, 13232, 13302, 13303, 13304, 13693, 13706, 13783, 13939, 13943, 13946, 13947, 13954, 13955, 13979, 13984, 13995, 13998, 14105, 14106, 14107, 14162, 14183, 14283, 14402, 14403, 14412, 14414, 14431, 14436, 14438, 14455, 14464, 14468, 14469, 14476, 14478, 14479, 14480, 14481, 14492, 14515, 14518, 14602, 14645, 14792, 14793, 14801, 14802, 14803, 15183, 15184, 15185, 15286, 15287, 15306, 15322, 15334, 15335, 15429, 15590, 15591, 15592, 15610, 15618, 15642, 15643, 15687, 15825, 15827, 15828, 15846, 15847, 15848, 15858, 15860, 15868, 15870, 15877, 15878, 15879, 15880, 15881, 15882, 15887, 15888, 15889, 15890, 15891, 15892, 15893, 15936, 15949, 15952, 15963, 15965, 15980, 15984, 15985, 15986, 15989, 15990, 16054, 16056, 16083, 16087, 16112, 16116, 16133, 16140, 16142, 16224, 16232, 16249, 16258, 16304, 16369, 16438, 16439, 16440, 16500, 16510, 16529, 16535, 16554, 16556, 16558, 16569, 16570, 16573, 16584, 16588, 16595, 16596, 16607, 16608, 16617, 16624, 16626, 16627, 16635, 16664, 16682, 16683, 16686, 16687, 16689, 16690, 16694, 16695, 16697, 16698, 16707, 16708, 16713, 16719, 16725, 16733, 16742, 16762, 16763, 16766, 16767, 16769, 16776, 16777, 16779, 16797, 16798, 16826, 16829, 16834, 16835, 16840, 16841, 16843, 16852, 16853, 16854, 16855, 16858, 16859, 16860, 16863, 16878, 16895, 16896, 16906, 16907, 16917, 16929, 16933, 16946, 16948, 16956, 16966, 16968, 16974, 16979, 16981, 16983, 16989, 16990, 16994, 16996, 17008, 17009, 17031, 17033, 17039, 17042, 17044, 17048, 17053, 17058, 17059, 17069, 17070, 17072, 17073, 17076, 17080, 17085, 17099, 17102, 17114, 17123, 17130, 17131, 17132, 17133, 17135, 17137, 17148, 17149, 17150, 17151, 17153, 17155, 17157, 17158, 17159, 17165, 17166, 17176, 17180, 17181, 17183, 17184, 17185, 17190, 17196, 17207, 17209, 17216, 17217, 17219, 17220, 17227, 17233, 17243, 17311, 17324, 17325, 17326, 17327, 17341, 17342, 17344, 17349, 17350, 17365, 17367, 17384, 17388, 17397, 17431, 17432, 17433, 17439, 17440, 17441, 17442, 17448, 17449, 17450, 17451, 17458, 17471, 17479, 17485,

17486, 17488, 17489, 17495, 17496, 17498, 17524, 17537, 17559, 17560, 17562, 17563, 17570, 17571, 17573, 17576, 17588, 17589, 17590, 17592, 17593, 17594, 17603, 17604, 17606, 17607, 17614, 17615, 17617, 17620, 17635, 17636, 17637, 17640, 17641, 17642, 17652, 17653, 17654, 17657, 17658, 17659, 17662, 17666, 17675, 17676, 17687, 17688, 17689, 17692, 17694, 17695, 17696, 17723, 17724, 17726, 17727, 17728, 17738, 17739, 17740, 17742, 17743, 17744, 17756, 17757, 17760, 17762, 17763, 17764, 17784, 17785, 17786, 17787, 17788, 17789, 17790, 17800, 17801, 17803, 17804, 17805, 17811, 17822, 17823, 17824, 17825, 17826, 17827, 17828, 17829, 17834, 17835, 17836, 17837, 17838, 17839, 17840, 17856, 17857, 17859, 17860, 17867, 17868, 17869, 17874, 17875, 17877, 17893, 17908, 17917, 17927, 17933, 17934, 17935, 17940, 17953, 17954, 17955, 17961, 18085, 18102, 18112, 18137, 18138, 18185, 18267, 18375, 18377, 18416, 18418, 18421, 18456, 18458, 18460, 18463, 18470, 18471, 18474, 18475, 18480, 18481, 18488, 18489, 18524, 18525, 18526, 18528, 18539, 18564, 18566, 18572, 18573, 18577, 18580, 18602, 18604, 18617, 18619, 18625, 18627, 18630, 18636, 18638, 18640, 18641, 18642, 18644, 18649, 18651, 18653, 18657, 18660, 18666, 18667, 18671, 18673, 18674, 18675, 18683, 18685, 18686, 18693, 18699, 18706, 18707, 18712, 18713, 18714, 18715, 18734, 18735, 18736, 18742, 18743, 18744, 18749, 18751, 18759, 18761, 18763, 18764, 18766, 18777, 18779, 18781, 18782, 18787, 18838, 18839, 18846, 18847, 18849, 18851, 18853, 18856, 18859, 18861, 18863, 18872, 18874, 18880, 18882, 18884, 18885, 18886, 18892, 18894, 18896, 18897, 18898, 18919, 18920, 18923, 18931, 18933, 18937, 18938, 18939, 18940, 18945, 18947, 18954, 18957, 18960, 18963, 18972, 18975, 18978, 18981, 18988, 18990, 18996, 19004, 19006, 19008, 19025, 19027, 19034, 19036, 19039, 19045, 19047, 19049, 19050, 19051, 19053, 19067, 19068, 19071, 19089, 19091, 19093, 19105, 19108, 19111, 19114, 19117, 19120, 19123, 19126, 19130, 19142, 19146, 19150, 19153, 19168, 19174, 19176, 19178, 19188, 19212, 19215, 19227, 19229, 19233, 19234, 19235, 19237, 19238, 19240, 19247, 19255, 19256, 19262, 19263, 19269, 19272, 19273, 19274, 19275, 19283, 19325, 19330, 19332, 19339, 19342, 19345, 19348, 19351, 19354, 19362, 19363, 19375, 19383, 19385, 19395, 19397, 19404, 19413, 19415, 19418, 19421, 19424, 19427, 19440, 19442, 19450, 19452, 19460, 19462, 19472, 19475, 19478, 19485, 19500, 19501, 19518, 19520, 19521, 19578, 19591, 19593, 19599, 19612, 19614, 19616, 19640, 19654, 19656, 19663, 19665, 19706, 19707, 19708, 19710, 19711, 19712, 19714, 19715, 19721, 19723, 19724, 19730, 19732, 19733, 19734, 19735, 19747, 19753, 19755, 19792, 19799, 19806, 19826, 19827, 19829, 19831, 19833, 19846, 19851, 19852, 19853, 19854, 19855, 19859, 19864, 19866, 19872, 19878, 19880, 19881, 19887, 19888, 19889, 19890, 19891, 19892, 19893, 19894, 19899, 19901, 19903, 19905, 19907, 19912, 19914, 19916, 19918, 19920, 19922, 19940, 19944, 19952, 19953, 19958, 19960, 19969, 19972, 19973, 19974, 19976, 19977, 19978, 19986, 19992, 20004, 20007, 20008, 20010, 20011, 20035, 20036, 20039, 20041, 20057, 20061, 20062, 20063, 20079, 20085, 20151, 20152, 20153, 20160, 20162, 20163, 20168, 20170, 20171, 20180, 20181, 20183, 20186, 20189, 20205, 20209, 20210, 20214, 20216, 20252, 20258, 20259, 20261, 20263, 20264, 20266, 20267, 20277, 20278, 20281, 20282, 20283, 20285, 20286, 20287, 20304, 20305, 20307, 20308, 20314, 20316, 20319, 20322, 20325, 20328, 20336, 20339, 20341, 20344, 20351, 20355, 20363, 20364, 20367, 20369, 20371, 20376, 20377, 20383, 20388, 20389, 20397, 20398, 20399, 20400, 20443, 20465, 20466, 20469, 20470, 20479, 20480, 20481, 20485, 20492, 20493, 20494, 20635, 20636, 20637, 20639, 20657, 20658, 20659, 20660, 20661, 20662, 20669, 20678,

20685, 20686, 20910, 20911, 20917, 20918, 20921, 20926, 20929, 20932, 20935, 20938, 20941, 20944, 20947, 20963, 20964, 20974, 20983, 20991, 20992, 20994, 20995, 21000, 21001, 21010, 21017, 21026, 21027, 21040, 21042, 21070, 21071, 21080, 21083, 21108, 21114, 21115, 21157, 21158, 21160, 21174, 21175, 21183, 21194, 21228, 21231, 21241, 21242, 21245, 21247, 21253, 21267, 21269, 21310, 21313, 21333, 21406, 21416, 21420, 21438, 21441, 21462, 21463, 21470, 21474, 21492, 21495, 21524, 21525, 21531, 21532, 21533, 21540, 21548, 21552, 21566, 21569, 21585, 21586, 21593, 21597, 21608, 21612, 21624, 21629, 21630, 21631, 21637, 21639, 21642, 21644, 21706, 21735, 21745, 21752, 21757, 21758, 21768, 21795, 21806, 21808, 21810, 21812, 21817, 21818, 21820, 21831, 21832, 21852, 21858, 21859, 21861, 21864, 21869, 21875, 21876, 21906, 21908, 21911, 21914, 21916, 21924, 21926, 21930, 21934, 21939, 21944, 21955, 22019, 22020, 22044, 22045, 22046, 22047, 22048, 22056, 22067, 22073, 22099, 22100, 22101, 22108, 22109, 22116, 22117, 22125, 22126, 22130, 22131, 22132, 22137, 22142, 22148, 22151, 22152, 22153, 22154, 22155, 22199, 22297, 22298, 22340, 22359, 22360, 22375, 22376, 22377, 22605, 22611, 22613, 22624, 22684, 22685, 22686, 22687, 22693, 22694, 22710, 22728, 22730, 22736, 22737, 22768, 22770, 22772, 22802, 22817, 22819, 22821, 22846, 22856, 22864, 22874, 22884, 22886, 22888, 22923, 22947, 22956, 22959, 22960, 22962, 22963, 22971, 22972, 22986, 23042, 23055, 23056, 23061, 23062, 23065, 23068, 23106, 23113, 23120, 23126, 23133, 23141, 23177, 23179, 23188, 23311, 23314, 23355, 23375, 23377, 23378, 23385, 23388, 23389, 23413, 23432, 23441, 23553, 23555, 23561, 23564, 23566, 23573, 23576, 23578, 23585, 23587, 23593, 23596, 23599, 23914, 23987, 23999, 24131, 24134, 24144, 24146, 24329, 24337, 24411, 24461, 24675, 24957, 25098, 25121, 25172, 25198, 25262, 25263, 25271, 25274, 25435, 25436, 25439, 25440, 25448, 25450, 25451, 25460, 25474, 25477, 25547, 25796, 25828, 25830, 28390, 28430, 28432, 28683, 28684, 28721, 28731, 28736, 28739, 28808, 28809, 28811, 28812, 28820, 28821, 29107, 29148, 29162, 29179, 29180, 29344, 29345, 29366, 29367, 29415, 29418, 29419, 29466, 29501, 29593, 29643, 29668, 29714, 29728, 29730, 29736, 29758, 29771, 29773, 29787, 29789, 29913, 29971, 30029, 30034, 30039, 30044, 30058, 30061, 30076, 30078, 30079, 30086, 30091, 30093, 30096, 30110, 30130, 30131, 30138, 30139, 30180, 30194, 30223, 30448, 30449, 30473, 30474, 30554, 30560, 30561, 30646

\exp_args:cc *29*, 2113, 2961

\exp_args:Nc *27*, *29*, *340*, 2113, 2117, 2125, 2333, 2346, 2354, 2362, 2554, 2573, 2599, 2604, 2611, 2670, 2682, 2754, 2787, 2788, 2789, 2790, 2812, 2816, 2961, 3517, 4153, 4391, 4929, 9274, 12437, 12651, 15478, 16518, 16758, 17646, 17670, 17700, 17702, 17704, 17706, 17708, 17710, 17712, 17714, 17732, 17748, 17749, 17768, 17770, 22906, 24284, 27262, 27293, 28529, 28660, 30014, 30100, 30105, 30113

\exp_args:Ncc *31*, 2601, 2605, 2613, 2795, 2796, 2797, 2798, 2961, 5764

\exp_args:Nccc *32*, 2961

\exp_args:Ncco *32*, 3060

\exp_args:Nccx *32*, 3887

\exp_args:Ncf *31*, 3001

\exp_args:NcNc *32*, 3060

\exp_args:NcNo *32*, 3060

\exp_args:Ncno *32*, 3887

\exp_args:NcnV *32*, 3887

\exp_args:Ncnx *32*, 3887

\exp_args:Nco *31*, *350*, 3001

\exp_args:Ncoo *32*, 3887

\exp_args:NcV *31*, 3001

\exp_args:Ncv *31*, 3001

\exp_args:NcVV *32*, 3887

\exp_args:Ncx *31*, 3862, 12429

\exp_args:Ne *30*, *346*, 2174, 2914, 2977, 3202, 12435, 13329, 13334, 13359, 13486, 13504, 28658

\exp_args:Nee 13572

\exp_args:Nf . *30*, 2658, 2989, 3248, 3314, 3349, 3363, 4102, 4764, 4765, 4781, 4799, 4807, 4811, 4835, 4841,

4851, 5270, 5272, 5331, 5333, 5349, 5663, 5668, 6566, 6567, 6731, 6742, 8217, 8218, 8234, 8697, 8702, 8707, 8712, 8883, 8952, 8954, 8972, 8981, 8992, 9001, 9139, 9156, 9390, 10350, 10401, 10415, 10436, 10447, 10492, 10562, 10568, 10574, 10580, 11732, 13032, 13090, 14020, 14025, 14030, 14035, 15661, 18328, 21402, 21968, 24815, 28688, 28690, 28923, 29007, 29022, 29550, 29558, 29613, 30221
\exp_args:Nff . . *31*, 3862, 4805, 16167
\exp_args:Nffo *32*, 3887
\exp_args:Nfo *31*, 3862
\exp_args:NNc . *31*, *319*, 2600, 2603, 2612, 2684, 2791, 2792, 2793, 2794, 2829, 2832, 2961, 3780, 8840, 8851, 12516, 12634, 12635, 12732, 14136, 14143, 18338, 18345, 21996, 28801
\exp_args:Nnc *31*, 3862
\exp_args:NNcf *32*, 3887
\exp_args:NNe *31*, 3001
\exp_args:Nne *31*, 3862
\exp_args:NNf *31*, 3001, 6031, 12515, 12731, 12916, 14129, 15736, 15741, 20629, 20630
\exp_args:Nnf *31*, 3862, 4080, 15476, 28946
\exp_args:Nnff *32*, 3887, 28952
\exp_args:Nnnc *32*, 3887
\exp_args:Nnnf *32*, 3887
\exp_args:NNNo . . *32*, 2972, 23648, 24535, 24592, 25706, 25790, 30702
\exp_args:NNno *32*, 3887
\exp_args:Nnno *32*, 3887
\exp_args:NNNV *32*, 3060
\exp_args:NNNv *32*, 12637
\exp_args:NNnV *32*, 3887
\exp_args:NNNx *32*, *906*, 3887, 23656, 24127
\exp_args:NNnx *32*, 3887
\exp_args:Nnnx *32*, 3887
\exp_args:NNo *25*, *31*, 2972, 3257, 8871, 11289, 25356
\exp_args:Nno *31*, 3862, 4065, 4126, 9773, 10305, 12608, 13308, 13987, 16209, 16217, 16226, 16243, 16251, 16279, 16785, 16789
\exp_args:NNoo *32*, 3887
\exp_args:NNox *32*, 3887
\exp_args:Nnox *32*, 3887
\exp_args:NNV *31*, 3001
\exp_args:NNv *31*, 3001
\exp_args:NnV *31*, 3862
\exp_args:Nnv *31*, 3862
\exp_args:NNVV *32*, 3887
\exp_args:NNx *31*, 2837, 3862, 13752, 13766, 30290, 30455
\exp_args:Nnx *31*, 3862, 12700
\exp_args:No *27*, *30*, *1124*, 2821, 2826, 2972, 3257, 3261, 3291, 3329, 3392, 3409, 3447, 3746, 3769, 3776, 3848, 3865, 4053, 4058, 4280, 4281, 4282, 4309, 4310, 4311, 4312, 4313, 4379, 4398, 4407, 4422, 4496, 4499, 4501, 4611, 4613, 4639, 4648, 4783, 4790, 4792, 4849, 4858, 5162, 5189, 5194, 5208, 5266, 5277, 5327, 5338, 5405, 5424, 5462, 5477, 5892, 5945, 6228, 7913, 8871, 8958, 8964, 9748, 9763, 10167, 10179, 10181, 10216, 10221, 10430, 10434, 11908, 12667, 12798, 12828, 12924, 13300, 13716, 14289, 14905, 14923, 14951, 14973, 15044, 15053, 15059, 15094, 15101, 15156, 15366, 22910, 22933, 22990, 22992, 23724, 23781, 23801, 24436, 24789, 25403, 25446, 25851, 25881, 26358, 28882, 30115, 30119, 30163, 30218
\exp_args:Noc *31*, 3862
\exp_args:Nof *31*, 3862, 4095
\exp_args:Noo . *31*, 3862, 23823, 24802
\exp_args:Noof *32*, 3887
\exp_args:Nooo *32*, 3887
\exp_args:Noooo 12437, 28660
\exp_args:Noox *32*, 3887
\exp_args:Nox *31*, 3862
\exp_args:NV *30*, 2989, 13066, 13142, 13288, 14903, 14921, 14949, 14971, 23215
\exp_args:Nv *30*, 2989
\exp_args:NVo *31*, 3862
\exp_args:NVV *31*, 3001, 12977
\exp_args:Nx *31*, 2628, 3088, 3789, 4897, 5781, 9276, 9372, 10715, 11677, 12834, 14907, 14925, 14953, 14975, 18052, 23956, 23957, 24340, 25209, 30608
\exp_args:Nxo *31*, 3862
\exp_args:Nxx *31*, 3862
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\exp_end: *36*, *36*, *324*, *326*, *330*, *347*, *348*, *355*, *355*, *392*, *394*, *394*, *400*, *414*, *529*, *609*, *733*, *762*, *1123*, *1124*, 2100, 2334, 2347, 2355, 2363, 2950, 2959, 3216, 3246, 3436, 3780, 4129, 4371, 4572, 4758, 4759, 4830, 5152, 5326, 8723,

9575, 9578, 9579, 9580, 9581, 9582, 9583, 9584, 9585, 9586, 9588, 9904, 10641, 10655, 10658, 10663, 10666, 10672, 10680, 10733, 10738, 12424, 14046, 16500, 17464, 20057, 21795, 21797, 21869, 29137, 30020, 30049
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exp internal commands:

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__exp_e:nn *349*, *355*, 2986, 3110, 3228, 3248, 3253, 3261, 3289, 3291, 3336, 3337, 3342, 3409, 3427
__exp_e:Nnn *357*, 3262
__exp_e_end:nn *355*, 3228, 3361
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__exp_e_group:n 3235, 3249
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__exp_e_if_toks_register:NTF 3424, 3473
__exp_e_noexpand:Nnn 3282, 3317, 3339
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__exp_e_primitive_aux:NNnn . . 3292
__exp_e_primitive_aux:NNw . . . 3292
__exp_e_primitive_other:NNnn . 3292
__exp_e_primitive_other_-aux:nNNnn 3292
__exp_e_protected:Nnn *357*, 3262
__exp_e_put:nn *356*, *358*, *360*, 3249, 3342, 3354, 3441
__exp_e_put:nnn *361*, 3249, 3447
__exp_e_space:nn 3239, 3247
__exp_e_the:N 3405
__exp_e_the:Nnn 3283, 3318, 3405
__exp_e_the_errhelp: 3473
__exp_e_the_everycr: 3473
__exp_e_the_everydisplay: . . . 3473
__exp_e_the_everyeof: 3473
__exp_e_the_everyhbox: 3473
__exp_e_the_everyjob: 3473
__exp_e_the_everymath: 3473
__exp_e_the_everypar: 3473
__exp_e_the_everyvbox: 3473
__exp_e_the_output: 3473
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__exp_e_the_pdfpageresources: 3473
__exp_e_the_pdfpagesattr: . . . 3473
__exp_e_the_pdfpkmode: 3473
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__exp_e_the_toks:n . *361*, 3421, 3445
__exp_e_the_toks:wnn *361*, 3420, 3445
__exp_e_the_toks_reg:N 3405
__exp_e_the_XeTeXinterchartoks: 3473
__exp_e_unexpanded:N 3344
__exp_e_unexpanded:nN *359*, 3344
__exp_e_unexpanded:nn 3344
__exp_e_unexpanded:Nnn 3281, 3316, 3344
__exp_eval_error_msg:w 2941
__exp_eval_register:N 2932, 2938, 2941, 2994, 2999, 3005, 3011, 3039, 3045, 3057, 3058, 3065, 3096, 3101, 3124, 3126, 3141, 3155, 3164, 3209, 3214
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__exp_last_two_unbraced:nnN . 3188

\expandafter 13, 14, 21, 38, 39, 42, 43, 48, 49, 66, 67, 90, 92, 93, 94, 105, 130, 153, 161, 176, 192, 371
\expanded 921, 1770
\expandglyphsinfont 1016, 1653
\ExplFileDate *7*, 13777, 13792, 13806, 13810
\ExplFileDescription *7*, 13776, 13789
\ExplFileExtension . . 13779, 13794, 13803
\ExplFileName *7*, 13778, 13793, 13802
\ExplFileVersion . *7*, 13780, 13795, 13804
\explicitdiscretionary 922, 1771
\explicithyphenpenalty 920, 1768

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\ExplSyntaxOn *4*, *7*, *7*, *118*, 242, *275*, *276*, *313*, *378*, *558*

F

fact *211*
false *216*
\fam 372
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fi commands:
\fi: *23*, *100*, *100*, *101*, *105*, *112*, *112*, *163*, *182*, *245*, *245*, *245*, *324*, *325*, *327*, *330*, *331*, *356*, *378*, *383*, *384*, *414*, *416*, *419*, *501*, *510*, *530*, *562*, *634*, *714*, *739*, *755*, *786*, *922*, 2078, 2124, 2286, 2294, 2302, 2310, 2330, 2335, 2348, 2356, 2364, 2366, 2389, 2394, 2401, 2428, 2433, 2459, 2460, 2468, 2474, 2487, 2488, 2496, 2502, 2622, 2643, 2653, 2667, 2724, 2785, 2882, 2892, 2946, 2949, 2956, 2957, 3223, 3230, 3240, 3253, 3266, 3271, 3274, 3275, 3276, 3277, 3285, 3294, 3310, 3374, 3402, 3408, 3417, 3422, 3428, 3431, 3435, 3443, 3453, 3462, 3466, 3470, 3531, 3547, 3554, 3563, 3577, 3578, 3583, 3584, 3585, 3603, 3604, 3605, 3606, 3607, 3608, 3609, 3610, 3611, 3619, 3639, 3641, 3671, 3672, 3673, 3742, 3814, 3825, 3835, 4047, 4054, 4190, 4191, 4217, 4227, 4238, 4253, 4261, 4276, 4288, 4292, 4322, 4337, 4566, 4619, 4624, 4633, 4635, 4662, 4683, 4701, 4710, 4719, 4725, 4732, 4737, 4748, 4752, 4760, 4819, 4831, 4880, 4886, 4887, 5061, 5068, 5074, 5169, 5237, 5241, 5242, 5260, 5313, 5326, 5368, 5374, 5375, 5386, 5399, 5400, 5421, 5459, 5485, 5587, 5593, 5601, 5612, 5629, 5631, 5775, 5827, 5828, 5833, 5836, 5837, 5877, 5930, 6009, 6010, 6045, 6046, 6048, 6056, 6243, 6276, 6312, 6313, 6344, 6345, 6365, 6366, 6384, 6467, 6471, 6481, 6491, 6507, 6511, 6514, 6519, 6521, 6564, 6568, 6569, 6660, 6665, 6676, 6682, 6694, 6697, 6699, 6703, 6817, 6831, 6832, 7711, 7719, 7743, 7757, 7765, 7776, 7786, 7987, 7990, 8027, 8086, 8103, 8113, 8167, 8172, 8451, 8452, 8461, 8484, 8501, 8502, 8504, 8521, 8522, 8557, 8566, 8620, 8628, 8655, 8663, 8669, 8692, 8730, 8738, 8823, 9038, 9071, 9119, 9124, 9240, 9265, 9291, 9300, 9356, 9388, 9406, 9428, 9448, 9464, 9474, 9490, 9500, 9590, 9592, 9594, 9596, 9598, 9600, 9761, 9769, 10049, 10064, 10087, 10101, 10621, 10624, 10625, 10626, 10627, 10632, 10633, 10638, 10639, 10640, 10679, 10689, 10736, 10744, 10746, 10775, 10780, 10785, 10790, 10797, 10804, 10809, 10814, 10819, 10824, 10829, 10834, 10839, 10844, 10866, 10877, 10878, 10927, 10928, 10979, 10988, 10997, 11005, 11039, 11077, 11091, 11100, 11110, 11155, 11156, 11157, 11167, 11174, 11176, 11458, 12585, 12666, 12684, 12939, 12980, 12989, 13010, 13020, 13024, 13031, 13039, 13297, 13306, 13585, 13594, 13605, 13943, 13966, 13975, 13992, 13996, 14010, 14013, 14175, 14176, 14432, 14456, 14470, 14482, 14507, 14508, 14519, 15578, 15579, 15611, 15619, 15685, 15829, 15845, 15849, 15861, 15871, 15966, 16019, 16022, 16023, 16028, 16042, 16080, 16081, 16082, 16083, 16084, 16085, 16086, 16087, 16088, 16089, 16090, 16091, 16104, 16106, 16117, 16120, 16134, 16139, 16143, 16284, 16375, 16376, 16385, 16386, 16397, 16398, 16399, 16410, 16411, 16412, 16419, 16430, 16431, 16432, 16442, 16443, 16447, 16448, 16456, 16459, 16460, 16468, 16479, 16499, 16522, 16557, 16574, 16593, 16594, 16603, 16609, 16629, 16630, 16658, 16667, 16684, 16691, 16699, 16700, 16803, 16804, 16805, 16808, 16811, 16850, 16866, 16892, 16893, 16900, 16908, 16937, 16938, 16941, 16943, 16944, 16949, 16959, 16962, 16964, 16969, 17000, 17013, 17018, 17024, 17027, 17028, 17062, 17063, 17090, 17091, 17104, 17107, 17118, 17141, 17160, 17170, 17186, 17200, 17206, 17210, 17215, 17221, 17236, 17247, 17266, 17276, 17278, 17284, 17305, 17333, 17356, 17389, 17391, 17514, 17564, 17568, 17578, 17579, 17595, 17608, 17612, 17622, 17623, 17643, 17664, 17667,

17697, 17729, 17745, 17765, 17806, 17818, 17831, 17833, 17853, 17854, 17861, 17879, 17918, 17928, 18081, 18097, 18108, 18137, 18138, 18139, 18146, 18148, 18149, 18155, 18156, 18159, 18186, 18194, 18195, 18203, 18204, 18206, 18207, 18378, 18391, 18401, 18402, 18407, 18408, 18409, 18410, 18411, 18412, 18419, 18429, 18436, 18447, 18448, 18459, 18476, 18521, 18522, 18529, 18542, 18557, 18567, 18581, 18611, 18620, 18654, 18676, 18694, 18711, 18728, 18729, 18731, 18732, 18737, 18752, 18785, 18814, 18815, 18816, 18817, 18818, 18831, 18875, 18948, 19015, 19017, 19018, 19028, 19057, 19060, 19061, 19072, 19092, 19155, 19156, 19157, 19169, 19208, 19209, 19210, 19211, 19217, 19220, 19222, 19232, 19250, 19265, 19277, 19284, 19531, 19535, 19537, 19541, 19548, 19549, 19559, 19560, 19563, 19655, 19725, 19736, 19748, 19780, 19787, 19798, 19814, 19821, 19882, 19939, 19949, 19951, 19961, 19979, 19980, 20012, 20015, 20024, 20026, 20028, 20042, 20056, 20080, 20164, 20172, 20203, 20211, 20217, 20228, 20231, 20234, 20243, 20253, 20255, 20261, 20268, 20271, 20280, 20288, 20309, 20342, 20343, 20370, 20372, 20390, 20391, 20410, 20421, 20430, 20433, 20444, 20447, 20450, 20468, 20478, 20489, 20491, 20500, 20547, 20562, 20577, 20592, 20607, 20622, 20625, 20627, 20644, 20689, 20996, 21032, 21033, 21043, 21084, 21085, 21109, 21136, 21137, 21140, 21142, 21143, 21148, 21160, 21179, 21184, 21192, 21195, 21227, 21237, 21238, 21248, 21270, 21285, 21303, 21311, 21314, 21342, 21350, 21366, 21438, 21456, 21492, 21510, 21543, 21566, 21572, 21645, 21646, 21777, 21778, 21787, 21794, 21799, 21809, 21819, 21844, 21847, 21860, 21892, 21900, 21901, 21929, 21951, 21952, 21953, 21956, 21961, 21981, 21982, 22034, 22035, 22076, 22084, 22137, 22143, 22156, 22200, 22212, 22213, 22268, 22299, 22341, 22352, 22361, 22370, 22425, 22435, 22445, 22559, 22561, 22615, 22619, 22623, 22650, 22661, 22679, 22680, 22681, 22688, 22704, 22710, 22713, 22721, 22731, 22746, 22754, 22762, 22773, 22789, 22809, 22822, 22844, 22862, 22870, 22872, 22875, 22882, 22887, 22964, 22965, 23107, 23114, 23115, 23121, 23124, 23127, 23134, 23135, 23138, 23142, 23143, 23153, 23154, 23159, 23160, 23172, 23180, 23189, 23190, 23218, 23379, 23390, 23442, 23444, 23451, 23454, 23455, 23459, 23463, 23464, 23465, 23466, 23475, 23476, 23480, 23483, 23484, 23485, 23521, 23524, 23545, 23548, 23556, 23567, 23568, 23579, 23580, 23588, 23600, 23601, 23611, 23612, 23625, 23644, 23645, 23653, 23654, 23705, 23715, 23741, 23755, 23759, 23822, 23870, 23873, 23874, 23889, 23892, 23915, 23982, 23983, 23988, 24015, 24016, 24027, 24031, 24065, 24070, 24078, 24113, 24120, 24125, 24135, 24147, 24173, 24236, 24265, 24304, 24311, 24322, 24395, 24412, 24416, 24430, 24464, 24676, 24715, 24731, 24755, 24776, 24785, 24842, 24849, 24869, 24887, 24898, 24900, 24930, 24933, 24958, 25070, 25099, 25122, 25123, 25144, 25173, 25199, 25272, 25330, 25342, 25405, 25419, 25420, 25441, 25452, 25478, 25495, 25545, 25547, 25562, 25564, 25585, 25687, 25746, 25763, 25764, 25803, 25804, 25808, 25809, 25831, 25836, 25873, 25911, 25919, 25920, 25924, 25925, 26326, 26328, 26334, 28424, 28425, 28431, 28444, 28448, 28449, 28465, 28533, 28653, 28983, 28984, 28985, 28986, 28987, 28988, 28989, 29062, 29063, 29066, 30048, 30055, 30060, 30086, 30092, 30096, 30111, 30132, 30140, 30176, 30177, 30178, 30184

file commands:

\file_add_path:nN 30349

\file_compare_timestamp:nNn . . . *166*

\file_compare_timestamp:nNnTF *166*, 13569

\file_compare_timestamp_p:nNn *166*, 13569

\g_file_curr_dir_str *163*, 13145, 13677, 13683, 13700

\g_file_curr_ext_str *163*, 13145, 13679, 13685, 13702

\g_file_curr_name_str *163*, 11591, 13145,

13188, 13678, 13684, 13701, 30362
\g_file_current_name_tl 30361
\file_full_name:n *164*, 13327, 13417, 13487, 13504, 13573, 13574
\file_get:nnN *164*, 13279, 30682, 30684, 30686, 30690, 30695, 30699, 30706, 30710
\file_get:nnNTF . . . *164*, 13279, 13281
\file_get_full_name:nN *164*, *313*, 13408, 30350
\file_get_full_name:nNTF . . . *164*, 12506, 13286, 13408, 13410, 13422, 13423, 13631, 13637, 13642, 13654
\file_get_mdfive_hash:nN . *165*, 13508
\file_get_mdfive_hash:nNTF *165*, 13509
\file_get_size:nN *165*, 13508
\file_get_size:nNTF *165*, 13511
\file_get_timestamp:nN . . . *166*, 13508
\file_get_timestamp:nNTF . *166*, 13513
\file_if_exist:nTF *164*, *164*, *164*, *166*, 5794, 13629, 13855, 13857, 13861, 30352, 30354
\file_if_exist_input:n . . . *166*, 13635
\file_if_exist_input:nTF *166*, 13635, 30351, 30353
\file_input:n *166*, *166*, *167*, *167*, 5798, 13652, 30352, 30354, 30498
\file_input_stop: *167*, 13646
\file_list: 30355
\file_log_list: . . . *167*, 13744, 30356
\file_mdfive_hash:n . *165*, *165*, 13478
\file_parse_full_name:nNNN *165*, 13449, 13681, 13704
\file_path_include:n *166*, 30357
\file_path_remove:n 30359
\l_file_search_path_seq *164*, *164*, *165*, *165*, *166*, 13196, 13343, 13432, 30358, 30360
\file_show_list: *167*, 13744
\file_size:n *165*, *165*, 13478
\file_timestamp:n . . . *166*, *166*, 13478
file internal commands:
\l__file_base_name_tl . 13191, 13469
__file_compare_timestamp:nnN . 13569
__file_const:nn 13869
__file_details:nn 13478
__file_details_aux:nn 13478
\l__file_dir_str 13193, 13450, 13682, 13683
\l__file_ext_str 13193, 13450, 13451, 13682, 13685
__file_file_ext_check:n 13354, 13368, 13375
__file_file_ext_check_auxi:nw 13376, 13377
__file_file_ext_check_auxii:nw 13378, 13379, 13383
__file_file_ext_check_auxiii:nw 13382, 13385
__file_file_name_cleanup:w . . 13327
__file_file_name_end: 13327
__file_file_name_end:n 13373
__file_file_name_ext_check:n . 13327
__file_file_name_ext_check_-auxi:nw 13327
__file_file_name_ext_check_-auxii:nw 13327
__file_file_name_ext_check_-auxiii:nw 13327
__file_file_size:n 13315, 13341, 13364
__file_full_name:n 13327
__file_full_name:nn 13327
__file_full_name_aux:n 13327
__file_full_name_aux:nn 13327
\l__file_full_name_tl 13191, 13286, 13289, 13441, 13443, 13449, 13454, 13456, 13459, 13466, 13471, 13631, 13637, 13638, 13642, 13643, 13654, 13655
__file_get_aux:nnN 13279
__file_get_details:nnN 13508
__file_get_do:Nw 13279
__file_get_full_name_search:nN 13408
__file_id_info_auxi:w 13774
__file_id_info_auxii:w . . *646*, 13774
__file_id_info_auxiii:w 13774
__file_input:n . 13638, 13643, 13652
__file_input_pop: 13652
__file_input_pop:nnn 13652
__file_input_push:n 13652
\g__file_internal_ior 13445, 13453, 13455, 13458, 13471, 13472, 13474
\l__file_internal_tl 13144, 13692, 13693
__file_list:N 13744
__file_list_aux:n 13744
\c__file_marker_tl *634*, 13278, 13300, 13310
__file_mdfive_hash:n 13478
\l__file_name_str 13193, 13450, 13682, 13684
__file_parse_full_name_auxi:w 13704
__file_parse_full_name_split:nNNNTF 13704

\g__file_record_seq 643, 645, 646, 13183, 13661, 13666, 13756, 13769, 13770
\g__file_stack_seq 643, 13159, 13675, 13692
__file_str_cmp:nn 13549, 13598
__file_str_escape:n 13549
__file_timestamp:n 13569
__file_tmp:w 13162, 13166, 13170, 13176, 13180, 13725, 13740, 13742
\l__file_tmp_seq 13197, 13748, 13752, 13756, 13757, 13759, 13766, 13771
\filedump 882
\filemoddate 883
\filesize 884
\finalhyphendemerits 374
\firstmark 375
\firstmarks 632, 1475
\firstvalidlanguage 923, 1773
flag commands:
\flag_clear:n 102, 102, 5890, 5918, 5979, 6021, 6107, 6155, 6156, 6208, 6209, 6443, 6444, 6445, 6446, 6447, 6548, 6643, 6644, 6645, 6646, 6801, 6802, 6803, 9256, 9269, 24334, 25769, 25770
\flag_clear_new:n 102, 445, 6390, 6391, 6392, 6393, 6571, 6572, 6573, 6751, 6752, 9268
\flag_height:n . . 103, 5718, 9277, 9293, 9307, 25779, 25780, 25786, 25787
\flag_if_exist:n 103
\flag_if_exist:nTF . . 103, 9269, 9280
\flag_if_exist_p:n 103, 9280
\flag_if_raised:n 103
\flag_if_raised:nTF 103, 5711, 5716, 5718, 6417, 6423, 6428, 6435, 6605, 6610, 6615, 6766, 6773, 9285, 24342
\flag_if_raised_p:n 103, 9285
\flag_log:n 102, 9270
\flag_new:n 102, 102, 445, 517, 5582, 5583, 9251, 9269, 16180, 16181, 16182, 16183, 24324, 25673, 25674
\flag_raise:n 103, 5876, 5926, 6039, 6053, 6127, 6140, 6178, 6183, 6264, 6464, 6465, 6488, 6489, 6502, 6503, 6522, 6523, 6529, 6530, 6560, 6710, 6711, 6820, 6821, 6825, 6826, 6840, 6841, 9304, 25802, 25807
\flag_raise_if_clear:n 259, 16214, 16223, 16231, 16248, 16257, 16288, 24360, 24382, 28648
\flag_show:n 102, 9270
flag fp commands:
flag␣fp_division_by_zero . 207, 16180
flag␣fp_invalid_operation 207, 16180
flag␣fp_overflow 207, 16180
flag␣fp_underflow 207, 16180
flag internal commands:
__flag_clear:wn 9256
__flag_height_end:wn 9293
__flag_height_loop:wn 9293
__flag_show:Nn 9270
\floatingpenalty 376
floor 212
\fmtname 152
\font 377
\fontchardp 633, 1476
\fontcharht 634, 1477
\fontcharic 635, 1478
\fontcharwd 636, 1479
\fontdimen 378
\fontid 924, 1774
\fontname 379
\forcecjktoken 1256, 2064
\formatname 925, 1775
fp commands:
\c_e_fp 206, 208, 18058
\fp_abs:n 211, 216, 892, 21667, 26737, 26839, 26841, 26843, 27665, 27667
\fp_add:Nn 200, 892, 892, 18035
\fp_compare:nNnTF 202, 203, 203, 203, 204, 204, 18099, 18240, 18246, 18251, 18259, 18320, 18326, 26594, 26596, 26601, 26870, 26885, 26894, 27405, 27639
\fp_compare:nTF 202, 203, 204, 204, 204, 204, 210, 18083, 18212, 18218, 18223, 18231
\fp_compare_p:n 203, 18083
\fp_compare_p:nNn 202, 18099
\fp_const:Nn 199, 18012, 18058, 18059, 18060, 18061
\fp_do_until:nn 204, 18209
\fp_do_until:nNnn 203, 18237
\fp_do_while:nn 204, 18209
\fp_do_while:nNnn 203, 18237
\fp_eval:n 200, 201, 203, 210, 210, 210, 210, 210, 211, 211, 211, 211, 211, 211, 211, 212, 212, 212, 212, 213, 213, 213, 213, 214, 214, 214, 215, 215, 216, 216, 776, 21662, 28831, 28850
\fp_format:nn 217
\fp_gadd:Nn 200, 18035
.fp_gset:N 186, 14934
\fp_gset:Nn . . 200, 18012, 18036, 18038

\fp_gset_eq:NN 200, 18021, 18026
\fp_gsub:Nn 200, 18035
\fp_gzero:N 199, 18025, 18032
\fp_gzero_new:N 200, 18029
\fp_if_exist:NTF 202, 18030, 18032, 18073
\fp_if_exist_p:N 202, 18073
\fp_if_nan:n 258
\fp_if_nan:nTF 217, 258, 18075
\fp_if_nan_p:n 258, 18075
\fp_log:N 207, 18045
\fp_log:n 207, 18054
\fp_max:nn 216, 21669
\fp_min:nn 216, 21669
\fp_new:N 199, 200, 18009, 18030, 18032, 18062, 18063, 18064, 18065, 26560, 26561, 26562, 26688, 26689, 26938, 26939, 27432, 27433, 27599, 27600
.fp_set:N 186, 14934
\fp_set:Nn 200, 18012, 18035, 18037, 26582, 26583, 26584, 26707, 26709, 26750, 26770, 26790, 26807, 26809, 26827, 26828, 26868, 26869, 27450, 27451, 27619, 27621, 27659, 27660
\fp_set_eq:NN . . 200, 18021, 18025, 26755, 26775, 26792, 26871, 26872
\fp_show:N 207, 18045
\fp_show:n 207, 18054
\fp_sign:n 201, 21665
\fp_step_function:nnnN 205, 18265, 18357
\fp_step_inline:nnnn 205, 18335
\fp_step_variable:nnnNn . . 205, 18335
\fp_sub:Nn 200, 18035
\fp_to_decimal:N 201, 202, 16173, 21469, 21500, 21662
\fp_to_decimal:n 200, 201, 201, 202, 202, 21469, 21664, 21666, 21668, 21670, 21672
\fp_to_dim:N 201, 890, 21592
\fp_to_dim:n 201, 206, 21592, 26626, 26637, 26737, 27360, 27382, 27410, 27424, 27536, 27544, 27675, 27677
\fp_to_int:N 201, 21608
\fp_to_int:n 201, 21608
\fp_to_scientific:N 201, 21415, 21446, 21453
\fp_to_scientific:n . 201, 202, 21415
\fp_to_tl:N 202, 219, 16174, 18052, 21548
\fp_to_tl:n 202, 15789, 16213, 16222, 16247, 16256, 16285, 17891, 17906, 18055, 18057, 18292, 18293, 18312, 18323, 21548
\fp_trap:nn 207, 207, 719, 16184, 16299, 16300, 16301, 16302
\fp_until_do:nn 204, 18209
\fp_until_do:nNnn 204, 18237
\fp_use:N 202, 219, 21662
\fp_while_do:nn 204, 18209
\fp_while_do:nNnn 204, 18237
\fp_zero:N 199, 200, 18025, 18030
\fp_zero_new:N 200, 18029
\c_inf_fp 206, 215, 15800, 17399, 18828, 18910, 19248, 20008, 20031, 20233, 20236, 20240, 20264, 20466, 20629, 22154
\c_nan_fp 215, 722, 745, 15800, 16224, 16232, 16304, 16510, 16529, 16535, 16558, 16725, 16733, 16742, 16821, 16878, 16917, 17311, 17388, 17400, 17893, 17908, 18316, 20207, 21706, 21752, 22067, 22126, 22152
\c_one_fp 205, 773, 876, 17403, 17836, 17857, 18058, 18416, 19269, 20002, 20202, 20254, 20439, 20553, 20583, 21132, 21768
\c_pi_fp . . 206, 215, 755, 17401, 18060
\g_tmpa_fp 206, 18062
\l_tmpa_fp 206, 18062
\g_tmpb_fp 206, 18062
\l_tmpb_fp 206, 18062
\c_zero_fp 205, 776, 791, 903, 15800, 15854, 17404, 17848, 17860, 18010, 18025, 18026, 18418, 18421, 18657, 18824, 20011, 20032, 20230, 20267, 21347, 21453, 21637, 22151, 26594, 26596, 26601, 26885, 26894, 27639
fp internal commands:
__fp_&_o:ww 778, 787, 18422
__fp_&_tuple_o:ww 18422
__fp_*_o:ww 18789
__fp_*_tuple_o:ww 19295
__fp_+_o:ww 789, 790, 818, 18510
__fp_-_o:ww 789, 790, 18505
__fp_/_o:ww 798, 840, 18901
__fp_^_o:ww 20198
__fp_acos_o:w 881, 883, 21288
__fp_acot_o:Nw . 20528, 20530, 21120
__fp_acotii_o:Nww 21130, 21133
__fp_acotii_o:ww 876
__fp_acsc_normal_o:NnwNnw 883, 21346, 21361, 21369
__fp_acsc_o:w 21340
__fp_add:NNNn 18035
__fp_add_big_i:wNww 792

__fp_add_big_i_o:wNww 789, 792, 18577, 18584
__fp_add_big_ii:wNww 792
__fp_add_big_ii_o:wNww 18580, 18584
__fp_add_inf_o:Nww . . . 18526, 18546
__fp_add_normal_o:Nww 791, 18525, 18561
__fp_add_npos_o:NnwNnw 792, 18564, 18570
__fp_add_return_ii_o:Nww 18528, 18534, 18539
__fp_add_significand_carry_-o:wwwNN 793, 18617, 18632
__fp_add_significand_no_carry_-o:wwwNN 793, 18619, 18622
__fp_add_significand_o:NnnwnnnnN 792, 793, 18587, 18595, 18600
__fp_add_significand_pack:NNNNNNN 18600
__fp_add_significand_test_o:N 18600
__fp_add_zeros_o:Nww . 18524, 18536
__fp_and_return:wNw 18422
__fp_array_bounds:NNnTF 22023, 22054, 22124
__fp_array_bounds_error:NNn . 22023
__fp_array_count:n 15903, 16494, 18166, 18167, 19308, 21388
__fp_array_gset:NNNNww 22042
__fp_array_gset:w 22042
__fp_array_gset_normal:w 22042
__fp_array_gset_recover:Nw . . 22042
__fp_array_gset_special:nnNNN 22042, 22099
__fp_array_gzero:N 902
__fp_array_if_all_fp:nTF 15915, 17886
__fp_array_if_all_fp_loop:w . 15915
\g__fp_array_int 21988, 21995, 21997, 22009
__fp_array_item:N 22106
__fp_array_item:NNNnN 22106
__fp_array_item:NwN 22106
__fp_array_item:w 22106
__fp_array_item_normal:w 22106
__fp_array_item_special:w . . . 22106
\l__fp_array_loop_int 21989, 22095, 22098, 22101
__fp_array_new:nNNN 21990
__fp_array_new:nNNNN . 21999, 22003
__fp_array_to_clist:n 16562, 21673, 21792
__fp_array_to_clist_loop:Nw . 21673
__fp_asec_o:w 21353
__fp_asin_auxi_o:NnNww 881, 882, 883, 21318, 21321, 21380
__fp_asin_isqrt:wn 21321
__fp_asin_normal_o:NnwNnnnnw 21279, 21295, 21306
__fp_asin_o:w 21273
__fp_atan_auxi:ww . 878, 21198, 21212
__fp_atan_auxii:w 21212
__fp_atan_combine_aux:ww 21239
__fp_atan_combine_o:NwwwwwN 877, 878, 21157, 21174, 21239
__fp_atan_default:w 773, 876, 21120
__fp_atan_div:wnwwnw 878, 21185, 21187
__fp_atan_inf_o:NNNw 876, 21145, 21146, 21147, 21155, 21291, 21364
__fp_atan_near:wwwn 21187
__fp_atan_near_aux:wwn 21187
__fp_atan_normal_o:NNnwNnw 876, 21149, 21165
__fp_atan_o:Nw . 20532, 20534, 21120
__fp_atan_Taylor_break:w 21223
__fp_atan_Taylor_loop:www 879, 21218, 21223
__fp_atan_test_o:NwwNwwN 882, 21168, 21172, 21328
__fp_atanii_o:Nww 21124, 21133
__fp_basics_pack_high:NNNNNw . . . 793, 810, 16013, 18625, 18777, 18880, 18892, 19034, 19227, 19753
__fp_basics_pack_high_carry:w 711, 16013
__fp_basics_pack_low:NNNNNw 800, 810, 16013, 18627, 18779, 18882, 18894, 19036, 19176, 19178, 19229, 19755
__fp_basics_pack_weird_high:NNNNNNNNw 218, 16024, 18636, 19045
__fp_basics_pack_weird_low:NNNNw 218, 16024, 18638, 19047
\c__fp_big_leading_shift_int 15999, 19106, 19441, 19451, 19461
\c__fp_big_middle_shift_int 15999, 19109, 19112, 19115, 19118, 19121, 19124, 19128, 19443, 19453, 19463, 19473, 19476, 19479
\c__fp_big_trailing_shift_int 15999, 19132, 19486
\c__fp_Bigg_leading_shift_int 16004, 18955, 18973
\c__fp_Bigg_middle_shift_int 16004, 18958, 18961, 18976, 18979
\c__fp_Bigg_trailing_shift_int 16004, 18964, 18982

__fp_binary_rev_type_o:Nww 17522, 19298, 19300
__fp_binary_type_o:Nww 17522, 19296, 19309
\c__fp_block_int 15805, 19705
__fp_case_return:nw *714*, 16081, 16111, 16114, 16119, 16623, 19967, 20463, 21145, 21146, 21147, 21440, 21494, 21568, 21570, 21571, 21637, 22072, 22074, 22075
__fp_case_return_i_o:ww . 16088, 18527, 18541, 18550, 18822, 21136
__fp_case_return_ii_o:ww 16088, 18823, 20252, 20270, 21137
__fp_case_return_o:Nw . *714*, *715*, 16082, 19248, 20002, 20007, 20010, 20202, 20207, 20230, 20233, 20236, 20439, 20553, 20583, 21347, 21349
__fp_case_return_o:Nww 16086, 18824, 18825, 18828, 18829, 20254, 20263, 20266
__fp_case_return_same_o:w . *714*, *715*, 16084, 19057, 19061, 19249, 19261, 19264, 19786, 20014, 20227, 20443, 20446, 20538, 20546, 20561, 20576, 20591, 20598, 20606, 20621, 21276, 21284, 21302, 21348, 21365
__fp_case_use:nw *714*, 16080, 18552, 18820, 18821, 18826, 18827, 18909, 18912, 19059, 19245, 19779, 19782, 20238, 20449, 20539, 20544, 20554, 20559, 20569, 20574, 20584, 20589, 20599, 20604, 20614, 20619, 21278, 21281, 21291, 21293, 21299, 21343, 21345, 21356, 21359, 21364, 21443, 21450, 21497, 21504
__fp_change_func_type:NNN 15943, 17315, 19291, 21425, 21479, 21556, 21602, 21617, 22056
__fp_change_func_type_aux:w . 15943
__fp_change_func_type_chk:NNN 15943
__fp_chk:w *701*, *703*, *755*, *790*, *791*, *792*, *794*, *800*, *802*, 15790, 15800, 15801, 15802, 15803, 15804, 15814, 15819, 15821, 15822, 15850, 15853, 15855, 15865, 15878, 15897, 16092, 16108, 16280, 16285, 16512, 16566, 16575, 16577, 17413, 18133, 18134, 18296, 18312, 18316, 18380, 18381, 18384, 18395, 18396, 18404, 18405, 18413, 18425, 18428, 18432, 18435, 18511, 18531, 18532, 18534, 18535, 18536, 18544, 18547, 18558, 18559, 18561, 18570, 18646, 18798, 18832, 18833, 18836, 18917, 19055, 19063, 19065, 19242, 19251, 19253, 19258, 19266, 19268, 19270, 19274, 19776, 19788, 19790, 19999, 20016, 20018, 20199, 20218, 20220, 20221, 20224, 20241, 20244, 20247, 20272, 20273, 20275, 20291, 20380, 20393, 20395, 20399, 20403, 20436, 20452, 20535, 20548, 20550, 20563, 20565, 20578, 20580, 20593, 20595, 20608, 20610, 20623, 20633, 21134, 21150, 21151, 21155, 21166, 21273, 21286, 21288, 21304, 21307, 21317, 21340, 21351, 21353, 21367, 21369, 21374, 21436, 21457, 21460, 21490, 21511, 21514, 21564, 21580, 21583, 21658, 21659, 21769, 21771, 21803, 22069, 22077, 22080, 22159
__fp_compare:wNNNNw 17776
__fp_compare_aux:wn 18099
__fp_compare_back:ww *897*, 18115, 18394, 21787
__fp_compare_back_any:ww . . *779*, *779*, *780*, 17851, 18112, 18115, 18183
__fp_compare_back_tuple:ww . . 18160
__fp_compare_nan:w *779*, 18115
__fp_compare_npos:nwnw *778*, *779*, *781*, 18143, 18189, 18648, 19555
__fp_compare_return:w 18083
__fp_compare_significand:nnnnnnnn 18189
__fp_cos_o:w 20550
__fp_cot_o:w *861*, 20610
__fp_cot_zero_o:Nnw *860*, *862*, 20568, 20610
__fp_csc_o:w 20565
__fp_decimate:nNnnnn *712*, *716*, *856*, 16034, 16099, 16126, 16579, 18586, 18594, 18673, 20045, 20049, 20418, 21520
__fp_decimate_:Nnnnn 16046
__fp_decimate_auxi:Nnnnn *713*, 16050
__fp_decimate_auxii:Nnnnn . . . 16050
__fp_decimate_auxiii:Nnnnn . . 16050
__fp_decimate_auxiv:Nnnnn . . . 16050
__fp_decimate_auxix:Nnnnn . . . 16050
__fp_decimate_auxv:Nnnnn 16050
__fp_decimate_auxvi:Nnnnn . . . 16050
__fp_decimate_auxvii:Nnnnn . . 16050
__fp_decimate_auxviii:Nnnnn . 16050
__fp_decimate_auxx:Nnnnn 16050
__fp_decimate_auxxi:Nnnnn . . . 16050
__fp_decimate_auxxii:Nnnnn . . 16050
__fp_decimate_auxxiii:Nnnnn . 16050

__fp_decimate_auxxiv:Nnnnn . . 16050
__fp_decimate_auxxv:Nnnnn . . . 16050
__fp_decimate_auxxvi:Nnnnn . . 16050
__fp_decimate_pack:nnnnnnnnnnw 713, 16057, 16076
__fp_decimate_pack:nnnnnnw 16077, 16078
__fp_decimate_tiny:Nnnnn 16046
__fp_div_npos_o:Nww 802, 802, 18906, 18916
__fp_div_significand_calc:wwnnnnnnnn 805, 806, 18933, 18942, 18990, 19859, 19866
__fp_div_significand_calc_i:wwnnnnnnnn 18942
__fp_div_significand_calc_ii:wwnnnnnnnn 18942
__fp_div_significand_i_o:wnnw 802, 805, 18923, 18929
__fp_div_significand_ii:wwn 807, 18937, 18938, 18939, 18986
__fp_div_significand_iii:wwnnnnn 808, 18940, 18993
__fp_div_significand_iv:wwnnnnnnn 808, 18996, 19001
__fp_div_significand_large_o:wwwNNNNwN 810, 19027, 19041
__fp_div_significand_pack:NNN 809, 842, 18988, 19021, 19846, 19864, 19872
__fp_div_significand_small_o:wwwNNNNwN 810, 19025, 19031
__fp_div_significand_test_o:w 809, 809, 18931, 19022
__fp_div_significand_v:NN 19006, 19008, 19011
__fp_div_significand_v:NNw . . 19001
__fp_div_significand_vi:Nw 808, 19001
__fp_division_by_zero_o:Nnw 719, 16244, 16292, 19246, 19783, 20629, 20630
__fp_division_by_zero_o:NNww . . . 719, 16252, 16292, 18910, 18913, 20240
\c__fp_empty_tuple_fp 15898, 16719, 17374, 17384
__fp_ep_compare:wwww . 19550, 21181
__fp_ep_compare_aux:wwww 19550
__fp_ep_div:wwwwn 874, 19580, 19691, 21110, 21197, 21201, 21210, 21377
__fp_ep_div_eps_pack:NNNNNw . 19610
__fp_ep_div_epsi:wnNNNNn 832
__fp_ep_div_epsi:wnNNNNNn 19607, 19610
__fp_ep_div_epsii:wwnNNNNNn . 19610
__fp_ep_div_esti:wwwwn 831, 19586, 19589
__fp_ep_div_estii:wwnnwwn . . . 19589
__fp_ep_div_estiii:NNNNNwwwn . 19589
__fp_ep_inv_to_float_o:wN 862
__fp_ep_inv_to_float_o:wwN 872, 19687, 19695, 20572, 20587
__fp_ep_isqrt:wwn 19633, 21338
__fp_ep_isqrt_aux:wwn 19633
__fp_ep_isqrt_auxi:wwn 19636, 19638
__fp_ep_isqrt_auxii:wwnnnwn . 19633
__fp_ep_isqrt_epsi:wN 834, 19670, 19673
__fp_ep_isqrt_epsii:wwN 19673
__fp_ep_isqrt_esti:wwwnnwn 19648, 19651
__fp_ep_isqrt_estii:wwwnnwn . 19651
__fp_ep_isqrt_estiii:NNNNNwwwn 19651
__fp_ep_mul:wwwwn 858, 19565, 20479, 20492, 21067, 21097, 21325, 21336
__fp_ep_mul_raw:wwwwN 19565, 20651, 21017
__fp_ep_to_ep:wwN . 19516, 19567, 19570, 19582, 19585, 19635, 21326
__fp_ep_to_ep_end:www 19516
__fp_ep_to_ep_loop:N 871, 19516, 21018
__fp_ep_to_ep_zero:ww 19516
__fp_ep_to_fixed:wwn . . . 19498, 20648, 21204, 21213, 21323, 21812
__fp_ep_to_fixed_auxi:www . . . 19498
__fp_ep_to_fixed_auxii:nnnnnnnwn 19498
__fp_ep_to_float_o:wN 862
__fp_ep_to_float_o:wwN 860, 872, 19687, 19699, 20503, 20542, 20557, 21116
__fp_error:nnnn 16213, 16221, 16230, 16247, 16255, 16283, 16306, 16505, 16507, 16528, 16533, 17310, 17889, 17904, 18292, 18311, 18322, 21431, 21485, 21559, 22066
__fp_exp_after_?_f:nw 709, 741, 16703
__fp_exp_after_any_f:Nnw 15968
__fp_exp_after_any_f:nw 709, 15968, 15994, 16705, 17479
__fp_exp_after_array_f:w 709, 15979, 17364, 18462, 18473, 18483, 18491

__fp_exp_after_f:nw 705, 741, 15855, 15973, 17412, 17550
__fp_exp_after_mark_f:nw 741, 16703
__fp_exp_after_normal:nNNw 15858, 15868, 15885
__fp_exp_after_normal:Nwwwww 15887, 15895
__fp_exp_after_o:w . . 705, 15855, 16085, 16089, 16091, 16573, 16617, 16635, 17871, 18412, 18430, 18439, 18448, 18535, 19272, 20392, 20397
__fp_exp_after_special:nNNw 706, 15860, 15870, 15875
__fp_exp_after_stop_f:nw 15968
__fp_exp_after_tuple_f:nw 15979, 17678
__fp_exp_after_tuple_o:w 15979, 18437, 18440, 18443, 18445
\c__fp_exp_intarray 20092, 20178, 20185, 20188, 20190
__fp_exp_intarray:w 20149
__fp_exp_intarray_aux:w 20149
__fp_exp_large:NwN 849, 20149, 20376
__fp_exp_large_after:wwn 849, 20149
__fp_exp_normal_o:w . . 20004, 20018
__fp_exp_o:w 19762, 19999
__fp_exp_overflow:NN 20018
__fp_exp_pos_large:NnnNwn 20050, 20149
__fp_exp_pos_o:NNwnw 20021, 20023, 20026
__fp_exp_pos_o:Nnwnw 20018
__fp_exp_Taylor:Nnnwn 20046, 20065, 20195
__fp_exp_Taylor_break:Nww . . . 20065
__fp_exp_Taylor_ii:ww . 20071, 20074
__fp_exp_Taylor_loop:www 20065
__fp_expand:n 892
__fp_exponent:w 15822
__fp_facorial_int_o:n 857
__fp_fact_int_o:n 20457, 20460
__fp_fact_int_o:w 20454
__fp_fact_loop_o:w . . . 20472, 20474
\c__fp_fact_max_arg_int 20435, 20462
__fp_fact_o:w 19766, 20436
__fp_fact_pos_o:w 20451, 20454
__fp_fact_small_o:w . . 20477, 20489
\c__fp_five_int 16367, 16391, 16404, 16417, 16424, 16477
__fp_fixed_⟨calculation⟩:wwn . . 820
__fp_fixed_add:nnNnnnwn 19391
__fp_fixed_add:Nnnnnwnn 19391
__fp_fixed_add:wwn 820, 823, 19391, 19631, 19941, 19949, 19960, 19978, 21209, 21269, 21827
__fp_fixed_add_after:NNNNNwn . 19391
__fp_fixed_add_one:wN 821, 19323, 19624, 20082, 20091, 21335, 21818
__fp_fixed_add_pack:NNNNNwn . 19391
__fp_fixed_continue:wn 19322, 19568, 19573, 19583, 20160, 20351, 20686, 21055, 21327, 21336, 21810, 21822
__fp_fixed_div_int:wnN 19360
__fp_fixed_div_int:wwN 822, 19360, 19940, 20081, 21228
__fp_fixed_div_int_after:Nw 822, 19360
__fp_fixed_div_int_auxi:wnn . 19360
__fp_fixed_div_int_auxii:wnn 822, 19360
__fp_fixed_div_int_pack:Nw 822, 19360
__fp_fixed_div_myriad:wn 19328, 19628
__fp_fixed_inv_to_float_o:wN 19694, 20023, 20287
__fp_fixed_mul:nnnnnnnw 19411
__fp_fixed_mul:wwn 820, 821, 824, 870, 872, 19411, 19577, 19608, 19623, 19625, 19629, 19682, 19685, 19698, 19942, 19952, 19992, 20083, 20181, 20196, 20297, 21024, 21078, 21216, 21249, 21251
__fp_fixed_mul_add:nnnnwnnnn 827, 19480, 19482
__fp_fixed_mul_add:nnnnwnnwN 827, 19487, 19493
__fp_fixed_mul_add:Nwnnnwnnn 826, 19444, 19454, 19465, 19469
__fp_fixed_mul_add:wwwn 825, 19438, 21832
__fp_fixed_mul_after:wwn 824, 19330, 19336, 19339, 19413, 19440, 19450, 19460, 20314
__fp_fixed_mul_one_minus_-mul:wwn 19438
__fp_fixed_mul_short:wwn 821, 19337, 19606, 19627, 19669, 19671, 21262
__fp_fixed_mul_sub_back:wwwn 825, 19438, 19683, 21045, 21047, 21048, 21049, 21050, 21051, 21052, 21053, 21054, 21058, 21060, 21061, 21062, 21063, 21064, 21065, 21066, 21091, 21093,

21094, 21095, 21096, 21099, 21101, 21102, 21103, 21104, 21229, 21237
__fp_fixed_one_minus_mul:wwn *825*, *826*, 19458
__fp_fixed_sub:wwn 19391, 19675, 19958, 19974, 19986, 20690, 21210, 21267, 21333, 21820, 21829, 21861
__fp_fixed_to_float_o:Nw 19701, 19967
__fp_fixed_to_float_o:wN *820*, *836*, *880*, 19688, 19701, 19987, 19997, 20021, 20283, 21257, 21760, 21866
__fp_fixed_to_float_pack:ww 19734, 19744
__fp_fixed_to_float_rad_o:wN 19696, 21257
__fp_fixed_to_float_round_-up:wnnnnw 19747, 19751
__fp_fixed_to_float_zero:w 19730, 19739
__fp_fixed_to_loop:N 19707, 19717, 19721
__fp_fixed_to_loop_end:w 19723, 19727
__fp_from_dim:wNNnnnnnn 21627
__fp_from_dim:wnnnnwNn 21654, 21655
__fp_from_dim:wnnnnwNw 21627
__fp_from_dim:wNw 21627
__fp_from_dim_test:ww *891*, 16797, 16834, 17431, 21627
__fp_func_to_name:N 16160, 17310, 17319
__fp_func_to_name_aux:w 16160
\c__fp_half_prec_int 15805, 17038, 17070
__fp_if_type_fp:NTwFw . *707*, *773*, 15835, 15914, 15922, 15929, 15945, 15972, 17898, 17912, 18091, 18117, 18118, 18285, 18286, 18287, 18453
__fp_inf_fp:N 15818, 16268
__fp_int:wTF 16092, 21771
__fp_int_eval:w *710*, *724*, *726*, *726*, *740*, *755*, *792*, *800*, *800*, *803*, *807*, *836*, 15775, 15832, 15907, 16038, 16041, 16441, 16445, 16457, 16458, 16494, 16585, 16589, 16628, 16844, 16849, 16891, 16980, 16991, 17040, 17071, 17077, 17078, 17124, 17134, 17136, 17152, 17154, 17177, 17179, 17345, 17567, 17611, 17811, 18104, 18574, 18582, 18603, 18605, 18626, 18628, 18637, 18639, 18668, 18674, 18684, 18686, 18760, 18762, 18778, 18780, 18784, 18800, 18840, 18848, 18850, 18852, 18854, 18857, 18860, 18862, 18881, 18883, 18893, 18895, 18921, 18924, 18932, 18934, 18955, 18958, 18961, 18964, 18973, 18976, 18979, 18982, 18989, 18991, 18997, 19005, 19007, 19009, 19015, 19035, 19037, 19046, 19048, 19069, 19090, 19094, 19106, 19109, 19112, 19115, 19118, 19121, 19124, 19127, 19131, 19143, 19147, 19151, 19154, 19175, 19177, 19179, 19189, 19228, 19230, 19239, 19326, 19331, 19333, 19340, 19343, 19346, 19349, 19352, 19355, 19364, 19376, 19384, 19386, 19396, 19398, 19405, 19414, 19416, 19419, 19422, 19425, 19428, 19441, 19443, 19451, 19453, 19461, 19463, 19473, 19476, 19479, 19486, 19501, 19519, 19522, 19578, 19592, 19594, 19600, 19613, 19615, 19617, 19641, 19657, 19664, 19665, 19688, 19705, 19709, 19754, 19756, 19800, 19811, 19830, 19832, 19834, 19847, 19860, 19865, 19867, 19873, 19890, 19891, 19892, 19893, 19894, 19895, 19900, 19902, 19904, 19906, 19908, 19913, 19915, 19917, 19919, 19921, 19923, 19945, 19953, 20037, 20086, 20163, 20171, 20179, 20185, 20188, 20294, 20315, 20317, 20320, 20323, 20326, 20329, 20345, 20371, 20385, 20401, 20471, 20481, 20486, 20638, 20670, 20679, 20911, 20925, 20928, 20931, 20934, 20937, 20940, 20943, 20946, 20949, 20965, 20975, 20984, 21002, 21011, 21018, 21029, 21039, 21072, 21082, 21107, 21116, 21159, 21176, 21178, 21190, 21191, 21232, 21243, 21254, 21312, 21464, 21587, 21640, 21736, 21759, 21813, 21865, 21887, 21889, 21891, 21896, 21915, 21927, 21935, 21940, 21945
__fp_int_eval_end: 15775, 15832, 15910, 16029, 16494, 16599, 16603, 17812, 18104, 18784, 18819, 19011, 19386, 19522, 20345, 20401, 20671, 20680, 21029, 21039, 21082, 21107, 21191, 21894, 21896
__fp_int_p:w 16092
__fp_int_to_roman:w 15775, 16041, 17052, 17084, 19827, 21997
__fp_invalid_operation:nnw *719*, 16210, 16292, 16304, 21445,

21452, 21499, 21506, 21606, 21621
__fp_invalid_operation_o:nw 719, 16303, 17319, 19059, 19285, 19779, 20449, 20458, 20545, 20560, 20575, 20590, 20605, 20620, 21282, 21300, 21316, 21344, 21357, 21373
__fp_invalid_operation_o:Nww 719, 16218, 16292, 17520, 18554, 18826, 18827, 20386
__fp_invalid_operation_o:nww . 19310
__fp_invalid_operation_tl_o:nn 719, 16227, 16292, 16560, 21791
__fp_kind:w 15833, 16553, 18077
\c__fp_leading_shift_int 15995, 19331, 19340, 19414, 20315, 20965, 21002
__fp_ln_c:NwNw 843, 844, 19924, 19955
__fp_ln_div_after:Nw 842, 19826, 19875
__fp_ln_div_i:w 19848, 19857
__fp_ln_div_ii:wwn 19851, 19852, 19853, 19854, 19862
__fp_ln_div_vi:wwn . . . 19855, 19870
__fp_ln_exponent:wn 845, 19802, 19964
__fp_ln_exponent_one:ww 19969, 19983
__fp_ln_exponent_small:NNww 19972, 19976, 19989
\c__fp_ln_i_fixed_tl 19767
\c__fp_ln_ii_fixed_tl 19767
\c__fp_ln_iii_fixed_tl 19767
\c__fp_ln_iv_fixed_tl 19767
\c__fp_ln_ix_fixed_tl 19767
__fp_ln_npos_o:w 837, 838, 19788, 19790
__fp_ln_o:w . . 837, 853, 19764, 19776
__fp_ln_significand:NNNNnnnN 839, 19801, 19804, 20295
__fp_ln_square_t_after:w 19899, 19931
__fp_ln_square_t_pack:NNNNNw 19901, 19903, 19905, 19907, 19929
__fp_ln_t_large:NNw 842, 19880, 19887, 19897
__fp_ln_t_small:Nw . . . 19878, 19885
__fp_ln_t_small:w 842
__fp_ln_Taylor:wwNw 843, 19932, 19933
__fp_ln_Taylor_break:w 19938, 19949
__fp_ln_Taylor_loop:www 19934, 19935, 19944
__fp_ln_twice_t_after:w 19912, 19928
__fp_ln_twice_t_pack:Nw . 19914, 19916, 19918, 19920, 19922, 19927
\c__fp_ln_vi_fixed_tl 19767
\c__fp_ln_vii_fixed_tl 19767
\c__fp_ln_viii_fixed_tl 19767
\c__fp_ln_x_fixed_tl 19767, 19986, 19993
__fp_ln_x_ii:wnnnn . . . 19806, 19824
__fp_ln_x_iii:NNNNNNw . 19833, 19837
__fp_ln_x_iii_var:NNNNNw 19831, 19839
__fp_ln_x_iv:wnnnnnnnn 841, 19829, 19844
__fp_logb_aux_o:w 19242
__fp_logb_o:w 18500, 19242
\c__fp_max_exp_exponent_int 15811, 20029
\c__fp_max_exponent_int . . 15809, 15815, 15843, 19539, 19741, 20350
\c__fp_middle_shift_int 15995, 19343, 19346, 19349, 19352, 19416, 19419, 19422, 19425, 20317, 20320, 20323, 20326, 20968, 20975, 21005, 21011
__fp_minmax_aux_o:Nw 18366
__fp_minmax_auxi:ww 18388, 18400, 18407
__fp_minmax_auxii:ww 18390, 18398, 18407
__fp_minmax_break_o:w . 18381, 18411
__fp_minmax_loop:Nww 785, 18375, 18377, 18383
__fp_minmax_o:Nw 778, 18070, 18072, 18366
\c__fp_minus_min_exponent_int 15809, 15844
__fp_misused:n . 15788, 15792, 15900
__fp_mul_cases_o:NnNnww 802, 18791, 18797, 18903
__fp_mul_cases_o:nNnnww 18797
__fp_mul_npos_o:Nww 798, 800, 802, 891, 18794, 18835, 21657
__fp_mul_significand_drop:NNNNNw 800, 18844
__fp_mul_significand_keep:NNNNNw 18844
__fp_mul_significand_large_-f:NwwNNNN 18874, 18878
__fp_mul_significand_o:nnnnNnnnn 800, 800, 18842, 18844
__fp_mul_significand_small_-f:NNwwwN 18872, 18889
__fp_mul_significand_test_f:NNN 801, 18846, 18869
\c__fp_myriad_int 15808, 19326, 19357, 19358, 19435, 19496
__fp_neg_sign:N 790, 15831, 18508, 18661

__fp_not_o:w *778*, 17338, 18413
\c__fp_one_fixed_tl 19320, 19940, 20153, 20351, 20378, 21161, 21228, 21333, 21810, 21820, 21861
__fp_overflow:w *705*, *719*, *721*, 15846, 16292, 20031, 20465
\c__fp_overflowing_fp 15812, 21446, 21500
__fp_pack:NNNNNw . . 15995, 19332, 19342, 19345, 19348, 19351, 19354, 19415, 19418, 19421, 19424, 19427, 20316, 20319, 20322, 20325, 20328
__fp_pack_big:NNNNNNw . . . 15999, 19108, 19111, 19114, 19117, 19120, 19123, 19126, 19130, 19442, 19452, 19462, 19472, 19475, 19478, 19485
__fp_pack_Bigg:NNNNNNw 16004, 18957, 18960, 18963, 18975, 18978, 18981
__fp_pack_eight:wNNNNNNNN *711*, *796*, 16011, 18770, 19079, 19507, 20657, 20658
__fp_pack_twice_four:wNNNNNNNN *711*, 16009, 16610, 16611, 18712, 18713, 19508, 19509, 19510, 19542, 19543, 19544, 19732, 19733, 20068, 20069, 20070, 20659, 20660, 20954, 20955, 20956, 20957, 21650
__fp_parse:n *731*, *743*, *755*, *762*, *775*, *776*, *783*, *892*, *892*, *902*, 16641, 16794, 17455, 18013, 18015, 18017, 18040, 18077, 18086, 18103, 18113, 18270, 18330, 19255, 21421, 21475, 21553, 21598, 21613, 21666, 21668, 21670, 21672, 22049
__fp_parse_after:ww 17455
__fp_parse_apply_binary:NwNwN . . *735*, *736*, *739*, *739*, *767*, 17493, 17688
__fp_parse_apply_binary_chk:NN 17493, 17524, 17537
__fp_parse_apply_binary_error:NNN 17493
__fp_parse_apply_comma:NwNwN *767*, 17647
__fp_parse_apply_compare:NwNNNNNwN 17835, 17844
__fp_parse_apply_compare_aux:NNwN 17856, 17859, 17864
__fp_parse_apply_function:NNNwN *758*, 17287, 17448
__fp_parse_apply_unary:NNNwN 17292, 17324, 17439
__fp_parse_apply_unary_chk:nNNNNw 17303, 17304, 17307
__fp_parse_apply_unary_chk:nNNNNw 17292
__fp_parse_apply_unary_chk:NwNw 17292
__fp_parse_apply_unary_error:NNw 17292, 19292
__fp_parse_apply_unary_type:NNN 17292
__fp_parse_caseless_inf:N . . . 17405
__fp_parse_caseless_infinity:N 17405
__fp_parse_caseless_nan:N . . . 17405
__fp_parse_compare:NNNNNNN . . 17776
__fp_parse_compare_auxi:NNNNNNN 17776
__fp_parse_compare_auxii:NNNNN 17776
__fp_parse_compare_end:NNNNw . 17776
__fp_parse_continue:NwN *735*, *736*, *763*, 17482, 17495, 17675, 17874, 18470, 18480, 18488
__fp_parse_continue_compare:NNwNN 17867, 17882
__fp_parse_digits_:N 16659
__fp_parse_digits_i:N 16659
__fp_parse_digits_ii:N 16659
__fp_parse_digits_iii:N 16659
__fp_parse_digits_iv:N 16659
__fp_parse_digits_v:N 16659
__fp_parse_digits_vi:N 16659, 16996, 17044
__fp_parse_digits_vii:N *748*, 16659, 16983, 17033
__fp_parse_excl_error: 17776
__fp_parse_expand:w *738*, *739*, *739*, *739*, 16656, 16658, 16668, 16708, 16770, 16814, 16823, 16826, 16830, 16867, 16901, 16939, 16941, 16960, 16962, 16984, 17001, 17014, 17034, 17064, 17092, 17108, 17119, 17142, 17171, 17181, 17188, 17201, 17217, 17237, 17248, 17334, 17357, 17369, 17444, 17453, 17461, 17474, 17594, 17642, 17666, 17692, 17740, 17760, 17829, 17842, 18466
__fp_parse_exponent:N *753*, 16769, 16975, 17124, 17191, 17193
__fp_parse_exponent:Nw 16999, 17012, 17061, 17089, 17140, 17169, 17188
__fp_parse_exponent_aux:N . . . 17193
__fp_parse_exponent_body:N 17219, 17223

__fp_parse_exponent_digits:N 17227, 17239
__fp_parse_exponent_keep:N . . 17250
__fp_parse_exponent_keep:NTF 17230, 17250
__fp_parse_exponent_sign:N 17209, 17213
__fp_parse_function:NNN 16353, 16355, 16357, 16360, 17437, 18070, 18072, 20528, 20530, 20532, 20534, 21695, 21697
__fp_parse_function_all_fp_-o:nnw 16487, 17884, 18368
__fp_parse_function_one_two:nnw *876*, 17896, 21122, 21128, 21764
__fp_parse_function_one_two_-aux:nnw 17896
__fp_parse_function_one_two_-auxii:nnw 17896
__fp_parse_function_one_two_-error_o:w 17896
__fp_parse_infix:NN *741*, *744*, *761*, *766*, *766*, 16707, 16879, 16918, 17397, 17412, 17434, 17550, 17553, 17640
__fp_parse_infix_!:N 17776
__fp_parse_infix_&:Nw 17733
__fp_parse_infix_(:N 17716
__fp_parse_infix_):N 17630
__fp_parse_infix_*:N 17718
__fp_parse_infix_+:N *739*, 16656, 17682
__fp_parse_infix_,:N 17647
__fp_parse_infix_-:N 17682
__fp_parse_infix_/:N 17682
__fp_parse_infix_::N . 17750, 18451
__fp_parse_infix_<:N 17776
__fp_parse_infix_=:N 17776
__fp_parse_infix_>:N 17776
__fp_parse_infix_?:N 17750
__fp_parse_infix_⟨*operation*$_2$⟩:N *739*
__fp_parse_infix_^:N 17682
__fp_parse_infix_after_operand:NwN *744*, 16762, 16840, 17341, 17548
__fp_parse_infix_after_paren:NN 17366, 17392, 17597
__fp_parse_infix_and:N 17682, 17749
__fp_parse_infix_check:NNN 17573, 17583, 17617
__fp_parse_infix_comma:w *767*, 17647
__fp_parse_infix_end:N *762*, *766*, 17462, 17467, 17475, 17628
__fp_parse_infix_juxt:N *766*, 17563, 17571, 17682
__fp_parse_infix_mark:NNN 17560, 17604, 17627
__fp_parse_infix_mul:N *766*, *769*, 17588, 17607, 17615, 17682, 17717, 17726
__fp_parse_infix_or:N . 17682, 17748
__fp_parse_infix_|:Nw 17733
__fp_parse_large:N *747*, 16946, 17029
__fp_parse_large_leading:wwNN *750*, 17031, 17036
__fp_parse_large_round:NN *751*, 17072, 17144
__fp_parse_large_round_aux:wNN 17144
__fp_parse_large_round_test:NN 17144
__fp_parse_large_trailing:wwNN *751*, 17042, 17066
__fp_parse_letters:N *745*, *745*, 16855, 16869
__fp_parse_lparen_after:NwN . 17347
__fp_parse_o:n *731*, 17455, 18268, 18269
__fp_parse_one:Nw *734–737*, *739*, *746*, *761*, *763*, 16656, 16679, 16923, 17286, 17488
__fp_parse_one_digit:NN *759*, 16695, 16838
__fp_parse_one_fp:NN *740*, 16687, 16703
__fp_parse_one_other:NN 16698, 16846
__fp_parse_one_register:NN 16690, 16760
__fp_parse_one_register_aux:Nw 16760
__fp_parse_one_register_-auxii:wwwNw 16760
__fp_parse_one_register_dim:ww 16760
__fp_parse_one_register_int:www 16760
__fp_parse_one_register_-math:NNw 16801
__fp_parse_one_register_mu:www 16760
__fp_parse_one_register_-special:N 16765, 16801
__fp_parse_one_register_wd:Nw 16801
__fp_parse_one_register_wd:w . 16801
__fp_parse_operand:Nw *734–737*, *739*, *762*, *767*, 16656, 17330, 17332, 17353, 17355, 17444, 17453, 17460, 17473, 17482, 17665, 17691, 17759, 17842, 18465

__fp_parse_pack_carry:w . 750, 17016
__fp_parse_pack_leading:NNNNNww 16979, 17016, 17039
__fp_parse_pack_trailing:NNNNNNww . . 16989, 17016, 17058, 17069, 17076
__fp_parse_prefix:NNN . 16858, 16903
__fp_parse_prefix_!:Nw 17320
__fp_parse_prefix_(:Nw 17347
__fp_parse_prefix_):Nw 17379
__fp_parse_prefix_+:Nw 17286
__fp_parse_prefix_-:Nw 17320
__fp_parse_prefix_.:Nw 17339
__fp_parse_prefix_unknown:NNN 16903
__fp_parse_return_semicolon:w 16657, 16666, 16899, 17106, 17117, 17199, 17231, 17246
__fp_parse_round:Nw 16358
__fp_parse_round_after:wN 753, 17121, 17126, 17176
__fp_parse_round_loop:N . . . 753, 753, 753, 17094, 17137, 17155, 17180
__fp_parse_round_up:N 17094
__fp_parse_small:N 747, 16966, 16977
__fp_parse_small_leading:wwNN 748, 16981, 16986, 17048
__fp_parse_small_round:NN 17008, 17126, 17165
__fp_parse_small_trailing:wwNN 749, 16994, 17003, 17080
__fp_parse_strim_end:w 16952
__fp_parse_strim_zeros:N 747, 759, 16933, 16952, 17345
__fp_parse_trim_end:w 16926
__fp_parse_trim_zeros:N 16844, 16926
__fp_parse_unary_function:NNN . . 17437, 18498, 18500, 18502, 18504, 19762, 19764, 19766, 20516, 20522
__fp_parse_word:Nw 745, 16852, 16869
__fp_parse_word_abs:N 18497
__fp_parse_word_acos:N 20508
__fp_parse_word_acosd:N 20508
__fp_parse_word_acot:N 20527
__fp_parse_word_acotd:N 20527
__fp_parse_word_acsc:N 20508
__fp_parse_word_acscd:N 20508
__fp_parse_word_asec:N 20508
__fp_parse_word_asecd:N 20508
__fp_parse_word_asin:N 20508
__fp_parse_word_asind:N 20508
__fp_parse_word_atan:N 20527
__fp_parse_word_atand:N 20527
__fp_parse_word_bp:N 17408
__fp_parse_word_cc:N 17408
__fp_parse_word_ceil:N 16352
__fp_parse_word_cm:N 17408
__fp_parse_word_cos:N 20508
__fp_parse_word_cosd:N 20508
__fp_parse_word_cot:N 20508
__fp_parse_word_cotd:N 20508
__fp_parse_word_csc:N 20508
__fp_parse_word_cscd:N 20508
__fp_parse_word_dd:N 17408
__fp_parse_word_deg:N 17394
__fp_parse_word_em:N 17427
__fp_parse_word_ex:N 17427
__fp_parse_word_exp:N 19761
__fp_parse_word_fact:N 19761
__fp_parse_word_false:N 17394
__fp_parse_word_floor:N 16352
__fp_parse_word_in:N 17408
__fp_parse_word_inf:N 17394, 17405, 17406
__fp_parse_word_ln:N 19761
__fp_parse_word_logb:N 18497
__fp_parse_word_max:N 18069
__fp_parse_word_min:N 18069
__fp_parse_word_mm:N 17408
__fp_parse_word_nan:N . 17394, 17407
__fp_parse_word_nc:N 17408
__fp_parse_word_nd:N 17408
__fp_parse_word_pc:N 17408
__fp_parse_word_pi:N 17394
__fp_parse_word_pt:N 17408
__fp_parse_word_rand:N 21694
__fp_parse_word_randint:N . . . 21694
__fp_parse_word_round:N 16358
__fp_parse_word_sec:N 20508
__fp_parse_word_secd:N 20508
__fp_parse_word_sign:N 18497
__fp_parse_word_sin:N 20508
__fp_parse_word_sind:N 20508
__fp_parse_word_sp:N 17408
__fp_parse_word_sqrt:N 18497
__fp_parse_word_tan:N 20508
__fp_parse_word_tand:N 20508
__fp_parse_word_true:N 17394
__fp_parse_word_trunc:N 16352
__fp_parse_zero: 747, 16948, 16968, 16972
__fp_pow_B:wwN 20298, 20333
__fp_pow_C_neg:w 20336, 20353
__fp_pow_C_overflow:w 20341, 20348, 20369
__fp_pow_C_pack:w 20355, 20363, 20374
__fp_pow_C_pos:w 20339, 20358
__fp_pow_C_pos_loop:wN 20359, 20360, 20367

__fp_pow_exponent:Nwnnnnnw 20304, 20307, 20312
__fp_pow_exponent:wnN . 20296, 20301
__fp_pow_neg:www . . *855*, 20209, 20380
__fp_pow_neg_aux:wNN . . . *855*, 20380
__fp_pow_neg_case:w . . 20382, 20403
__fp_pow_neg_case_aux:nnnnn . 20403
__fp_pow_neg_case_aux:Nnnw *856*, 20403
__fp_pow_normal_o:ww *851*, 20214, 20246
__fp_pow_npos_aux:NNnww 20281, 20285, 20291
__fp_pow_npos_o:Nww *852*, 20258, 20275
__fp_pow_zero_or_inf:ww *851*, 20216, 20223
\c__fp_prec_and_int . . . 16641, 17713
\c__fp_prec_colon_int 16641, 17771, 18465
\c__fp_prec_comma_int *759*, 16641, 16715, 17353, 17381, 17651, 17656, 17665
\c__fp_prec_comp_int 16641, 17799, 17842
\c__fp_prec_end_int *762*, *766*, 16641, 16717, 17460, 17473, 17634
\c__fp_prec_func_int *759*, 16641, 17352, 17444, 17453
\c__fp_prec_hat_int . . . 16641, 17701
\c__fp_prec_hatii_int . 16641, 17701
\c__fp_prec_int 15805, 16038, 16099, 16126, 16579, 20049, 20415, 20418, 21518, 21520, 21526, 21577, 21775, 21814, 21865
\c__fp_prec_juxt_int . . 16641, 17703
\c__fp_prec_not_int *759*, 16641, 17337, 17338
\c__fp_prec_or_int 16641, 17715
\c__fp_prec_plus_int *733*, 16641, 17709, 17711
\c__fp_prec_quest_int 16641, 17754, 17769
\c__fp_prec_times_int 16641, 17705, 17707
\c__fp_prec_tuple_int *759*, 16641, 16716, 17355, 17383
__fp_rand_myriads:n *896*, *897*, 21730, 21747, 21833
__fp_rand_myriads_get:w 21730
__fp_rand_myriads_loop:w 21730
__fp_rand_o:Nw 21695, 21702, 21708, 21741
__fp_rand_o:w 21741
__fp_randinat_wide_aux:w 21903
__fp_randinat_wide_auxii:w . . 21903
__fp_randint:n 21965
__fp_randint:ww 21871, 21975
__fp_randint_auxi_o:ww 21762
__fp_randint_auxii:wn 21762
__fp_randint_auxiii_o:ww 21762
__fp_randint_auxiv_o:ww 21762
__fp_randint_auxv_o:w 21762
__fp_randint_badarg:w . . . *897*, 21762
__fp_randint_default:w 21762
__fp_randint_o:Nw 21697, 21708, 21762
__fp_randint_o:w 21762
__fp_randint_split_aux:w 21903
__fp_randint_split_o:Nw . *900*, 21903
__fp_randint_wide_aux:w *900*, 21906, 21937
__fp_randint_wide_auxii:w 21939, 21948
__fp_reverse_args:Nww *882*, *883*, 15784, 21108, 21183, 21296, 21362, 21859
__fp_round:NNN *724*, *724*, *726*, *801*, *817*, 16368, 16438, 18629, 18640, 18884, 18896, 19038, 19049, 19233
__fp_round:Nwn . 16496, 16549, 21625
__fp_round:Nww . 16497, 16518, 16549
__fp_round:Nwww 16498, 16512
__fp_round_aux_o:Nw 16485
__fp_round_digit:Nw . . *713*, *726*, *800*, *801*, *817*, 16056, 16452, 18643, 18786, 18887, 18899, 19052, 19238
__fp_round_name_from_cs:N 16488, 16508, 16534, 16538, 16561
__fp_round_neg:NNN *724*, *727*, *797*, 16463, 18748, 18763, 18781
__fp_round_no_arg_o:Nw 16495, 16502
__fp_round_normal:NnnwNNnn . . 16549
__fp_round_normal:NNwNnn 16549
__fp_round_normal:NwNNnw 16549
__fp_round_normal_end:wwNnn . 16549
__fp_round_o:Nw 16353, 16355, 16357, 16361, 16485
__fp_round_pack:Nw 16549
__fp_round_return_one: *724*, 16368, 16374, 16384, 16392, 16396, 16405, 16409, 16418, 16425, 16429, 16467, 16478
__fp_round_s:NNNw *724*, *726*, *753*, 16436, 17130, 17148
__fp_round_special:NwwNnn . . . 16549
__fp_round_special_aux:Nw . . . 16549
__fp_round_to_nearest:NNN *727*, *728*, 16361, 16364, 16368, 16472, 16504, 16514, 21625

__fp_round_to_nearest_neg:NNN 16463
__fp_round_to_nearest_ninf:NNN 728, 16368, 16483
__fp_round_to_nearest_ninf_neg:NNN 16463
__fp_round_to_nearest_pinf:NNN 728, 16368, 16474
__fp_round_to_nearest_pinf_neg:NNN 16463
__fp_round_to_nearest_zero:NNN 728, 16368
__fp_round_to_nearest_zero_neg:NNN 16463
__fp_round_to_ninf:NNN 16355, 16368, 16471, 16542
__fp_round_to_ninf_neg:NNN . . 16463
__fp_round_to_pinf:NNN 16357, 16368, 16463, 16544
__fp_round_to_pinf_neg:NNN . . 16463
__fp_round_to_zero:NNN 16353, 16368, 16540
__fp_round_to_zero_neg:NNN . . 16463
__fp_rrot:www 15785, 21229
__fp_sanitize:Nw 792, 794, 800, 802, 811, 857, 873, 880, 897, 15840, 16618, 16636, 18572, 18666, 18838, 18919, 19067, 19792, 20035, 20277, 20469, 21070, 21114, 21241, 21757, 21852
__fp_sanitize:wN 744, 748, 15840, 16843, 17344
__fp_sanitize_zero:w 15840
__fp_sec_o:w 20580
__fp_set_sign_o:w 17337, 18498, 19269, 19270, 19291
__fp_show:NN 18045
__fp_sign_aux_o:w 19258
__fp_sign_o:w 18502, 19258
__fp_sin_o:w 717, 758, 758, 881, 20535
__fp_sin_series_aux_o:NNnwww . 21022
__fp_sin_series_o:NNwwww . . 860, 874, 20541, 20556, 20571, 20586, 21022
__fp_small_int:wTF 856, 16108, 16551, 20456
__fp_small_int_normal:NnwTF . 16108
__fp_small_int_test:NnnwNTF . 16108
__fp_small_int_test:NnnwNw 16127, 16130
__fp_small_int_true:wTF 16108
__fp_sqrt_auxi_o:NNNNwnnN 19089, 19097
__fp_sqrt_auxii_o:NnnnnnnnN . . . 812, 814, 19099, 19103, 19183, 19195
__fp_sqrt_auxiii_o:wnnnnnnnn 19100, 19138, 19184
__fp_sqrt_auxiv_o:NNNNNw 19138
__fp_sqrt_auxix_o:wnwnw 19172
__fp_sqrt_auxv_o:NNNNNw 19138
__fp_sqrt_auxvi_o:NNNNNw 19138
__fp_sqrt_auxvii_o:NNNNNw . . . 19138
__fp_sqrt_auxviii_o:nnnnnnn 19160, 19162, 19164, 19170, 19172
__fp_sqrt_auxx_o:Nnnnnnnn 19168, 19186
__fp_sqrt_auxxi_o:wwnnN 19186
__fp_sqrt_auxxii_o:nnnnnnnnw 19196, 19200
__fp_sqrt_auxxiii_o:w 19200
__fp_sqrt_auxxiv_o:wnnnnnnnN 19212, 19215, 19223, 19225
__fp_sqrt_Newton_o:wwn 812, 19074, 19085, 19086
__fp_sqrt_npos_auxi_o:wwnnN . 19065
__fp_sqrt_npos_auxii_o:wNNNNNNNN 19065
__fp_sqrt_npos_o:w . . . 19062, 19065
__fp_sqrt_o:w 18504, 19055
__fp_step:NNnnnn 18335
__fp_step:NnnnnN 18265
__fp_step:wwwN 18265
__fp_step_fp:wwwN 18265
__fp_str_if_eq:nn 16145, 17255, 17269, 17557, 17601, 20249
__fp_sub_back_far_o:NnnwnnnnN 796, 18675, 18721
__fp_sub_back_near_after:wNNNNw 18681, 18759
__fp_sub_back_near_o:nnnnnnnnN 795, 18671, 18681
__fp_sub_back_near_pack:NNNNNNw 18681, 18761
__fp_sub_back_not_far_o:wwwwNN 18736, 18756
__fp_sub_back_quite_far_ii:NN 18740
__fp_sub_back_quite_far_o:wwNN 18734, 18740
__fp_sub_back_shift:wnnnn 795, 18693, 18697
__fp_sub_back_shift_ii:ww . . . 18697
__fp_sub_back_shift_iii:NNNNNNNNw 18697
__fp_sub_back_shift_iv:nnnnw . 18697
__fp_sub_back_very_far_ii_o:nnNwwNN 18768
__fp_sub_back_very_far_o:wwwwNN 18735, 18768
__fp_sub_eq_o:Nnwnw 18646

__fp_sub_npos_i_o:Nnwnw 794, 18651, 18660, 18664
__fp_sub_npos_ii_o:Nnwnw 18646
__fp_sub_npos_o:NnwNnw 794, 18566, 18646
__fp_tan_o:w 20595
__fp_tan_series_aux_o:Nnwww . 21076
__fp_tan_series_o:NNwwww 861, 862, 20602, 20617, 21076
__fp_ternary:NwwN . 778, 17769, 18449
__fp_ternary_auxi:NwwN 778, 788, 18449
__fp_ternary_auxii:NwwN 778, 788, 17771, 18449
__fp_tmp:w 713, 768, 16050, 16060, 16061, 16062, 16063, 16064, 16065, 16066, 16067, 16068, 16069, 16070, 16071, 16072, 16073, 16074, 16075, 16165, 16167, 16659, 16671, 16672, 16673, 16674, 16675, 16676, 16677, 16736, 16758, 17320, 17337, 17338, 17394, 17399, 17400, 17401, 17402, 17403, 17404, 17408, 17416, 17417, 17418, 17419, 17420, 17421, 17422, 17423, 17424, 17425, 17426, 17630, 17646, 17647, 17670, 17682, 17700, 17702, 17704, 17706, 17708, 17710, 17712, 17714, 17718, 17732, 17733, 17748, 17749, 17750, 17768, 17770, 19301, 19315, 19316
__fp_to_decimal:w 21480, 21490, 21607, 21624, 22111
__fp_to_decimal_dispatch:w 886, 889, 890, 18328, 21470, 21474, 21477
__fp_to_decimal_huge:wnnnn . . 21490
__fp_to_decimal_large:Nnnw . . 21490
__fp_to_decimal_normal:wnnnnn 21490, 21578
__fp_to_decimal_recover:w . . . 21477
__fp_to_dim:w 21592
__fp_to_dim_dispatch:w . . 890, 21592
__fp_to_dim_recover:w 21592
__fp_to_int:w 890, 21617, 21622
__fp_to_int_dispatch:w 21608
__fp_to_int_recover:w 21608
__fp_to_scientific:w 887, 21426, 21436
__fp_to_scientific_dispatch:w 885, 889, 21416, 21420, 21423
__fp_to_scientific_normal:wnnnnn 21436
__fp_to_scientific_normal:wNw 21436
__fp_to_scientific_recover:w . 21423
__fp_to_tl:w . . . 21556, 21564, 22119
__fp_to_tl_dispatch:w 884, 888, 21548, 21552, 21555, 21688
__fp_to_tl_normal:nnnnn 21564
__fp_to_tl_recover:w 21555
__fp_to_tl_scientific:wnnnnn . 21564
__fp_to_tl_scientific:wNw . . . 21564
\c__fp_trailing_shift_int 15995, 19333, 19355, 19428, 20329, 20968, 21005
__fp_trap_division_by_zero_set:N 16235
__fp_trap_division_by_zero_set_error: 16235
__fp_trap_division_by_zero_set_flag: 16235
__fp_trap_division_by_zero_set_none: 16235
__fp_trap_invalid_operation_set:N 16201
__fp_trap_invalid_operation_set_error: 16201
__fp_trap_invalid_operation_set_flag: 16201
__fp_trap_invalid_operation_set_none: 16201
__fp_trap_overflow_set:N 16261
__fp_trap_overflow_set:NnNn . 16261
__fp_trap_overflow_set_error: 16261
__fp_trap_overflow_set_flag: . 16261
__fp_trap_overflow_set_none: . 16261
__fp_trap_underflow_set:N . . . 16261
__fp_trap_underflow_set_error: 16261
__fp_trap_underflow_set_flag: 16261
__fp_trap_underflow_set_none: 16261
__fp_trig:NNNNNwn . 20541, 20556, 20571, 20586, 20601, 20616, 20633
\c__fp_trig_intarray 869, 20694, 20924, 20927, 20930, 20933, 20936, 20939, 20942, 20945, 20948
__fp_trig_large:ww . . . 20641, 20908
__fp_trig_large_auxi:w 20908
__fp_trig_large_auxii:w . 869, 20908
__fp_trig_large_auxiii:w 869, 20908
__fp_trig_large_auxix:Nw 20981
__fp_trig_large_auxv:www 20958, 20961
__fp_trig_large_auxvi:wnnnnnnnn 20961
__fp_trig_large_auxvii:w 20964, 20981
__fp_trig_large_auxviii:w . . . 20981
__fp_trig_large_auxviii:ww 20983, 20987

__fp_trig_large_auxx:wNNNNN . 20981
__fp_trig_large_auxxi:w 20981
__fp_trig_large_pack:NNNNNw 20961, 21010
__fp_trig_small:ww 863, 871, 20643, 20647, 20653, 21020
__fp_trigd_large:ww . . 20641, 20655
__fp_trigd_large_auxi:nnnnwNNNN 20655
__fp_trigd_large_auxii:wNw . . 20655
__fp_trigd_large_auxiii:www . 20655
__fp_trigd_small:ww 864, 20643, 20649, 20692
__fp_trim_zeros:w 21407, 21531, 21540, 21591
__fp_trim_zeros_dot:w 21407
__fp_trim_zeros_end:w 21407
__fp_trim_zeros_loop:w 21407
__fp_tuple_ 18439, 18440, 18443, 18444
__fp_tuple_&_o:ww 18422
__fp_tuple_&_tuple_o:ww 18422
__fp_tuple_*_o:ww 19295
__fp_tuple_+_tuple_o:ww 19301
__fp_tuple_-_tuple_o:ww 19301
__fp_tuple_/_o:ww 19295
__fp_tuple_chk:w 707, 15898, 15904, 15905, 15982, 15985, 17679, 17891, 17906, 17931, 17934, 17950, 17951, 17954, 18163, 18164, 19304, 19305, 19311, 19312, 21386
__fp_tuple_compare_back:ww . . 18160
__fp_tuple_compare_back_loop:w 18160
__fp_tuple_compare_back_-tuple:ww 18160
__fp_tuple_convert:Nw 21386, 21435, 21489, 21563
__fp_tuple_convert_end:w 21386
__fp_tuple_convert_loop:nNw . 21386
__fp_tuple_count:w 15903
__fp_tuple_count_loop:Nw 15903
__fp_tuple_map_loop_o:nw 17931
__fp_tuple_map_o:nw 17931, 19288, 19296, 19298, 19300
__fp_tuple_mapthread_loop_o:nw 17949
__fp_tuple_mapthread_o:nww 17949, 19309
__fp_tuple_not_o:w 18413
__fp_tuple_set_sign_aux_o:Nnw 19280
__fp_tuple_set_sign_aux_o:w . 19280
__fp_tuple_set_sign_o:w 19280
__fp_tuple_to_decimal:w 21477
__fp_tuple_to_scientific:w . . 21423
__fp_tuple_to_tl:w 21555
__fp_tuple_|_o:ww 18422
__fp_tuple_|_tuple_o:ww 18422
__fp_type_from_scan:N 708, 15927, 17501, 17503, 17527, 17529, 17540, 17542, 18124, 18126
__fp_type_from_scan:w 15927
__fp_type_from_scan_other:N 15927, 15951, 15969
__fp_underflow:w 705, 719, 721, 15847, 16292, 20032
__fp_use_i:ww 828, 882, 15786, 19545, 21315
__fp_use_i:www 15786
__fp_use_i_until_s:nw 871, 15781, 15827, 15837, 16100, 20685, 20963, 20969, 21000, 21775, 21846, 22057
__fp_use_ii_until_s:nnw 15781, 15825, 15836
__fp_use_none_stop_f:n 15778, 19710, 19711, 19712
__fp_use_none_until_s:w 15781, 19091, 20389, 21310, 21313
__fp_use_s:n 15779
__fp_use_s:nn 15779
__fp_zero_fp:N . 15818, 16276, 16624
__fp_|_o:ww 778, 18422
__fp_|_tuple_o:ww 18422
__fp_ 18425, 18432, 18441, 18442
fparray commands:
\fparray_count:N 219, 219, 219, 22017, 22029, 22040, 22096
\fparray_gset:Nnn . . . 219, 903, 22042
\fparray_gzero:N 219, 22093
\fparray_item:Nn 219, 903, 22106
\fparray_item_to_tl:Nn . . . 219, 22106
\fparray_new:Nn 219, 21990
\futurelet 380

G

\gdef 381
\GetIdInfo 7, 13774
\gleaders 931, 1781
\global 173, 174, 188, 189, 190, 201, 202, 203, 204, 205, 206, 207, 208, 209, 278, 382
\globaldefs 383
\glueexpr 637, 1480
\glueshrink 638, 1481
\glueshrinkorder 639, 1482
\gluestretch 640, 1483
\gluestretchorder 641, 1484
\gluetomu 642, 1485

group commands:
\group_align_safe_begin/end: 530, 924
\group_align_safe_begin: 113, 382, 386, 523, 4172, 4546, 9394, 9597, 11028, 11043, 22628, 29115, 30158
\group_align_safe_end: . 113, 382, 386, 4195, 4572, 9396, 9597, 11037, 11048, 11054, 22631, 29136, 30166
\group_begin: . . . 9, 378, 1080, 2106, 2829, 2832, 2835, 3216, 3681, 3864, 3957, 4046, 4267, 4923, 4950, 5226, 5249, 5633, 5743, 5796, 5969, 6015, 6106, 6154, 6200, 6207, 6534, 6716, 8044, 8079, 9661, 9760, 10587, 10593, 10644, 10724, 10750, 10768, 10792, 10880, 10898, 11149, 11654, 11678, 11694, 11767, 12062, 12415, 12631, 12841, 12887, 13161, 13298, 13781, 14407, 18422, 22284, 22321, 22627, 22634, 22707, 22867, 23208, 23301, 23616, 24115, 24478, 24571, 24962, 25320, 25531, 25691, 25700, 25712, 25721, 25729, 25847, 25877, 26370, 28171, 28385, 28508, 29665, 29705, 29723, 29745, 29899, 29921, 30143, 30485, 30615, 30636, 30689, 30698, 30709
\c_group_begin_token 50, 133, 269, 398, 563, 4677, 4714, 10750, 10774, 22672, 26413, 26419, 26433, 26439, 26515, 26521, 26536, 26542, 30181
\group_end: . . . 9, 9, 485, 1080, 2106, 2829, 2832, 2838, 3225, 3684, 3867, 3963, 4068, 4118, 4271, 4941, 4973, 5231, 5254, 5643, 5756, 5799, 5982, 6024, 6119, 6166, 6225, 6287, 6715, 6847, 8051, 8089, 8094, 9689, 9777, 10595, 10602, 10727, 10747, 10767, 10771, 10799, 10897, 10945, 11173, 11673, 11686, 11705, 11919, 12107, 12431, 12637, 12845, 12916, 13181, 13312, 13784, 14458, 18446, 22288, 22329, 22538, 22632, 22653, 22714, 22891, 23221, 23315, 23649, 23657, 24128, 24536, 24578, 24585, 24593, 24966, 24967, 25357, 25595, 25696, 25707, 25791, 25853, 25914, 26376, 28172, 28505, 28522, 29696, 29737, 29744, 29914, 29920, 29947, 30147, 30493, 30622, 30647, 30692, 30702, 30713
\c_group_end_token . . . 133, 269, 563, 10750, 10779, 22675, 26427, 26530, 30182
\group_insert_after:N 9, 2112, 23217
groups commands:
.groups:n . . . 186, 14942

H

\H . . . 29950
\halign . . . 384
\hangafter . . . 385
\hangindent . . . 386
\harftexrevision . . . 1212
\harftexversion . . . 1213
\hbadness . . . 387
\hbox . . . 388
hbox commands:
\hbox:n . . . 238, 26384, 26609, 26905, 27962, 28017
\hbox_gset:Nn . . . 239, 26386, 26576, 26699, 26743, 26763, 26783, 26800, 26821, 26850, 26861, 27019, 27446, 28542
\hbox_gset:Nw . . . 239, 26410, 27085
\hbox_gset_end: . . . 239, 26410, 27088
\hbox_gset_to_wd:Nnn . . . 239, 26398
\hbox_gset_to_wd:Nnw . . . 239, 26430
\hbox_overlap_left:n . . . 239, 26454
\hbox_overlap_right:n . . . 239, 26454
\hbox_set:Nn . . . 239, 239, 26386, 26573, 26605, 26606, 26693, 26740, 26760, 26767, 26780, 26797, 26818, 26847, 26855, 26878, 27006, 27443, 27466, 27725, 27812, 28107, 28539, 28552, 28560, 28568, 28577, 28586, 28603, 28611, 28619, 28625, 28638
\hbox_set:Nw . . . 239, 26410, 27072
\hbox_set_end: 239, 239, 26410, 27075
\hbox_set_to_wd:Nnn . 239, 239, 26398
\hbox_set_to_wd:Nnw . . . 239, 26430
\hbox_to_wd:nn . . . 239, 26444, 26896
\hbox_to_zero:n . . . 239, 26444, 26455, 26457
\hbox_unpack:N . . . 239, 26458, 27729
\hbox_unpack_clear:N . . . 30510
\hbox_unpack_drop:N . . . 242, 26458, 30510, 30512
hcoffin commands:
\hcoffin_gset:Nn . . . 246, 27002
\hcoffin_gset:Nw . . . 247, 27068
\hcoffin_gset_end: . . . 247, 27068
\hcoffin_set:Nn . . . 246, 27002, 27959, 27971, 28014, 28054
\hcoffin_set:Nw . . . 247, 27068
\hcoffin_set_end: . . . 247, 27068
\hfil . . . 389
\hfill . . . 390

\hfilneg 391
\hfuzz 392
\hjcode 926, 1776
\hoffset 393
\holdinginserts 394
\hpack 927, 1777
\hrule 395
\hsize 396
\hskip 397
\hss 398
\ht 399
hundred commands:
\c_one_hundred 30519
\hyphenation 400
\hyphenationbounds 928, 1778
\hyphenationmin 929, 1779
\hyphenchar 401
\hyphenpenalty 402
\hyphenpenaltymode 930, 1780

I

\I 202
\i 205, 29945
\if 403
if commands:
\if:w *23*, *128*, *329*, *330*, *366*, *953*, 2078, 2428, 2723, 2724, 3572, 3575, 3576, 3577, 3578, 3593, 3594, 3595, 3596, 3597, 3598, 3599, 3600, 3601, 3666, 3667, 3669, 9119, 10992, 14486, 14490, 14513, 16553, 16928, 16932, 16954, 17047, 17079, 17098, 17164, 17178, 17195, 17215, 17722, 17737, 18077, 20280, 21787, 23517, 28438, 28446, 28463
\if_bool:N *112*, *112*, 9311, 9352
\if_box_empty:N . . . *245*, 26322, 26334
\if_case:w *100*, *414*, *416*, *452*, *510*, *714*, *802*, *855*, *897*, 2631, 3270, 5324, 5398, 5619, 6661, 8432, 9010, 9043, 10740, 13001, 15842, 16095, 16110, 16493, 16522, 17810, 17851, 18513, 18648, 18723, 18748, 18800, 19244, 19260, 19277, 19554, 19781, 19808, 19966, 20001, 20159, 20204, 20256, 20382, 20405, 20438, 20497, 20537, 20552, 20567, 20582, 20597, 20612, 21138, 21191, 21275, 21290, 21342, 21355, 21439, 21493, 21567, 21784, 22071, 22150, 22683, 22877, 23167, 23431, 24232, 24261, 24318, 24727, 24781, 25141, 25472, 30175
\if_catcode:w *23*, *387*, *398*, *399*, *573*, 2078, 4316, 4668, 4712, 4724, 4741, 10774, 10779, 10784, 10789, 10796, 10803, 10808, 10813, 10818, 10823, 10828, 10838, 10865, 11080, 11085, 11155, 11156, 16681, 16888, 17205, 17252, 17555, 17599, 22672, 22675, 22829, 22831, 22833, 22835, 22837, 22839, 22841, 28961, 28964, 28967, 28970, 28973, 28976, 28979, 30176, 30177
\if_charcode:w *23*, *128*, *397*, *398*, *419*, *573*, *929*, 2078, 4651, 4705, 5482, 5599, 6276, 10843, 11082, 13581, 13590, 16098, 18090, 18452, 22742, 22766, 22815, 23374, 23384, 23866, 25326
\if_cs_exist:N *23*, 2092, 2455, 2483, 3219, 10873, 11001
\if_cs_exist:w *23*, 2092, 2120, 2464, 2492, 2618, 9259, 9287, 9296, 28650
\if_dim:w *182*, 13875, 13962, 13974, 13997, 14168
\if_eof:w *163*, *616*, 12574, 12581, 12664, 12682
\if_false: *23*, *106*, *356*, *378*, *383*, *386*, *396*, *487*, *501*, *530*, *562*, *634*, *922*, *1011*, 2078, 3230, 3240, 3253, 3266, 3294, 3310, 3408, 3422, 3428, 3435, 3443, 3453, 3466, 3470, 4047, 4054, 4190, 4191, 4288, 4292, 4331, 4619, 4624, 4635, 4725, 4737, 4752, 4760, 7987, 7990, 8167, 8172, 8640, 9598, 9761, 9769, 10687, 10736, 12980, 13020, 13024, 13031, 13039, 13297, 13306, 13984, 22619, 22661, 22710, 22713, 23625, 23644, 23645, 23654, 23705, 23741, 23755, 23759, 23982, 24015, 24027, 24031, 24065, 24070, 24078, 24113, 24120, 24125, 24173, 24395, 24412, 24416, 25547, 25564, 25803, 25808, 25919, 25924, 30048, 30060, 30086, 30096
\if_hbox:N *245*, 26322, 26326
\if_int_compare:w *22*, *100*, *501*, *502*, 2110, 3458, 4817, 4826, 4875, 4876, 4882, 5058, 5067, 5072, 5308, 5363, 5364, 5370, 5382, 5398, 5608, 5616, 5823, 5824, 5825, 5830, 5831, 5873, 5925, 6006, 6007, 6038, 6041, 6042, 6052, 6241, 6303, 6307, 6337, 6340, 6356, 6360, 6381, 6459, 6461, 6480, 6481, 6499, 6501, 6555, 6558, 6559, 6677, 6678, 6819, 6824, 8432, 8480, 8521, 8522, 8557, 8620, 8673, 8675, 8677, 8679,

8681, 8683, 8685, 8688, 8821, 9598, 9600, 10616, 10617, 10624, 10625, 10626, 10627, 10632, 10633, 10675, 10983, 12987, 13597, 14013, 15569, 15573, 15617, 15683, 15843, 15844, 16038, 16135, 16373, 16383, 16391, 16404, 16417, 16424, 16445, 16457, 16466, 16477, 16586, 16591, 16663, 16693, 16848, 16850, 16887, 16892, 16945, 16965, 16992, 17006, 17041, 17068, 17096, 17112, 17128, 17146, 17205, 17225, 17241, 17254, 17268, 17329, 17352, 17381, 17383, 17556, 17566, 17568, 17600, 17610, 17612, 17634, 17651, 17656, 17686, 17754, 17799, 18101, 18148, 18151, 18182, 18191, 18194, 18199, 18200, 18203, 18206, 18393, 18517, 18538, 18575, 18670, 18724, 18725, 18728, 18731, 18801, 18810, 19015, 19088, 19141, 19145, 19149, 19167, 19202, 19203, 19204, 19205, 19206, 19232, 19556, 19559, 19653, 19746, 19794, 19810, 19937, 19971, 20029, 20038, 20078, 20249, 20251, 20262, 20280, 20303, 20335, 20338, 20385, 20415, 20462, 20476, 20640, 20684, 21142, 21180, 21189, 21225, 21309, 21312, 21541, 21774, 21842, 21843, 21844, 21854, 21882, 21887, 21888, 21951, 21952, 21953, 21957, 21972, 21977, 22025, 22029, 22197, 22266, 22295, 22336, 22347, 22350, 22368, 22423, 22433, 22443, 22647, 22719, 22752, 22760, 22783, 22807, 22858, 22873, 22955, 22958, 23105, 23111, 23112, 23119, 23122, 23125, 23131, 23132, 23136, 23139, 23140, 23148, 23149, 23150, 23156, 23186, 23187, 23428, 23448, 23449, 23450, 23453, 23457, 23458, 23461, 23462, 23470, 23471, 23474, 23478, 23479, 23482, 23541, 23563, 23575, 23584, 23592, 23595, 23605, 23608, 23636, 23709, 23814, 23880, 23885, 23913, 23980, 24013, 24124, 24141, 24426, 24459, 24674, 24745, 24771, 24833, 24846, 24857, 24873, 24924, 24956, 25119, 25120, 25167, 25194, 25269, 25337, 25400, 25410, 25413, 25433, 25490, 25543, 25560, 25583, 25732, 25761, 25801, 25806, 25827, 25905, 25917, 25922, 28439, 29027, 29028, 29034, 30129, 30137

\if_int_odd:w . . . . *101*, *874*, <u>8432</u>, 8554, 8726, 8734, 9234, 10623, 10631, 10650, 11154, 16395, 16442, 16454, 17847, 18784, 19070, 20426, 20990, 21029, 21039, 21082, 21106, 21266, 21950, 22883, 23176, 23552, 23560, 23572, 23986, 24301

\if_meaning:w . . . . . . *23*, *384*, *384*, *398*, *786*, <u>2078</u>, 2282, 2308, 2326, 2385, 2390, 2399, 2452, 2470, 2480, 2498, 2649, 2663, 2784, 2880, 2943, 2944, 3271, 3274, 3275, 3276, 3277, 3370, 3400, 3413, 3419, 3520, 3543, 3552, 3737, 3810, 3822, 3823, 4223, 4233, 4244, 4257, 4272, 4564, 4628, 4696, 5167, 5235, 5258, 5419, 5457, 5769, 6509, 6658, 6673, 6700, 6815, 7709, 7715, 7741, 7753, 7761, 7793, 8023, 8084, 8099, 8107, 8448, 8451, 8461, 8496, 8501, 8502, 8655, 9406, 9428, 10045, 10060, 10082, 10096, 10833, 10870, 10908, 10911, 10975, 11034, 11073, 11157, 11454, 12937, 13943, 13990, 14171, 14423, 14447, 14464, 14475, 15824, 15845, 15857, 15867, 15962, 16017, 16026, 16117, 16132, 16134, 16284, 16372, 16382, 16394, 16407, 16408, 16427, 16428, 16442, 16443, 16454, 16455, 16521, 16568, 16603, 16606, 16622, 16629, 16682, 16685, 16803, 16804, 16805, 16806, 16809, 16905, 17018, 17024, 17253, 17301, 17512, 17585, 17848, 17866, 17916, 17926, 18137, 18138, 18139, 18140, 18141, 18142, 18374, 18386, 18387, 18415, 18427, 18434, 18451, 18514, 18549, 18563, 18609, 18616, 18692, 18704, 18804, 18807, 18818, 18871, 18944, 19014, 19017, 19024, 19057, 19058, 19061, 19282, 19527, 19538, 19719, 19729, 19778, 19877, 19957, 20006, 20020, 20167, 20201, 20213, 20226, 20229, 20232, 20235, 20261, 20362, 20366, 20425, 20442, 20448, 21032, 21085, 21136, 21137, 21139, 21140, 21160, 21177, 21244, 21342, 21438, 21492, 21566, 21636, 21641, 21773, 21805, 21816, 21923, 22084, 22137, 22143, 22208, 22209, 22669, 22699, 22727, 22827, 23216, 23516, 23540, 23862, 23865, 24308, 24709, 24881, 24892, 24907, 25062, 25095, 25445, 25683, 25760, 25813, 25852, 28418, 28420, 28429, 28529, 30053, 30090, 30109, 30178

\if_mode_horizontal: . 23, 2088, 9592
\if_mode_inner: 23, 2088, 9594
\if_mode_math: 23, 2088, 9596
\if_mode_vertical: 23, 2088, 2890, 9590
\if_predicate:w 104, 106, 112, 9311, 9384, 9444, 9459, 9470, 9485, 9496
\if_true: 23, 106, 384, 2078
\if_vbox:N 245, 26322, 26328
\ifabsdim 1017, 1654
\ifabsnum 1018, 1655
\ifcase 404
\ifcat 405
\ifcondition 932
\ifcsname 643, 1486
\ifdbox 1220, 2028
\ifddir 1221, 2029
\ifdefined 165, 644, 1487
\ifdim 406
\ifeof 407
\iffalse 408
\iffontchar 645, 1488
\ifhbox 409
\ifhmode 410
\ifincsname 795, 1637
\ifinner 411
\ifmdir 1222, 2030
\ifmmode 412
\ifnum . . 45, 60, 89, 102, 107, 171, 186, 413
\ifodd 414
\ifpdfabsdim 751, 1596
\ifpdfabsnum 752, 1597
\ifpdfprimitive 753, 1598
\ifprimitive 886, 1647
\iftbox 1223, 2031
\iftdir 1224, 2032
\iftrue 415, 28529
\ifvbox 416
\ifvmode 417
\ifvoid 418
\ifx 14, 21, 39, 43, 49, 90, 92, 93, 94, 105, 130, 152, 153, 419
\ifybox 1225, 2033
\ifydir 1226, 2034
\ignoreligaturesinfont 1019, 1656
\ignorespaces 420
\IJ 29936
\ij 29936
\immediate 421
\immediateassigned 933
\immediateassignment 934
in 216
\indent 422
inf 215
\infty 16806, 16807
inherit commands:
.inherit:n 186, 14944
\inhibitglue 1227, 2035
\inhibitxspcode 1228, 2036
\initcatcodetable 935, 1782
initial commands:
.initial:n 187, 14946
\input 50, 166, 167, 423
\inputlineno 424
\insert 425
\insertht 1020, 1658
\insertpenalties 426
int commands:
\c_eight 30519
\c_eleven 30519
\c_fifteen 30519
\c_five 30519
\l_foo_int 230
\c_four 30519
\c_fourteen 30519
\int_abs:n 89, 495, 8454, 15617
\int_add:Nn 90, 8585, 13096, 23157, 24303, 24863, 24864, 25104, 25191
\int_case:nn 93, 510, 8694, 8873, 8879
\int_case:nnn 30363
\int_case:nnTF 93, 8346, 8694, 8699, 8704, 10358, 16713, 21388, 26203, 29560, 29615, 30364
\int_compare:nNnTF 91, 91, 92, 93, 93, 94, 94, 202, 4049, 4077, 4092, 4100, 4772, 4779, 4846, 5287, 5289, 5298, 8038, 8225, 8232, 8535, 8541, 8686, 8718, 8770, 8778, 8787, 8793, 8805, 8808, 8869, 8957, 8963, 8969, 8989, 9143, 9162, 9164, 9206, 9693, 10397, 10399, 10404, 10413, 10433, 10450, 12706, 12796, 12909, 14192, 15554, 15559, 15566, 15675, 15717, 15743, 18166, 19307, 21371, 21516, 21518, 22005, 22184, 23002, 23194, 23206, 23360, 23678, 23680, 24472, 25065, 25287, 25302, 25502, 25777, 26220, 28729, 28927, 29011, 29278, 29280, 29283, 29426, 29448, 29482, 29485, 29519, 29522, 29529, 29542, 29657, 30206, 30208, 30209, 30210, 30212, 30235
\int_compare:nTF 91, 92, 94, 94, 94, 94, 203, 652, 8633, 8742, 8750, 8759, 8765, 12552, 12579, 12766, 21576, 24576, 25960, 26182, 26183, 26188, 26190
\int_compare_p:n 92, 8633, 24583

\int_compare_p:nNn 22, 91, 8686, 9640, 9672, 9781, 9783, 9785, 12694, 24371, 24372, 29507, 29602, 29603, 29604, 29649, 29954, 29955, 29979, 29980
\int_const:Nn 90, 1137, 5563, 5564, 8533, 9172, 9173, 9174, 9175, 9176, 9177, 9178, 9179, 9180, 9181, 9182, 9183, 9184, 9185, 9230, 9231, 9232, 9652, 9654, 9656, 9657, 9658, 9682, 9684, 9686, 9687, 9688, 9727, 9787, 12473, 12624, 12689, 12690, 15805, 15806, 15807, 15808, 15809, 15810, 15811, 15995, 15996, 15997, 15999, 16000, 16001, 16004, 16005, 16006, 16367, 16641, 16642, 16643, 16644, 16645, 16646, 16647, 16648, 16649, 16650, 16651, 16652, 16653, 16654, 16655, 20435, 21724, 22250, 23091, 23092, 23093, 23094, 23489, 23490, 23491, 23492, 23493, 23494, 23498, 23499, 23500, 23501, 23502, 23503, 23504, 23505, 23506, 23507, 23508, 23509, 23510, 30548
\int_decr:N 90, 8597, 22356, 22357, 22358, 22421, 22422, 22431, 22432, 22441, 22442, 22662, 25143, 25492, 25561, 25762
\int_div_round:nn 89, 8486
\int_div_truncate:nn 89, 89, 5664, 5669, 6330, 6331, 6386, 6566, 6732, 6743, 8486, 8884, 8982, 9002, 9655, 9685, 29040, 29053, 29058, 29070
\int_do_until:nn 94, 8740
\int_do_until:nNnn 93, 8768
\int_do_while:nn 94, 8740
\int_do_while:nNnn 93, 8768
\int_eval:n 14, 28, 88, 89, 89, 89, 91, 91, 92, 93, 100, 100, 260, 312, 337, 392, 497, 514, 696, 697, 701, 732, 779, 803–805, 938, 1093, 2631, 2660, 2676, 4103, 4449, 4454, 4462, 4765, 4773, 4781, 4808, 4812, 4821, 4828, 4863, 4873, 5281, 5294, 5319, 5343, 5344, 5356, 5361, 5392, 5409, 5446, 5619, 5639, 5657, 5950, 6470, 6485, 6513, 6662, 6667, 6685, 6829, 8218, 8226, 8234, 8320, 8437, 8697, 8702, 8707, 8712, 8866, 8952, 8954, 9084, 9094, 9129, 9140, 9146, 9157, 9188, 9225, 9229, 9545, 9718, 10331, 10340, 10391, 10401, 10415, 10422, 10437, 10488, 10490, 10558, 10560, 10564, 10566, 10570, 10572, 10576, 10578, 10611, 10612, 11360, 12279, 12538, 12751, 13032, 13090, 15553, 15592, 15593, 15644, 15661, 15713, 15737, 15746, 15750, 15815, 21713, 21873, 21876, 21877, 21967, 21968, 22000, 22048, 22110, 22118, 22298, 22564, 22565, 22785, 22861, 22865, 22888, 23176, 23432, 24301, 24506, 24510, 24513, 24517, 24694, 24696, 24710, 24711, 24713, 24714, 24857, 24947, 24978, 25162, 25210, 25285, 25412, 25417, 25964, 26009, 26010, 26209, 26352, 26362, 28732, 29023, 29075, 29078, 29083, 29089, 30131, 30139, 30236, 30237
\int_eval:w 89, 313, 315, 315, 5312, 5651, 8437, 9262, 9297, 12983, 12992, 13017, 13029, 15688, 19256, 22612, 22847, 22857, 28822
\int_from_alph:n 97, 9127
\int_from_base:nn 98, 9144, 9167, 9169, 9171
\int_from_bin:n 98, 9166, 30366
\int_from_binary:n 30365
\int_from_hex:n 98, 9166, 30368
\int_from_hexadecimal:n 30367
\int_from_oct:n 98, 9166, 30370
\int_from_octal:n 30369
\int_from_roman:n 98, 9186
\int_gadd:Nn 90, 8585
\int_gdecr:N 90, 4395, 5186, 8283, 8597, 8864, 10292, 11499, 12659, 14156, 18358, 22927, 28804
\int_gincr:N 90, 4388, 5175, 8275, 8597, 8839, 8850, 10285, 11494, 12650, 14135, 14142, 15544, 18337, 18344, 21995, 22905, 28798
.int_gset:N 187, 14954
\int_gset:Nn 91, 498, 8609, 11712
\int_gset_eq:NN 90, 8577
\int_gsub:Nn 91, 8585, 22009
\int_gzero:N 90, 8567, 8574
\int_gzero_new:N 90, 8571
\int_if_even:nTF 93, 8724, 13265
\int_if_even_p:n 93, 8724
\int_if_exist:NTF 90, 8572, 8574, 8581, 9200, 9204, 24227, 24282
\int_if_exist_p:N 90, 8581
\int_if_odd:nTF 93, 8724, 19642
\int_if_odd_p:n 93, 8724, 24620
\int_incr:N 90, 5990, 6000, 6033, 8058, 8597, 14732, 15633, 15667, 15759, 22098, 22270, 22366, 22367, 22703, 22745, 22758, 22776,

23048, 23049, 24118, 24541, 24702, 24792, 25105, 25140, 25142, 25217, 25479, 25544, 25703, 25759, 25823
\int_log:N 99, 9226
\int_log:n 99, 9228
\int_max:nn . . 89, 892, 8454, 19503, 20664, 24816, 25026, 25909, 25910
\int_min:nn 89, 895, 8454
\int_mod:nn 89, 6331, 6332, 6567, 8486, 8874, 8973, 8993, 9653, 9683, 29072
\int_new:N 89, 90, 5561, 8525, 8537, 8543, 8572, 8574, 9242, 9243, 9244, 9245, 9246, 9247, 9602, 12818, 12821, 12823, 12836, 14546, 15536, 15538, 21988, 21989, 22165, 22166, 22167, 22168, 22169, 22170, 22171, 22172, 22173, 22174, 22175, 22598, 22599, 22600, 22601, 23074, 23075, 23076, 23089, 23487, 23488, 23495, 23496, 23513, 24637, 24639, 24640, 24641, 24644, 24984, 24985, 24986, 24987, 24988, 24989, 24990, 24991, 24992, 24993, 24996, 24997, 24998, 25247, 25672, 25675, 25676, 25677, 26224
\int_rand:n 98, 259, 15654, 21715, 21718, 21965
\int_rand:nn 98, 115, 259, 894, 895, 902, 1094, 4788, 8240, 9230, 10451, 10456, 21709, 21712, 21871, 28722
\int_range:nn 896
.int_set:N 187, 14954
\int_set:Nn 91, 312, 2836, 4050, 4085, 5856, 6108, 6157, 6210, 8059, 8609, 12610, 12612, 12802, 12804, 12819, 12829, 12842, 12889, 12895, 12907, 12912, 14737, 22178, 22180, 22182, 22205, 22206, 22221, 22229, 22230, 22242, 22243, 22254, 22255, 22256, 22272, 22275, 22657, 22720, 23036, 24309, 24638, 24689, 24691, 24760, 24812, 24813, 24823, 24834, 24858, 24876, 24925, 25011, 25024, 25055, 25076, 25166, 25201, 25708, 25856, 25882, 26361, 26363, 26371, 26372, 26373, 26374
\int_set_eq:NN . . . 90, 4048, 4051, 8577, 9762, 13299, 22222, 22263, 23147, 23606, 23610, 23619, 23621, 23664, 23717, 24017, 24117, 24130, 24229, 24654, 24665, 24666, 24700, 24701, 24751, 24855, 24856, 24908, 24963, 25013, 25016, 25031, 25038, 25052, 25054, 25057, 25071, 25074, 25106, 25107, 25111, 25241, 25814
\int_show:N 99, 9222
\int_show:n 99, 516, 1093, 9224
\int_sign:n 89, 656, 8440
\int_step_... 232
\int_step_function:nN 95, 8049, 8796
\int_step_function:nnN 95, 8796, 10723, 10728, 10731, 12703, 22325, 25112, 25773
\int_step_function:nnnN . 95, 262, 262, 506, 783, 8796, 8863, 25885, 25893
\int_step_inline:nn 95, 697, 8833, 15547
\int_step_inline:nnn 95, 8833, 12482, 12712, 25046, 26227
\int_step_inline:nnnn . 95, 784, 8833
\int_step_variable:nNn 95, 8833
\int_step_variable:nnNn 95, 8833
\int_step_variable:nnnNn . . . 95, 8833
\int_sub:Nn 91, 8585, 11655, 13104, 23151, 23821, 24911, 24919, 24928
\int_to_Alph:n 96, 97, 8887
\int_to_alph:n 96, 96, 97, 8887
\int_to_arabic:n 96, 8866
\int_to_Base:n 97
\int_to_base:n 97
\int_to_Base:nn . . . 97, 98, 8951, 9078
\int_to_base:nn 97, 98, 8951, 9074, 9076, 9080
\int_to_bin:n . 97, 97, 98, 9073, 30372
\int_to_binary:n 30371
\int_to_Hex:n 97, 98, 9073, 23363
\int_to_hex:n 97, 98, 9073, 30374
\int_to_hexadecimal:n 30373
\int_to_oct:n 97, 98, 9073, 30376
\int_to_octal:n 30375
\int_to_Roman:n 97, 98, 9081
\int_to_roman:n 97, 98, 9081
\int_to_symbols:nnn 96, 96, 8867, 8889, 8921
\int_until_do:nn 94, 8740
\int_until_do:nNnn 94, 8768
\int_use:N 88, 91, 726, 731, 4390, 4392, 5177, 5181, 5999, 6466, 6490, 6504, 6524, 6531, 6713, 6822, 6827, 6843, 8276, 8282, 8615, 8842, 8853, 10287, 10289, 11493, 11501, 11615, 12186, 12281, 12613, 12652, 12798, 14138, 14145, 14738, 18340, 18347, 22907, 23638, 23711, 23782, 23793, 23802, 23806, 23817, 23818, 23824, 23825, 23831, 23832, 24000, 24620, 24682, 24684, 24790, 24803,

24804, 25202, 25232, 25339, 25351, 25447, 25708, 26221, 28800, 28802, 28831, 28840, 28842, 28845, 28850, 28859, 28861, 28865, 28868, 28873

\int_value:w *100*, *315*, *315*, *361*, *495*, *501*, *524*, *652*, *696*, *697*, *705*, *710*, *714*, *726*, *733*, *740*, *743*, *748*, *755*, *780*, *781*, *790*, *798*, *806*, *869*, *874*, *887*, *922*, *1094*, 2433, 3420, 3422, 4821, 4828, 5281, 5282, 5294, 5312, 5319, 5342, 5343, 5344, 5356, 5392, 5903, 5989, 6011, 6386, 6462, 6470, 6485, 6513, 8432, 8438, 8439, 8442, 8443, 8456, 8457, 8464, 8465, 8466, 8472, 8473, 8474, 8488, 8490, 8491, 8508, 8511, 8512, 8513, 8520, 8636, 8640, 8670, 8799, 8800, 8801, 8827, 9037, 9070, 9262, 9297, 9307, 9419, 9422, 9545, 9709, 10611, 10612, 12983, 12992, 13971, 14162, 14199, 15563, 15566, 15592, 15593, 15639, 15644, 15688, 15889, 15890, 15891, 15892, 15893, 15907, 16055, 16116, 16134, 16441, 16571, 16585, 16587, 16589, 16592, 16628, 16768, 16798, 16799, 16836, 16844, 16975, 16980, 16982, 16991, 16995, 17032, 17040, 17043, 17049, 17060, 17071, 17077, 17078, 17081, 17124, 17134, 17136, 17152, 17154, 17177, 17191, 17269, 17271, 17345, 17433, 18136, 18169, 18524, 18525, 18526, 18528, 18574, 18577, 18580, 18603, 18605, 18626, 18628, 18637, 18639, 18643, 18661, 18668, 18674, 18684, 18686, 18700, 18708, 18716, 18760, 18762, 18778, 18780, 18783, 18786, 18840, 18848, 18850, 18852, 18854, 18857, 18860, 18862, 18881, 18883, 18887, 18893, 18895, 18899, 18921, 18924, 18932, 18934, 18937, 18938, 18939, 18940, 18955, 18958, 18961, 18964, 18973, 18976, 18979, 18982, 18989, 18991, 18997, 19005, 19007, 19009, 19035, 19037, 19046, 19048, 19052, 19069, 19090, 19094, 19106, 19109, 19112, 19115, 19118, 19121, 19124, 19127, 19131, 19143, 19147, 19151, 19154, 19175, 19177, 19179, 19189, 19213, 19216, 19228, 19230, 19236, 19239, 19256, 19276, 19326, 19331, 19333, 19340, 19343, 19346, 19349, 19352, 19355, 19364, 19376, 19384, 19386, 19396, 19398, 19405, 19414, 19416, 19419, 19422, 19425, 19428, 19441, 19443, 19451, 19453, 19461, 19463, 19473, 19476, 19479, 19486, 19501, 19519, 19522, 19578, 19592, 19594, 19600, 19613, 19615, 19617, 19641, 19657, 19664, 19665, 19709, 19711, 19712, 19713, 19754, 19756, 19793, 19800, 19807, 19828, 19830, 19832, 19834, 19847, 19851, 19852, 19853, 19854, 19855, 19860, 19865, 19867, 19873, 19890, 19891, 19892, 19893, 19894, 19895, 19900, 19902, 19904, 19906, 19908, 19913, 19915, 19917, 19919, 19921, 19923, 19945, 19953, 19969, 19974, 19978, 20037, 20086, 20154, 20163, 20171, 20182, 20184, 20187, 20190, 20279, 20315, 20317, 20320, 20323, 20326, 20329, 20336, 20339, 20341, 20345, 20367, 20369, 20401, 20471, 20481, 20486, 20496, 20638, 20670, 20679, 20911, 20912, 20923, 20926, 20929, 20932, 20935, 20938, 20941, 20944, 20947, 20965, 20975, 20984, 21002, 21011, 21018, 21028, 21072, 21081, 21116, 21159, 21176, 21232, 21243, 21254, 21464, 21540, 21587, 21632, 21640, 21642, 21644, 21736, 21759, 21813, 21853, 21865, 21876, 21877, 21907, 21910, 21913, 21915, 21917, 21924, 21927, 21935, 21940, 21945, 22048, 22110, 22118, 22131, 22132, 22133, 22143, 22298, 22612, 22624, 22803, 22845, 22847, 22857, 22865, 22884, 22886, 22894, 23356, 23850, 23856, 23888, 23890, 23899, 23900, 24024, 24448, 24463, 25263, 25264, 25275, 25797, 25828, 25830, 28458, 28722, 28732, 28810, 28822, 30131, 30139, 30565

\int_while_do:nn *94*, 8740

\int_while_do:nNnn *94*, 8768

\int_zero:N *90*, *90*, 5970, 6016, 8046, 8567, 8572, 12949, 14729, 15630, 15659, 15756, 22095, 22658, 22659, 22660, 22759, 23618, 23819, 24266, 24573, 24653, 25010, 25023, 25053, 25322, 25702

\int_zero_new:N *90*, 8571

\c_max_int *99*, *196*, *699*, *895*, *942*, *994*, 9231, 21918, 23122, 23136, 25107, 26349, 26355

\c_nine 30519

\c_one 30519

\c_one_int *99*,

8598, 8600, 8602, 8604, 9230, 15688
\c_seven 30519
\c_six 30519
\c_sixteen 30519
\c_ten 30519
\c_thirteen 30519
\c_three 30519
\g_tmpa_int 99, 9242
\l_tmpa_int 2, 99, 225, 9242
\g_tmpb_int 99, 9242
\l_tmpb_int 2, 99, 9242
\c_twelve 30519
\c_two 30519
\c_zero 1137, 30519
\c_zero_int 99, 319, 330, 330, 392, 2129, 2431, 2433, 4048, 8521, 8522, 8535, 8567, 8568, 8620, 8628, 8805, 8808, 9230, 9598, 9600, 9712, 9762, 13299, 14013, 15548, 15675, 21759, 21888, 21952

int internal commands:
__int_abs:N 8454
__int_case:nnTF 8694
__int_case:nw 8694
__int_case_end:nw 8694
__int_compare:nnN 502, 8633
__int_compare:NNw . . . 502, 502, 8633
__int_compare:Nw 501, 502, 8633
__int_compare:w 501, 8633
__int_compare_!=:NNw 8633
__int_compare_<:NNw 8633
__int_compare_<=:NNw 8633
__int_compare_=:NNw 8633
__int_compare_==:NNw 8633
__int_compare_>:NNw 8633
__int_compare_>=:NNw 8633
__int_compare_end_=:NNw . . 502, 8633
__int_compare_error: 500, 501, 8618, 8636, 8638
__int_compare_error:Nw 500, 502, 502, 8618, 8658
__int_constdef:Nw . 1137, 8533, 30561
__int_deprecated_constants:Nn 30545, 30550
__int_deprecated_constants:nn 30519
__int_div_truncate:NwNw 8486
__int_eval:w 312, 495, 496, 501, 8432, 8438, 8439, 8443, 8457, 8465, 8466, 8473, 8474, 8488, 8490, 8491, 8508, 8511, 8512, 8513, 8520, 8551, 8586, 8588, 8590, 8592, 8610, 8612, 8636, 8670, 8688, 8726, 8734, 8799, 8800, 8801, 8827, 9010, 9037, 9043, 9070
__int_eval_end: 8432, 8438, 8443, 8457, 8492, 8508, 8514, 8523, 8551, 8586, 8588, 8590, 8592, 8610, 8612, 8688, 8726, 8734, 9010, 9037, 9043, 9070
__int_from_alph:N 513, 9127
__int_from_alph:nN 513, 9127
__int_from_base:N 513, 9144
__int_from_base:nnN 513, 9144
__int_from_roman:NN 9186
\c__int_from_roman_C_int 9172
\c__int_from_roman_c_int 9172
\c__int_from_roman_D_int 9172
\c__int_from_roman_d_int 9172
__int_from_roman_error:w 9186
\c__int_from_roman_I_int 9172
\c__int_from_roman_i_int 9172
\c__int_from_roman_L_int 9172
\c__int_from_roman_l_int 9172
\c__int_from_roman_M_int 9172
\c__int_from_roman_m_int 9172
\c__int_from_roman_V_int 9172
\c__int_from_roman_v_int 9172
\c__int_from_roman_X_int 9172
\c__int_from_roman_x_int 9172
\l__int_internal_a_int 9246
\l__int_internal_b_int 9246
\c__int_max_constdef_int 8533
__int_maxmin:wwN 8454
__int_mod:ww 8486
__int_pass_signs:wn 513, 9117, 9131, 9148
__int_pass_signs_end:wn 9117
__int_show:nN 9222
__int_sign:Nw 8440
__int_step:NNnnnn 8833
__int_step:NwnnN 8796
__int_step:wwwN 8796
__int_to_Base:nn 8951
__int_to_base:nn 8951
__int_to_Base:nnN 8951
__int_to_base:nnN 8951
__int_to_Base:nnnN 8951
__int_to_base:nnnN 8951
__int_to_Letter:n 8951
__int_to_letter:n 8951
__int_to_roman:N 9081
__int_to_roman:w 502, 512, 2110, 8432, 8646, 9084, 9094
__int_to_Roman_aux:N 9093, 9096, 9099
__int_to_Roman_c:w 9081
__int_to_roman_c:w 9081
__int_to_Roman_d:w 9081
__int_to_roman_d:w 9081

__int_to_Roman_i:w 9081
__int_to_roman_i:w 9081
__int_to_Roman_l:w 9081
__int_to_roman_l:w 9081
__int_to_Roman_m:w 9081
__int_to_roman_m:w 9081
__int_to_Roman_Q:w 9081
__int_to_roman_Q:w 9081
__int_to_Roman_v:w 9081
__int_to_roman_v:w 9081
__int_to_Roman_x:w 9081
__int_to_roman_x:w 9081
__int_to_symbols:nnnn 8867
__int_value:w 30565
intarray commands:
\intarray_const_from_clist:Nn *196*, 15656, 20092, 20694
\intarray_count:N *196*, *196*, *197*, 15554, 15557, 15559, 15560, 15563, 15573, 15584, 15631, 15654, 15675, 15700, 15757, 22020
\intarray_gset:Nnn *196*, *695*, *698*, 15586
\intarray_gset_rand:Nn . . . *259*, 15705
\intarray_gset_rand:Nnn . . *259*, 15705
\intarray_gzero:N *196*, 15628
\intarray_item:Nn *197*, *695*, *697*, 15638, 15654
\intarray_log:N *197*, 15690
\intarray_new:Nn *196*, *695*, *698*, 15541, 22012, 22013, 22014, 23086, 23087, 23088, 24999, 25000, 25678, 25679, 25680
\intarray_rand_item:N . . . *197*, 15653
\intarray_show:N *197*, *698*, 15690
\intarray_to_clist:N *259*, 15671
intarray internal commands:
__intarray_bounds:NNnTF 15567, 15598, 15649
__intarray_bounds_error:NNn . 15567
__intarray_const_from_clist:nN 15656
__intarray_count:w 15534, 15553, 15563, 15662, 15683
__intarray_entry:w 15534, 15587, 15634, 15639
\g__intarray_font_int 15538, 15544, 15546
__intarray_gset:Nnn 15586
__intarray_gset:Nww . . 15590, 15596
__intarray_gset_all_same:Nn . 15705
__intarray_gset_overflow:Nnn . 15586
__intarray_gset_overflow:NNnn 15610, 15618, 15622
__intarray_gset_overflow_-test:nw *698*, *699*, 15600, 15607, 15615, 15668, 15724, 15731
__intarray_gset_rand:Nnn 15705
__intarray_gset_rand_auxi:Nnnn 15705
__intarray_gset_rand_auxii:Nnnn 15705
__intarray_gset_rand_auxiii:Nnnn 15705
__intarray_item:Nn 15638
__intarray_item:Nw . . . 15642, 15647
\l__intarray_loop_int . . . 15536, 15630, 15633, 15634, 15659, 15662, 15667, 15669, 15756, 15759, 15760
__intarray_new:N 15541, 15658
__intarray_show:NN 15690, 15692, 15694
__intarray_signed_max_dim:n 15565, 15625, 15626
\c__intarray_sp_dim 15537, 15546, 15587
__intarray_to_clist:Nn 15671, 15701
__intarray_to_clist:w 15671
\interactionmode 646, 1489
\interlinepenalties 647, 1490
\interlinepenalty 427
ior commands:
\ior_close:N *156*, *157*, *157*, *259*, 12529, 12550, 13445, 13458, 28434, 28467, 28504, 28521
\ior_get:NN *157*, *158*, *158*, *159*, *159*, *259*, 12591, 12671
\ior_get:NNTF *158*, 12591, 12592
\ior_get_str:NN 30377
\ior_get_term:nN *259*, 12625
\ior_if_eof:N *616*
\ior_if_eof:NTF *160*, 12575, 12597, 12617, 12657, 12676, 13455, 13472
\ior_if_eof_p:N *160*, 12575
\ior_list_streams: 30379
\ior_log_list: *157*, 12562, 30382
\ior_log_streams: 30381
\ior_map_break: *159*, 12640, 12658, 12665, 12677, 12683, 28430, 28500
\ior_map_break:n *160*, 12640
\ior_map_inline:Nn . . *159*, *159*, 12644
\ior_map_variable:NNn *159*, 12670, 28427
\ior_new:N *156*, 12496, 12498, 12499, 13477, 28382
\ior_open:Nn *156*, *643*, 12500, 28410, 28435, 28468, 28520
\ior_open:NnTF *157*, 12501, 12504

\ior_shell_open:Nn *259*, 28879
\ior_shell_open:nN *259*
\ior_show_list: . . . *157*, 12562, 30380
\ior_str_get:NN *157*, *158*, *259*, 12604, 12673, 30378
\ior_str_get:NNTF . . *158*, 12604, 12605
\ior_str_get_term:nN *259*, 12625
\ior_str_map_inline:Nn *159*, *159*, 12644, 28461, 28491
\ior_str_map_variable:NNn *159*, 12670
\c_term_ior 30726
\g_tmpa_ior *163*, 12498
\g_tmpb_ior *163*, 12498
ior internal commands:
\l__ior_file_name_tl 12503, 12506, 12508
__ior_get:NN . . . 12591, 12626, 12645
__ior_get_term:NnN 12625
\l__ior_internal_tl 12472, 12663, 12667
__ior_list:N 12562
__ior_map_inline:NNn 12644
__ior_map_inline:NNNn 12644
__ior_map_inline_loop:NNN . . . 12644
__ior_map_variable:NNNn 12670
__ior_map_variable_loop:NNNn . 12670
__ior_new:N *612*, 12514, 12537
__ior_new_aux:N 12519, 12523
__ior_open_stream:Nn 12527
__ior_shell_open:nN 28879
__ior_str_get:NN 12604, 12628, 12647
\l__ior_stream_tl 12479, 12530, 12538, 12546
\g__ior_streams_prop 12480, 12547, 12555, 12569
\g__ior_streams_seq 12474, 12530, 12556, 12557
\c__ior_term_ior 12473, 12496, 12552, 12558, 12579, 12635
\c__ior_term_noprompt_ior 12624, 12634
iow commands:
\iow_allow_break: *162*, *258*, 12856, 12898, 12903
\iow_allow_break:n *623*
\iow_char:N *161*, 6086, 12194, 12196, 12197, 12229, 12311, 12357, 12817, 20198, 22551, 22554, 22555, 22580, 22581, 22588, 22589, 23342, 23344, 23346, 23348, 23350, 23352, 23956, 23957, 24497, 24610, 24611, 24612, 24633, 25932, 25935, 25936, 25941, 25975, 25984, 25988, 25993, 26013, 26015, 26016, 26018, 26021, 26023, 26030, 26034, 26037, 26038, 26041, 26043, 26047, 26049, 26055, 26057, 26061, 26063, 26067, 26072, 26074, 26116, 26118, 26123, 26125, 26131, 26136, 26141, 26145, 26155, 26158, 26162, 26163, 26167, 26175, 26232, 30457
\iow_close:N . . *157*, *157*, 12742, 12764
\iow_indent:n . *162*, *162*, *623*, *624*, 6084, 6409, 6595, 12140, 12243, 12867, 12899, 12904, 16316, 16328
\l_iow_line_count_int *162*, *162*, *624*, *935*, 11655, 12818, 12908, 12913, 12951, 23004, 23008
\iow_list_streams: 30383
\iow_log:n *160*, 2541, 4915, 11860, 11875, 11876, 11882, 12812, 30496, 30574, 30577, 30578, 30579
\iow_log_list: *157*, 12776, 30386
\iow_log_streams: 30385
\iow_new:N . . . *156*, 12726, 12728, 12729
\iow_newline: *161*, *161*, *161*, *162*, *313*, *404*, *591*, *621*, 11677, 12816, 12896, 12905, 12911, 13762, 22954, 24544, 28135, 28136, 28137, 28693, 28695, 28698, 28705, 30611, 30627, 30629
\iow_now:Nn *160*, *160*, *160*, *161*, *161*, 9798, 12806, 12812, 12813, 12814, 12815
\iow_open:Nn *157*, 12735
\iow_shipout:Nn *161*, *161*, *161*, *621*, 9811, 12791
\iow_shipout_x:Nn *161*, *161*, *161*, *621*, 12788
\iow_show_list: . . . *157*, 12776, 30384
\iow_term:n *160*, *259*, 2541, 11689, 11838, 11853, 11854, 11908, 12812, 26222, 30581, 30584, 30585, 30586, 30625
\iow_wrap:nnnN *161*, *161*, *162*, *162*, *162*, *258*, *404*, *624*, *1093*, 4900, 4915, 11653, 11656, 11668, 11839, 11861, 11880, 11887, 12859, 12865, 12870, 12882, 12885, 30578, 30585, 30603, 30604
\c_log_iow *163*, *617*, 12689, 12766, 12812, 12813
\c_term_iow *163*, *617*, 12689, 12703, 12706, 12726, 12766, 12772, 12814, 12815
\g_tmpa_iow *163*, 12728
\g_tmpb_iow *163*, 12728

iow internal commands:
__iow_allow_break: . . . 623, 12856, 12898
__iow_allow_break_error: 623, 12856, 12903
\l__iow_file_name_tl 12734, 12737, 12744, 12752
__iow_indent:n . . . 623, 12867, 12899
__iow_indent_error:n 623, 12867, 12904
\l__iow_indent_int 12835, 12949, 12967, 13079, 13096, 13104
\l__iow_indent_tl . . 12835, 12950, 12966, 13078, 13097, 13105, 13106
\l__iow_line_break_bool 12839, 12945, 13073, 13087, 13095, 13103, 13111, 13113, 13118, 13120
\l__iow_line_part_tl 626, 628, 629, 12837, 12947, 12959, 12980, 13038, 13041, 13072, 13086, 13088, 13094, 13102, 13125
\l__iow_line_target_int 630, 12821, 12907, 12909, 12912, 13074, 13079, 13114
\l__iow_line_tl 12837, 12946, 12963, 13053, 13069, 13085, 13086, 13094, 13102, 13124, 13125, 13130, 13132
__iow_list:N 12776
__iow_new:N 12730, 12750
\l__iow_newline_tl 12820, 12905, 12906, 12908, 12911, 13129
\l__iow_one_indent_int 12822, 13096, 13104
\l__iow_one_indent_tl 622, 12822, 13097
__iow_open_stream:Nn 12735
__iow_set_indent:n 622, 12822
\l__iow_stream_tl 12709, 12743, 12751, 12759
\g__iow_streams_prop 12710, 12760, 12769, 12783
\g__iow_streams_seq 12698, 12743, 12770, 12771
__iow_tmp:w 628, 12953, 12977, 13034, 13066, 13134, 13142
__iow_unindent:w . . 622, 12822, 13106
__iow_with:nNnn 12794
__iow_wrap_allow_break:n 13083
\c__iow_wrap_allow_break_marker_tl 12841, 12861
__iow_wrap_break:w . . . 13020, 13034
__iow_wrap_break_end:w . . 628, 13034
__iow_wrap_break_first:w 13034
__iow_wrap_break_loop:w 13034
__iow_wrap_break_none:w 13034
__iow_wrap_chunk:nw 12951, 12953, 13089, 13090, 13098, 13107, 13114
__iow_wrap_do: 12915, 12920
__iow_wrap_end:n 13109
__iow_wrap_end_chunk:w 626, 12971, 12978, 13070
\c__iow_wrap_end_marker_tl 12841, 12925
__iow_wrap_fix_newline:w 12920
__iow_wrap_indent:n 13092
\c__iow_wrap_indent_marker_tl 12841, 12875
__iow_wrap_line:nw 626, 629, 12965, 12969, 12978, 13077
__iow_wrap_line_aux:Nw 12978
__iow_wrap_line_end:NnnnnnnnN 12978
__iow_wrap_line_end:nw 628, 12978, 13054, 13055, 13064
__iow_wrap_line_loop:w 12978
__iow_wrap_line_seven:nnnnnnn 12978
\c__iow_wrap_marker_tl 623, 626, 12841, 12977
__iow_wrap_newline:n 13109
\c__iow_wrap_newline_marker_tl 625, 12841, 12940
__iow_wrap_next:nw 12953, 13032, 13074
__iow_wrap_next_line:w 13026, 13067
__iow_wrap_start:w 12920
__iow_wrap_store_do:n 13025, 13112, 13119, 13122
\l__iow_wrap_tl 625, 625, 630, 630, 12840, 12902, 12917, 12922, 12924, 12927, 12929, 12932, 12948, 13126, 13128
__iow_wrap_trim:N 630, 13055, 13086, 13112, 13119, 13134
__iow_wrap_trim:w 13134
__iow_wrap_trim_aux:w 13134
__iow_wrap_unindent:n 13092
\c__iow_wrap_unindent_marker_tl 12841, 12877

J

\J 204
\j 29946
\jcharwidowpenalty 1229, 2037
\jfam 1230, 2038
\jfont 1231, 2039
\jis 1232, 2040
job commands:
\c_job_name_tl 30343
\jobname 428

K

\k 29950
\kanjiskip 1233, 2041
\kansuji 1234, 2042
\kansujichar 1235, 2043
\kcatcode 1236, 2044
\kchar 1257, 2065
\kchardef 1258, 2066
\kern 429
kernel internal commands:
__kernel_backend_align_begin: . 317
__kernel_backend_align_end: . . 317
__kernel_backend_literal:n . . . 316
__kernel_backend_literal_pdf:n 316
__kernel_backend_literal_postscript:n 316
__kernel_backend_literal_svg:n 316
__kernel_backend_matrix:n 317
__kernel_backend_postscript:n . 316
__kernel_backend_postscript_header:n 316
__kernel_backend_scope_begin: . 317
__kernel_backend_scope_end: . . 317
__kernel_chk_cs_exist:N 312
__kernel_chk_defined:NTF 312, 555, 587, 2800, 2819, 4896, 8417, 9274, 9371, 10465, 11529, 15696, 18051, 25632
__kernel_chk_expr:nNnN 312
__kernel_chk_if_free_cs:N 562, 588, 2545, 2560, 2608, 3916, 3922, 3927, 7698, 7827, 8528, 8547, 9318, 10751, 10753, 10763, 11200, 13881, 14226, 14320, 15543, 26244
\l__kernel_color_stack_int 317
__kernel_cs_parm_from_arg_count:nnTF . . 312, 2270, 2626, 2673
__kernel_deprecation_code:nn 312, 1131, 2222, 30243, 30278, 30285, 30286, 30444, 30551
__kernel_deprecation_error:Nnn . 1131, 1137, 30246, 30305, 30455, 30554
\g__kernel_deprecation_undo_recent_bool . . . 30214, 30228, 30255
__kernel_exp_not:w . . . 313, 354, 3192, 3194, 3198, 3202, 3205, 3208, 3213, 4592, 4618, 4642, 8651, 29107
\l__kernel_expl_bool 241, 244, 259, 273, 2077
__kernel_file_input_pop: 313, 13652
__kernel_file_input_push:n 313, 13652
__kernel_file_missing:n 313, 12501, 13647, 13656
__kernel_file_name_expand_group:nw 13200
__kernel_file_name_expand_loop:w 13200
__kernel_file_name_expand_N_type:Nw 13200
__kernel_file_name_expand_space:w 13200
__kernel_file_name_quote:n 12739, 13251, 13335, 13360, 13388, 13468
__kernel_file_name_quote_auxi:nnnw 13251
__kernel_file_name_quote_auxii:nnn 13251
__kernel_file_name_quote_auxiii:nw 13251
__kernel_file_name_sanitize:n 12740, 13200, 13330, 13650
__kernel_file_name_sanitize:nN 313, 313
__kernel_if_debug:TF 2209, 30254, 30266
__kernel_int_add:nnn 313, 8518, 21918
__kernel_intarray_gset:Nnn 696, 15548, 15560, 15586, 15669, 15760, 22082, 22083, 22085, 22089, 22090, 22091, 25049, 25133, 25135, 25137, 25157, 25160, 25215, 25735, 25737, 25743, 25751, 25753, 25756, 25817, 25819, 25821, 25834, 25840, 25844
__kernel_intarray_item:Nn 697, 869, 15638, 15686, 20178, 20184, 20187, 20190, 20924, 20927, 20930, 20933, 20936, 20939, 20942, 20945, 20948, 22131, 22132, 22133, 25128, 25149, 25152, 25168, 25195, 25256, 25257, 25280, 25281, 25289, 25295, 25297, 25304, 25310, 25312, 25366, 25370, 25740, 25867
__kernel_ior_open:Nn 313, 12508, 12527, 13453, 13471, 28892
__kernel_iow_with:Nnn 313, 404, 591, 621, 4904, 4906, 11690, 11692, 11910, 11912, 12794, 12808, 30632, 30634
__kernel_msg_error:nn 314, 2522, 12100, 14504, 14523, 23598, 23631, 23679, 23682, 24143, 24399, 25500, 25584, 27341, 28883
__kernel_msg_error:nnn 314, 2212, 2217, 2283, 2338, 2386, 2391, 2522, 2710, 2717, 2805, 3544, 3811, 4146, 4990, 5712, 5771, 7802, 8040, 8069, 9723,

9755, 11283, 11923, 12100, 13535, 13649, 14610, 14669, 14685, 14847, 14865, 15556, 15767, 15789, 16196, 22007, 22545, 23637, 23839, 24242, 24255, 24294, 24417, 25338, 25345, 25598, 26379, 26967, 28230, 28889
__kernel_msg_error:nnnn 314, 2274, 2314, 2405, 2522, 2549, 2675, 3630, 3831, 3854, 5803, 9834, 9850, 9860, 9873, 11554, 11949, 12100, 12858, 14594, 14649, 14704, 14718, 14856, 15325, 15377, 16192, 22407, 22414, 23816, 23881, 24105, 25504, 25520, 27183
__kernel_msg_error:nnnnn 314, 12100, 12869, 15598, 22054, 22562, 25784, 25907, 30312
__kernel_msg_error:nnnnnn 314, 3645, 3659, 12100, 15624, 30295
__kernel_msg_expandable_-error:nn 315, 3222, 7818, 9576, 10618, 10620, 10628, 10634, 10676, 11195, 12432, 16724, 23337
__kernel_msg_expandable_-error:nnn 315, 2958, 3298, 3358, 3382, 4442, 8360, 8629, 8810, 9710, 10373, 12432, 13267, 13397, 13623, 14117, 16731, 16747, 16752, 16819, 16876, 16915, 16921, 17258, 17263, 17274, 17281, 17372, 17386, 17586, 17639, 18307, 21704, 21711, 21717, 23423, 28221
__kernel_msg_expandable_-error:nnnn 315, 12432, 12864, 15719, 17773, 17794, 18468, 21883, 21973, 23362
__kernel_msg_expandable_-error:nnnnn . 315, 12432, 12881, 15649, 16307, 21750, 22124, 30309
__kernel_msg_expandable_-error:nnnnnn . . . 315, 12432, 30296
__kernel_msg_fatal:nn 314, 12100, 12533, 12746
__kernel_msg_fatal:nnn . . 314, 12100
__kernel_msg_fatal:nnnn . 314, 12100
__kernel_msg_fatal:nnnnn 314, 12100
__kernel_msg_fatal:nnnnnn 314, 12100
__kernel_msg_info:nn . . . 314, 12105
__kernel_msg_info:nnn . . . 314, 12105
__kernel_msg_info:nnnn . . 314, 12105
__kernel_msg_info:nnnnn . 314, 12105
__kernel_msg_info:nnnnnn 314, 12105
__kernel_msg_new:nnn . 313, 6058, 6060, 6069, 12054, 12150, 12152, 12154, 12156, 12158, 12228, 12315, 12348, 12350, 12352, 12354, 12356, 12358, 12360, 12362, 12366, 12369, 12376, 12378, 12385, 12392, 13817, 15524, 15539, 16335, 16337, 16339, 16341, 16343, 16345, 16347, 17971, 17973, 17975, 17977, 17979, 17981, 17983, 17985, 17987, 17989, 17991, 17993, 17995, 17997, 18002, 18360, 18362, 18364, 21700, 23018, 25931, 25933, 25938, 26192, 28163, 30317
__kernel_msg_new:nnnn 313, 5932, 6062, 6077, 6091, 6097, 6144, 6189, 6279, 6394, 6574, 6581, 6753, 12054, 12108, 12116, 12124, 12131, 12142, 12160, 12169, 12176, 12183, 12190, 12199, 12208, 12215, 12221, 12230, 12237, 12246, 12252, 12259, 12266, 12269, 12276, 12284, 12291, 12299, 12307, 12327, 12338, 12403, 12409, 13402, 13811, 13823, 13830, 13837, 13842, 14532, 15488, 15491, 15494, 15500, 15506, 15512, 15518, 16169, 16309, 16324, 22550, 22568, 22575, 22584, 25944, 25951, 25957, 25967, 25973, 25997, 26004, 26012, 26020, 26027, 26033, 26040, 26046, 26054, 26060, 26066, 26076, 26083, 26092, 26095, 26103, 26109, 26115, 26122, 26129, 26139, 26150, 26160, 26170, 26179, 26185, 28147, 28154, 28157, 28235, 28894
__kernel_msg_set:nnn . . . 314, 12054
__kernel_msg_set:nnnn . . . 314, 12054
__kernel_msg_warning:nn 314, 12105, 24133
__kernel_msg_warning:nnn 314, 12105, 24049, 24053, 24095, 24157, 24195, 24214
__kernel_msg_warning:nnnn 314, 12105, 23746, 23895
__kernel_msg_warning:nnnnn 314, 12105, 30268
__kernel_msg_warning:nnnnnn 314, 12037, 12105
__kernel_patch_deprecation:nnNNpn 1130, 30239, 30331, 30336, 30502, 30505, 30510, 30514, 30567, 30569, 30571, 30574, 30581, 30588, 30654, 30656, 30658, 30661, 30663, 30665, 30667, 30669, 30671, 30673, 30675, 30677, 30679, 30682, 30686, 30695, 30706, 30716, 30718, 30720, 30722, 30724, 30726

__kernel_prefix_arg_replacement:wN 2841
\g__kernel_prg_map_int 315, 389, 506, 656, 933, 2077, 4388, 4390, 4392, 4395, 5175, 5177, 5181, 5186, 8275, 8276, 8282, 8283, 8839, 8842, 8850, 8853, 8864, 9602, 10285, 10287, 10289, 10292, 11493, 11494, 11499, 11501, 12650, 12652, 12659, 14135, 14138, 14142, 14145, 14156, 18337, 18340, 18344, 18347, 18358, 22905, 22907, 22927, 28798, 28800, 28802, 28804
__kernel_primitive:NN 277, 281, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 707, 708, 709, 710, 711, 712, 713, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 808, 820, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 834, 836, 838, 839, 840, 842, 843, 844, 845, 846, 847, 849, 851, 852, 854, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 896, 897, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971,

972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000, 1001, 1002, 1003, 1004, 1005, 1007, 1008, 1009, 1010, 1011, 1012, 1013, 1014, 1015, 1016, 1017, 1018, 1019, 1020, 1021, 1023, 1025, 1027, 1028, 1029, 1030, 1031, 1032, 1033, 1034, 1035, 1036, 1037, 1038, 1039, 1040, 1041, 1042, 1043, 1044, 1045, 1046, 1047, 1048, 1049, 1050, 1051, 1052, 1053, 1054, 1055, 1056, 1057, 1058, 1059, 1060, 1061, 1062, 1063, 1064, 1065, 1066, 1067, 1068, 1069, 1070, 1072, 1074, 1075, 1076, 1077, 1079, 1080, 1081, 1082, 1084, 1085, 1087, 1089, 1090, 1091, 1092, 1093, 1095, 1097, 1098, 1099, 1100, 1102, 1103, 1104, 1105, 1106, 1107, 1108, 1109, 1110, 1111, 1112, 1113, 1114, 1115, 1116, 1117, 1118, 1119, 1120, 1121, 1122, 1123, 1124, 1125, 1126, 1127, 1128, 1129, 1130, 1131, 1132, 1133, 1134, 1135, *1135*, 1136, 1137, 1138, 1139, 1141, 1143, 1144, 1146, 1148, 1149, 1150, 1151, 1153, 1154, 1155, 1157, 1159, 1161, 1162, 1163, 1164, 1165, 1166, 1167, 1168, 1169, 1170, 1171, 1172, 1174, 1176, 1177, 1178, 1179, 1180, 1181, 1182, 1183, 1184, 1185, 1186, 1187, 1188, 1189, 1190, 1191, 1192, 1194, 1196, 1197, 1198, 1199, 1200, 1201, 1202, 1203, 1204, 1205, 1206, 1207, 1208, 1209, 1210, 1211, 1212, 1213, 1214, 1215, 1216, 1217, 1218, 1219, 1220, 1221, 1222, 1223, 1224, 1225, 1226, 1227, 1228, 1229, 1230, 1231, 1232, 1233, 1234, 1235, 1236, 1237, 1238, 1239, 1240, 1241, 1242, 1243, 1244, 1245, 1246, 1247, 1248, 1249, 1250, 1251, 1252, 1253, 1254, 1255, 1256, 1257, 1258, 1259, 1260, 1261, 1262, 1446, 1457, 1458, 1459, 1460, 1461, 1462, 1463, 1464, 1465, 1466, 1467, 1468, 1470, 1471, 1472, 1473, 1474, 1475, 1476, 1477, 1478, 1479, 1480, 1481, 1482, 1483, 1484, 1485, 1486, 1487, 1488, 1489, 1490, 1491, 1492, 1493, 1494, 1495, 1496, 1497, 1498, 1499, 1500, 1501, 1502, 1503, 1504, 1505, 1506, 1507, 1508, 1509, 1510, 1511, 1512, 1513, 1514, 1515, 1516, 1517, 1518, 1519, 1520, 1521, 1522, 1523, 1524, 1525, 1526, 1527, 1528, 1529, 1530, 1531, 1532, 1533, 1534, 1535, 1536, 1537, 1538, 1539, 1540, 1541, 1542, 1543, 1544, 1545, 1546, 1547, 1549, 1551, 1552, 1553, 1554, 1555, 1556, 1557, 1559, 1560, 1561, 1562, 1563, 1564, 1565, 1567, 1568, 1569, 1570, 1571, 1572, 1573, 1574, 1575, 1576, 1577, 1578, 1579, 1580, 1581, 1582, 1583, 1585, 1586, 1587, 1588, 1589, 1590, 1591, 1592, 1593, 1594, 1595, 1596, 1597, 1598, 1599, 1600, 1601, 1602, 1603, 1604, 1605, 1606, 1607, 1608, 1609, 1610, 1611, 1612, 1613, 1614, 1615, 1616, 1617, 1618, 1619, 1620, 1621, 1622, 1623, 1624, 1625, 1626, 1627, 1628, 1629, 1630, 1631, 1632, 1633, 1634, 1635, 1636, 1637, 1638, 1639, 1640, 1641, 1642, 1643, 1644, 1645, 1646, 1647, 1648, 1649, 1650, 1651, 1652, 1653, 1654, 1655, 1656, 1658, 1659, 1661, 1663, 1665, 1666, 1667, 1668, 1669, 1670, 1671, 1672, 1673, 1674, 1675, 1676, 1677, 1678, 1679, 1680, 1681, 1682, 1684, 1685, 1686, 1687, 1688, 1689, 1690, 1691, 1692, 1693, 1694, 1696, 1698, 1700, 1701, 1702, 1704, 1705, 1706, 1707, 1708, 1709, 1711, 1713, 1714, 1716, 1718, 1719, 1720, 1721, 1722, 1723, 1724, 1725, 1726, 1727, 1728, 1729, 1730, 1731, 1732, 1733, 1734, 1735, 1736, 1737, 1738, 1739, 1740, 1741, 1742, 1743, 1744, 1745, 1746, 1748, 1750, 1752, 1753, 1754, 1755, 1756, 1758, 1760, 1761, 1762, 1763, 1764, 1765, 1766, 1767, 1768, 1770, 1771, 1773, 1774, 1775, 1776, 1777, 1778, 1779, 1780, 1781, 1782, 1783, 1784, 1785, 1786, 1787, 1788, 1789, 1790, 1791, 1792, 1794, 1795, 1796, 1797, 1798, 1799, 1800, 1801, 1802, 1803, 1804, 1805, 1806, 1807, 1808, 1809, 1810, 1811, 1812, 1813, 1814, 1815, 1816, 1817, 1818, 1819, 1820, 1822, 1823, 1824, 1825, 1826, 1827, 1828, 1829, 1831, 1832, 1834, 1835, 1837, 1838, 1839, 1840, 1841, 1842, 1843, 1844, 1845, 1846, 1848, 1849, 1850, 1851, 1852, 1853, 1854, 1855, 1856, 1857, 1858, 1859, 1860, 1861, 1862, 1863, 1864, 1865, 1866, 1867, 1868, 1869, 1870, 1871, 1872, 1873, 1874, 1875, 1876, 1877, 1878, 1879, 1880, 1881, 1883, 1885, 1886, 1887, 1888, 1890, 1891, 1892, 1893, 1895, 1896, 1898, 1900, 1901, 1902, 1903, 1904, 1906, 1908, 1909, 1910, 1911, 1913, 1914, 1915, 1916, 1917, 1918, 1919, 1920, 1921, 1922, 1923, 1924, 1925, 1926, 1927, 1928, 1929, 1930, 1931, 1932, 1933, 1934, 1935, 1936, 1937, 1938, 1939, 1940, 1941, 1942, 1943, 1944, 1945, 1946, 1947, 1948, 1949, 1950, 1952, 1954, 1955, 1957, 1959, 1960, 1961, 1962, 1963, 1964, 1965, 1967, 1969, 1971, 1972, 1973, 1974, 1975, 1976, 1977, 1978, 1979, 1980, 1981, 1982, 1984, 1986, 1987, 1988, 1989, 1990, 1991, 1992, 1993, 1994, 1995, 1996, 1997, 1998, 1999, 2000, 2001, 2002, 2004, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 30446, 30471

__kernel_primitives: *300*, *1135*, 1453, 2073, 30468, 30483

__kernel_randint:n *315*, *315*, *315*, *699*, *896*, *899*, 15750, 21725, 21737, 21895, 21980

__kernel_randint:nn *315*, *699*, 15746, 21899, 21903, 21978

\c__kernel_randint_max_int *899*, 2077, 15743, 21724, 21893, 21977

__kernel_register_log:N *315*, 2809, 9226, 14212, 14213, 14307, 14308, 14377, 14378

__kernel_register_show:N *315*, *315*, *403*, 2809, 9222, 14208, 14303, 14373

__kernel_register_show_aux:NN 2809

__kernel_register_show_aux:nNN 2809

__kernel_show:NN 2827

__kernel_str_to_other:n . . . *315*, *316*, *410*, *413*, *417*, 5221, 5273, 5334

__kernel_str_to_other_fast:n *316*, 5182, 5202, 5244, 5745, 12828, 12924, 23308, 24436

__kernel_str_to_other_fast_-loop:w 5244

__kernel_sys_configuration_-load:n 9840, 9885, 9891

__kernel_tl_to_str:w *316*, *387*, 2103, 4245, 4317, 4436, 4629, 5053, 5157, 7794, 13566, 14492, 14515

keys commands:

\l_keys_choice_int *185*, *187*, *189*, *189*, *191*, 14546, 14729, 14732, 14737, 14738

\l_keys_choice_tl *185*, *187*, *189*, *191*, 14546, 14736

\keys_define:nn . . . *184*, 12241, 14566

\keys_if_choice_exist:nnnTF *193*, 15457

\keys_if_choice_exist_p:nnn *193*, 15457

\keys_if_exist:nnTF *193*, *692*, 15450, 15474

\keys_if_exist_p:nn *193*, 15450

\l_keys_key_tl *191*, 14549, 14670, 14686, 15185, 15272, 15276, 15302, 15305, 15345, 15402

\keys_log:nn *194*, 15465

\l_keys_path_tl *191*, 14553, 14595, 14615, 14624, 14633, 14637, 14651, 14663, 14665, 14667, 14679, 14681, 14683, 14698, 14701, 14705, 14713, 14715, 14716, 14719, 14734, 14751, 14756, 14765, 14769, 14776, 14781, 14785, 14790, 14797, 14804, 14805, 14820, 14831, 14837, 14841, 14857, 14866, 14874, 14909, 15175, 15186, 15209, 15212, 15251, 15255, 15260, 15269, 15283, 15285, 15286, 15291, 15299, 15326, 15355, 15378, 15390, 15399

\keys_set:nn *183*, *187*, *191*, *191*, *192*, 14792, 14797, 15022

\keys_set_filter:nnn *193*, 15092

\keys_set_filter:nnnN . . . *193*, 15092

\keys_set_filter:nnnnN . . . *193*, 15092

\keys_set_groups:nnn *193*, 15092

\keys_set_known:nn *192*, 15051

\keys_set_known:nnN . *192*, *684*, 15051

\keys_set_known:nnnN *192*, 15051

\keys_show:nn *193*, *194*, 15465

\l_keys_value_tl *191*, 14562, 14857, 15254, 15258, 15264, 15275, 15287, 15307, 15322, 15335, 15347, 15357, 15385

keys internal commands:
__keys_bool_set:Nn 14659, 14883, 14885, 14887, 14889
__keys_bool_set_inverse:Nn 14675, 14891, 14893, 14895, 14897
__keys_check_groups: . 15213, 15221
__keys_choice_find:n . 14692, 15396
__keys_choice_find:nn 15396
__keys_choice_make: 14662, 14678, 14691, 14723, 14899
__keys_choice_make:N 14691
__keys_choice_make_aux:N 14691
__keys_choices_make:nn 14722, 14901, 14903, 14905, 14907
__keys_choices_make:Nnn 14722
__keys_cmd_set:nn 14663, 14665, 14667, 14679, 14681, 14683, 14715, 14716, 14733, 14743, 14790, 14797, 14805, 14874, 14909
\c__keys_code_root_tl 14539, 14744, 14785, 15283, 15286, 15302, 15305, 15319, 15321, 15332, 15334, 15407, 15408, 15409, 15453, 15461, 15480
__keys_default_inherit: 15247
\c__keys_default_root_tl 14539, 14751, 14756, 15251, 15255, 15272, 15276
__keys_default_set:n 14672, 14688, 14746, 14919, 14921, 14923, 14925
__keys_define:n 14571, 14575
__keys_define:nn 14571, 14575
__keys_define:nnn 14566
__keys_define_aux:nn 14575
__keys_define_code:n . 14589, 14641
__keys_define_code:w 14641
__keys_execute: 15190, 15217, 15239, 15243, 15281
__keys_execute:nn 15281
__keys_execute_inherit: 14782, 15281
__keys_execute_unknown: . *689*, 15281
\l__keys_filtered_bool . . . 14558, 15027, 15034, 15035, 15078, 15084, 15085, 15120, 15126, 15127, 15139, 15146, 15147, 15216, 15237, 15242
__keys_find_key_module:NNw 14801, 15163
\l__keys_groups_clist . . . 14548, 14762, 14763, 14770, 15211, 15226
\c__keys_groups_root_tl 14539, 14765, 14769, 15209, 15212
__keys_groups_set:n . . 14760, 14943
__keys_inherit:n 14773, 14945
\c__keys_inherit_root_tl 14539, 14776, 14781, 15260, 15269, 15291, 15299
\l__keys_inherit_tl 14554, 14784, 15182, 15304, 15398, 15402
__keys_initialise:n 14778, 14947, 14949, 14951, 14953
__keys_meta_make:n . . . 14788, 14963
__keys_meta_make:nn . . 14788, 14965
\l__keys_module_tl 14550, 14567, 14570, 14572, 14617, 14618, 14624, 14793, 15044, 15047, 15049, 15166, 15171, 15181, 15184, 15191, 15319, 15321, 15326
__keys_multichoice_find:n 14694, 15396
__keys_multichoice_make: 14691, 14725, 14967
__keys_multichoices_make:nn 14722, 14969, 14971, 14973, 14975
\l__keys_no_value_bool 14551, 14577, 14582, 14643, 14854, 14863, 15165, 15170, 15249, 15346, 15356, 15384
\l__keys_only_known_bool 14552, 15026, 15032, 15033, 15077, 15082, 15083, 15119, 15124, 15125, 15138, 15144, 15145, 15315
__keys_parent:n 14698, 14701, 14705, 14781, 15260, 15269, 15291, 15299, 15413
__keys_parent:w 15413
__keys_prop_put:Nn 14798, 14985, 14987, 14989, 14991
__keys_property_find:n 14587, 14599
__keys_property_find:w 14599
__keys_property_search:w 14625, 14629, 14638
\l__keys_property_tl 14557, 14588, 14592, 14595, 14601, 14602, 14609, 14621, 14634, 14646, 14647, 14650, 14654
\c__keys_props_root_tl 14545, 14588, 14647, 14654, 14882, 14884, 14886, 14888, 14890, 14892, 14894, 14896, 14898, 14900, 14902, 14904, 14906, 14908, 14910, 14912, 14914, 14916, 14918, 14920, 14922, 14924, 14926, 14928, 14930, 14932, 14934, 14936, 14938, 14940, 14942, 14944, 14946, 14948, 14950, 14952, 14954, 14956, 14958, 14960, 14962, 14964, 14966, 14968, 14970, 14972, 14974, 14976, 14978, 14980,

14982, 14984, 14986, 14988, 14990, 14992, 14994, 14996, 14998, 15000, 15002, 15004, 15006, 15008, 15010, 15012, 15014, 15016, 15018, 15020
\l__keys_relative_tl 14555, 15029, 15038, 15039, 15080, 15088, 15089, 15122, 15130, 15131, 15141, 15150, 15151, 15341, 15351, 15365, 15366, 15370, 15371, 15379, 15391
\l__keys_selective_bool 14558, 15028, 15036, 15037, 15079, 15086, 15087, 15121, 15128, 15129, 15140, 15148, 15149, 15188
\l__keys_selective_seq .. 14560, 15156, 15159, 15161, 15224
__keys_set:nn .. 15022, 15081, 15160
__keys_set:nnn 15022
__keys_set_filter:nnnn 15092
__keys_set_filter:nnnnnN 15092
__keys_set_keyval:n .. 15048, 15163
__keys_set_keyval:nn . 15048, 15163
__keys_set_keyval:nnn 15163
__keys_set_known:nnn 15051
__keys_set_known:nnnnN 15051
__keys_set_selective: 15163
__keys_set_selective:nnn 15092
__keys_set_selective:nnnn 15092
__keys_show:Nnn 15465
__keys_store_unused: 15218, 15238, 15244, 15281
__keys_store_unused:w 15369, 15390, 15395
__keys_store_unused_aux: 15281
\l__keys_tmp_bool 14563, 15223, 15230, 15235
\l__keys_tmpa_tl 14563, 14802
\l__keys_tmpb_tl . 14563, 14803, 14809
__keys_trim_spaces:n 14570, 14601, 14734, 15047, 15179, 15366, 15407, 15408, 15427, 15453, 15461, 15472, 15481
__keys_trim_spaces_auxi:w ... 15427
__keys_trim_spaces_auxii:w .. 15427
__keys_trim_spaces_auxiii:w . 15427
\c__keys_type_root_tl 14539, 14698, 14701, 14713
__keys_undefine: 14775, 14814, 15017
\l__keys_unused_clist . *683*, 14561, 15054, 15060, 15065, 15067, 15068, 15095, 15102, 15107, 15109, 15110, 15343, 15353, 15381
__keys_validate_cleanup:w ... 14824
__keys_validate_forbidden: .. 14824
__keys_validate_required: ... 14824
\c__keys_validate_root_tl .. 14539, 14831, 14837, 14841, 15285
__keys_value_or_default:n 15187, 15247
__keys_value_requirement:nn 14824, 15019, 15021
__keys_variable_set:NnnN 14871, 14911, 14913, 14915, 14917, 14927, 14929, 14931, 14933, 14935, 14937, 14939, 14941, 14955, 14957, 14959, 14961, 14977, 14979, 14981, 14983, 14993, 14995, 14997, 14999, 15001, 15003, 15005, 15007, 15009, 15011, 15013, 15015
keyval commands:
\keyval_parse:NNn *195*, 14393, 14571, 15048
keyval internal commands:
__keyval_action: 14472
__keyval_def:Nn . 14474, 14494, 14524
__keyval_def_aux:n 14524
__keyval_def_aux:w 14524
__keyval_empty_key: .. 14518, 14522
\l__keyval_key_tl .. 14390, 14474, 14475, 14488, 14498
__keyval_loop:NNw 14396, 14402, 14462
__keyval_sanitise_aux:w 14406
__keyval_sanitise_comma: 14401, 14406
__keyval_sanitise_comma_auxi:w 14406
__keyval_sanitise_comma_auxii:w 14406
__keyval_sanitise_equals: 14400, 14406
__keyval_sanitise_equals_auxi:w 14406
__keyval_sanitise_equals_auxii:w 14406
\l__keyval_sanitise_tl 14392, 14399, 14403, 14412, 14414, 14418, 14425, 14427, 14436, 14438, 14442, 14449, 14451, 14460
__keyval_split:NNw ... 14467, 14472
__keyval_split_tidy:w 14472
__keyval_split_value:NNw 14472
\l__keyval_value_tl 14390, 14494, 14499
\kuten 1237, 1259, 2045, 2067

L

\L 29937
\l 29937
l3kernel *253*, 28243

l3kernel.charcat 253, 28272
l3kernel.elapsedtime 253, 28278
l3kernel.filemdfivesum 253, 28291
l3kernel.filemoddate 253, 28303
l3kernel.filesize 253, 28348
l3kernel.resettimer 253, 28278
l3kernel.strcmp 253, 28358
\label 29998
\language 430
\lastallocatedtoks 22236
\lastbox 431
\lastkern 432
\lastlinefit 648, 1491
\lastnamedcs 936, 1783
\lastnodetype 649, 1492
\lastpenalty 433
\lastsavedboxresourceindex . . 1021, 1659
\lastsavedimageresourceindex 1023, 1661
\lastsavedimageresourcepages 1025, 1663
\lastskip 434
\lastxpos 1027, 1665
\lastypos 1028, 1666
\latelua 937, 1784
\lateluafunction 938
LaTeX3 error commands:
\LaTeX3␣error: 609
\lccode 173, 188, 201, 203, 205, 207, 209, 435
\leaders 436
\left 437
left commands:
\c_left_brace_str 66, 953, 5534, 13240, 23384, 23769, 23773, 23793, 23806, 23830, 24313, 24393, 25425, 25460, 25484
\leftghost 939, 1843
\lefthyphenmin 438
\leftmarginkern 796, 1638
\leftskip 439
legacy commands:
\legacy_if:nTF 255, 28527
\legacy_if_p:n 255, 28527
\leqno 440
\let 2, 40, 278, 279, 441
\letcharcode 940, 1785
\letterspacefont 797, 1639
\limits 442
\LineBreak 80, 81, 82, 83, 84, 85, 86, 87, 112, 119, 120, 121, 129, 131
\linedir 941, 1844
\linedirection 942
\linepenalty 443
\lineskip 444
\lineskiplimit 445
\linewidth 27048, 27117
\ln 20304, 20307
ln 211
\localbrokenpenalty 943, 1845
\localinterlinepenalty 944, 1846
\localleftbox 949, 1848
\localrightbox 950, 1849
\loccount 12489, 12719
\loctoks 22208, 22209, 22235
logb 212
\long 281, 446, 10935, 10939
\LongText 76, 117, 141
\looseness 447
\lower 448
\lowercase 449
\lpcode 798, 1640
lua commands:
\lua_escape:n 252, 5037, 5052, 9793, 9806, 13323, 13499, 13565, 13614, 28202, 28204, 30569
\lua_escape_x:n 30567
\lua_now:n 252, 5038, 5041, 9792, 10659, 13320, 13498, 13554, 13613, 28203, 28204, 30567
\lua_now_x:n 30567
\lua_shipout:n 252, 28204
\lua_shipout_e:n 252, 9805, 28204, 30571
\lua_shipout_x:n 30567
lua internal commands:
__lua_escape:n . 28199, 28209, 30570
__lua_now:n 28199, 28204, 30568
__lua_shipout:n . 28199, 28206, 30572
\luabytecode 945
\luabytecodecall 946
\luacopyinputnodes 947
\luadef 948
\luaescapestring 951, 1786
\luafunction 952, 1787
\luafunctioncall 953
luatex commands:
\luatex_alignmark:D 1742
\luatex_aligntab:D 1743
\luatex_attribute:D 1744
\luatex_attributedef:D 1745
\luatex_automaticdiscretionary:D 1747
\luatex_automatichyphenmode:D . 1749
\luatex_automatichyphenpenalty:D 1751
\luatex_begincsname:D 1752
\luatex_bodydir:D 1841
\luatex_boxdir:D 1842
\luatex_breakafterdirmode:D . . 1753
\luatex_catcodetable:D 1754

\luatex_clearmarks:D 1755
\luatex_crampeddisplaystyle:D . 1757
\luatex_crampedscriptscriptstyle:D
. . . . 1759
\luatex_crampedscriptstyle:D . 1760
\luatex_crampedtextstyle:D . . . 1761
\luatex_directlua:D 1762
\luatex_dviextension:D 1763
\luatex_dvifeedback:D 1764
\luatex_dvivariable:D 1765
\luatex_etoksapp:D 1766
\luatex_etokspre:D 1767
\luatex_expanded:D 1770
\luatex_explicitdiscretionary:D 1772
\luatex_explicithyphenpenalty:D 1769
\luatex_firstvalidlanguage:D . 1773
\luatex_fontid:D 1774
\luatex_formatname:D 1775
\luatex_gleaders:D 1781
\luatex_hjcode:D 1776
\luatex_hpack:D 1777
\luatex_hyphenationbounds:D . . 1778
\luatex_hyphenationmin:D 1779
\luatex_hyphenpenaltymode:D . . 1780
\luatex_if_engine:TF . . . .
. . . . 30389, 30391, 30393
\luatex_if_engine_p: 30387
\luatex_initcatcodetable:D . . . 1782
\luatex_lastnamedcs:D 1783
\luatex_latelua:D 1784
\luatex_leftghost:D 1843
\luatex_letcharcode:D 1785
\luatex_linedir:D 1844
\luatex_localbrokenpenalty:D . 1845
\luatex_localinterlinepenalty:D 1847
\luatex_localleftbox:D 1848
\luatex_localrightbox:D 1849
\luatex_luaescapestring:D 1786
\luatex_luafunction:D 1787
\luatex_luatexbanner:D 1788
\luatex_luatexrevision:D 1789
\luatex_luatexversion:D 1790
\luatex_mathdelimitersmode:D . 1791
\luatex_mathdir:D 1850
\luatex_mathdisplayskipmode:D . 1793
\luatex_matheqnogapstep:D 1794
\luatex_mathnolimitsmode:D . . . 1795
\luatex_mathoption:D 1796
\luatex_mathpenaltiesmode:D . . 1797
\luatex_mathrulesfam:D 1798
\luatex_mathscriptboxmode:D . . 1800
\luatex_mathscriptsmode:D 1799
\luatex_mathstyle:D 1801
\luatex_mathsurroundmode:D . . . 1802
\luatex_mathsurroundskip:D . . . 1803
\luatex_nohrule:D 1804
\luatex_nokerns:D 1805
\luatex_noligs:D 1806
\luatex_nospaces:D 1807
\luatex_novrule:D 1808
\luatex_outputbox:D 1809
\luatex_pagebottomoffset:D . . . 1810
\luatex_pagedir:D 1851
\luatex_pageleftoffset:D 1811
\luatex_pagerightoffset:D 1812
\luatex_pagetopoffset:D 1813
\luatex_pardir:D 1852
\luatex_pdfextension:D 1814
\luatex_pdffeedback:D 1815
\luatex_pdfvariable:D 1816
\luatex_postexhyphenchar:D . . . 1817
\luatex_posthyphenchar:D 1818
\luatex_prebinoppenalty:D 1819
\luatex_predisplaygapfactor:D . 1821
\luatex_preexhyphenchar:D 1822
\luatex_prehyphenchar:D 1823
\luatex_prerelpenalty:D 1824
\luatex_rightghost:D 1853
\luatex_savecatcodetable:D . . . 1825
\luatex_scantextokens:D 1826
\luatex_setfontid:D 1827
\luatex_shapemode:D 1828
\luatex_suppressifcsnameerror:D 1830
\luatex_suppresslongerror:D . . 1831
\luatex_suppressmathparerror:D 1833
\luatex_suppressoutererror:D . 1834
\luatex_suppressprimitiveerror:D
. . . . 1836
\luatex_textdir:D 1854
\luatex_toksapp:D 1837
\luatex_tokspre:D 1838
\luatex_tpack:D 1839
\luatex_vpack:D 1840
\luatexalignmark 1316
\luatexaligntab 1317
\luatexattribute 1318
\luatexattributedef 1319
\luatexbanner 954, 1788
\luatexbodydir 1355
\luatexboxdir 1356
\luatexcatcodetable 1320
\luatexclearmarks 1321
\luatexcrampeddisplaystyle 1322
\luatexcrampedscriptscriptstyle . . 1324
\luatexcrampedscriptstyle 1325
\luatexcrampedtextstyle 1326
\luatexfontid 1327
\luatexformatname 1328

\luatexgleaders 1329
\luatexinitcatcodetable 1330
\luatexlatelua 1331
\luatexleftghost 1357
\luatexlocalbrokenpenalty 1358
\luatexlocalinterlinepenalty 1360
\luatexlocalleftbox 1361
\luatexlocalrightbox 1362
\luatexluaescapestring 1332
\luatexluafunction 1333
\luatexmathdir 1363
\luatexmathstyle 1334
\luatexnokerns 1335
\luatexnoligs 1336
\luatexoutputbox 1337
\luatexpagebottomoffset 1364
\luatexpagedir 1365
\luatexpageheight 1366
\luatexpageleftoffset 1338
\luatexpagerightoffset 1367
\luatexpagetopoffset 1339
\luatexpagewidth 1368
\luatexpardir 1369
\luatexpostexhyphenchar 1340
\luatexposthyphenchar 1341
\luatexpreexhyphenchar 1342
\luatexprehyphenchar 1343
\luatexrevision 955, 1789
\luatexrightghost 1370
\luatexsavecatcodetable 1344
\luatexscantextokens 1345
\luatexsuppressfontnotfounderror 1315, 1354
\luatexsuppressifcsnameerror 1347
\luatexsuppresslongerror 1348
\luatexsuppressmathparerror 1350
\luatexsuppressoutererror 1351
\luatextextdir 1371
\luatextracingfonts 1311
\luatexUchar 1352
\luatexversion 45, 107, 956, 1790

M

\mag 450
\mark 451
\marks 650, 1493
math commands:
  \c_math_subscript_token *133*, *564*, 10750, 10808, 22839, 28970
  \c_math_superscript_token *133*, *564*, 10750, 10803, 22837, 28967
  \c_math_toggle_token *133*, *563*, 10750, 10784, 22833, 28961
\mathaccent 452
\mathbin 453
\mathchar 454, 10934
\mathchardef 455
\mathchoice 456
\mathclose 457
\mathcode 458
\mathdelimitersmode 957, 1791
\mathdir 958, 1850
\mathdirection 959
\mathdisplayskipmode 960, 1792
\matheqnogapstep 961, 1794
\mathinner 459
\mathnolimitsmode 962, 1795
\mathop 460
\mathopen 461
\mathoption 963, 1796
\mathord 462
\mathpenaltiesmode 964, 1797
\mathpunct 463
\mathrel 464
\mathrulesfam 965, 1798
\mathscriptboxmode 967, 1800
\mathscriptcharmode 968
\mathscriptsmode 966, 1799
\mathstyle 969, 1801
\mathsurround 465
\mathsurroundmode 970, 1802
\mathsurroundskip 971, 1803
max *212*
max commands:
  \c_max_char_int *99*, 9232, 10633, 23360
  \c_max_register_int *99*, *232*, *908*, 2130, 6038, 8038, 8432, 12186, 12279, 12281, 22180, 22206, 22243, 22251, 22255
\maxdeadcycles 466
\maxdepth 467
\mdfivesum 885, 1646
\meaning 468
\medmuskip 469
\message 470
\MessageBreak 129
meta commands:
  .meta:n *187*, 14962
  .meta:nn *187*, 14964
\middle 651, 1494
min *212*
minus commands:
  \c_minus_inf_fp *206*, *215*, 15800, 18829, 18913, 19246, 19783, 20630, 22155
  \c_minus_zero_fp *205*, 15800, 18825, 21349, 22153
\mkern 471

mm 216
mode commands:
\mode_if_horizontal:TF 111, 9591
\mode_if_horizontal_p: 111, 9591
\mode_if_inner:TF 111, 9593
\mode_if_inner_p: 111, 9593
\mode_if_math:TF 111, 9595
\mode_if_math_p: 111, 9595
\mode_if_vertical:TF 112, 9589
\mode_if_vertical_p: 112, 9589
\mode_leave_vertical: 24, 2888, 27897
\month 472, 1395, 9687
\moveleft 473
\moveright 474
msg commands:
\msg_critical:nn 153, 167, 11819
\msg_critical:nnn 153, 11819
\msg_critical:nnnn 153, 11819
\msg_critical:nnnnn 153, 11819
\msg_critical:nnnnnn 153, 11819
\msg_critical_text:n 151, 11714, 11822
\msg_error:nn 153, 11827
\msg_error:nnn 153, 11827
\msg_error:nnnn 153, 11827
\msg_error:nnnnn 153, 11827
\msg_error:nnnnnn . . . 153, 260, 11827
\msg_error_text:n . . 151, 11714, 11830
\msg_expandable_error:nn . 260, 28656
\msg_expandable_error:nnn 260, 28656
\msg_expandable_error:nnnn 260, 28656
\msg_expandable_error:nnnnn 260, 28656
\msg_expandable_error:nnnnnn 260, 28656
\msg_fatal:nn 153, 11806
\msg_fatal:nnn 153, 11806
\msg_fatal:nnnn 153, 11806
\msg_fatal:nnnnn 153, 11806
\msg_fatal:nnnnnn 153, 11806
\msg_fatal_text:n . . 151, 11714, 11809
\msg_gset:nnn 150, 11558
\msg_gset:nnnn 150, 11558
\msg_if_exist:nnTF 151, 11545, 11552, 11933
\msg_if_exist_p:nn 151, 11545
\msg_info:nn 154, 11856
\msg_info:nnn 154, 11856
\msg_info:nnnn 154, 11856
\msg_info:nnnnn 154, 11856
\msg_info:nnnnnn 154, 154, 11856, 12106
\msg_info_text:n . . . 152, 11714, 11858
\msg_interrupt:nnn 30588
\msg_line_context: 151, 590, 2539, 11615
\msg_line_number: . . 151, 11615, 14533
\msg_log:n 30574
\msg_log:nn 154, 11878
\msg_log:nnn 154, 11878
\msg_log:nnnn 154, 11878
\msg_log:nnnnn 154, 11878
\msg_log:nnnnnn 154, 8413, 10461, 10474, 11525, 11878, 12563, 12777, 13745, 15468, 15692, 28126
\msg_log_eval:Nn . 260, 9229, 9362, 14215, 14310, 14380, 18057, 28687
\g_msg_module_documentation_prop 152
\msg_module_name:n 152, 11625, 11733, 11756, 11837, 11859
\g_msg_module_name_prop 152, 152, 11741, 11758, 11759
\msg_module_type:n 151, 152, 152, 11732, 11745
\g_msg_module_type_prop 152, 152, 11741, 11747, 11748
\msg_new:nnn 150, 11558, 12057
\msg_new:nnnn . 150, 588, 11558, 12055
\msg_none:nn 154, 11884
\msg_none:nnn 154, 11884
\msg_none:nnnn 154, 11884
\msg_none:nnnnn 154, 11884
\msg_none:nnnnnn 154, 11884
\msg_redirect_class:nn . . . 155, 12006
\msg_redirect_module:nnn . 155, 12006
\msg_redirect_name:nnn . . . 155, 11997
\msg_see_documentation_text:n 152, 11756
\msg_set:nnn 150, 11558, 12061
\msg_set:nnnn 150, 11558, 12059
\msg_show:nn 260, 11885
\msg_show:nnn 260, 11885
\msg_show:nnnn 260, 11885
\msg_show:nnnnn 260, 11885
\msg_show:nnnnnn 260, 261, 494, 555, 587, 8411, 10459, 10473, 11523, 11885, 12562, 12776, 13744, 15466, 15690, 22934, 22942, 25626, 25635, 28123
\msg_show_eval:Nn 260, 9225, 9360, 14211, 14306, 14376, 18055, 28687
\msg_show_item:n 260, 261, 8421, 10469, 10478, 28692
\msg_show_item:nn 261, 587, 11533, 28692
\msg_show_item_unbraced:n 261, 28692
\msg_show_item_unbraced:nn . 261, 613, 12570, 12784, 15476, 28142, 28692
\msg_term:n 30574
\msg_warning:nn 153, 11834

\msg_warning:nnn 153, 11834
\msg_warning:nnnn 153, 11834
\msg_warning:nnnnn 153, 11834
\msg_warning:nnnnnn 153, 11834, 12105
\msg_warning_text:n 151, 11714, 11836
msg internal commands:
__msg_chk_free:nn 11550, 11560
__msg_chk_if_free:nn 11550
__msg_class_chk_exist:nTF 11920, 11935, 12002, 12012, 12017
\l__msg_class_loop_seq 600, 11929, 12021, 12029, 12039, 12040, 12043, 12045
__msg_class_new:nn 597, 602, 11767, 11806, 11819, 11827, 11834, 11856, 11878, 11884, 11885
\l__msg_class_tl . 598, 600, 11925, 11942, 11955, 11976, 11980, 11983, 11991, 12030, 12032, 12034, 12048
\c__msg_coding_error_text_tl . . . 11583, 12111, 12119, 12145, 12163, 12172, 12179, 12193, 12202, 12224, 12233, 12240, 12249, 12255, 12262, 12272, 12287, 12294, 12302, 12310
\c__msg_continue_text_tl 11583, 11632, 30594
\c__msg_critical_text_tl 11583, 11824
\l__msg_current_class_tl 600, 11925, 11937, 11975, 11980, 11983, 11991, 12020, 12034
__msg_error_code:nnnnnn 12104
__msg_expandable_error:n 609, 12415, 12435
__msg_expandable_error:w 609, 12415
__msg_expandable_error_module:nn 28656
__msg_fatal_code:nnnnnn 12100
__msg_fatal_exit: 11806
\c__msg_fatal_text_tl . 11583, 11811
\c__msg_help_text_tl 11583, 11642, 30598
\l__msg_hierarchy_seq 599, 599, 11928, 11958, 11968, 11973
\l__msg_internal_tl 11540, 11668, 11674, 11817, 11909, 11915
__msg_interrupt:n 11669, 11678
__msg_interrupt:Nnnn 11622
__msg_interrupt:NnnnN 11622, 11808, 11821, 11829
__msg_interrupt_more_text:n 591, 11651
__msg_interrupt_text:n 11651
__msg_interrupt_wrap:nnn 11630, 11640, 11651
__msg_kernel_class_new:nN 603, 12062, 12100, 12104, 12105, 12106
__msg_kernel_class_new_aux:nN 12062
\c__msg_more_text_prefix_tl 11543, 11569, 11578, 11627, 11644
\l__msg_name_str 11541, 11625, 11658, 11662, 11837, 11845, 11849, 11859, 11867, 11871
\c__msg_no_info_text_tl 11583, 11634, 30593
__msg_no_more_text:nnnn 11622
__msg_old_interrupt_more_text:n 30603, 30606
__msg_old_interrupt_text:n 30604, 30623
__msg_old_interrupt_wrap:nn 30593, 30597, 30601
\c__msg_on_line_text_tl 11583, 11618
__msg_redirect:nnn 12006
__msg_redirect_loop_chk:nnn 12006, 12048
__msg_redirect_loop_list:n . . 12006
\l__msg_redirect_prop 11927, 11955, 12000, 12003
\c__msg_return_text_tl 11583, 12114, 12122, 12129
__msg_show:n 597, 11885
__msg_show:nn 11885
__msg_show:w 11885
__msg_show_dot:w 11885
__msg_show_eval:nnN 28687
__msg_text:n 11714
__msg_text:nn 11714
\c__msg_text_prefix_tl 609, 11543, 11547, 11567, 11576, 11631, 11641, 11842, 11864, 11881, 11888, 12438, 28661
\l__msg_text_str 11541, 11624, 11656, 11661, 11836, 11841, 11848, 11858, 11863, 11870
__msg_tmp:w 12416, 12429
\c__msg_trouble_text_tl 11583
__msg_use:nnnnnnn 11777, 11930
__msg_use_code: 598, 11930
__msg_use_hierarchy:nwwN 11930
__msg_use_redirect_module:n 599, 11930
__msg_use_redirect_name:n . . . 11930
\mskip 475
\muexpr 652, 1495
multichoice commands:
.multichoice: 187, 14966
multichoices commands:
.multichoices:nn 187, 14966

\multiply 476
\muskip 477, 10942
muskip commands:
\c_max_muskip 182, 14381
\muskip_add:Nn 180, 14357
\muskip_const:Nn 180, 14325, 14381, 14382
\muskip_eval:n 181, 181, 14328, 14369, 14376, 14380
\muskip_gadd:Nn 180, 14357
.muskip_gset:N 187, 14976
\muskip_gset:Nn 181, 14347
\muskip_gset_eq:NN 181, 14353
\muskip_gsub:Nn 181, 14357
\muskip_gzero:N . . . 180, 14331, 14340
\muskip_gzero_new:N 180, 14337
\muskip_if_exist:NTF 180, 14338, 14340, 14343
\muskip_if_exist_p:N 180, 14343
\muskip_log:N 182, 14377
\muskip_log:n 182, 14377
\muskip_new:N 180, 180, 14317, 14327, 14338, 14340, 14383, 14384, 14385, 14386
.muskip_set:N 187, 14976
\muskip_set:Nn 181, 14347
\muskip_set_eq:NN 181, 14353
\muskip_show:N 181, 14373
\muskip_show:n 182, 665, 14375
\muskip_sub:Nn 181, 14357
\muskip_use:N . 181, 181, 14370, 14371
\muskip_zero:N 180, 180, 14331, 14338
\muskip_zero_new:N 180, 14337
\g_tmpa_muskip 182, 14383
\l_tmpa_muskip 182, 14383
\g_tmpb_muskip 182, 14383
\l_tmpb_muskip 182, 14383
\c_zero_muskip 182, 14332, 14334, 14381
\muskipdef 478
\mutoglue 653, 1496

N

nan 215
nc 216
nd 216
\newbox 498
\newcatcodetable 52
\newcount 498
\newdimen 498
\newlinechar 110, 479
\next 74, 113, 138, 147, 151, 154, 162
\NG 29938
\ng 29938
\noalign 480
\noautospacing 1238, 2046
\noautoxspacing 1239, 2047
\noboundary 481
\noexpand 125, 129, 140, 143, 482
\nohrule 972, 1804
\noindent 483
\nokerns 973, 1805
\noligs 974, 1806
\nolimits 484
\nonscript 485
\nonstopmode 486
\normaldeviate 1029, 1667
\normalend 1415, 1416, 12485, 12517, 12715
\normaleveryjob 1417
\normalexpanded 1426
\normalhoffset 1429
\normalinput 1418
\normalitaliccorrection 1428, 1430
\normallanguage 1419
\normalleft 1436, 1437
\normalmathop 1420
\normalmiddle 1438
\normalmonth 1421
\normalouter 1422
\normalover 1423
\normalright 1439
\normalshowtokens 1432
\normalunexpanded 1425
\normalvcenter 1424
\normalvoffset 1431
\nospaces 975, 1807
notexpanded commands:
\notexpanded: ⟨token⟩ 140
\novrule 976, 1808
\nulldelimiterspace 487
\nullfont 488
\num 199
\number 55, 489
\numexpr 174, 188, 654, 1497

O

\O 29939
\o 29939
\OE 29940
\oe 29940
\omit 490
one commands:
\c_minus_one 30345
\c_one_degree_fp 206, 215, 17402, 18060
\openin 491
\openout 492
\or 493

or commands:
\or: *100*, *414*, *416*, *714*, 2078, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 3280, 3281, 3282, 3283, 3284, 5324, 5400, 5621, 5622, 5623, 5624, 5625, 6663, 6664, 8432, 9012, 9013, 9014, 9015, 9016, 9017, 9018, 9019, 9020, 9021, 9022, 9023, 9024, 9025, 9026, 9027, 9028, 9029, 9030, 9031, 9032, 9033, 9034, 9035, 9036, 9045, 9046, 9047, 9048, 9049, 9050, 9051, 9052, 9053, 9054, 9055, 9056, 9057, 9058, 9059, 9060, 9061, 9062, 9063, 9064, 9065, 9066, 9067, 9068, 9069, 10685, 10689, 10692, 10694, 10695, 10697, 10699, 10701, 10702, 10704, 10706, 10708, 10710, 10743, 13003, 13004, 13005, 13006, 13007, 13008, 13009, 15846, 15847, 15848, 16097, 16112, 16113, 16496, 16497, 16522, 17814, 17815, 17816, 17852, 18525, 18526, 18527, 18650, 18735, 18821, 18822, 18823, 18824, 18825, 18826, 18827, 18828, 18829, 18908, 18911, 19247, 19248, 19262, 19263, 19277, 19561, 19784, 19809, 19815, 19816, 19817, 19818, 19819, 19968, 20003, 20005, 20013, 20206, 20257, 20260, 20269, 20384, 20407, 20408, 20440, 20441, 20445, 20498, 20499, 20539, 20544, 20554, 20559, 20569, 20574, 20584, 20589, 20599, 20604, 20614, 20619, 21146, 21147, 21192, 21277, 21280, 21292, 21298, 21345, 21347, 21348, 21358, 21364, 21441, 21442, 21449, 21495, 21496, 21503, 21569, 21570, 21790, 22073, 22074, 22075, 22152, 22153, 22154, 22685, 22686, 22879, 22880, 23168, 23169, 23170, 23171, 23434, 23435, 23436, 23437, 23438, 24729, 24783, 25142, 25143, 30181, 30182, 30183

\outer *6*, 494, *498*

\output 495

\outputbox 977, 1809

\outputmode 1030, 1668

\outputpenalty 496

\over 497

\overfullrule 498

\overline 499

\overwithdelims 500

P

\PackageError 132, 140

\pagebottomoffset 978, 1810

\pagedepth 501

\pagedir 979, 1851

\pagedirection 980

\pagediscards 655, 1498

\pagefilllstretch 502

\pagefillstretch 503

\pagefilstretch 504

\pagegoal 505

\pageheight 1031, 1669

\pageleftoffset 981, 1811

\pagerightoffset 982, 1812

\pageshrink 506

\pagestretch 507

\pagetopoffset 983, 1813

\pagetotal 508

\pagewidth 1032, 1670

\par *10*, *11*, *11*, *11*, *12*, *12*, *12*, *13*, *13*, *13*, *14*, *14*, *14*, *158*, *336*, 509, *1036*, 26463, 26465, 26469, 26474, 26479, 26484, 26491, 26496, 26503, 26508, 26528

\pardir 984, 1852

\pardirection 985

\parfillskip 510

\parindent 511

\parshape 512

\parshapedimen 656, 1499

\parshapeindent 657, 1500

\parshapelength 658, 1501

\parskip 513

\patterns 514

\pausing 515

pc *216*

\pdfadjustspacing 754, 1599

\pdfannot 681, 1524

\pdfcatalog 682, 1525

\pdfcolorstack 684, 1527

\pdfcolorstackinit 685, 1528

\pdfcompresslevel 683, 1526

\pdfcopyfont 755, 1600

\pdfcreationdate 686, 1529

\pdfdecimaldigits 687, 1530

\pdfdest 688, 1531

\pdfdestmargin 689, 1532

\pdfdraftmode 756, 1601

\pdfeachlinedepth 757, 1602

\pdfeachlineheight 758, 1603

\pdfelapsedtime 759

\pdfendlink 690, 1533

\pdfendthread 691, 1534

\pdfextension 986, 1814

\pdffeedback 987, 1815

\pdffiledump 760

\pdffilemoddate 761, 1604
\pdffilesize 762, 1605
\pdffirstlineheight 763, 1606
\pdffontattr 692, 1535
\pdffontexpand 764, 1607
\pdffontname 693, 1536
\pdffontobjnum 694, 1537
\pdffontsize 765, 1608
\pdfgamma 695, 1538
\pdfgentounicode 698, 1541
\pdfglyphtounicode 699, 1542
\pdfhorigin 700, 1543
\pdfignoreddimen 766, 1609
\pdfimageapplygamma 696, 1539
\pdfimagegamma 697, 1540
\pdfimagehicolor 701, 1544
\pdfimageresolution 702, 1545
\pdfincludechars 703, 1546
\pdfinclusioncopyfonts 704, 1547
\pdfinclusionerrorlevel 705, 1549
\pdfinfo 707, 1551
\pdfinsertht 767, 1610
\pdflastannot 708, 1552
\pdflastlinedepth 768, 1611
\pdflastlink 709, 1553
\pdflastobj 710, 1554
\pdflastxform 711, 1555
\pdflastximage 712, 1556
\pdflastximagecolordepth 713, 1557
\pdflastximagepages 715, 1559
\pdflastxpos 769, 1612
\pdflastypos 770, 1613
\pdflinkmargin 716, 1560
\pdfliteral 717, 1561
\pdfmapfile 771, 1614
\pdfmapline 772, 1615
\pdfmdfivesum 773, 1616
\pdfminorversion 718, 1562
\pdfnames 719, 1563
\pdfnoligatures 774, 1617
\pdfnormaldeviate 775, 1618
\pdfobj 720, 1564
\pdfobjcompresslevel 721, 1565
\pdfoutline 722, 1567
\pdfoutput 723, 1568
\pdfpageattr 724, 1569
\pdfpagebox 726, 1570
\pdfpageheight 776, 1619
\pdfpageref 727, 1571
\pdfpageresources 728, 1572
\pdfpagesattr 725, 729, 1573
\pdfpagewidth 777, 1620
\pdfpkmode 778, 1621
\pdfpkresolution 779, 1622
\pdfprimitive 780, 1623
\pdfprotrudechars 781, 1624
\pdfpxdimen 782, 1625
\pdfrandomseed 783, 1626
\pdfrefobj 730, 1574
\pdfrefxform 731, 1575
\pdfrefximage 732, 1576
\pdfresettimer 784
\pdfrestore 733, 1577
\pdfretval 734, 1578
\pdfsave 735, 1579
\pdfsavepos 785, 1627
\pdfsetmatrix 736, 1580
\pdfsetrandomseed 787, 1629
\pdfshellescape 788, 1630
\pdfstartlink 737, 1581
\pdfstartthread 738, 1582
\pdfstrcmp 40, *408*, 786, 1628
\pdfsuppressptexinfo 739, 1583
pdftex commands:
\pdftex_adjustspacing:D . . 1599, 1650
\pdftex_copyfont:D 1600, 1651
\pdftex_draftmode:D 1601, 1652
\pdftex_eachlinedepth:D 1602
\pdftex_eachlineheight:D 1603
\pdftex_efcode:D 1636
\pdftex_filemoddate:D 1604
\pdftex_filesize:D 1605
\pdftex_firstlineheight:D 1606
\pdftex_fontexpand:D 1607, 1653
\pdftex_fontsize:D 1608
\pdftex_if_engine:TF 30397, 30399, 30401
\pdftex_if_engine_p: 30395
\pdftex_ifabsdim:D 1596, 1654
\pdftex_ifabsnum:D 1597, 1655
\pdftex_ifincsname:D 1637
\pdftex_ifprimitive:D . . . 1598, 1647
\pdftex_ignoreddimen:D 1609
\pdftex_ignoreligaturesinfont:D 1657
\pdftex_insertht:D 1610, 1658
\pdftex_lastlinedepth:D 1611
\pdftex_lastxpos:D 1612, 1665
\pdftex_lastypos:D 1613, 1666
\pdftex_leftmarginkern:D 1638
\pdftex_letterspacefont:D 1639
\pdftex_lpcode:D 1640
\pdftex_mapfile:D 1614
\pdftex_mapline:D 1615
\pdftex_mdfivesum:D 1616, 1646
\pdftex_noligatures:D 1617
\pdftex_normaldeviate:D . . 1618, 1667
\pdftex_pageheight:D 1619, 1669
\pdftex_pagewidth:D 1620

\pdftex_pagewith:D 1670
\pdftex_pdfannot:D 1524
\pdftex_pdfcatalog:D 1525
\pdftex_pdfcolorstack:D 1527
\pdftex_pdfcolorstackinit:D 1528
\pdftex_pdfcompresslevel:D 1526
\pdftex_pdfcreationdate:D 1529
\pdftex_pdfdecimaldigits:D 1530
\pdftex_pdfdest:D 1531
\pdftex_pdfdestmargin:D 1532
\pdftex_pdfendlink:D 1533
\pdftex_pdfendthread:D 1534
\pdftex_pdffontattr:D 1535
\pdftex_pdffontname:D 1536
\pdftex_pdffontobjnum:D 1537
\pdftex_pdfgamma:D 1538
\pdftex_pdfgentounicode:D 1541
\pdftex_pdfglyphtounicode:D 1542
\pdftex_pdfhorigin:D 1543
\pdftex_pdfimageapplygamma:D 1539
\pdftex_pdfimagegamma:D 1540
\pdftex_pdfimagehicolor:D 1544
\pdftex_pdfimageresolution:D 1545
\pdftex_pdfincludechars:D 1546
\pdftex_pdfinclusioncopyfonts:D 1548
\pdftex_pdfinclusionerrorlevel:D 1550
\pdftex_pdfinfo:D 1551
\pdftex_pdflastannot:D 1552
\pdftex_pdflastlink:D 1553
\pdftex_pdflastobj:D 1554
\pdftex_pdflastxform:D 1555, 1660
\pdftex_pdflastximage:D 1556, 1662
\pdftex_pdflastximagecolordepth:D 1558
\pdftex_pdflastximagepages:D 1559, 1664
\pdftex_pdflinkmargin:D 1560
\pdftex_pdfliteral:D 1561
\pdftex_pdfminorversion:D 1562
\pdftex_pdfnames:D 1563
\pdftex_pdfobj:D 1564
\pdftex_pdfobjcompresslevel:D 1566
\pdftex_pdfoutline:D 1567
\pdftex_pdfoutput:D 1568, 1668
\pdftex_pdfpageattr:D 1569
\pdftex_pdfpagebox:D 1570
\pdftex_pdfpageref:D 1571
\pdftex_pdfpageresources:D 1572
\pdftex_pdfpagesattr:D 1573
\pdftex_pdfrefobj:D 1574
\pdftex_pdfrefxform:D 1575, 1674
\pdftex_pdfrefximage:D 1576, 1675
\pdftex_pdfrestore:D 1577
\pdftex_pdfretval:D 1578
\pdftex_pdfsave:D 1579
\pdftex_pdfsetmatrix:D 1580
\pdftex_pdfstartlink:D 1581
\pdftex_pdfstartthread:D 1582
\pdftex_pdfsuppressptexinfo:D 1584
\pdftex_pdftexbanner:D 1633
\pdftex_pdftexrevision:D 1634
\pdftex_pdftexversion:D 1635
\pdftex_pdfthread:D 1585
\pdftex_pdfthreadmargin:D 1586
\pdftex_pdftrailer:D 1587
\pdftex_pdfuniqueresname:D 1588
\pdftex_pdfvorigin:D 1589
\pdftex_pdfxform:D 1590, 1677
\pdftex_pdfxformattr:D 1591
\pdftex_pdfxformname:D 1592
\pdftex_pdfxformresources:D 1593
\pdftex_pdfximage:D 1594, 1678
\pdftex_pdfximagebbox:D 1595
\pdftex_pkmode:D 1621
\pdftex_pkresolution:D 1622
\pdftex_primitive:D 1623, 1648
\pdftex_protrudechars:D 1624, 1671
\pdftex_pxdimen:D 1625, 1672
\pdftex_quitvmode:D 1641
\pdftex_randomseed:D 1626, 1673
\pdftex_rightmarginkern:D 1642
\pdftex_rpcode:D 1643
\pdftex_savepos:D 1627, 1676
\pdftex_setrandomseed:D 1629, 1679
\pdftex_shellescape:D 1630, 1649
\pdftex_strcmp:D 1628
\pdftex_synctex:D 1644
\pdftex_tagcode:D 1645
\pdftex_tracingfonts:D 1631, 1680
\pdftex_uniformdeviate:D 1632, 1681
\pdftexbanner 791, 1633
\pdftexrevision 792, 1634
\pdftexversion 102, 793, 1635
\pdfthread 740, 1585
\pdfthreadmargin 741, 1586
\pdftracingfonts 789, 1306, 1307, 1631
\pdftrailer 742, 1587
\pdfuniformdeviate 790, 1632
\pdfuniqueresname 743, 1588
\pdfvariable 988, 1816
\pdfvorigin 744, 1589
\pdfxform 745, 1590
\pdfxformattr 746, 1591
\pdfxformname 747, 1592
\pdfxformresources 748, 1593
\pdfximage 749, 1594
\pdfximagebbox 750, 1595

peek commands:
\peek_after:Nw 113, 137, 137, 137, 11016, 11029, 11057, 30170
\peek_catcode:NTF 137, 11112
\peek_catcode_collect_inline:Nn 269, 30150
\peek_catcode_ignore_spaces:NTF 138, 11126
\peek_catcode_remove:NTF . 138, 11112
\peek_catcode_remove_ignore_-spaces:NTF 138, 11126
\peek_charcode:NTF 138, 11112
\peek_charcode_collect_inline:Nn 269, 30150
\peek_charcode_ignore_spaces:NTF 138, 11126
\peek_charcode_remove:NTF 138, 11112
\peek_charcode_remove_ignore_-spaces:NTF 139, 11126
\peek_gafter:Nw 137, 137, 11016
\peek_meaning:NTF 139, 11112
\peek_meaning_collect_inline:Nn 269, 30150
\peek_meaning_ignore_spaces:NTF 139, 11126
\peek_meaning_remove:NTF . 139, 11112
\peek_meaning_remove_ignore_-spaces:NTF 139, 11126
\peek_N_type:TF 140, 11149, 11186, 11188
\peek_remove_spaces:n 269, 574, 11025, 11135, 11140, 11145
peek internal commands:
__peek_collect:N 1128, 30150
__peek_collect:NNn 30150
__peek_collect_remove:nw 30150
\l__peek_collect_tl 1128, 30149, 30161, 30163, 30188, 30193
__peek_collect_true:w . . 1128, 30150
__peek_execute_branches_...: . 1128
__peek_execute_branches_-catcode: 574, 11079, 30151
__peek_execute_branches_-catcode_aux: 11079
__peek_execute_branches_-catcode_auxii:N 11079
__peek_execute_branches_-catcode_auxiii: 11079
__peek_execute_branches_-charcode: 574, 11079, 30153
__peek_execute_branches_-meaning: 574, 11071, 30155
__peek_execute_branches_N_type: 11149
__peek_false:w 575, 1128, 11012, 11027, 11038, 11052, 11076, 11099, 11109, 11166, 11179, 30162
__peek_false_aux:n 1128, 30163, 30164
__peek_N_type:w 11149
__peek_N_type_aux:nnw 11149
__peek_remove_spaces: 11025
\l__peek_search_tl 571, 573, 1128, 11011, 11045, 11096, 11106, 30160
\l__peek_search_token 571, 1128, 11010, 11044, 11073, 30159
__peek_tmp:w 11012, 11023, 11150, 11172
__peek_token_generic:NNTF 574, 575, 11059, 11061, 11063, 11183, 11187, 11189
__peek_token_generic_aux:NNNTF 11041, 11060, 11066
__peek_token_remove_generic:NNTF 574, 11059, 11067, 11069
__peek_true:w 575, 1128, 11012, 11051, 11074, 11097, 11107, 11164, 11178, 11179, 30169
__peek_true_aux:w 571, 572, 11012, 11022, 11029, 11030, 11046, 11060, 30170, 30171, 30189
__peek_true_remove:w 571, 572, 11020, 11035, 11066, 30194
\penalty 516
\pi 16809, 16810
pi 215
\pm 18275, 18276
\postbreakpenalty 1240, 2048
\postdisplaypenalty 517
\postexhyphenchar 989, 1817
\posthyphenchar 990, 1818
\prebinoppenalty 991, 1819
\prebreakpenalty 1241, 2049
\predisplaydirection 659, 1502
\predisplaygapfactor 992, 1820
\predisplaypenalty 518
\predisplaysize 519
\preexhyphenchar 993, 1822
\prehyphenchar 994, 1823
\prerelpenalty 995, 1824
\pretolerance 520
\prevdepth 521
\prevgraf 522
prg commands:
\prg_break: 113, 447, 489, 490, 585, 586, 1002, 2885, 4778, 5683, 5699, 5817, 5867, 5973, 5977, 6019, 6114, 6161, 6214, 6220, 6451, 6532, 6704, 6845,

8220, 8253, 8296, 8812, 9603, 11459, 11480, 11509, 13472, 15908, 15917, 17938, 17958, 17959, 18171, 18172, 18185, 18285, 18286, 18287, 21679, 21731, 21955, 22463, 22538, 22874, 22948, 22978, 22979, 22980, 22981, 22982, 22983, 23334, 23338, 25244, 25271, 28740, 28746, 28814, 30661

\prg_break:n *113*, *113*, 2885, 4780, 5587, 5593, 5605, 8094, 8233, 8822, 9603, 11354, 15684, 15924, 24806, 30663

\prg_break_point: . . *113*, *113*, *638*, *910*, *911*, *917*, *1095*, 2885, 4768, 5588, 5594, 5684, 5700, 5818, 5868, 5974, 5978, 6020, 6115, 6162, 6215, 6221, 6452, 6652, 6809, 8091, 8221, 8253, 8296, 8333, 8340, 8817, 9603, 11349, 11444, 11480, 11509, 13442, 15678, 15909, 15918, 17939, 17960, 18173, 18289, 21680, 21731, 21963, 22291, 22332, 22456, 22463, 22797, 22949, 22985, 23312, 24807, 25117, 25265, 28741, 28814, 30656, 30657

\prg_break_point:Nn *72*, *112*, *112*, *344*, *489*, *506*, *656*, *1141*, 2876, 4376, 4394, 4404, 4419, 5159, 5185, 5205, 8254, 8289, 8297, 8314, 8864, 9603, 10257, 10271, 10291, 10309, 11481, 11497, 11510, 12658, 12677, 14156, 18358, 22926, 28794, 28803, 30654, 30655, 30660

\prg_do_nothing: *9*, *113*, *378*, *428*, *479*, *539*, *554*, *578*, *721*, *891*, *958*, *1005*, 2874, 2885, 3202, 3587, 3614, 4062, 4975, 4977, 5749, 6702, 7897, 7904, 8186, 8188, 9767, 9903, 9909, 9917, 10071, 10270, 10278, 10427, 10431, 10438, 11255, 11263, 11272, 12704, 13002, 13304, 14465, 16202, 16236, 16262, 16270, 17823, 21660, 22378, 22536, 22537, 22768, 22817, 23633, 23676, 23677, 23684, 23685, 25336, 25499, 29322

\prg_generate_conditional_-variant:Nnn *106*, 3800, 4219, 4229, 4240, 4263, 4283, 4294, 4368, 4664, 4685, 5063, 5076, 5084, 5115, 7767, 7789, 8029, 8095, 8189, 8191, 8205, 8207, 8209, 8211, 9358, 10089, 10103, 10104, 10247, 10249, 11388, 11389, 11437, 11461, 11472, 12513, 26329, 26331, 26335, 26960

\prg_map_break:Nn *112*, *112*, *344*, *390*, *551*, *587*, *1140*, *1141*, 2876, 4432, 4434, 5218, 5220, 8244, 8246, 9603, 10326, 10328, 11520, 11522, 12641, 12643, 30658, 30660

\prg_new_conditional:Nnn *104*, 2251, 9313

\prg_new_conditional:Npnn *104*, *104*, *106*, *564*, *574*, 2234, 2782, 3473, 4211, 4221, 4231, 4247, 4255, 4298, 4314, 4325, 4649, 4666, 4687, 4722, 4739, 4750, 5056, 5065, 5070, 5584, 5591, 5606, 5614, 6301, 6335, 6354, 7751, 7759, 7769, 7779, 8021, 8633, 8686, 8724, 8732, 9280, 9285, 9313, 9350, 9382, 9442, 9457, 9468, 9483, 9493, 9589, 9591, 9593, 9595, 9919, 10200, 10772, 10777, 10782, 10787, 10794, 10800, 10806, 10811, 10816, 10821, 10826, 10831, 10836, 10841, 10848, 10863, 10868, 10903, 10949, 11432, 11439, 11545, 12575, 13569, 13972, 13977, 14273, 14281, 15450, 15457, 16092, 17250, 18075, 18083, 18099, 23426, 23446, 23468, 23514, 23538, 26325, 26327, 26333, 26950, 28527

\prg_new_eq_conditional:NNn *105*, 2367, 3954, 3955, 5026, 5028, 5030, 5032, 7926, 7928, 8405, 8406, 8407, 8408, 8409, 8410, 8581, 8583, 9313, 9378, 9380, 10007, 10009, 10196, 10198, 11428, 11430, 13903, 13905, 14247, 14249, 14343, 14345, 18073, 18074, 26273, 26275

\prg_new_protected_conditional:Nnn *104*, 2251, 9313

\prg_new_protected_conditional:Npnn *104*, 2234, 4265, 4285, 5078, 5086, 5723, 5732, 8076, 8185, 8187, 8193, 8196, 8199, 8202, 9313, 9745, 10080, 10090, 10092, 10214, 10218, 11368, 11378, 11463, 12504, 12595, 12615, 13284, 13414, 13514, 13516, 13518, 13629, 23860, 25640, 25645, 25658, 25660

\prg_replicate:nn *44*, *81*, *111*, *528*, *697*, 9541, 11659, 11846, 11868, 12834, 15631, 15757, 19503, 20356, 20664, 20920, 20966, 21003, 21526, 21534, 21993, 22096, 23045, 23639, 24375, 24736, 24762, 24909, 24917, 25341, 25803, 25808, 25815, 25918, 25923

\prg_return_false: *105*, *106*, *325*, *397*, *485*, *501*, *548*, *548*, *1016*, 2230, 2294, 2302, 2453, 2458, 2471, 2476, 2484, 2501, 2785, 3483, 4216, 4226, 4237, 4252, 4260, 4275, 4291, 4305, 4321, 4336, 4661, 4682, 4700, 4708, 4718, 4731, 4745, 4759, 5061, 5068, 5074, 5082, 5090, 5589, 5595, 5611, 5627, 5730, 5739, 6305, 6308, 6311, 6338, 6341, 6358, 6361, 6364, 7756, 7764, 7775, 7785, 8026, 8090, 8109, 8631, 8663, 8668, 8691, 8729, 8737, 9283, 9290, 9313, 9355, 9387, 9447, 9463, 9473, 9489, 9499, 9590, 9592, 9594, 9596, 9749, 9757, 9934, 9937, 10083, 10097, 10203, 10238, 10244, 10775, 10780, 10785, 10790, 10797, 10804, 10809, 10814, 10819, 10824, 10829, 10834, 10839, 10844, 10861, 10866, 10871, 10876, 10909, 10912, 10924, 10953, 10978, 10995, 11004, 11376, 11386, 11435, 11455, 11470, 11548, 12511, 12584, 12598, 12618, 13293, 13419, 13446, 13525, 13546, 13584, 13593, 13604, 13626, 13633, 13975, 13994, 14009, 14010, 14277, 14284, 15455, 15463, 16103, 16105, 17265, 17277, 18080, 18094, 18107, 23440, 23451, 23454, 23459, 23463, 23464, 23472, 23475, 23480, 23483, 23520, 23523, 23544, 23547, 23867, 23872, 25686, 26326, 26328, 26334, 26956, 26958, 28532

\prg_return_true: . . *105*, *106*, *325*, *385*, *398*, *398*, *485*, *582*, *634*, *1014*, *1016*, 2230, 2294, 2302, 2456, 2473, 2481, 2486, 2499, 2504, 2785, 3475, 3483, 4214, 4224, 4235, 4250, 4258, 4273, 4291, 4304, 4319, 4334, 4659, 4680, 4698, 4716, 4729, 4747, 4758, 5061, 5068, 5074, 5082, 5090, 5605, 5609, 5617, 5630, 5730, 5739, 6305, 6311, 6343, 6358, 6364, 7754, 7762, 7773, 7783, 8024, 8094, 8112, 8663, 8689, 8727, 8735, 9283, 9288, 9313, 9353, 9385, 9445, 9461, 9471, 9487, 9497, 9590, 9592, 9594, 9596, 9770, 9930, 9933, 9939, 10086, 10100, 10204, 10234, 10244, 10775, 10780, 10785, 10790, 10797, 10804, 10809, 10814, 10819, 10824, 10829, 10834, 10839, 10844, 10860, 10866, 10874, 10923, 10976, 11002, 11374, 11384, 11435, 11457, 11468, 11548, 12509, 12582, 12587, 12589, 12601, 12621, 13291, 13420, 13460, 13526, 13582, 13591, 13602, 13632, 13975, 14010, 14276, 14285, 15454, 15462, 16096, 16101, 17260, 17283, 18078, 18096, 18105, 23429, 23443, 23451, 23454, 23459, 23463, 23475, 23480, 23483, 23518, 23542, 23863, 23869, 25684, 26326, 26328, 26334, 26955, 28530

\prg_set_conditional:Nnn *104*, 2251, 9313

\prg_set_conditional:Npnn *104*, *105*, *106*, 2234, 2450, 2462, 2478, 2490, 9313, 13620

\prg_set_eq_conditional:NNn *105*, 2367, 9313

\prg_set_protected_conditional:Nnn *104*, 2251, 9313

\prg_set_protected_conditional:Npnn *104*, 2234, 9313, 13429

prg internal commands:

__prg_break: 30654

__prg_break:n 30654

__prg_break_point: 30654

__prg_break_point:Nn *344*, *1140*, *1141*, 30654

__prg_generate_conditional:nnNNNnnn 2246, 2271, 2280

__prg_generate_conditional:NNnnnnNw 2280

__prg_generate_conditional_-count:NNNnn 2251

__prg_generate_conditional_-count:nnNNNnn 2251

__prg_generate_conditional_-fast:nw *325*, *326*, 2280

__prg_generate_conditional_-parm:NNNpnn 2234

__prg_generate_conditional_-test:w 2280

__prg_generate_F_form:wNNnnnnN 2323

__prg_generate_p_form:wNNnnnnN *325*, 2323

__prg_generate_T_form:wNNnnnnN 2323

__prg_generate_TF_form:wNNnnnnN 2323

__prg_map_break:Nn *1140*, *1141*, 30654

__prg_p_true:w *327*, 2323

__prg_replicate:N 9541

__prg_replicate_ 9541

__prg_replicate_0:n 9541

__prg_replicate_1:n 9541

__prg_replicate_2:n 9541

__prg_replicate_3:n 9541

__prg_replicate_4:n 9541

__prg_replicate_5:n 9541
__prg_replicate_6:n 9541
__prg_replicate_7:n 9541
__prg_replicate_8:n 9541
__prg_replicate_9:n 9541
__prg_replicate_first:N 9541
__prg_replicate_first_-:n . . . 9541
__prg_replicate_first_0:n . . . 9541
__prg_replicate_first_1:n . . . 9541
__prg_replicate_first_2:n . . . 9541
__prg_replicate_first_3:n . . . 9541
__prg_replicate_first_4:n . . . 9541
__prg_replicate_first_5:n . . . 9541
__prg_replicate_first_6:n . . . 9541
__prg_replicate_first_7:n . . . 9541
__prg_replicate_first_8:n . . . 9541
__prg_replicate_first_9:n . . . 9541
__prg_set_eq_conditional:NNNn 2367
__prg_set_eq_conditional:nnNnnNNw 2375, 2383
__prg_set_eq_conditional_F_-form:nnn 2383
__prg_set_eq_conditional_F_-form:wNnnnn 2420
__prg_set_eq_conditional_-loop:nnnnNw 2383
__prg_set_eq_conditional_p_-form:nnn 2383
__prg_set_eq_conditional_p_-form:wNnnnn 2414
__prg_set_eq_conditional_T_-form:nnn 2383
__prg_set_eq_conditional_T_-form:wNnnnn 2418
__prg_set_eq_conditional_TF_-form:nnn 2383
__prg_set_eq_conditional_TF_-form:wNnnnn 2416
\primitive 887, 1648
prop commands:
\c_empty_prop 149, 577, 11197, 11201, 11205, 11208, 11434
\prop_clear:N 143, 143, 11204, 11211, 11231, 11234, 11239, 11242, 11247, 11250, 25073, 27736
\prop_clear_new:N 143, 11210
\prop_const_from_keyval:Nn 144, 11229, 26919, 26926
\prop_count:N 145, 11358, 28722
\prop_gclear:N 143, 11204, 11214
\prop_gclear_new:N 143, 1050, 11210, 26993, 26994
\prop_get:Nn 113, 30403, 30405
\prop_get:NnN 70, 71, 144, 145, 11315, 27982, 27986, 28065, 28069
\prop_get:NnNTF 144, 146, 146, 5790, 11463, 11955, 11975, 12030, 27180
\prop_gpop:NnN 145, 11323
\prop_gpop:NnNTF 145, 146, 11368
.prop_gput:N 187, 14984
\prop_gput:Nnn 144, 5566, 5567, 5568, 5569, 5570, 5571, 5572, 5573, 5574, 5575, 5576, 5577, 5578, 5579, 5580, 11390, 11742, 11744, 12493, 12547, 12723, 12760, 27206, 27224, 27259, 27290
\prop_gput_if_new:Nnn . . . 144, 11411
\prop_gremove:Nn 145, 11299, 12555, 12769
\prop_gset_eq:NN 143, 11208, 11216, 11241, 26995, 26997, 27158, 27160, 27197, 27199, 27446, 27614, 27655
\prop_gset_from_keyval:Nn 143, 11229
\prop_if_empty:NTF . 145, 11432, 28719
\prop_if_empty_p:N 145, 11432
\prop_if_exist:NTF 145, 11211, 11214, 11428, 14800
\prop_if_exist_p:N 145, 11428
\prop_if_in:NnTF 146, 11439, 11747, 11758
\prop_if_in_p:Nn 146, 11439
\prop_item:Nn 145, 147, 11345, 11748, 11759, 30404, 30406
\prop_log:N 148, 11523
\prop_map_break: 147, 586, 11481, 11497, 11510, 11519
\prop_map_break:n 148, 11519
\prop_map_function:NN 147, 147, 261, 585, 586, 11363, 11474, 11533, 12569, 12783, 28140
\prop_map_inline:Nn 147, 11490, 25825, 27456, 27458, 27461, 27481, 27483, 27557, 27574, 27635, 27637, 27641, 27643, 27823, 27842, 28034, 28043
\prop_map_tokens:Nn 147, 147, 491, 11505
\prop_new:N 143, 143, 5565, 11198, 11211, 11214, 11224, 11225, 11226, 11227, 11228, 11741, 11743, 11770, 11927, 12480, 12710, 14800, 24994, 24995, 27434, 27435, 27436, 27906, 27947
\prop_pop:NnN 144, 11323
\prop_pop:NnNTF 144, 146, 11368
.prop_put:N 187, 14984

\prop_put:Nnn 144, 364, 576, 577, 11281, 11390, 12003, 12019, 12036, 25231, 27203, 27221, 27240, 27257, 27288, 27492, 27494, 27500, 27502, 27511, 27517, 27525, 27584, 27592, 27682, 27688, 27696, 27703, 27847, 27907, 27909, 27911, 27913, 27915, 27917, 27919, 27921, 27923, 27925, 27927, 27929, 27931, 27933, 27935, 27937, 27939, 27941
\prop_put_if_new:Nnn 144, 11411
\prop_rand_key_value:N . . . 261, 28717
\prop_remove:Nn 145, 11299, 12000, 12015, 28029, 28032, 28036
\prop_set_eq:NN 143, 11205, 11216, 11233, 25242, 27146, 27148, 27190, 27192, 27443, 27452, 27454, 27607, 27631, 27633, 27652, 27780, 28024
\prop_set_from_keyval:Nn 143, 578, 11229
\prop_show:N 148, 11523
\g_tmpa_prop 148, 11224
\l_tmpa_prop 148, 11224
\g_tmpb_prop 148, 11224
\l_tmpb_prop 148, 11224
prop internal commands:
__prop_count:nn 11358
__prop_from_keyval:n 11229
__prop_from_keyval_key:n 11229
__prop_from_keyval_key:w 578, 11229
__prop_from_keyval_loop:w . . . 11229
__prop_from_keyval_split:Nw . 11229
__prop_from_keyval_value:n . . 11229
__prop_from_keyval_value:w 578, 11229
__prop_if_in:N 584, 11439
__prop_if_in:nwwn 584, 11439
\l__prop_internal_prop . . . 11228, 11231, 11233, 11234, 11239, 11241, 11242, 11247, 11249, 11250, 11281
\l__prop_internal_tl 583, 11193, 11196, 11394, 11400, 11401, 11417, 11424
__prop_item_Nn:nwn 581
__prop_item_Nn:nwwn 11345
__prop_map_function:Nwwn 11474
__prop_map_tokens:nwwn 11505
__prop_pair:wn 576, 576, 576, 580, 584, 585, 586, 586, 11193, 11194, 11293, 11296, 11348, 11351, 11396, 11419, 11442, 11446, 11480, 11483, 11493, 11495, 11500, 11509, 11512, 28727
__prop_put:NNnn 11390
__prop_put_if_new:NNnn 11411
__prop_rand_item:w 28717
__prop_show:NN . 11523, 11525, 11527
__prop_split:NnTF 577, 583, 583, 584, 11288, 11301, 11307, 11317, 11325, 11334, 11370, 11380, 11399, 11422, 11465
__prop_split_aux:NnTF 11288
__prop_split_aux:w 580, 11288
\protect 12901, 16743, 29364, 29391
\protected 213, 215, 217, 242, 660, 1503, 10937, 10939
\protrudechars 1033, 1671
\ProvidesExplClass 7
\ProvidesExplFile 7, 30486, 30501
\ProvidesExplFileAux 30489, 30491
\ProvidesExplPackage 7
\ProvidesFile 30494, 30495
pt 216
ptex commands:
\ptex_autospacing:D 2022
\ptex_autoxspacing:D 2023
\ptex_dtou:D 2024
\ptex_epTeXversion:D 2026
\ptex_euc:D 2027
\ptex_ifdbox:D 2028
\ptex_ifddir:D 2029
\ptex_ifmdir:D 2030
\ptex_iftbox:D 2031
\ptex_iftdir:D 2032
\ptex_ifybox:D 2033
\ptex_ifydir:D 2034
\ptex_inhibitglue:D 2035
\ptex_inhibitxspcode:D 2036
\ptex_inputencoding:D 2025
\ptex_jcharwidowpenalty:D 2037
\ptex_jfam:D 2038
\ptex_jfont:D 2039
\ptex_jis:D 2040
\ptex_kanjiskip:D 2041
\ptex_kansuji:D 2042
\ptex_kansujichar:D 2043
\ptex_kcatcode:D 2044
\ptex_kuten:D 2045
\ptex_noautospacing:D 2046
\ptex_noautoxspacing:D 2047
\ptex_postbreakpenalty:D 2048
\ptex_prebreakpenalty:D 2049
\ptex_ptexminorversion:D 2050
\ptex_ptexrevision:D 2051
\ptex_ptexversion:D 2052
\ptex_showmode:D 2053
\ptex_sjis:D 2054
\ptex_tate:D 2055

\ptex_tbaselineshift:D 2056
\ptex_tfont:D 2057
\ptex_xkanjiskip:D 2058
\ptex_xspcode:D 2059
\ptex_ybaselineshift:D 2060
\ptex_yoko:D 2061
\ptexminorversion 1242, 2050
\ptexrevision 1243, 2051
\ptexversion 1244, 2052
\pxdimen 1034, 1672

Q

quark commands:
\q_mark *71*, *118*, *331*, *363*, *365*, *381*, *389*, *392*, *393*, *406*, *412*, *419*, *539*, *543*, *546*, *547*, *552*, *580*, *666*, *913*, *916*, *917*, *919*, *922*, 2292, 2294, 2302, 2440, 2441, 2444, 2445, 2446, 3526, 3527, 3529, 3535, 3539, 3561, 3570, 3589, 3617, 3620, 3629, 3644, 3676, 3690, 3694, 3703, 3714, 3723, 3728, 3817, 3820, 3836, 4131, 4133, 4135, 4137, 4360, 4370, 4479, 4480, 4483, 4486, 4487, 4493, 4496, 4511, 4512, 4518, 4522, 4524, 4527, 5113, 5144, 5151, 5224, 5241, 5489, 5491, 7701, 8354, 8355, 8369, 8372, 8646, 8649, 8715, 8722, 9924, 9941, 10063, 10073, 10077, 10099, 10155, 10161, 10175, 10187, 10188, 10189, 10192, 10193, 10194, 10203, 10204, 10213, 10367, 10368, 10380, 10381, 11161, 11162, 11169, 11293, 11295, 11296, 11895, 11960, 11961, 11966, 11969, 13044, 13051, 13063, 13137, 13138, 13139, 13140, 14038, 14045, 14396, 14403, 14413, 14437, 14459, 14469, 14481, 15937, 15938, 15942, 22381, 22385, 22391, 22395, 22401, 22404, 22469, 22509, 22511, 22514, 22518, 22521, 22524, 22526, 22529, 30202, 30204
\q_nil *21*, *21*, *53*, *71*, *71*, *71*, *322*, *382*, *384*, *384*, *393*, *452*, *473*, *475*, *578*, 2192, 2195, 3823, 4157, 4233, 4234, 4244, 4245, 4510, 4514, 4532, 4535, 4538, 4628, 4629, 6651, 6658, 6673, 6700, 7701, 7753, 7772, 7778, 7793, 7794, 11268, 11269, 11275, 11276, 12930, 12937, 13270, 13378, 13382, 14413, 14423, 14437, 14447, 15430, 15439, 24338, 24356
\q_no_value *70*, *71*, *71*, *71*, *77*, *77*, *77*, *77*, *77*, *77*, *83*, *83*, *83*, *116*, *125*, *144*, *144*, *145*, *158*, *158*, *164*, *164*, *165*, *165*, *166*, *473*, *475*, *486*, *487*, *543*, *581*, *581*, *690*, 7701, 7761, 7782, 7788, 8100, 8108, 8120, 8146, 9743, 10046, 10061, 11319, 11330, 11339, 12592, 12605, 13282, 13411, 13441, 13509, 13511, 13513, 14556, 15030, 15054, 15071, 15096, 15113, 15142, 28932
\quark_if_nil:n *475*
\quark_if_nil:NTF *71*, 7751, 24360, 24380
\quark_if_nil:nTF *71*, *474*, 4155, 7769, 13274, 13381, 13387, 15435
\quark_if_nil_p:N *71*, 7751
\quark_if_nil_p:n *71*, 7769
\quark_if_no_value:NTF *71*, 7751, 13443, 15341, 27984, 27988, 28067, 28071, 28936, 28938
\quark_if_no_value:nTF *71*, 7769
\quark_if_no_value_p:N *71*, 7751
\quark_if_no_value_p:n *71*, 7769
\quark_if_recursion_tail_break:N 30407
\quark_if_recursion_tail_break:n 30409
\quark_if_recursion_tail_-break:NN *72*, 5193, 5211, 7739
\quark_if_recursion_tail_-break:nN *72*, 4382, 4411, 4425, 4778, 7739, 10262, 10275
\quark_if_recursion_tail_stop:N . . *72*, 7707, 9199, 13218, 28511, 29924
\quark_if_recursion_tail_stop:n *72*, *400*, *474*, 7721, 9914, 10319, 10350, 11260, 15446, 29752
\quark_if_recursion_tail_stop_-do:Nn *72*, 5528, 7707, 9138, 9155, 9202, 29177, 29185, 29352, 29372
\quark_if_recursion_tail_stop_-do:nn *72*, 7721, 9452, 9478, 13259, 29424
\quark_new:N *70*, 7696, 7701, 7702, 7703, 7704, 7705, 7706
\q_recursion_stop *21*, *21*, *72*, *72*, *72*, *72*, *72*, *73*, *322*, *327*, *473*, *551*, 2194, 2198, 2298, 2380, 3513, 3816, 5505, 5513, 5518, 7705, 9133, 9150, 9193, 9220, 9441, 9467, 9910, 10308, 10344, 11256, 13203, 13205, 13214, 13254, 15442, 24338, 24356, 28519, 29117, 29120, 29129, 29140, 29154, 29168, 29175, 29181, 29200, 29202, 29211, 29213, 29220, 29221,

29224, 29227, 29240, 29346, 29368, 29390, 29420, 29436, 29438, 29441, 29444, 29446, 29451, 29454, 29456, 29459, 29462, 29467, 29490, 29493, 29495, 29497, 29502, 29583, 29587, 29589, 29594, 29608, 29633, 29637, 29639, 29644, 29652, 29896, 29944, 29961, 29965, 29967, 29972, 29987

\q_recursion_tail *71*, *72*, *72*, *72*, *72*, *72*, *73*, *327*, *411*, *473*, *474*, *549*, *584*, 2298, 2308, 2380, 2399, 4375, 4393, 4403, 4418, 4767, 5158, 5167, 5184, 5204, 5505, 7705, 7709, 7715, 7724, 7731, 7736, 7741, 7748, 9133, 9150, 9193, 9441, 9467, 9910, 10256, 10270, 10290, 10308, 10344, 11256, 11443, 11454, 13203, 13254, 14396, 14403, 14464, 15442, 28519, 29117, 29181, 29215, 29346, 29368, 29399, 29420, 29895, 29943

\q_stop *21*, *21*, *33*, *49*, *70*, *70*, *71*, *71*, *118*, *322*, *331*, *365*, *379*, *382*, *392*, *412*, *416*, *473*, *501*, *513*, *547*, *552*, *567*, *569*, *578*, *580*, *609*, *707*, *916*, *917*, *917*, *919*, 2193, 2196, 2319, 2324, 2343, 2351, 2359, 2410, 2414, 2416, 2418, 2420, 2441, 2444, 2445, 2446, 2844, 2852, 2861, 2870, 3530, 3539, 3565, 3617, 3621, 3625, 3633, 3639, 3648, 3654, 3656, 3676, 3698, 3703, 3725, 3728, 3817, 4114, 4116, 4156, 4318, 4324, 4360, 4370, 4481, 4483, 4488, 4490, 4516, 4538, 4619, 4621, 4638, 4656, 4673, 4697, 4903, 4913, 5010, 5113, 5144, 5151, 5224, 5233, 5239, 5241, 5247, 5264, 5283, 5345, 5402, 5414, 5452, 5468, 5475, 5483, 5485, 5489, 5491, 5699, 5705, 5747, 5752, 5760, 5973, 5977, 5986, 5995, 6019, 6028, 6377, 6379, 6387, 6473, 6509, 7701, 8120, 8123, 8131, 8133, 8214, 8215, 8356, 8369, 8372, 8374, 8625, 8641, 8643, 8647, 8660, 8715, 8722, 9126, 9132, 9149, 10048, 10051, 10063, 10066, 10074, 10077, 10085, 10099, 10161, 10189, 10192, 10193, 10205, 10213, 10369, 10380, 10381, 10382, 10408, 10442, 10853, 10856, 10886, 10920, 10957, 10961, 10967, 10990, 11150, 11163, 11172, 11262, 11269, 11272, 11276, 11293, 11296, 11897, 11901, 11903, 11962, 12930, 12971, 13029, 13067, 13080, 13137, 13140, 13166, 13171, 13270, 13272, 13376, 13377, 13378, 13379, 13382, 13383, 13385, 13707, 13711, 13725, 13740, 13742, 13797, 13800, 13807, 13809, 13985, 14009, 14038, 14045, 14285, 14287, 14467, 14484, 14511, 14530, 14531, 14603, 14605, 14625, 14629, 14638, 14646, 14657, 14804, 15186, 15194, 15204, 15372, 15392, 15414, 15416, 15424, 15430, 15433, 15838, 15914, 15925, 15932, 15938, 15942, 15956, 15975, 16783, 16787, 17294, 17299, 17899, 17921, 18092, 18093, 18118, 18119, 18285, 18286, 18287, 18454, 18455, 22457, 22466, 22470, 22472, 22509, 22510, 22511, 22516, 22518, 22522, 22524, 22532, 28181, 28183, 28184, 28185, 28187, 28189, 28191, 28415, 28432, 28436, 28447, 28451, 28463, 28464, 28470, 28472, 28473, 28475, 28478, 28494, 28502, 28685, 28723, 28736, 28737, 28739, 28743, 28747, 28749, 28754, 28932, 28934, 30202, 30204, 30224, 30233

\s_stop *74*, *74*, *451*, *455*, *917*, 6623, 6625, 6629, 6641, 6781, 6783, 6787, 6799, 6808, 6815, 6836, 7810, 7811, 20075, 20090, 21410, 21414, 22470, 22472

quark internal commands:

\s__fp *701*, *703*, *707*, *708*, *731*, *737*, *738*, *741*, *755*, *757*, *758*, *787*, *790*, *791*, *792*, *794*, *800*, *802*, *891*, 15790, 15800, 15801, 15802, 15803, 15804, 15814, 15819, 15821, 15822, 15837, 15850, 15853, 15855, 15865, 15877, 15897, 15914, 15917, 15924, 15931, 15947, 15974, 16080, 16082, 16084, 16085, 16086, 16088, 16089, 16090, 16092, 16108, 16280, 16285, 16512, 16566, 16575, 16577, 17255, 17413, 17899, 17914, 17938, 17958, 17959, 18093, 18118, 18119, 18133, 18134, 18171, 18172, 18285, 18286, 18287, 18296, 18312, 18316, 18380, 18381, 18384, 18395, 18396, 18404, 18405, 18407, 18408, 18409, 18411, 18412, 18413, 18425, 18428, 18432, 18435, 18455, 18505, 18508, 18511, 18531, 18532, 18534, 18535, 18536, 18544, 18547, 18558, 18559, 18561, 18570, 18646, 18798, 18832, 18833, 18836, 18917, 19055, 19063, 19065, 19242, 19251, 19253, 19258, 19266, 19268,

19270, 19273, 19776, 19788, 19790, 19999, 20016, 20018, 20199, 20218, 20220, 20221, 20224, 20241, 20244, 20247, 20272, 20273, 20275, 20291, 20380, 20393, 20395, 20398, 20403, 20436, 20452, 20535, 20548, 20550, 20563, 20565, 20578, 20580, 20593, 20595, 20608, 20610, 20623, 20633, 21134, 21150, 21151, 21155, 21166, 21273, 21286, 21288, 21304, 21307, 21317, 21340, 21351, 21353, 21367, 21369, 21374, 21436, 21457, 21460, 21490, 21511, 21514, 21564, 21580, 21583, 21658, 21659, 21769, 21771, 21803, 22069, 22077, 22080, 22159
\s__fp_⟨type⟩ 731
\s__fp_division 15795
\s__fp_exact 15795, 15800, 15801, 15802, 15803, 15804, 18380
\s__fp_invalid 15795
\s__fp_mark 737, 738, 741, 762, 766, 15793, 17462, 17475, 17557, 17601
\s__fp_overflow 15795, 15821
\s__fp_stop 709, 15793, 15988, 17364, 17463, 17467, 17476, 18462, 18473, 18483, 18491
\s__fp_tuple 707, 15898, 15904, 15905, 15982, 15984, 17679, 17891, 17906, 17931, 17933, 17950, 17951, 17953, 18163, 18164, 19304, 19305, 19311, 19312, 21386
\s__fp_underflow 15795, 15819
\s__prop 576, 576, 580, 586, 586, 1094, 11193, 11193, 11194, 11197, 11293, 11296, 11348, 11351, 11397, 11420, 11442, 11446, 11480, 11483, 11495, 11509, 11512, 28727, 28732
__quark_if_empty_if:n 7769
__quark_if_nil:w 475, 7769
__quark_if_no_value:w 7769
__quark_if_recursion_tail:w 474, 7721, 7748
\s__seq 477, 480, 481, 487, 491, 492, 1095, 7815, 7824, 7854, 7859, 7864, 7869, 7880, 7908, 7934, 7942, 7946, 8167, 8215, 8366, 28737, 28743, 28784
\s__tl 427, 452, 455, 921, 922, 922, 923, 924, 931, 931, 932, 5699, 5703, 5903, 5950, 6005, 6011, 6460, 6472, 6477, 6487, 6492, 6497, 6500, 6515, 6528, 6531, 6666, 6667, 6684, 6690, 6706, 6712, 6713, 6818, 6833, 6842, 6843, 22594, 22595, 22814, 22845, 22851, 22876, 22894, 22899, 22913, 22925, 22948, 22951
\q__tl_act_mark 394, 394, 394, 4542, 4547, 4564
\q__tl_act_stop 394, 4542, 4547, 4551, 4560, 4562, 4568, 4573, 4576, 4580, 4583
\quitvmode 799, 1641

R

\r 29950
\radical 523
\raise 524
rand 215
randint 215
\randomseed 1035, 1673
\read 525
\readline 661, 1504
\ref 29998
regex commands:
\c_foo_regex 222
\regex_(g)set:Nn 229
\regex_const:Nn 222, 229, 25607
\regex_count:NnN 230, 25650
\regex_count:nnN 230, 1015, 25650
\regex_extract_all:NnN 230, 25654
\regex_extract_all:nnN 223, 230, 938, 25654
\regex_extract_all:NnNTF 230, 25654
\regex_extract_all:nnNTF 230, 25654
\regex_extract_once:NnN 230, 25654
\regex_extract_once:nnN 230, 230, 25654
\regex_extract_once:NnNTF 230, 25654
\regex_extract_once:nnNTF 227, 230, 25654
\regex_gset:Nn 229, 25607
\regex_match:NnTF 229, 25640
\regex_match:nnTF 229, 25640
\regex_new:N 229, 940, 25601, 25603, 25604, 25605, 25606
\regex_replace_all:NnN 231, 25654
\regex_replace_all:nnN 223, 231, 25654
\regex_replace_all:NnNTF 231, 25654
\regex_replace_all:nnNTF 231, 25654
\regex_replace_once:NnN 231, 25654
\regex_replace_once:nnN 230, 231, 25654
\regex_replace_once:NnNTF 231, 25654
\regex_replace_once:nnNTF 231, 25654
\regex_set:Nn 229, 25607
\regex_show:N 229, 25622
\regex_show:n 222, 229, 25622
\regex_split:NnN 231, 25654

\regex_split:nnN *231*, 25654
\regex_split:NnNTF *231*, 25654
\regex_split:nnNTF *231*, 25654
\g_tmpa_regex *231*, 25603
\l_tmpa_regex *231*, 25603
\g_tmpb_regex *231*, 25603
\l_tmpb_regex *231*, 25603
regex internal commands:
__regex_action_cost:n . *982*, *985*, *994*, 24724, 24725, 24733, 25181, 25207
__regex_action_free:n *982*, *993*, 24747, 24753, 24754, 24765, 24824, 24828, 24853, 24878, 24882, 24885, 24913, 24921, 24931, 24945, 24976, 25179, 25183
__regex_action_free_aux:nn . . 25183
__regex_action_free_group:n . . . *982*, *993*, 24774, 24893, 24896, 25183
__regex_action_start_wildcard: *982*, 24658, 25176
__regex_action_submatch:n *982*, 24847, 24848, 24974, 25227, 25229
__regex_action_success: *982*, 24661, 24675, 25234
__regex_action_wildcard: *998*
\c__regex_all_catcodes_int 23498, 23620, 23710, 24310
__regex_anchor:N *951*, *992*, 23939, 24504, 24936
\c__regex_ascii_lower_int 23094, 23152, 23158
\c__regex_ascii_max_control_int 23091, 23268
\c__regex_ascii_max_int 23091, 23261, 23269, 23450
\c__regex_ascii_min_int 23091, 23260, 23267
__regex_assertion:Nn *951*, *991*, 23939, 23964, 23973, 24498, 24936
__regex_b_test: *951*, *991*, 23964, 23973, 24503, 24936
\l__regex_balance_int *940*, *1005*, 23089, 25010, 25023, 25138, 25142, 25143, 25322, 25351, 25544, 25561, 25856, 25882, 25905, 25909, 25910, 25917, 25918, 25922, 25923
\g__regex_balance_intarray *938*, *940*, 23086, 25137, 25295, 25310
\l__regex_balance_tl *1005*, *1007*, 25250, 25323, 25352, 25414
__regex_branch:n *951*, *969*, *988*, 23083, 23625, 24120, 24173, 24352, 24480, 24819
__regex_break_point:TF *941*, *964*, *985*, 23095, 23101, 24724, 24725, 24942, 24965
__regex_break_true:w *941*, *941*, 23095, 23101, 23106, 23113, 23120, 23126, 23133, 23141, 23188, 23200, 23217, 23914, 24957
__regex_build:N *1015*, 24645, 25647, 25653, 25657, 25661
__regex_build:n *1015*, 24645, 25642, 25651, 25656, 25659
__regex_build_for_cs:n 23212, 24663
__regex_build_new_state: 24655, 24656, 24667, 24668, 24697, 24706, 24738, 24772, 24777, 24821, 24836, 24841, 24880, 24899, 24934, 24938, 24971
\l__regex_build_tl *969*, 23080, 23617, 23624, 23642, 23647, 23650, 23651, 23654, 23655, 23658, 23704, 23707, 23740, 23754, 23758, 23883, 23897, 23938, 23963, 23972, 23982, 24014, 24027, 24031, 24113, 24116, 24119, 24125, 24126, 24129, 24172, 24439, 24455, 24473, 24479, 24534, 24537, 24542, 24572, 24587, 24591, 24594, 24600, 25321, 25340, 25355, 25358, 25379, 25411, 25473, 25476, 25491, 25535, 25551, 25587
__regex_build_transition_-left:NNN 24693, 24882, 24896, 24913
__regex_build_transition_-right:nNn 24693, 24739, 24774, 24824, 24828, 24853, 24878, 24885, 24893, 24921, 24931
__regex_build_transitions_-lazyness:NNNNN 24704, 24746, 24752, 24764
\l__regex_capturing_group_int *938*, *982*, *1021*, 24644, 24653, 24790, 24792, 24803, 24804, 24812, 24813, 24816, 25410, 25815, 25887, 25895
\l__regex_case_changed_char_int *942*, 23122, 23125, 23136, 23139, 23140, 23147, 23151, 23157, 24989, 25107
\c__regex_catcode_A_int 23498
\c__regex_catcode_B_int 23498
\c__regex_catcode_C_int 23498
\c__regex_catcode_D_int 23498
\c__regex_catcode_E_int 23498
\c__regex_catcode_in_class_mode_-int 23488,

23609, 23981, 24142, 24235, 24264
\g__regex_catcode_intarray 937, 940, 23086, 25135, 25152
\c__regex_catcode_L_int 23498
\c__regex_catcode_M_int 23498
\c__regex_catcode_mode_int 23488, 23605, 23678, 24013, 24233, 24262
\c__regex_catcode_O_int 23498
\c__regex_catcode_P_int 23498
\c__regex_catcode_S_int 23498
\c__regex_catcode_T_int 23498
\c__regex_catcode_U_int 23498
\l__regex_catcodes_bool 23495, 24269, 24273, 24308
\l__regex_catcodes_int 952, 23495, 23621, 23709, 23711, 23717, 24000, 24017, 24117, 24130, 24229, 24266, 24301, 24303, 24309, 24310
__regex_char_if_alphanumeric:N 23468
__regex_char_if_alphanumeric:NTF 23446, 23671, 25518
__regex_char_if_special:N . . . 23446
__regex_char_if_special:NTF 23446, 23667
\g__regex_charcode_intarray 937, 940, 23086, 25133, 25149
__regex_chk_c_allowed:TF 23590, 24222
__regex_class:NnnnN 951, 959, 960, 966, 23084, 23705, 24008, 24009, 24015, 24368, 24447, 24457, 24495, 24718
\c__regex_class_mode_int 23488, 23595, 23610
__regex_class_repeat:n 986, 24728, 24734, 24750, 24759
__regex_class_repeat:nN 24729, 24743
__regex_class_repeat:nnN 24730, 24757
__regex_command_K: 951, 24473, 24496, 24969
__regex_compile:n 23660, 24647, 25609, 25614, 25619, 25624
__regex_compile:w 958, 23614, 23662, 24315
__regex_compile_$: 23934
__regex_compile_(: 24137
__regex_compile_): 24176
__regex_compile_.: 23905
__regex_compile_/A: 23934
__regex_compile_/B: 23958
__regex_compile_/b: 23958
__regex_compile_/c: 24221
__regex_compile_/D: 23917
__regex_compile_/d: 23917
__regex_compile_/G: 23934
__regex_compile_/H: 23917
__regex_compile_/h: 23917
__regex_compile_/K: 24470
__regex_compile_/N: 23917
__regex_compile_/S: 23917
__regex_compile_/s: 23917
__regex_compile_/u: 24388
__regex_compile_/V: 23917
__regex_compile_/v: 23917
__regex_compile_/W: 23917
__regex_compile_/w: 23917
__regex_compile_/Z: 23934
__regex_compile_/z: 23934
__regex_compile_[: 23992
__regex_compile_]: 23976
__regex_compile_^: 23934
__regex_compile_abort_tokens:n 23720, 23747, 24097, 24107
__regex_compile_anchor:NTF . . 23934
__regex_compile_c_[:w 24258
__regex_compile_c_C:NN 24237, 24246
__regex_compile_c_lbrack_add:N 24258
__regex_compile_c_lbrack_end: 24258
__regex_compile_c_lbrack_loop:NN 24258
__regex_compile_c_test:NN . . . 24221
__regex_compile_class:NN 24022
__regex_compile_class:TFNN 966, 24007, 24018, 24022
__regex_compile_class_catcode:w 23999, 24011
__regex_compile_class_normal:w 24002, 24005
__regex_compile_class_posix:NNNNw 24041
__regex_compile_class_posix_end:w 24041
__regex_compile_class_posix_loop:w 24041
__regex_compile_class_posix_test:w 23995, 24041
__regex_compile_cs_aux:Nn . . . 24324
__regex_compile_cs_aux:NNnnnN 24324
__regex_compile_end: 958, 23614, 23687, 24333
__regex_compile_end_cs: 23683, 24324
__regex_compile_escaped:N 23672, 23689
__regex_compile_group_begin:N 24111, 24159, 24164, 24182, 24184

__regex_compile_group_end: 24111, 24179
__regex_compile_lparen:w 24146, 24150
__regex_compile_one:n 23699, 23849, 23855, 23909, 23920, 23923, 23933, 24088, 24340
__regex_compile_quantifier:w 23718, 23729, 23987, 24131
__regex_compile_quantifier_*:w 23763
__regex_compile_quantifier_+:w 23763
__regex_compile_quantifier_?:w 23763
__regex_compile_quantifier_abort:nNN 23738, 23773, 23792, 23805, 23828
__regex_compile_quantifier_braced_auxi:w 23769
__regex_compile_quantifier_braced_auxii:w 23769
__regex_compile_quantifier_braced_auxiii:w 23769
__regex_compile_quantifier_lazyness:nnNN *961*, 23750, 23764, 23766, 23768, 23781, 23801, 23823
__regex_compile_quantifier_none: 23734, 23736, 23738
__regex_compile_range:Nw 23847, 23860
__regex_compile_raw:N 23540, 23668, 23672, 23674, 23692, 23697, 23725, 23840, 23842, 23862, 23908, 23954, 23990, 24038, 24058, 24076, 24134, 24139, 24144, 24160, 24170, 24178, 24196, 24197, 24198, 24204, 24215, 24216, 24217, 24225, 24280, 24329, 24400, 24406
__regex_compile_raw_error:N 23837, 23945, 23961, 23970, 24391, 24474
__regex_compile_special:N *953*, 23668, 23689, 23731, 23752, 23779, 23784, 23799, 23812, 23846, 23865, 24025, 24043, 24062, 24082, 24083, 24152, 24187, 24205, 24248, 24267, 24393, 24409
__regex_compile_special_group_-:w 24185
__regex_compile_special_group_::w 24181
__regex_compile_special_group_i:w 24185
__regex_compile_special_group_|:w 24181
__regex_compile_u_end: 24412, 24418, 24423
__regex_compile_u_in_cs: 24429, 24432
__regex_compile_u_in_cs_aux:n 24442, 24445
__regex_compile_u_loop:NN . . . 24388
__regex_compile_u_not_cs: 24427, 24451
__regex_compile_|: 24168
__regex_compute_case_changed_char: 23123, 23137, 23145
__regex_count:nnN 25651, 25653, 25698
\c__regex_cs_in_class_mode_int 23488, 24321
\c__regex_cs_mode_int . 23488, 24319
\l__regex_cs_name_tl 23090, 23209, 23215
\l__regex_curr_catcode_int 23167, 23186, 23194, 23206, 24989, 25151
\l__regex_curr_char_int 23105, 23111, 23112, 23119, 23131, 23132, 23147, 23148, 23149, 23150, 23156, 23187, 23913, 24963, 24989, 25106, 25148
__regex_curr_cs_to_str: 23066, 23197, 23209
\l__regex_curr_pos_int *939*, 23069, 24674, 24956, 24984, 25011, 25013, 25016, 25024, 25031, 25038, 25066, 25076, 25105, 25120, 25134, 25136, 25138, 25139, 25140, 25150, 25153, 25232, 25241, 25750
\l__regex_curr_state_int *994*, *1000*, 24993, 25158, 25159, 25161, 25166, 25169, 25191, 25196, 25201, 25202, 25210
\l__regex_curr_submatches_prop 24994, 25073, 25171, 25203, 25204, 25222, 25231, 25243
\l__regex_default_catcodes_int *952*, 23495, 23619, 23621, 23717, 24017, 24117, 24130
__regex_disable_submatches: 23211, 24316, 25224, 25692, 25701
\l__regex_empty_success_bool 25002, 25058, 25062, 25239, 25760
__regex_escape_␣:w 23334
__regex_escape_/a:w 23334
__regex_escape_/break:w 23334
__regex_escape_/e:w 23334
__regex_escape_/f:w 23334

__regex_escape_/n:w 23334
__regex_escape_/r:w 23334
__regex_escape_/t:w 23334
__regex_escape_/x:w 23353
__regex_escape_\:w 23318
__regex_escape_break:w 23334
__regex_escape_escaped:N 23304, 23328, 23331
__regex_escape_loop:N 947, 23311, 23318, 23353, 23389, 23397, 23398, 23415, 23424
__regex_escape_raw:N 948, 23305, 23331, 23342, 23344, 23346, 23348, 23350, 23352, 23366
__regex_escape_unescaped:N 23303, 23321, 23331
__regex_escape_use:nnnn 946, 958, 23299, 23665, 25324
__regex_escape_x:N 948, 23388, 23392
__regex_escape_x_end:w . . 948, 23353
__regex_escape_x_large:n 23353
__regex_escape_x_loop:N 948, 23385, 23401
__regex_escape_x_loop_error: . 23401
__regex_escape_x_loop_error:n 23404, 23416, 23421
__regex_escape_x_test:N 948, 23356, 23370
__regex_escape_x_testii:N . . . 23370
\l__regex_every_match_tl 25001, 25080, 25084, 25093
__regex_extract: . . . 1017, 25716, 25722, 25734, 25811, 25855, 25878
__regex_extract_all:nnN 25665, 25710
__regex_extract_b:wn 25811
__regex_extract_e:wn 25811
__regex_extract_once:nnN 25663, 25710
__regex_extract_seq_aux:n 25776, 25794
__regex_extract_seq_aux:ww . . 25794
\l__regex_fresh_thread_bool 995, 1000, 24975, 24981, 25002, 25118, 25178, 25180, 25240
__regex_get_digits:NTFw 23526, 23771, 23786
__regex_get_digits_loop:nw 23529, 23532, 23535
__regex_get_digits_loop:w . . . 23526
__regex_group:nnnN 951, 969, 24159, 24164, 24489, 24659, 24787
__regex_group_aux:nnnnN 988, 24769, 24789, 24797, 24800
__regex_group_aux:nnnnnN 987
__regex_group_end_extract_seq:N 25717, 25725, 25765, 25767
__regex_group_end_replace:N 25872, 25901, 25903
\l__regex_group_level_int 23487, 23618, 23636, 23638, 23640, 24118, 24124
__regex_group_no_capture:nnnN 951, 24182, 24491, 24787
__regex_group_repeat:nn 24782, 24831
__regex_group_repeat:nnN 24783, 24871
__regex_group_repeat:nnnN 24784, 24902
__regex_group_repeat_aux:n 989, 990, 24838, 24851, 24889, 24906
__regex_group_resetting:nnnN 951, 24184, 24493, 24798
__regex_group_resetting_-loop:nnNn 24798
__regex_group_submatches:nNN 24839, 24844, 24874, 24890, 24904
__regex_hexadecimal_use:N . . . 23426
__regex_hexadecimal_use:NTF 23387, 23396, 23406, 23426
__regex_if_end_range:NN 23860
__regex_if_end_range:NNTF . . . 23860
__regex_if_in_class:TF 23550, 23629, 23702, 23718, 23844, 23907, 23978, 23994, 24139, 24170, 24178, 25978, 25991
__regex_if_in_class_or_catcode:TF . . 23570, 23936, 23960, 23969, 24390
__regex_if_in_cs:TF 23558, 24327, 25976, 25985
__regex_if_match:nn 25642, 25647, 25689
__regex_if_raw_digit:NN 23538
__regex_if_raw_digit:NNTF 23528, 23534, 23538
__regex_if_two_empty_matches:TF 995, 25002, 25063, 25069, 25236
__regex_if_within_catcode:TF 23582, 23997
__regex_int_eval:w 23028, 25263, 25264, 25275, 25832
\l__regex_internal_a_int 961, 1007, 23072, 23771, 23782, 23793, 23802, 23806, 23814, 23817, 23821, 23824, 23831, 24751, 24754, 24760, 24765, 24840, 24855, 24861, 24867, 24876, 24879, 24883, 24886, 24891, 24894, 24897, 24912, 24920, 24929, 25426, 25447

\l__regex_internal_a_tl 946, 976, 977, 978, 1018, 1022, 23072, 23196, 23199, 23302, 23309, 23316, 24065, 24070, 24086, 24091, 24096, 24100, 24106, 24107, 24335, 24346, 24395, 24425, 24437, 24453, 24483, 24486, 24537, 24552, 24594, 24601, 24688, 24689, 24690, 24691, 24822, 24823, 24827, 24829, 25628, 25637, 25861, 25891, 25921
\l__regex_internal_b_int 23072, 23786, 23815, 23818, 23819, 23821, 23825, 23832, 24856, 24861, 24866, 24912, 24920, 24929
\l__regex_internal_b_tl 23072
\l__regex_internal_bool 23072, 24064, 24069, 24090, 24099
\l__regex_internal_c_int 23072, 24858, 24863, 24864, 24868
\l__regex_internal_regex 957, 23511, 23658, 24337, 24343, 24648, 25610, 25615, 25620, 25625
\l__regex_internal_seq . . . 23072, 24618, 24619, 24624, 24631, 24632, 24633, 24635, 25771, 25789, 25792
\g__regex_internal_tl 23072, 23307, 23311, 24434, 24441
__regex_item_caseful_equal:n 951, 23103, 23228, 23229, 23233, 23234, 23235, 23236, 23237, 23246, 23251, 23269, 23287, 23622, 24209, 24370, 24448, 24505
__regex_item_caseful_range:nn 952, 23103, 23225, 23240, 23243, 23244, 23245, 23259, 23266, 23273, 23275, 23277, 23280, 23281, 23282, 23283, 23288, 23291, 23296, 23297, 23623, 24211, 24507
__regex_item_caseless_equal:n 951, 23117, 24190, 24512
__regex_item_caseless_range:nn 952, 23117, 24192, 24514
__regex_item_catcode: 23164
__regex_item_catcode:nTF 952, 967, 23164, 23711, 24019, 24519
__regex_item_catcode_reverse:nTF 952, 23164, 24020, 24521
__regex_item_cs:n 940, 952, 23204, 24343, 24528
__regex_item_equal:n 23162, 23622, 23850, 23856, 23886, 23899, 23900, 24189, 24208
__regex_item_exact:nn 952, 977, 23184, 24463, 24525
__regex_item_exact_cs:n 952, 974, 23184, 24345, 24460, 24527
__regex_item_range:nn 23162, 23623, 23888, 24191, 24210
__regex_item_reverse:n 952, 968, 23098, 23183, 23250, 23924, 24090, 24523, 24966
\l__regex_last_char_int 24963, 24989, 25106
\l__regex_left_state_int 24640, 24657, 24682, 24689, 24700, 24707, 24710, 24711, 24713, 24714, 24740, 24748, 24751, 24775, 24823, 24825, 24835, 24855, 24875, 24877, 24905, 24908, 24911, 24914, 24926, 24939, 24948, 24972, 24979
\l__regex_left_state_seq 24640, 24681, 24688, 24822
__regex_match:n 25008, 25695, 25705, 25715, 25724, 25749, 25851, 25881
\l__regex_match_count_int 1015, 1017, 25672, 25702, 25703, 25708
__regex_match_cs:n . . . 23215, 25008
__regex_match_init: 25008
__regex_match_loop: 997, 1000, 25079, 25102
__regex_match_once: 997, 998, 25019, 25041, 25060, 25098
__regex_match_one_active:n . . 25102
\l__regex_match_success_bool . . . 995, 25005, 25072, 25088, 25095, 25238
\l__regex_max_active_int . . . 983, 984, 24665, 24997, 25074, 25111, 25114, 25119, 25216, 25217, 25221
\l__regex_max_pos_int 1003, 23949, 23950, 23957, 24612, 24674, 24984, 25016, 25027, 25038, 25120, 25750, 25755, 25761, 25870, 25899
\l__regex_max_state_int 982, 983, 1029, 24637, 24654, 24666, 24699, 24701, 24702, 24761, 24773, 24834, 24854, 24856, 24864, 24908, 24914, 24922, 24932, 25011, 25026, 25047, 25052, 25056, 26229
\l__regex_min_active_int 983, 24997, 25052, 25074, 25111, 25113, 25119
\l__regex_min_pos_int 1003, 23947, 23956, 24610, 24984, 25013, 25031, 25054
\l__regex_min_state_int 983, 984, 24637, 24654, 24665, 24666, 25026, 25047, 25075, 26228

\l__regex_min_submatch_int *1016*, *1018*, *1021*, 25055, 25057, 25675, 25773, 25886, 25894
\l__regex_mode_int 23488, 23552, 23560, 23563, 23572, 23575, 23584, 23592, 23595, 23605, 23606, 23608, 23610, 23664, 23678, 23680, 23980, 23984, 23985, 23986, 24013, 24024, 24141, 24231, 24232, 24260, 24261, 24317, 24318, 24426, 24472
__regex_mode_quit_c: 23603, 23701, 24114
__regex_msg_repeated:nnN 24567, 24588, 24598, 26198
__regex_multi_match:n *995*, 25082, 25703, 25722, 25730, 25878
\c__regex_no_match_regex 23081, 23511, 25602
\c__regex_outer_mode_int 23488, 23563, 23575, 23584, 23592, 23606, 23664, 23680, 24426, 24472
__regex_pop_lr_states: 24671, 24679, 24780
__regex_posix_alnum: 23253
__regex_posix_alpha: 23253
__regex_posix_ascii: 23253
__regex_posix_blank: 23253
__regex_posix_cntrl: 23253
__regex_posix_digit: 23253
__regex_posix_graph: 23253
__regex_posix_lower: 23253
__regex_posix_print: 23253
__regex_posix_punct: 23253
__regex_posix_space: 23253
__regex_posix_upper: 23253
__regex_posix_word: 23253
__regex_posix_xdigit: 23253
__regex_prop_.: *964*, 23905
__regex_prop_d: . . . *964*, 23224, 23271
__regex_prop_h: 23224, 23263
__regex_prop_N: 23224, 23933
__regex_prop_s: 23224
__regex_prop_v: 23224
__regex_prop_w: 23224, 23292, 24964, 24966, 24967
__regex_push_lr_states: 24669, 24679, 24778
__regex_query_get: 25078, 25108, 25146
__regex_query_range:nn *1003*, 25255, 25260, 25279, 25364, 25865, 25898
__regex_query_range_loop:ww . 25260
__regex_query_set:nnn *996*, 25012, 25015, 25017, 25030, 25034, 25039, 25131
__regex_query_submatch:n 25277, 25412, 25805
__regex_replace_all:nnN 25669, 25875
__regex_replace_once:nnN 25667, 25845
__regex_replacement:n 25318, 25850, 25880
__regex_replacement_aux:n . . . 25318
__regex_replacement_balance_one_match:n *1002*, *1003*, 25251, 25349, 25858, 25889
__regex_replacement_c:w 25456
__regex_replacement_c_A:w *1006*, 25537
__regex_replacement_c_B:w . . . 25540
__regex_replacement_c_C:w . . . 25549
__regex_replacement_c_D:w . . . 25554
__regex_replacement_c_E:w . . . 25557
__regex_replacement_c_L:w . . . 25566
__regex_replacement_c_M:w . . . 25569
__regex_replacement_c_O:w . . . 25572
__regex_replacement_c_P:w . . . 25575
__regex_replacement_c_S:w . . . 25581
__regex_replacement_c_T:w . . . 25589
__regex_replacement_c_U:w . . . 25592
__regex_replacement_cat:NNN 25464, 25497
\l__regex_replacement_category_seq 25248, 25343, 25346, 25347, 25383, 25511
\l__regex_replacement_category_tl *1006*, 25248, 25378, 25384, 25390, 25512, 25513
__regex_replacement_char:nNN *1013*, 25532, 25539, 25546, 25556, 25563, 25568, 25571, 25574, 25578, 25591, 25594
\l__regex_replacement_csnames_int *1002*, 25247, 25337, 25339, 25341, 25413, 25472, 25479, 25490, 25492, 25502, 25543, 25560
__regex_replacement_cu_aux:Nw 25461, 25470, 25485
__regex_replacement_do_one_match:n . 25253, 25362, 25863, 25897
__regex_replacement_error:NNN 25427, 25439, 25450, 25465, 25468, 25486, 25596
__regex_replacement_escaped:N 25333, 25396, 25516

__regex_replacement_exp_not:N 1009, 25259, 25461
__regex_replacement_g:w 25422
__regex_replacement_g_digits:NN 25422
__regex_replacement_normal:n . . . 25329, 25334, 25376, 25403, 25425, 25431, 25458, 25484, 25494, 25509
__regex_replacement_put_-submatch:n . . . 25401, 25408, 25446
__regex_replacement_rbrace:N 25327, 25445, 25488
__regex_replacement_u:w 25481
__regex_return: 1015, 25643, 25648, 25659, 25661, 25681
\l__regex_right_state_int 24640, 24660, 24672, 24684, 24691, 24700, 24701, 24740, 24747, 24753, 24766, 24773, 24775, 24825, 24829, 24840, 24854, 24863, 24875, 24879, 24883, 24886, 24891, 24894, 24897, 24905, 24919, 24922, 24925, 24928, 24932, 24948, 24979
\l__regex_right_state_seq 24640, 24683, 24690, 24827
\l__regex_saved_success_bool 995, 23213, 23220, 25005
__regex_show:N . 24476, 25625, 25634
__regex_show_anchor_to_str:N 24504, 24605
__regex_show_class:NnnnN 24495, 24569
__regex_show_group_aux:nnnnN 24490, 24492, 24494, 24560
__regex_show_item_catcode:NnTF 24520, 24522, 24616
__regex_show_item_exact_cs:n 24527, 24629
\l__regex_show_lines_int 23513, 24541, 24573, 24576, 24583
__regex_show_one:n 24484, 24497, 24500, 24506, 24509, 24513, 24516, 24526, 24530, 24539, 24555, 24562, 24566, 24579, 24595, 24634
__regex_show_pop: 24549, 24565
\l__regex_show_prefix_seq 23512, 24482, 24485, 24531, 24545, 24550, 24552
__regex_show_push:n 24532, 24549, 24563, 24574
__regex_show_scope:nn 24524, 24529, 24549, 24621
__regex_single_match: 995, 23210, 25082, 25693, 25713, 25848
__regex_split:nnN 25671, 25727
__regex_standard_escapechar: 23032, 23035, 23306, 23663, 24652
\l__regex_start_pos_int 23948, 24611, 24984, 25066, 25071, 25077, 25733, 25745, 25758, 25761, 25835, 25899
\g__regex_state_active_intarray . . . 937, 983, 994, 995, 996, 24999, 25050, 25157, 25160, 25168, 25195
\l__regex_step_int 937, 24996, 25053, 25104, 25158, 25162, 25170, 25184, 25186
__regex_store_state:n 25075, 25209, 25212
__regex_store_submatches: 25212, 25226
__regex_submatch_balance:n 25252, 25283, 25353, 25416, 25797
\g__regex_submatch_begin_-intarray 938, 1003, 25257, 25280, 25305, 25313, 25371, 25678, 25740, 25743, 25756, 25817, 25841
\g__regex_submatch_end_intarray . . 938, 25281, 25290, 25298, 25678, 25737, 25753, 25819, 25844, 25867
\l__regex_submatch_int 938, 1016, 1017, 1018, 1021, 25057, 25675, 25752, 25754, 25757, 25759, 25762, 25774, 25814, 25818, 25820, 25822, 25823, 25888, 25896
\g__regex_submatch_prev_intarray . . 938, 1016, 1019, 25256, 25367, 25678, 25735, 25751, 25821, 25834
\g__regex_success_bool 995, 23214, 23216, 23219, 25005, 25045, 25087, 25096, 25683, 25813, 25852
\l__regex_success_pos_int 24984, 25054, 25071, 25241, 25733
\l__regex_success_submatches_-prop . 994, 1019, 24994, 25242, 25825
__regex_tests_action_cost:n 24718, 24739, 24748, 24766
\g__regex_thread_state_intarray 937, 983, 993, 994, 995, 1001, 24999, 25128, 25215
__regex_tmp:w 23054, 23056, 23060, 23062, 23071, 23917, 23927, 23928, 23929, 23930, 23931, 23942, 23947, 23948, 23949, 23950, 23951, 23956, 23957, 25654, 25663, 25665, 25667, 25669, 25671
__regex_toks_clear:N . 23038, 24699
__regex_toks_memcpy:NNn 23043, 24865

__regex_toks_put_left:Nn 23052, 24694, 24847, 24848
__regex_toks_put_right:Nn 939, 23052, 24657, 24660, 24672, 24696, 24707, 24939, 24972
__regex_toks_set:Nn 23038, 25139, 25221
__regex_toks_use:w 23037, 25129, 25159, 25273, 26232
__regex_trace:nnn 26214, 26231
__regex_trace_pop:nnN 26214
__regex_trace_push:nnN 26214
\g__regex_trace_regex_int 26224
__regex_trace_states:n 26225
__regex_two_if_eq:NNNN 23514
__regex_two_if_eq:NNNNTF 23514, 23752, 23799, 23812, 23846, 24025, 24062, 24082, 24083, 24152, 24187, 24204, 24205, 24267, 24393, 25424, 25483, 25509
__regex_use_state: 25155, 25172, 25198
__regex_use_state_and_submatches:nn 998, 25127, 25164
\l__regex_zeroth_submatch_int 1016, 1019, 25675, 25736, 25738, 25741, 25744, 25814, 25832, 25835, 25859, 25864, 25868
\relax 14, 21, 39, 43, 49, 90, 92, 93, 94, 105, 130, 153, 174, 188, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 526
\relpenalty 527
\RequirePackage 156
\resettimer 888
reverse commands:
\reverse_if:N 23, 419, 501, 502, 740, 2078, 5482, 8521, 8673, 8675, 8677, 8679, 8734, 9495, 13997, 14002, 14006, 14008, 16683, 20261, 21083, 21106, 23111, 23112, 23131, 23132, 23139, 23140, 28418, 28420, 28439, 28463
\right 528
right commands:
\c_right_brace_str 66, 5534, 13243, 23414, 23779, 23799, 23812, 24325, 24329, 24411, 25326
\rightghost 996, 1853
\righthyphenmin 529
\rightmarginkern 800, 1642
\rightskip 530
\romannumeral 531
round 212
\rpcode 801, 1643
\rule 27966, 28021

S

s@ internal commands:
\s@__ 924
\saveboxresource 1039, 1677
\savecatcodetable 997, 1825
\saveimageresource 1040, 1678
\savepos 1038, 1676
\savinghyphcodes 662, 1505
\savingvdiscards 663, 1506
scan commands:
\scan_align_safe_stop: 30411
\scan_new:N 73, 7798, 7810, 7815, 11193, 15790, 15793, 15794, 15795, 15796, 15797, 15798, 15799, 15898, 22595
\scan_stop: . . 9, 17, 18, 18, 18, 73, 73, 89, 258, 272, 313, 315, 315, 331, 332, 334, 343, 347, 348, 359, 375, 377, 386, 391, 419, 476, 502, 506, 520, 566, 566, 573, 575, 576, 586, 609, 650, 650, 650, 656, 737, 740, 741, 742, 746, 952, 974, 2106, 2452, 2470, 2480, 2498, 2524, 2854, 2863, 2872, 2944, 3379, 3512, 3552, 3578, 3602, 3619, 3816, 3822, 4052, 4287, 5483, 5660, 5987, 5988, 5996, 5997, 6029, 6030, 6662, 7807, 8165, 8864, 9764, 9768, 10793, 10865, 11085, 11184, 11187, 11189, 12546, 12548, 12632, 12759, 12761, 13301, 13305, 13889, 13908, 13910, 13914, 13917, 13920, 13924, 13929, 13933, 14156, 14234, 14252, 14254, 14262, 14264, 14268, 14270, 14291, 14297, 14300, 14328, 14348, 14350, 14358, 14360, 14364, 14366, 14370, 14423, 14447, 14486, 14491, 14493, 14514, 14516, 15546, 15553, 15776, 15962, 16681, 16685, 16888, 16905, 17205, 17252, 17253, 17512, 17555, 17585, 17599, 18358, 20171, 20179, 20925, 20928, 20931, 20934, 20937, 20940, 20943, 20946, 20949, 22209, 22717, 22757, 22761, 22767, 22769, 22816, 22818, 23197, 23198, 23536, 24354, 24631, 25150, 25153, 25174, 25534, 25586, 26240, 26385, 27962, 28017, 30245, 30248, 30454, 30700, 30711, 30727
scan internal commands:
\g__scan_marks_tl . . . 7797, 7800, 7806

\scantextokens 998, 1826
\scantokens 664, 1507
\scriptfont 532
\scriptscriptfont 533
\scriptscriptstyle 534
\scriptspace 535
\scriptstyle 536
\scrollmode 537
sec 213
secd 213
seq commands:
\c_empty_seq 85, 478, 7824, 7828, 7832, 7835, 8023, 8099, 8107
\l_foo_seq 227
\seq_clear:N 75, 75, 85, 7831, 7838, 7967, 11958, 12021, 13748, 24531, 25347
\seq_clear_new:N 75, 7837
\seq_concat:NNN . . 76, 85, 7920, 13756
\seq_const_from_clist:Nn . . . 76, 7877
\seq_count:N 77, 82, 84, 196, 8038, 8226, 8240, 8318, 8346, 25346
\seq_elt:w 477
\seq_elt_end: 477
\seq_gclear:N 75, 911, 7831, 7841, 8053, 22331
\seq_gclear_new:N 75, 7837
\seq_gconcat:NNN 76, 7920, 13768
\seq_get:NN . . . 83, 8399, 24822, 24827
\seq_get:NNTF 83, 8405
\seq_get_left:NN 77, 8115, 8399, 8400, 8405, 8406
\seq_get_left:NNTF 78, 8185
\seq_get_right:NN 77, 8140
\seq_get_right:NNTF 78, 8185
\seq_gpop:NN 83, 8399, 13692
\seq_gpop:NNTF 84, 8405, 12530, 12743
\seq_gpop_left:NN 77, 8126, 8403, 8404, 8409, 8410
\seq_gpop_left:NNTF 78, 8193
\seq_gpop_right:NN 77, 8158
\seq_gpop_right:NNTF 79, 8193
\seq_gpush:Nn 25, 84, 8379, 12557, 12771, 13675
\seq_gput_left:Nn 76, 7930, 8389, 8390, 8391, 8392, 8393, 8394, 8395, 8396, 8397, 8398
\seq_gput_right:Nn 76, 7951, 13168, 13175, 13188, 13661, 13666
\seq_gremove_all:Nn . 79, 7977, 12707
\seq_gremove_duplicates:N . . 79, 7961
\seq_greverse:N 79, 8003
\seq_gset_eq:NN 75, 7835, 7843, 7964, 8035, 22305
\seq_gset_filter:NNn 262, 28757
\seq_gset_from_clist:NN 75, 7851
\seq_gset_from_clist:Nn 75, 7851
\seq_gset_from_function:NnN 262, 28787
\seq_gset_from_inline_x:Nnn 262, 8048, 22323, 28777, 28790
\seq_gset_map:NNn 262, 28767
\seq_gset_split:Nnn 76, 7883, 12476, 12701
\seq_gshuffle:N 80, 8031
\seq_gsort:Nn 79, 8021, 22301
\seq_if_empty:NTF 80, 8021, 8239, 9971, 25343
\seq_if_empty_p:N 80, 8021
\seq_if_exist:NTF 76, 7838, 7841, 7926, 8344
\seq_if_exist_p:N 76, 7926
\seq_if_in:Nn 548
\seq_if_in:NnTF 80, 84, 85, 7970, 8076, 12556, 12770
\seq_indexed_map_function:NN 262, 28791
\seq_indexed_map_inline:Nn 263, 28791
\seq_item:Nn 77, 230, 489, 8213, 8240, 12039, 12040, 12045
\seq_log:N 86, 8411
\seq_map_break: 81, 262, 262, 8243, 8254, 8289, 8297, 8314, 15231, 28794, 28803
\seq_map_break:n 82, 489, 8243, 11978, 11992, 13366, 13433, 22302, 22305
\seq_map_function:NN 4, 80, 81, 261, 1096, 8247, 8421, 9977, 12043, 13759, 24545, 24624
\seq_map_inline:Nn 80, 80, 81, 85, 1095, 7968, 8285, 11973, 13432, 15224, 22302, 22305
\seq_map_tokens:Nn 80, 81, 8292, 13343
\seq_map_variable:NNn 81, 8306
\seq_mapthread_function:NNN 261, 28735
\seq_new:N 4, 75, 75, 7825, 7838, 7841, 7960, 8033, 8425, 8426, 8427, 8428, 10122, 10581, 10584, 11928, 11929, 12474, 12698, 13159, 13183, 13196, 13198, 14560, 22163, 23078, 23512, 24642, 24643, 25249
\seq_pop:NN 83, 8399, 24688, 24690, 25383
\seq_pop:NNTF 84, 8405
\seq_pop_left:NN 77, 8126, 8401, 8402, 8407, 8408

\seq_pop_left:NNTF 78, 8193
\seq_pop_right:NN 77, 8158, 24482, 24552
\seq_pop_right:NNTF 79, 8193
\seq_push:Nn 84, 8379, 8386, 24681, 24683, 25511
\seq_put_left:Nn 76, 7930, 8379, 8380, 8381, 8382, 8383, 8384, 8385, 8386, 8387, 8388, 11968
\seq_put_right:Nn 76, 84, 85, 7951, 7971, 12029, 24485, 24550, 30358
\seq_rand_item:N 78, 8237
\seq_remove_all:Nn 76, 79, 84, 85, 7977, 10148, 30360
\seq_remove_duplicates:N 79, 84, 85, 7961, 13757
\seq_reverse:N 79, 483, 8003
\seq_set_eq:NN 75, 85, 7832, 7843, 7962, 8034, 22302
\seq_set_filter:NNn 262, 1096, 24619, 28757
\seq_set_from_clist:NN 75, 7851, 10147
\seq_set_from_clist:Nn 75, 118, 479, 7851, 13752, 13766, 15159
\seq_set_from_function:NnN 262, 25771, 28787
\seq_set_from_inline_x:Nnn 262, 1096, 28777, 28788
\seq_set_map:NNn 262, 24632, 25789, 28767
\seq_set_split:Nnn 76, 7883, 10582, 10585, 24618, 24631
\seq_show:N 86, 597, 8411
\seq_shuffle:N 80, 8031
\seq_sort:Nn 79, 220, 8021, 22301
\seq_use:Nn 83, 8342, 24635
\seq_use:Nnnn 82, 8342
\g_tmpa_seq 86, 8425
\l_tmpa_seq 86, 8425
\g_tmpb_seq 86, 8425
\l_tmpb_seq 86, 8425
seq internal commands:
__seq_count:w 492, 8318
__seq_count_end:w 491, 8318
__seq_get_left:wnw 8115
__seq_get_right_end:NnN 8140
__seq_get_right_loop:nw . . 487, 8140
__seq_if_in: 8076
__seq_indexed_map:NN 28793, 28801, 28806
__seq_indexed_map:nNN 28791
__seq_indexed_map:Nw . . 1096, 28791
\l__seq_internal_a_int 8046, 8049, 8058, 8060, 8061
\l__seq_internal_a_tl 479, 7821, 7891, 7895, 7901, 7906, 7908, 7992, 7997, 8080, 8084
\l__seq_internal_b_int 8059, 8062, 8063
\l__seq_internal_b_tl 7821, 7988, 7992, 8083, 8084
\g__seq_internal_seq 8031
__seq_item:n 477, 477, 477, 477, 481, 485, 486, 487, 489, 490, 490, 491, 492, 492, 1095, 1095, 1096, 7816, 7934, 7942, 7952, 7954, 7959, 8009, 8010, 8012, 8017, 8045, 8081, 8120, 8123, 8133, 8148, 8151, 8164, 8165, 8176, 8220, 8229, 8253, 8256, 8266, 8271, 8277, 8281, 8296, 8300, 8325, 8326, 8327, 8328, 8329, 8330, 8331, 8332, 8337, 8338, 8353, 8368, 8371, 8374, 28773, 28783, 28784, 28814, 28816
__seq_item:nN 8213
__seq_item:nwn 8213
__seq_item:wNn 8213
__seq_map_function:NNn 8247
__seq_map_function:Nw 8250, 8256, 8260
__seq_map_tokens:nw 8292
__seq_mapthread_function:Nnnwnn 28735
__seq_mapthread_function:wNN . 28735
__seq_mapthread_function:wNw . 28735
__seq_pop:NNNN 8097, 8127, 8129, 8159, 8161
__seq_pop_item_def: 477, 477, 7999, 8263, 8289, 8314, 28765, 28775, 28785
__seq_pop_left:NNN . 8126, 8195, 8198
__seq_pop_left:wnwNNN 8126
__seq_pop_right:NNN 482, 8158, 8201, 8204
__seq_pop_right_loop:nn 8158
__seq_pop_TF:NNNN 488, 8097, 8186, 8188, 8195, 8198, 8201, 8204
__seq_push_item_def: 8263
__seq_push_item_def:n 477, 477, 7983, 8263, 8287, 8308, 28763, 28773, 28783
__seq_put_left_aux:w 481, 7930
__seq_remove_all_aux:NNn 7977
__seq_remove_duplicates:NN . . 7961
\l__seq_remove_seq 7960, 7967, 7970, 7971, 7973
__seq_reverse:NN 8003
__seq_reverse_item:nw 483

__seq_reverse_item:nwn 8003
__seq_set_filter:NNNn 28757
__seq_set_from_inline_x:NNnn . 28777
__seq_set_map:NNNn 28767
__seq_set_split:NNnn 7883
__seq_set_split_auxi:w . . . *479*, 7883
__seq_set_split_auxii:w . . *479*, 7883
__seq_set_split_end: *479*, 7883
__seq_show:NN 8411
__seq_shuffle:NN 8031
__seq_shuffle_item:n 8031
__seq_tmp:w 7823, 8009, 8012, 8164, 8176
__seq_use:NNnNnn 8342
__seq_use:nwwn 8342
__seq_use:nwwwwnwn 8342
__seq_use_setup:w 8342
__seq_wrap_item:n *479*, *1095*, 7854, 7859, 7864, 7869, 7880, 7892, 7917, 7959, 7995, 28763
\setbox 538
\setfontid 999, 1827
\setlanguage 539
\setrandomseed 1041, 1679
\sfcode 190, 540
\sffamily 27953
\shapemode 1000, 1828
\shellescape 889, 1649
\Shipout 1292
\shipout 541, 1279, 1280
\ShortText 75, 123, 140
\show 542
\showbox 543
\showboxbreadth 544
\showboxdepth 545
\showgroups 665, 1508
\showifs 666, 1509
\showlists 546
\showmode 1245, 2053
\showthe 547
\ShowTokens *221*
\showtokens 667, 1510
sign *212*
sin *213*
sind *213*
\sjis 1246, 2054
\skewchar 548
\skip 549, 10943
skip commands:
\c_max_skip *179*, 14311
\skip_add:Nn *177*, 14261
\skip_const:Nn *177*, *663*, 14231, 14311, 14312
\skip_eval:n *178*, *178*, *178*, *178*, 14234, 14275, 14290, 14306, 14310
\skip_gadd:Nn *177*, 14261
.skip_gset:N *187*, 14992
\skip_gset:Nn *177*, *659*, 14251
\skip_gset_eq:NN *177*, 14257
\skip_gsub:Nn *177*, 14261
\skip_gzero:N *177*, 14237, 14244
\skip_gzero_new:N *177*, 14241
\skip_horizontal:N *179*, 14295
\skip_horizontal:n *179*, 14295
\skip_if_eq:nnTF *178*, 14273
\skip_if_eq_p:nn *178*, 14273
\skip_if_exist:NTF *177*, 14242, 14244, 14247
\skip_if_exist_p:N *177*, 14247
\skip_if_finite:nTF *178*, 14279
\skip_if_finite_p:n *178*, 14279
\skip_log:N *179*, 14307
\skip_log:n *179*, 14307
\skip_new:N *176*, *177*, 14223, 14233, 14242, 14244, 14313, 14314, 14315, 14316
.skip_set:N *187*, 14992
\skip_set:Nn *177*, 14251
\skip_set_eq:NN *177*, 14257
\skip_show:N *178*, 14303
\skip_show:n *178*, *662*, 14305
\skip_sub:Nn *177*, 14261
\skip_use:N *178*, *178*, 14284, 14291, 14292
\skip_vertical:N *180*, 14295
\skip_vertical:n *180*, 14295
\skip_zero:N *177*, *177*, *180*, 14237, 14242
\skip_zero_new:N *177*, 14241
\g_tmpa_skip *179*, 14313
\l_tmpa_skip *179*, 14313
\g_tmpb_skip *179*, 14313
\l_tmpb_skip *179*, 14313
\c_zero_skip *179*, *649*, 13892, 13894, 14237, 14238, 14311
skip internal commands:
__skip_if_finite:wwNw 14279
__skip_tmp:w 14279, 14289
\skipdef 550
sort commands:
\sort_ordered: 30413
\sort_return_same: *220*, *220*, *913*, 22384, 30414
\sort_return_swapped: *220*, *220*, *913*, 22384, 30416
\sort_reversed: 30415
sort internal commands:
__sort:nnNnn *915*, *916*

\l__sort_A_int *913*, 22173, 22178, 22185, 22188, 22197, 22348, 22353, 22356, 22376, 22408, 22415, 22430, 22432, 22433
\l__sort_B_int *912*, *913*, 22173, 22353, 22357, 22365, 22367, 22368, 22420, 22421, 22430, 22431, 22440, 22441, 22443
\l__sort_begin_int *907*, *913*, 22171, 22345, 22433, 22443
\l__sort_block_int *907*, *907*, *911*, 22170, 22180, 22185, 22189, 22192, 22197, 22198, 22275, 22336, 22339, 22346, 22349
\l__sort_C_int *912*, *913*, 22173, 22354, 22358, 22365, 22366, 22377, 22409, 22416, 22420, 22422, 22423, 22440, 22442
__sort_compare:nn *910*, *914*, 22274, 22375
__sort_compute_range: *907*, *907*, *908*, 22202, 22262
__sort_copy_block: *912*, 22355, 22363
__sort_disable_toksdef: 22261, 22540
__sort_disabled_toksdef:n . . . 22540
\l__sort_end_int *907*, *912*, *912*, *913*, 22171, 22337, 22345, 22346, 22347, 22348, 22349, 22350, 22351, 22368
__sort_error: . . 22534, 22547, 22566
__sort_i:nnnnNn *917*
\g__sort_internal_seq *910*, *911*, 22163, 22323, 22330, 22331
\g__sort_internal_tl 22163, 22286, 22289, 22290
\l__sort_length_int *907*, *907*, 22165, 22272, 22336
__sort_level: *910*, *920*, 22276, 22334, 22538
__sort_loop:wNn *916*
__sort_main:NNNn *910*, *911*, 22259, 22285, 22322
\l__sort_max_int *907*, *907*, 22165, 22182, 22256, 22266
\c__sort_max_length_int 22202
__sort_merge_blocks: 22338, 22343, 22537
__sort_merge_blocks_aux: *912*, 22359, 22373, 22426, 22436, 22536
__sort_merge_blocks_end: *914*, 22434, 22438
\l__sort_min_int *907*, *907*, *909*, *910*, 22165, 22179, 22187, 22205, 22221, 22229, 22242, 22254, 22263, 22273, 22287, 22326, 22337, 22564, 22565
__sort_quick_cleanup:w 22448
__sort_quick_end:nnTFNn *918*, *919*, 22468, 22508
__sort_quick_only_i:NnnnnNn . 22473
__sort_quick_only_i_end:nnnwnw 22484, 22508
__sort_quick_only_ii:NnnnnNn . 22473
__sort_quick_only_ii_end:nnnwnw 22491, 22508
__sort_quick_prepare:Nnnn . . . 22448
__sort_quick_prepare_end:NNNnw 22448
__sort_quick_single_end:nnnwnw 22477, 22508
__sort_quick_split:NnNn *916*, *917*, *917*, 22468, 22473, 22513, 22520, 22526, 22528
__sort_quick_split_end:nnnwnw 22498, 22505, 22508
__sort_quick_split_i:NnnnnNn *916*, 22473
__sort_quick_split_ii:NnnnnNn 22473
__sort_redefine_compute_range: 22202
__sort_return_mark:w *913*, 22379, 22380, 22384
__sort_return_none_error: *913*, 22382, 22384, 22418, 22428
__sort_return_same:w *913*, 22392, 22410, 22418
__sort_return_swapped:w 22402, 22428
__sort_return_two_error: *913*, 22384
__sort_seq:NNNNn *910*, 22301
__sort_shrink_range: *907*, *908*, 22176, 22207, 22223, 22231, 22244
__sort_shrink_range_loop: . . . 22176
__sort_tl:NNn *910*, 22278
__sort_tl_toks:w *910*, 22278
__sort_too_long_error:NNw 22267, 22559
\l__sort_top_int *907*, *909*, *910*, *912*, *913*, 22165, 22263, 22266, 22269, 22270, 22273, 22295, 22326, 22347, 22350, 22351, 22354, 22423, 22565
\l__sort_true_max_int *907*, *907*, 22165, 22179, 22192, 22206, 22222, 22230, 22243, 22255, 22564
sp *216*
spac commands:
\spac_directions_normal_body_dir 1433
\spac_directions_normal_page_dir 1434
\space 55

\spacefactor 551
\spaceskip 552
\span 553
\special 554
\splitbotmark 555
\splitbotmarks 668, 1511
\splitdiscards 669, 1512
\splitfirstmark 556
\splitfirstmarks 670, 1513
\splitmaxdepth 557
\splittopskip 558
sqrt *214*
\SS 29941
\ss 29941
str commands:
\c_ampersand_str *66*, 5534
\c_atsign_str *66*, 5534
\c_backslash_str *66*, 5534, 6228, 6230, 6253, 6282, 6284, 6316, 6325, 6329, 23324, 23896
\c_circumflex_str *66*, 5534
\c_colon_str *66*, 5534, 10856, 10961, 10967, 14657
\c_dollar_str *66*, 5534
\l_foo_str *67*
\c_hash_str *66*, 5534, 6196, 6299, 28463, 28494, 28495, 28499
\c_percent_str . . *66*, 5534, 6198, 6352
str_byte 5582
\str_case:nn *59*, 5092, 12395, 13539, 24045, 28827
\str_case:nnn 30417, 30419
\str_case:nnTF *59*, *653*, 5092, 5097, 5102, 9866, 12319, 14826, 24608, 29551, 30418, 30420
\str_case_e:nn *59*, 5092, 30665, 30666
\str_case_e:nnTF *59*, 3314, 5092, 5128, 5133, 6251, 23777, 30422, 30667, 30668, 30669, 30670, 30671, 30672
\str_case_x:nn 30665
\str_case_x:nnn 30421
\str_case_x:nnTF . 30665, 30668, 30670
\str_clear:N *56*, *56*, 4923, 13720, 13732
\str_clear_new:N *56*, 4923
\str_concat:NNN *56*, 4923
\str_const:Nn *55*, 4950, 5534, 5535, 5536, 5537, 5538, 5539, 5540, 5541, 5542, 5543, 5544, 5545, 6292, 6293, 6315, 9610, 9614, 9632, 9691, 9839, 13851, 13858, 13862, 13866, 28825
\str_count:N *61*, 5424, 11661, 11662, 11848, 11849, 11870, 11871, 12830, 12908, 23009
\str_count:n *61*, 5424, 23003
\str_count_ignore_spaces:n *61*, *417*, 5424, 22624
\str_count_spaces:N *61*, 5404
\str_count_spaces:n *61*, *417*, 5404, 5430
\str_declare_eight_bit_encoding:nnn . *69*, *434*, 5957, 6850, 6857, 6921, 6963, 7020, 7121, 7208, 7294, 7368, 7381, 7434, 7532, 7595, 7633, 7648
str_end 6751
str_error 5582
\str_fold_case:n *64*, *65*, *263*, *268*, 5492, 16874
\str_gclear:N *56*, 4923
\str_gclear_new:N 4923
\str_gconcat:NNN *56*, 4923
\str_gput_left:Nn *56*, 4950
\str_gput_right:Nn *57*, 4950
\str_gremove_all:Nn *57*, 5020
\str_gremove_once:Nn *57*, 5014
\str_greplace_all:Nnn *57*, 4974, 5023
\str_greplace_once:Nnn *57*, 4974, 5017
\str_gset:Nn *56*, 4950, 13152, 13700, 13701, 13702
\str_gset_convert:Nnnn *67*, 5719
\str_gset_convert:NnnnTF . . . *69*, 5719
\str_gset_eq:NN *56*, 4923, 13157, 13683, 13684, 13685
\str_head:N *62*, *418*, 5462
\str_head:n *62*, *397*, *418*, 4658, 4705, 5462
\str_head_ignore_spaces:n . . *62*, 5462
\str_if_empty:NTF *58*, 5026, 13451, 13714
\str_if_empty_p:N *58*, 5026
\str_if_eq:NN *409*
\str_if_eq:nn *143*, *577*, *584*
\str_if_eq:NNTF *58*, 5070
\str_if_eq:nnTF . . *58*, *59*, *59*, *146*, *147*, *482*, *567*, 2707, 3335, 4301, 5056, 5119, 5147, 6633, 6636, 6791, 6794, 7985, 9664, 9848, 9858, 10859, 10915, 11280, 11353, 11448, 11989, 12032, 13790, 13805, 14275, 14613, 14631, 14700, 15228, 16743, 16817, 23372, 23394, 23403, 26070, 26200, 28474, 28493, 28497, 29317, 29336, 29354, 29364, 29377, 30321, 30675, 30676, 30677, 30678, 30679, 30680
\str_if_eq_p:NN *58*, 5070
\str_if_eq_p:nn *58*, 5056, 9649, 9699, 9701, 13870, 30673, 30674
\str_if_eq_x:nnTF 30665, 30676, 30678
\str_if_eq_x_p:nn 30665

\str_if_exist:NTF 58, 5026, 9833
\str_if_exist_p:N 58, 5026
\str_if_in:NnTF 58, 5078
\str_if_in:nnTF 58, 3852, 5078
\str_item:Nn 62, 5266
\str_item:nn 62, 413, 417, 5266
\str_item_ignore_spaces:nn . . . . .
. . . . 62, 413, 5266
\str_log:N 65, 5550
\str_log:n 65, 5550
\str_lower_case:n 64, 263, 5492
\str_map_break: 60, 5153
\str_map_break:n . . . 60, 61, 3856, 5153
\str_map_function:NN . . . .
. . . . 59, 59, 60, 60, 5153
\str_map_function:nN 59, 59, 411, 5153
\str_map_inline:Nn . . 60, 60, 60, 5153
\str_map_inline:nn . . . .
. . . . 60, 3850, 5153, 25032
\str_map_variable:NNn 60, 5153
\str_map_variable:nNn 60, 5153
\str_new:N 55, 56, 4923, 5546, 5547, 5548, 5549, 11541, 11542, 13145, 13146, 13147, 13193, 13194, 13195
str_overflow 6751
\str_put_left:Nn 56, 4950, 13717
\str_put_right:Nn 57, 4950
\str_range:Nnn 63, 5327
\str_range:nnn . . 63, 417, 5327, 23006
\str_range_ignore_spaces:nnn 63, 5327
\str_remove_all:Nn 57, 57, 5020
\str_remove_once:Nn 57, 5014
\str_replace_all:Nnn . 57, 4974, 5021
\str_replace_once:Nnn 57, 4974, 5015
\str_set:Nn 56, 57, 4950, 5212, 11624, 11625, 11836, 11837, 11858, 11859, 13714, 13729, 13736
\str_set_convert:Nnnn . . . .
. . . . 67, 69, 69, 426, 436, 5719
\str_set_convert:NnnnTF 69, 426, 5719
\str_set_eq:NN 56, 4923, 13719
\str_show:N 65, 5550
\str_show:n 65, 5550
\str_tail:N 62, 5477
\str_tail:n 62, 926, 5477, 13736
\str_tail_ignore_spaces:n . . 62, 5477
\str_upper_case:n 64, 263, 5492
\str_use:N 61, 4923
\c_tilde_str 66, 5534
\g_tmpa_str 66, 5546
\l_tmpa_str 57, 66, 5546
\g_tmpb_str 66, 5546
\l_tmpb_str 66, 5546
\c_underscore_str 66, 5534

str internal commands:
\g__str_alias_prop . . 429, 5565, 5790
\c__str_byte_-1_tl 5633
\c__str_byte_0_tl 5633
\c__str_byte_1_tl 5633
\c__str_byte_255_tl 5633
\c__str_byte_⟨number⟩_tl 424
__str_case:nnTF 5092
__str_case:nw 5092
__str_case_e:nnTF 5092
__str_case_e:nw 5092
__str_case_end:nw 5092
__str_change_case:nn 5492
__str_change_case_aux:nn 5492
__str_change_case_char:nN . . . 5492
__str_change_case_end:nw 5492
__str_change_case_end:wn 5511, 5529
__str_change_case_loop:nw . . . 5492
__str_change_case_output:nw . 5492
__str_change_case_result:n . . 5492
__str_change_case_space:n . . . 5492
__str_collect_delimit_by_q_stop:w 5355, 5378
__str_collect_end:nnnnnnnnw . . .
. . . . 416, 5378
__str_collect_end:wn 5378
__str_collect_loop:wn 5378
__str_collect_loop:wnNNNNNNN . 5378
__str_convert:nnn . . . .
. . . . 428, 429, 5762, 5763, 5777
__str_convert:nnnn 429, 5777
__str_convert:NNnNN 5759
__str_convert:nNNnnn 5719
__str_convert:wwwnn . . . .
. . . . 428, 5746, 5751, 5759
__str_convert_decode_: . . 5750, 5900
__str_convert_decode_clist: . 5940
__str_convert_decode_eight_bit:n 5961, 5967
__str_convert_decode_utf16: . 6622
__str_convert_decode_utf16be: 6622
__str_convert_decode_utf16le: 6622
__str_convert_decode_utf32: . 6780
__str_convert_decode_utf32be: 6780
__str_convert_decode_utf32le: 6780
__str_convert_decode_utf8: . . 6441
__str_convert_encode_: . . 5755, 5904
__str_convert_encode_clist: . 5951
__str_convert_encode_eight_bit:n 5963, 6013
__str_convert_encode_utf16: . 6537
__str_convert_encode_utf16be: 6537
__str_convert_encode_utf16le: 6537
__str_convert_encode_utf32: . 6720

__str_convert_encode_utf32be: 6720
__str_convert_encode_utf32le: 6720
__str_convert_encode_utf8: . . 6368
__str_convert_escape_: 5898
__str_convert_escape_bytes: . 5898
__str_convert_escape_hex: . . . 6288
__str_convert_escape_name: *443*, 6292
__str_convert_escape_string: . 6315
__str_convert_escape_url: . . . 6347
__str_convert_gmap:N 5677, 5901, 5980, 6289, 6295, 6318, 6348
__str_convert_gmap_internal:N 5693, 5911, 5919, 5953, 6022, 6369, 6550, 6722, 6726, 6728
__str_convert_gmap_internal_loop:Nw 5693
__str_convert_gmap_internal_loop:Nww 5697, 5703, 5707
__str_convert_gmap_loop:NN . . 5677
__str_convert_lowercase_alphanum:n 5782, 5814
__str_convert_lowercase_alphanum_loop:N 5814
__str_convert_unescape_: 5882
__str_convert_unescape_bytes: 5882
__str_convert_unescape_hex: . 6104
__str_convert_unescape_name: *438*, 6150
__str_convert_unescape_string: 6200
__str_convert_unescape_url: . 6150
__str_count:n . *417*, 5282, 5342, 5424
__str_count_aux:n 5424
__str_count_loop:NNNNNNNNN . . 5424
__str_count_spaces_loop:w . . . 5404
__str_decode_clist_char:n . . . 5940
__str_decode_eight_bit_char:N 5967
__str_decode_eight_bit_load:nn 5967
__str_decode_eight_bit_load_missing:n 5967
__str_decode_native_char:N . . 5900
__str_decode_utf_viii_aux:wNnnwN 6441
__str_decode_utf_viii_continuation:wwN 6441
__str_decode_utf_viii_end: . . 6441
__str_decode_utf_viii_overflow:w 6441
__str_decode_utf_viii_start:N 6441
__str_decode_utf_xvi:Nw . . *451*, 6622
__str_decode_utf_xvi_bom:NN . 6622
__str_decode_utf_xvi_error:nNN 6656
__str_decode_utf_xvi_extra:NNw 6656
__str_decode_utf_xvi_pair:NN *451*, *452*, 6650, 6656
__str_decode_utf_xvi_pair_end:Nw 6656
__str_decode_utf_xvi_quad:NNwNN 6656
__str_decode_utf_xxxii:Nw *455*, 6780
__str_decode_utf_xxxii_bom:NNNN 6780
__str_decode_utf_xxxii_end:w . 6780
__str_decode_utf_xxxii_loop:NNNN 6780
__str_encode_clist_char:n . . . 5951
__str_encode_eight_bit_char:n 6013
__str_encode_eight_bit_char_aux:n 6013
__str_encode_eight_bit_load:nn 6013
__str_encode_native_char:n . . 5904
__str_encode_utf_vii_loop:wwnnw *444*
__str_encode_utf_viii_char:n . 6368
__str_encode_utf_viii_loop:wwnnw 6368
__str_encode_utf_xvi_aux:N . . 6537
__str_encode_utf_xvi_be:nn . . . *449*
__str_encode_utf_xvi_char:n . 6537
__str_encode_utf_xxxii_be:n . 6720
__str_encode_utf_xxxii_be_aux:nn 6720
__str_encode_utf_xxxii_le:n . 6720
__str_encode_utf_xxxii_le_aux:nn 6720
\l__str_end_flag 6571
\g__str_error_bool 5581, 5716, 5726, 5730, 5735, 5739
__str_escape:n 5034
__str_escape_hex_char:N 6288
__str_escape_name_char:N 6292
\c__str_escape_name_not_str *442*, 6292
\c__str_escape_name_str . . . *442*, 6292
__str_escape_string_char:N . . 6315
\c__str_escape_string_str 6315
__str_escape_url_char:N 6347
\l__str_extra_flag 6390, 6571
__str_filter_bytes:n 5858, 5892, 6170, 6232
__str_filter_bytes_aux:N 5858
__str_head:w *418*, 5462
__str_hexadecimal_use:N 5614
__str_hexadecimal_use:NTF *438*, 5614, 6124, 6134, 6173, 6175
__str_if_contains_char:NN . . . 5584
__str_if_contains_char:nN . . . 5591
__str_if_contains_char:NNTF 5584, 6304, 6310, 6323
__str_if_contains_char:nNTF *422*, 5584, 6357, 6363

__str_if_contains_char_aux:NN 5584
__str_if_contains_char_true: . 5584
__str_if_eq:nn 5034, 5059, 5067, 5073
__str_if_escape_name:N 6301
__str_if_escape_name:NTF 6292
__str_if_escape_string:N 6335
__str_if_escape_string:NTF . . 6315
__str_if_escape_url:N 6354
__str_if_escape_url:NTF 6347
__str_if_flag_error:nnn 426, 427, 5709, 5728, 5737, 5893, 5920, 5981, 6023, 6118, 6164, 6165, 6223, 6224, 6454, 6551, 6654, 6811
__str_if_flag_no_error:nnn 426, 5709, 5728, 5737
__str_if_flag_times:nTF 5717, 6399, 6400, 6401, 6402, 6586, 6587, 6588, 6758, 6759
\l__str_internal_int 5559, 5970, 5987, 5988, 5989, 5990, 5996, 5997, 5998, 6000, 6006, 6016, 6029, 6030, 6031, 6033, 6041
\l__str_internal_tl 429, 5559, 5634, 5635, 5637, 5790, 5791, 5792, 5794, 5798, 5802, 5809, 5959
__str_item:nn 413, 5266
__str_item:w 413, 5266
__str_load_catcodes: . . . 5797, 5840
__str_map_function:Nn 411, 5153
__str_map_function:w 410, 411, 5153
__str_map_inline:NN 5153
__str_map_variable:NnN 5153
\c__str_max_byte_int 5564, 5925, 6052
\l__str_missing_flag 6390, 6571
__str_octal_use:N 5606
__str_octal_use:NTF 423, 423, 5606, 6235, 6237, 6239
__str_output_byte:n 454, 5645, 5674, 5675, 5835, 6032, 6055, 6382, 6388, 6738, 6747
__str_output_byte:w 438, 5645, 6111, 6137, 6172, 6234
__str_output_byte_pair:nnN . . 5661
__str_output_byte_pair_be:n 5661, 6539, 6543, 6737
__str_output_byte_pair_le:n 5661, 6545, 6748
__str_output_end: 438, 5645, 6116, 6136, 6186, 6268, 6272
__str_output_hexadecimal:n 5645, 6291, 6299, 6352
\l__str_overflow_flag 6390
\l__str_overlong_flag 6390
__str_range:nnn 5327
__str_range:nnw 5327
__str_range:w 5327
__str_range_normalize:nn 5350, 5351, 5359
__str_replace:NNNnn 4974
__str_replace_aux:NNNnnn 4974
__str_replace_next:w 4974
\c__str_replacement_char_int . . . 5563, 5999, 6466, 6490, 6504, 6524, 6531, 6561, 6713, 6822, 6827, 6843
\g__str_result_tl 421, 425, 425, 427, 431, 433, 438, 451, 454, 455, 5562, 5679, 5683, 5695, 5699, 5745, 5757, 5891, 5892, 5942, 5943, 5946, 5954, 6109, 6113, 6158, 6160, 6211, 6214, 6217, 6220, 6448, 6450, 6540, 6623, 6625, 6629, 6648, 6723, 6781, 6783, 6786, 6805
__str_skip_end:NNNNNNNN . . 414, 5306
__str_skip_end:w 5306
__str_skip_exp_end:w 414, 416, 5293, 5302, 5306, 5357
__str_skip_loop:wNNNNNNNN . . . 5306
__str_tail_auxi:w 5477
__str_tail_auxii:w 419, 5477
__str_tmp:n 4924, 4930, 4933, 4951, 4961, 4964
__str_tmp:w 438, 449, 451, 455, 5559, 6150, 6196, 6198, 6203, 6228, 6549, 6556, 6561, 6563, 6566, 6567, 6647, 6662, 6667, 6678, 6681, 6687, 6688, 6804, 6819, 6824, 6830
__str_to_other_end:w 412, 5221
__str_to_other_fast_end:w . . . 5244
__str_to_other_fast_loop:w 5246, 5255, 5262
__str_to_other_loop:w 412, 5221
__str_unescape_hex_auxi:N . . . 6104
__str_unescape_hex_auxii:N . . 6104
__str_unescape_name_loop:wNN . 6150
__str_unescape_string_loop:wNNN 6200
__str_unescape_string_newlines:wN 6200
__str_unescape_string_repeat:NNNNNN 6200
__str_unescape_url_loop:wNN . 6150
\strcmp 40
\string 559
\suppressfontnotfounderror . . . 820, 1682
\suppressifcsnameerror 1001, 1829
\suppresslongerror 1002, 1831
\suppressmathparerror 1003, 1832
\suppressoutererror 1004, 1834

\suppressprimitiveerror 1005, 1835
\synctex 802, 1644
sys commands:
\c_sys_backend_str 117, 9831
\c_sys_day_int 114, 9651
\c_sys_engine_str . . . 114, 9632, 28827
\c_sys_engine_version_str 263, 28825
\sys_get_shell:nnN 116, 9740
\sys_get_shell:nnN(TF) 259
\sys_get_shell:nnNTF 116, 9740, 9742
\sys_gset_rand_seed:n 115, 215, 9715
\c_sys_hour_int 114, 9651
\sys_if_engine_luatex:TF 114, 252, 3321, 9632, 9729, 9786, 9788, 9801, 10651, 10653, 13316, 13494, 13550, 13609, 13849, 16145, 28211, 28392, 30390, 30392, 30394
\sys_if_engine_luatex_p: 114, 5860, 5884, 5906, 6073, 9632, 12693, 13393, 13427, 13476, 13530, 28383, 29266, 29295, 29477, 29662, 29707, 30388
\sys_if_engine_pdftex:TF 114, 9632, 30398, 30400, 30402
\sys_if_engine_pdftex_p: 114, 9632, 29747, 30396
\sys_if_engine_ptex:TF 114, 9632
\sys_if_engine_ptex_p: 114, 9632, 9824, 22642
\sys_if_engine_uptex:TF . . . 114, 9632
\sys_if_engine_uptex_p: 114, 9632, 9825, 22643, 29748
\sys_if_engine_xetex:TF 5, 114, 3320, 9632, 9817, 9846, 10652, 30436, 30438, 30440
\sys_if_engine_xetex_p: 114, 5861, 5885, 5907, 6074, 9632, 9670, 28383, 29267, 29296, 29478, 29663, 29708, 30434
\sys_if_output_dvi:TF 115, 9691
\sys_if_output_dvi_p: 115, 9691
\sys_if_output_pdf:TF 115, 9691, 9820, 9856
\sys_if_output_pdf_p: 115, 9691
\sys_if_platform_unix:TF 115, 9704, 13867
\sys_if_platform_unix_p: 115, 9704, 13867
\sys_if_platform_windows:TF 115, 9704, 13867
\sys_if_platform_windows_p: 115, 9704, 13867
\sys_if_rand_exist:TF . 263, 533, 9702, 9704, 9715, 15708, 21698, 21722
\sys_if_rand_exist_p: 263, 9702
\sys_if_shell: 116
\sys_if_shell:TF 116, 9747, 9780, 28881
\sys_if_shell_p: 116, 9780
\sys_if_shell_restricted:TF 116, 9780
\sys_if_shell_restricted_p: 116, 9780
\sys_if_shell_unrestricted:TF 116, 9780
\sys_if_shell_unrestricted_p: 116, 9780
\c_sys_jobname_str 114, 163, 9606, 30344
\sys_load_backend:n . . 117, 117, 9831
\sys_load_debug: 117, 9882
\sys_load_deprecation: 117, 9882
\c_sys_minute_int 114, 9651
\c_sys_month_int 114, 9651
\c_sys_output_str 115, 9691
\c_sys_platform_str 115, 9704, 13849, 13870
\sys_rand_seed: . . . 80, 115, 215, 9704
\c_sys_shell_escape_int 116, 9727, 9781, 9783, 9785
\sys_shell_now:n 116, 9788
\sys_shell_shipout:n 116, 9801
\c_sys_year_int 114, 9651
sys internal commands:
\g__sys_backend_tl 9814, 9837, 9838, 9839
__sys_const:nn 9616, 9648, 9698, 9700, 9702, 9780, 9782, 9784
\g__sys_debug_bool . . 9880, 9884, 9886
\g__sys_deprecation_bool 9880, 9890, 9892
__sys_get:nnN 9740
__sys_get_do:Nw 9740
\l__sys_internal_tl 9738
__sys_load_backend_check:N . . 9831
\c__sys_marker_tl . . . 9739, 9763, 9775
\c__sys_shell_stream_int 9786, 9798, 9811
__sys_tmp:w 9662, 9683, 9685, 9686, 9687, 9688
syst commands:
\c_syst_last_allocated_toks . . 22236

T

\t 29950
\tabskip 560
\tagcode 803, 1645
tan 213
tand 213
\tate 1247, 2055
\tbaselineshift 1248, 2056

\temp . 170, 176, 181, 184, 185, 192, 197, 200
TeX and LaTeX 2ε commands:
\@ 5535
\@@end *296*, 1267, 1268
\@@hyph 1271
\@@input 1272
\@@italiccorr 1273
\@@shipout 1275, 1276
\@@tracingfonts *297*
\@@underline 1274
\@addtofilelist 13665
\@currname *631*, 13156, 13157
\@currnamestack 13179, 13180
\@filelist *167*, *632*, *643*, *645*, *646*, 13664, 13750, 13753, 13767
\@firstofone *19*
\@firstoftwo *19*, *321*
\@gobbbletwo *20*
\@gobble *20*
\@secondoftwo *19*, *321*
\@tempa 150, 152, 1283, 1297, 1300
\@tfor *296*, 1283
\@unexpandable@protect *741*
\AtBeginDocument *296*
\botmark *569*
\box *242*
\char *141*
\chardef *136*, *136*, *498*, *520*
\color *1075*
\conditionally@traceoff *624*, 11932, 12888
\conditionally@traceon 11950
\copy *235*
\count *141*, *434*, *908*
\cr *530*
\CROP@shipout 1284
\csname *17*
\csstring *330*
\currentgrouplevel *342*, *1093*
\currentgrouptype *342*, *1093*
\def *141*
\detokenize *46*
\dimen *567*
\dimendef *567*
\directlua *252*
\dp *236*, *742*, *743*
\dup@shipout 1285
\e@alloc@top *908*, 22222
\edef *1*, *4*, *374*
\end *595*
\endcsname *17*
\endinput *153*
\endlinechar *41*, *41*, *158*, *378*, *379*, *569*
\endtemplate *113*, *530*
\errhelp *590*, *591*
\errmessage *590*, *591*, *591*, *592*
\errorcontextlines *313*, *404*, *591*, *1033*
\escapechar *46*, *330*, *342*, *623*
\everyeof *379*
\everypar *24*, *344*, *362*
\expandafter *33*, *35*
\expanded *4*, *20*, *28*, *30*, *346*, *349*, *355*, *357*, *362*, *369*, *378*
\fi *140*
\firstmark *363*, *569*
\font *140*
\fontdimen *197*, *233*, *695*, *696*, *697*, *697*, *698*
\frozen@everydisplay 1269
\frozen@everymath 1270
\futurelet *530*, *571*, *573*, *922*, *924*, *926*, *926*
\global *277*
\GPTorg@shipout 1286
\halign *113*, *344*, *530*, *562*
\hskip *179*
\ht *236*, *742*, *743*
\hyphen *569*
\hyphenchar *695*
\ifcase *100*
\ifdim *182*
\ifeof *163*
\iffalse *106*
\ifhbox *245*
\ifnum *100*
\ifodd *101*, *575*
\iftrue *106*
\ifvbox *245*
\ifvoid *245*
\ifx *23*, *273*
\indent *344*
\infty *208*
\input@path *164*, *636*, 13346, 13348, 13435, 13437
\italiccorr *569*
\jobname *114*
\lastnamedcs *333*
\lccode *273*, *516*, *925*, *929*, *1086*
\leavevmode *24*
\let *277*
\letcharcode *558*
\LL@shipout 1287
\loctoks *908*
\long *3*, *141*, *142*, *357*
\lower *1090*
\lowercase *1010*, *1011*, *1012*
\luaescapestring *252*
\makeatletter *7*

\mathchar 141
\mathchardef 136, 498
\meaning 15, 133, 141, 567, 567, 573, 575, 924
\mem@oldshipout 1288
\message 28
\newif 106, 255
\newlinechar 41, 41, 313, 333, 378, 379, 404, 591, 621
\newread 612
\newtoks 220, 920, 937
\newwrite 618
\noexpand 34, 140, 356, 357, 357, 358, 359
\nullfont 569
\number 100, 795
\numexpr 360
\opem@shipout 1289
\or 100
\outer 141, 142, 273, 575, 612, 618, 1130, 1131, 1133
\parindent 24
\pdfescapehex 437
\pdfescapename 68, 437
\pdfescapestring 68, 437
\pdffilesize 636
\pdfmapfile 298
\pdfmapline 298
\pdfstrcmp xiii, 270, 271, 273, 287, 1085
\pdfuniformdeviate 215
\pgfpages@originalshipout 1290
\pi 208
\pr@shipout 1291
\primitive 296, 356, 357, 357, 532
\protect 624, 740, 741, 1109
\protected 141, 142, 357
\ProvidesClass 7
\ProvidesFile 7
\ProvidesPackage 7
\quitvmode 344
\read 158, 616
\readline 158, 616
\relax 22, 140, 273, 326, 331, 342, 517, 517, 701, 703, 726, 757
\RequirePackage 7, 273, 631
\reserveinserts 273
\robustify 264
\romannumeral 36, 701
\scantokens 69, 377, 634
\sfcode 274
\shipout 296
\show 16, 53, 342
\showbox 1032
\showthe 342, 516, 658, 662, 664
\showtokens 53, 404, 597
\sin 208
\skip 929, 930
\space 569
\splitbotmark 569
\splitfirstmark 569
\strcmp 270, 287
\string 133, 924, 926, 927
\tenrm 140
\tex_lowercase:D 561
\tex_unexpanded:D 354
\the 91, 140, 174, 178, 181, 347, 356, 357, 357, 360
\toks . . . . xxi, 80, 100, 220, 360, 361, 362, 484, 907, 907, 907, 908, 909, 910, 910, 911, 912, 912, 914, 914, 915, 920, 924, 925, 927, 929, 930, 932, 937, 938, 938, 938, 939, 939, 940, 944, 982, 983, 989, 989, 993, 994, 994, 994, 996, 999, 1001, 1003, 1011, 1029
\toks@ 362
\toksdef 920
\topmark 141, 569
\tracingfonts 297
\tracingnesting 377, 634
\tracingonline 1033
\typeout 624
\uccode 1086
\Ucharcat 560, 561
\ucharcat@table 52, 55
\unexpanded 34, 47, 47, 47, 51, 51, 52, 77, 78, 82, 83, 121, 124, 125, 126, 126, 145, 261, 267, 356, 357, 357, 359, 374, 396, 397, 502
\unhbox 242
\unhcopy 239
\uniformdeviate 215
\unless 23
\unvbox 242
\unvcopy 241
\uppercase 1010
\usepackage 631
\valign 530
\verso@orig@shipout 1293
\vskip 180
\vtop 1051
\wd 236, 742, 743
\write 161, 617, 621
tex commands:
\tex_above:D 293
\tex_abovedisplayshortskip:D . . 294
\tex_abovedisplayskip:D 295
\tex_abovewithdelims:D 296
\tex_accent:D 297

\tex_adjdemerits:D 298
\tex_adjustspacing:D 754, 1013
\tex_advance:D . . 299, 8586, 8588, 8590, 8592, 8598, 8600, 8602, 8604, 13920, 13923, 13929, 13932, 14262, 14264, 14268, 14270, 14358, 14360, 14364, 14366, 22339, 22346, 22349, 22751, 22753, 22786, 22788, 23984
\tex_afterassignment:D 300, 11022, 22692, 22735
\tex_aftergroup:D 301, 2112
\tex_alignmark:D 890, 1316
\tex_aligntab:D 891, 1317
\tex_atop:D 302
\tex_atopwithdelims:D 303
\tex_attribute:D 892, 1318
\tex_attributedef:D 893, 1319
\tex_automaticdiscretionary:D . . 895
\tex_automatichyphenmode:D 896
\tex_automatichyphenpenalty:D . . 898
\tex_autospacing:D 1214
\tex_autoxspacing:D 1215
\tex_badness:D 304
\tex_baselineskip:D 305
\tex_batchmode:D 306, 11816
\tex_begincsname:D 899
\tex_begingroup:D 307, 1278, 1381, 1443, 2107
\tex_beginL:D 615
\tex_beginR:D 616
\tex_belowdisplayshortskip:D . . 308
\tex_belowdisplayskip:D 309
\tex_binoppenalty:D 310
\tex_bodydir:D 900, 1355, 1433
\tex_bodydirection:D 901
\tex_botmark:D 311
\tex_botmarks:D 617
\tex_box:D 312, 26268, 26270, 26310, 30504, 30507
\tex_boxdir:D 902, 1356
\tex_boxdirection:D 903
\tex_boxmaxdepth:D 313
\tex_breakafterdirmode:D 904
\tex_brokenpenalty:D 314
\tex_catcode:D 315, 3217, 10488, 10490, 28399, 28406
\tex_catcodetable:D 905, 1320
\tex_char:D 316
\tex_chardef:D 317, *319*, 2100, 2129, 2131, 2422, 2423, 8561, 9319, 9341, 9346, 10946, 12546, 12759
\tex_cleaders:D 318
\tex_clearmarks:D 906, 1321
\tex_closein:D 319, 12554
\tex_closeout:D 320, 12768
\tex_clubpenalties:D 618
\tex_clubpenalty:D 321
\tex_copy:D 322, 26262, 26264, 26285, 26294, 26303, 26311
\tex_copyfont:D 755, 1014
\tex_count:D 323, 12486, 12488, 12716, 12718, 22205, 22221, 22229, 22230
\tex_countdef:D 324
\tex_cr:D 325
\tex_crampeddisplaystyle:D 907, 1322
\tex_crampedscriptscriptstyle:D 909, 1323
\tex_crampedscriptstyle:D . 910, 1325
\tex_crampedtextstyle:D . . . 911, 1326
\tex_crcr:D 326
\tex_creationdate:D 880
\tex_csname:D 327, 2094
\tex_csstring:D 912
\tex_currentgrouplevel:D 619
\tex_currentgrouptype:D 620
\tex_currentifbranch:D 621
\tex_currentiflevel:D 622
\tex_currentiftype:D 623
\tex_day:D 328, 1388, 1392, 9656
\tex_deadcycles:D 329
\tex_def:D 330, 806, 807, 808, 1444, 1445, 1446, 2113, 2115, 2117, 2118, 2135, 2137, 2138, 2139, 2141, 2142, 2143, 2145, 2146, 2147
\tex_defaulthyphenchar:D 331
\tex_defaultskewchar:D 332
\tex_delcode:D 333
\tex_delimiter:D 334
\tex_delimiterfactor:D 335
\tex_delimitershortfall:D 336
\tex_detokenize:D 624, 2103, 2105, 28387
\tex_dimen:D 337, 5987, 5996, 6006, 6007, 6008, 6029, 6041, 6042, 6043
\tex_dimendef:D 338
\tex_dimexpr:D 625, 13876, 26238
\tex_directlua:D . 913, 1309, 1310, 5038, 9731, 13852, 16149, 28200, 28394
\tex_disablecjktoken:D 1254, 8556, 8559, 9639
\tex_discretionary:D 339
\tex_displayindent:D 340
\tex_displaylimits:D 341
\tex_displaystyle:D 342
\tex_displaywidowpenalties:D . . 626
\tex_displaywidowpenalty:D 343
\tex_displaywidth:D 344

\tex_divide:D 345, 22198, 23985
\tex_doublehyphendemerits:D . . . 346
\tex_dp:D 347, 26278
\tex_draftmode:D 756, 1015
\tex_dtou:D 1216
\tex_dump:D 348
\tex_dviextension:D 914
\tex_dvifeedback:D 915
\tex_dvivariable:D 916
\tex_eachlinedepth:D 757
\tex_eachlineheight:D 758
\tex_edef:D 349, 1279, 1280, 1296, 1382, 1383, 1388, 1389, 1394, 1395, 1400, 1401, 2136, 2140, 2144, 2148, 12980, 13038, 30307
\tex_efcode:D 794
\tex_elapsedtime:D 759, 881
\tex_else:D . 350, 1282, 1308, 1385, 1391, 1397, 1403, 2081, 2132, 2173
\tex_emergencystretch:D 351
\tex_enablecjktoken:D 1255
\tex_end:D 352, 1268, 1416, 2533
\tex_endcsname:D 353, 2095
\tex_endgroup:D 354, 1265, 1304, 1406, 2074, 2108
\tex_endinput:D . . . 355, 11825, 13646
\tex_endL:D 627
\tex_endlinechar:D 257, 258, 272, 356, 4049, 4050, 4051, 4085, 5856, 12610, 12612, 12613
\tex_endR:D 628
\tex_epTeXinputencoding:D 1217
\tex_epTeXversion:D 1218, 28845, 28868
\tex_eqno:D 357
\tex_errhelp:D 358, 11677, 30608
\tex_errmessage:D 359, 2525, 11697, 30639
\tex_errorcontextlines:D 360, 4906, 11692, 11712, 11912, 26374, 30634
\tex_errorstopmode:D 361
\tex_escapechar:D 362, 2836, 6108, 6157, 6210, 12632, 12842, 12889, 12895, 22657, 22719, 22720, 23036
\tex_eTeXrevision:D 629
\tex_eTeXversion:D 630
\tex_etoksapp:D 917
\tex_etokspre:D 918
\tex_euc:D 1219
\tex_everycr:D 363
\tex_everydisplay:D 364, 1269
\tex_everyeof:D 631, 4058, 4110, 9763, 13300
\tex_everyhbox:D 365
\tex_everyjob:D 366, 1417, 9607, 9609, 13149, 13151, 13185, 13187
\tex_everymath:D 367, 1270
\tex_everypar:D 368
\tex_everyvbox:D 369
\tex_exceptionpenalty:D 919
\tex_exhyphenpenalty:D 370
\tex_expandafter:D 371, 811, 1283, 1297, 1299, 1300, 1449, 2096, 28387
\tex_expanded:D *368*, *369*, 921, 1426, 2172, 2173, 2907, 2910, 2977, 2980, 3013, 3019, 3103, 3106, 3127, 3130, 3195, 3198, 3226, 3697, 3729, 3737, 10669, 12364
\tex_explicitdiscretionary:D . . 922
\tex_explicithyphenpenalty:D . . 920
\tex_fam:D 372
\tex_fi:D 373, 812, 1277, 1301, 1303, 1312, 1313, 1314, 1372, 1374, 1375, 1379, 1387, 1393, 1399, 1405, 1412, 1427, 1435, 1440, 1450, 2082, 2134, 2175
\tex_filedump:D 760, 882
\tex_filemoddate:D 761, 883, 13617, 13618
\tex_filesize:D . . . *637*, *638*, 762, 884, 13315, 13392, 13426, 13475, 13529
\tex_finalhyphendemerits:D 374
\tex_firstlineheight:D 763
\tex_firstmark:D 375
\tex_firstmarks:D 632
\tex_firstvalidlanguage:D 923
\tex_floatingpenalty:D 376
\tex_font:D 377, 15545
\tex_fontchardp:D 633
\tex_fontcharht:D 634
\tex_fontcharic:D 635
\tex_fontcharwd:D 636
\tex_fontdimen:D 378, 15534
\tex_fontexpand:D 764, 1016
\tex_fontid:D 924, 1327
\tex_fontname:D 379
\tex_fontsize:D 765
\tex_forcecjktoken:D 1256
\tex_formatname:D 925, 1328
\tex_futurelet:D 380, 11017, 11019, 22665, 22723
\tex_gdef:D 381, 2149, 2152, 2156, 2160
\tex_gleaders:D 931, 1329
\tex_global:D 278, 283, 285, 382, *650*, 813, 815, 1299, 1386, 1392, 1398, 1404, 1451, 2602, 2609, 8538, 8544, 8548, 8568, 8579, 8590, 8592, 8602, 8604, 8612, 9319,

9346, 10752, 10754, 10764, 11019, 12546, 12759, 13889, 13894, 13910, 13917, 13923, 13932, 14234, 14238, 14254, 14259, 14264, 14270, 14328, 14334, 14350, 14355, 14360, 14366, 15545, 26264, 26270, 26340, 26393, 26405, 26418, 26438, 26483, 26495, 26507, 26520, 26541, 26556, 30507
\tex_globaldefs:D 383
\tex_glueexpr:D 637, 14252, 14254, 14262, 14264, 14268, 14270, 14284, 14291, 14297, 14300, 21632
\tex_glueshrink:D 638
\tex_glueshrinkorder:D 639
\tex_gluestretch:D . 640, 22877, 22883
\tex_gluestretchorder:D 641
\tex_gluetomu:D 642
\tex_halign:D 384
\tex_hangafter:D 385
\tex_hangindent:D 386
\tex_harftexrevision:D 1212
\tex_harftexversion:D 1213
\tex_hbadness:D 387
\tex_hbox:D 388, 26385, 26388, 26393, 26400, 26405, 26412, 26418, 26432, 26438, 26446, 26451, 27894
\tex_hfil:D 389
\tex_hfill:D 390
\tex_hfilneg:D 391
\tex_hfuzz:D 392
\tex_hjcode:D 926
\tex_hoffset:D 393, 1429
\tex_holdinginserts:D 394
\tex_hpack:D 927
\tex_hrule:D 395
\tex_hsize:D 396, 27046, 27048, 27049, 27115, 27117, 27118
\tex_hskip:D 397, 14295
\tex_hss:D 398, 26455, 26457, 26900, 26909
\tex_ht:D 399, 26277
\tex_hyphen:D 292, 1271
\tex_hyphenation:D 400
\tex_hyphenationbounds:D 928
\tex_hyphenationmin:D 929
\tex_hyphenchar:D 401, 15535
\tex_hyphenpenalty:D 402
\tex_hyphenpenaltymode:D 930
\tex_if:D *128*, 403, 2084, 2085
\tex_ifabsdim:D 751, 1017
\tex_ifabsnum:D 752, 1018, 15605, 15609
\tex_ifcase:D 404, 8436
\tex_ifcat:D 405, 2086
\tex_ifcondition:D 932
\tex_ifcsname:D 643, 2093
\tex_ifdbox:D 1220
\tex_ifddir:D 1221
\tex_ifdefined:D 644, 810, 1267, 1275, 1306, 1309, 1315, 1374, 1375, 1408, 1415, 1428, 1436, 1448, 2092, 2130, 2173
\tex_ifdim:D 406, 13875
\tex_ifeof:D 407, 12574
\tex_iffalse:D 408, 2079
\tex_iffontchar:D 645
\tex_ifhbox:D 409, 26322
\tex_ifhmode:D 410, 2089
\tex_ifincsname:D 795
\tex_ifinner:D 411, 2091
\tex_ifmdir:D 1222
\tex_ifmmode:D 412, 2088
\tex_ifnum:D 413, 1373, 2110
\tex_ifodd:D . . . 414, 8435, 9311, 9312
\tex_ifprimitive:D 753, 886
\tex_iftbox:D 1223
\tex_iftdir:D 1224
\tex_iftrue:D 415, 2078
\tex_ifvbox:D 416, 26323
\tex_ifvmode:D 417, 2090
\tex_ifvoid:D 418, 26324
\tex_ifx:D 419, 1281, 1298, 1384, 1390, 1396, 1402, 2087
\tex_ifybox:D 1225
\tex_ifydir:D 1226
\tex_ignoreddimen:D 766
\tex_ignoreligaturesinfont:D . 1019
\tex_ignorespaces:D 420
\tex_immediate:D 421, 2542, 2544, 12761, 12768, 12809
\tex_immediateassigned:D 933
\tex_immediateassignment:D 934
\tex_indent:D 422, 2891
\tex_inhibitglue:D 1227
\tex_inhibitxspcode:D 1228
\tex_initcatcodetable:D . . . 935, 1330
\tex_input:D 423, 1272, 1418, 9768, 13305, 13669
\tex_inputlineno:D . . 424, 2540, 11615
\tex_insert:D 425
\tex_insertht:D 767, 1020
\tex_insertpenalties:D 426
\tex_interactionmode:D 646, 26358, 26361, 26363
\tex_interlinepenalties:D 647
\tex_interlinepenalty:D 427
\tex_italiccorrection:D 291, 1273, 1430
\tex_jcharwidowpenalty:D 1229

\tex_jfam:D 1230
\tex_jfont:D 1231
\tex_jis:D 1232, 8557, 9640
\tex_jobname:D 428, 9610, 9614, 13152, 13170, 13171
\tex_kanjiskip:D 1233, 9636
\tex_kansuji:D 1234
\tex_kansujichar:D 1235
\tex_kcatcode:D 1236
\tex_kchar:D 1257
\tex_kchardef:D 1258, 8560
\tex_kern:D 429, 26608, 26898, 26907, 27468, 27728, 27733, 27815, 27816, 28110, 28111, 28554, 28556, 28605, 28607
\tex_kuten:D 1237, 1259
\tex_language:D 430, 1419
\tex_lastbox:D 431, 26338, 26340
\tex_lastkern:D 432
\tex_lastlinedepth:D 768
\tex_lastlinefit:D 648
\tex_lastnamedcs:D 936
\tex_lastnodetype:D 649
\tex_lastpenalty:D 433
\tex_lastskip:D 434
\tex_lastxpos:D 769, 1027
\tex_lastypos:D 770, 1028
\tex_latelua:D 937, 1331, 28201
\tex_lateluafunction:D 938
\tex_lccode:D 435, 3958, 3959, 3960, 5227, 5228, 5250, 5251, 10564, 10566, 22638, 22648, 22717, 22719, 22722, 22752, 25534, 25586
\tex_leaders:D 436
\tex_left:D 437, 1437
\tex_leftghost:D 939, 1357
\tex_lefthyphenmin:D 438
\tex_leftmarginkern:D 796
\tex_leftskip:D 439
\tex_leqno:D 440
\tex_let:D 279, 283, 285, 441, 813, 815, *1131*, *1135*, 1268, 1269, 1270, 1271, 1272, 1273, 1274, 1276, 1299, 1305, 1307, 1311, 1316, 1317, 1318, 1319, 1320, 1321, 1322, 1323, 1325, 1326, 1327, 1328, 1329, 1330, 1331, 1332, 1333, 1334, 1335, 1336, 1337, 1338, 1339, 1340, 1341, 1342, 1343, 1344, 1345, 1346, 1348, 1349, 1351, 1352, 1353, 1355, 1356, 1357, 1358, 1359, 1361, 1362, 1363, 1364, 1365, 1366, 1367, 1368, 1369, 1370, 1371, 1377, 1378, 1386, 1392, 1398, 1404, 1409, 1410, 1411, 1416, 1417, 1418, 1419, 1420, 1421, 1422, 1423, 1424, 1425, 1426, 1429, 1430, 1431, 1432, 1433, 1434, 1437, 1438, 1439, 1451, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2110, 2111, 2112, 2128, 2135, 2136, 2149, 2150, 2598, 10752, 10754, 10764, 22639, 22649, 30245, 30248, 30454, 30479
\tex_letcharcode:D 940
\tex_letterspacefont:D 797
\tex_limits:D 442
\tex_linedir:D 941
\tex_linedirection:D 942
\tex_linepenalty:D 443
\tex_lineskip:D 444
\tex_lineskiplimit:D 445
\tex_localbrokenpenalty:D . 943, 1358
\tex_localinterlinepenalty:D 944, 1359
\tex_localleftbox:D 949, 1361
\tex_localrightbox:D 950, 1362
\tex_long:D 446, 806, 807, 808, 1444, 1445, 1446, 2113, 2115, 2118, 2137, 2138, 2139, 2140, 2141, 2143, 2145, 2146, 2147, 2148, 2152, 2154, 2160, 2162
\tex_looseness:D 447
\tex_lower:D 448, 26321
\tex_lowercase:D 449, *1127*, 3961, 5229, 5252, 10595, 10715, 11684, 22639, 22649, 22718, 25535, 25587, 30146, 30428, 30620
\tex_lpcode:D 798
\tex_luabytecode:D 945
\tex_luabytecodecall:D 946
\tex_luacopyinputnodes:D 947
\tex_luadef:D 948
\tex_luaescapestring:D *408*, 951, 1332, 5037, 16153, 16154, 28199
\tex_luafunction:D 952, 1333
\tex_luafunctioncall:D 953
\tex_luatexbanner:D 954
\tex_luatexrevision:D . . . 955, 28852
\tex_luatexversion:D 956, 1375, 1408, 2130, 5035, 8555, 9235, 9634, 12694, 28850
\tex_mag:D 450
\tex_mapfile:D 771, 1377
\tex_mapline:D 772, 1378
\tex_mark:D 451

\tex_marks:D 650
\tex_mathaccent:D 452
\tex_mathbin:D 453
\tex_mathchar:D 454
\tex_mathchardef:D *319*, 455, 2133, 8564, 8565
\tex_mathchoice:D 456
\tex_mathclose:D 457
\tex_mathcode:D . . . 458, 10558, 10560
\tex_mathdelimitersmode:D 957
\tex_mathdir:D 958, 1363
\tex_mathdirection:D 959
\tex_mathdisplayskipmode:D 960
\tex_matheqnogapstep:D 961
\tex_mathinner:D 459
\tex_mathnolimitsmode:D 962
\tex_mathop:D 460, 1420
\tex_mathopen:D 461
\tex_mathoption:D 963
\tex_mathord:D 462
\tex_mathpenaltiesmode:D 964
\tex_mathpunct:D 463
\tex_mathrel:D 464
\tex_mathrulesfam:D 965
\tex_mathscriptboxmode:D 967
\tex_mathscriptcharmode:D 968
\tex_mathscriptsmode:D 966
\tex_mathstyle:D 969, 1334
\tex_mathsurround:D 465
\tex_mathsurroundmode:D 970
\tex_mathsurroundskip:D 971
\tex_maxdeadcycles:D 466
\tex_maxdepth:D 467
\tex_mdfivesum:D 773, 885, 13506
\tex_meaning:D . . 468, 1280, 1297, 1382, 1388, 1394, 1400, 2101, 2102
\tex_medmuskip:D 469
\tex_message:D 470
\tex_middle:D 651, 1438
\tex_mkern:D 471
\tex_month:D 472, 1394, 1398, 1421, 9657
\tex_moveleft:D 473, 26315
\tex_moveright:D 474, 26317
\tex_mskip:D 475
\tex_muexpr:D . . 652, 14348, 14350, 14358, 14360, 14364, 14366, 14370
\tex_multiply:D 476
\tex_muskip:D 477
\tex_muskipdef:D 478
\tex_mutoglue:D *312*, 653
\tex_newlinechar:D 479, 2524, 4051, 4077, 4081, 4904, 11690, 11910, 12808, 30632
\tex_noalign:D 480
\tex_noautospacing:D 1238
\tex_noautoxspacing:D 1239
\tex_noboundary:D 481
\tex_noexpand:D 482, 2097
\tex_nohrule:D 972
\tex_noindent:D 483
\tex_nokerns:D 973, 1335
\tex_noligatures:D 774
\tex_noligs:D 974, 1336
\tex_nolimits:D 484
\tex_nonscript:D 485
\tex_nonstopmode:D 486
\tex_normaldeviate:D 775, 1029
\tex_nospaces:D 975
\tex_novrule:D 976
\tex_nulldelimiterspace:D 487
\tex_nullfont:D 488, 10975
\tex_number:D . 489, 8432, 26949, 28398
\tex_numexpr:D 654, 8433, 15775, 23028
\tex_omit:D 490
\tex_openin:D 491, 12548
\tex_openout:D 492, 12761
\tex_or:D 493, 2080
\tex_outer:D 494, 1422, 30307
\tex_output:D 495
\tex_outputbox:D 977, 1337
\tex_outputpenalty:D 496
\tex_over:D 497, 1423
\tex_overfullrule:D 498
\tex_overline:D 499
\tex_overwithdelims:D 500
\tex_pagebottomoffset:D . . . 978, 1364
\tex_pagedepth:D 501
\tex_pagedir:D 979, 1365, 1434
\tex_pagedirection:D 980
\tex_pagediscards:D 655
\tex_pagefilllstretch:D 502
\tex_pagefillstretch:D 503
\tex_pagefilstretch:D 504
\tex_pagegoal:D 505
\tex_pageheight:D 776, 1031, 1366
\tex_pageleftoffset:D 981, 1338
\tex_pagerightoffset:D 982, 1367
\tex_pageshrink:D 506
\tex_pagestretch:D 507
\tex_pagetopoffset:D 983, 1339
\tex_pagetotal:D 508
\tex_pagewidth:D 777, 1368
\tex_pagewith:D 1032
\tex_par:D 509
\tex_pardir:D 984, 1369
\tex_pardirection:D 985
\tex_parfillskip:D 510
\tex_parindent:D 511

\tex_parshape:D 512
\tex_parshapedimen:D 656
\tex_parshapeindent:D 657
\tex_parshapelength:D 658
\tex_parskip:D 513
\tex_patterns:D 514
\tex_pausing:D 515
\tex_pdfannot:D 681
\tex_pdfcatalog:D 682
\tex_pdfcolorstack:D 684
\tex_pdfcolorstackinit:D 685
\tex_pdfcompresslevel:D 683
\tex_pdfcreationdate:D 686
\tex_pdfdecimaldigits:D 687
\tex_pdfdest:D 688
\tex_pdfdestmargin:D 689
\tex_pdfendlink:D 690
\tex_pdfendthread:D 691
\tex_pdfextension:D 986
\tex_pdffeedback:D 987
\tex_pdffontattr:D 692
\tex_pdffontname:D 693
\tex_pdffontobjnum:D 694
\tex_pdfgamma:D 695
\tex_pdfgentounicode:D 698
\tex_pdfglyphtounicode:D 699
\tex_pdfhorigin:D 700
\tex_pdfimageapplygamma:D 696
\tex_pdfimagegamma:D 697
\tex_pdfimagehicolor:D 701
\tex_pdfimageresolution:D 702
\tex_pdfincludechars:D 703
\tex_pdfinclusioncopyfonts:D . . 704
\tex_pdfinclusionerrorlevel:D . . 706
\tex_pdfinfo:D 707
\tex_pdflastannot:D 708
\tex_pdflastlink:D 709
\tex_pdflastobj:D 710
\tex_pdflastxform:D 711, 1022
\tex_pdflastximage:D 712, 1024
\tex_pdflastximagecolordepth:D . 714
\tex_pdflastximagepages:D . 715, 1026
\tex_pdflinkmargin:D 716
\tex_pdfliteral:D 717
\tex_pdfminorversion:D 718
\tex_pdfnames:D 719
\tex_pdfobj:D 720
\tex_pdfobjcompresslevel:D 721
\tex_pdfoutline:D 722
\tex_pdfoutput:D 723, 1030, 9694
\tex_pdfpageattr:D 724
\tex_pdfpagebox:D 726
\tex_pdfpageref:D 727
\tex_pdfpageresources:D 728
\tex_pdfpagesattr:D 725, 729
\tex_pdfrefobj:D 730
\tex_pdfrefxform:D 731, 1036
\tex_pdfrefximage:D 732, 1037
\tex_pdfrestore:D 733
\tex_pdfretval:D 734
\tex_pdfsave:D 735
\tex_pdfsetmatrix:D 736
\tex_pdfstartlink:D 737
\tex_pdfstartthread:D 738
\tex_pdfsuppressptexinfo:D 739
\tex_pdftexbanner:D 791, 1409
\tex_pdftexrevision:D 792, 1410, 28833
\tex_pdftexversion:D *299*, 793, 1374, 1411, 9635, 28831
\tex_pdfthread:D 740
\tex_pdfthreadmargin:D 741
\tex_pdftrailer:D 742
\tex_pdfuniqueresname:D 743
\tex_pdfvariable:D 988
\tex_pdfvorigin:D 744
\tex_pdfxform:D 745, 1039
\tex_pdfxformattr:D 746
\tex_pdfxformname:D 747
\tex_pdfxformresources:D 748
\tex_pdfximage:D 749, 1040
\tex_pdfximagebbox:D 750
\tex_penalty:D 516
\tex_pkmode:D 778
\tex_pkresolution:D 779
\tex_postbreakpenalty:D 1240
\tex_postdisplaypenalty:D 517
\tex_postexhyphenchar:D . . . 989, 1340
\tex_posthyphenchar:D 990, 1341
\tex_prebinoppenalty:D 991
\tex_prebreakpenalty:D 1241
\tex_predisplaydirection:D 659
\tex_predisplaygapfactor:D 992
\tex_predisplaypenalty:D 518
\tex_predisplaysize:D 519
\tex_preexhyphenchar:D 993, 1342
\tex_prehyphenchar:D 994, 1343
\tex_prerelpenalty:D 995
\tex_pretolerance:D 520
\tex_prevdepth:D 521
\tex_prevgraf:D 522
\tex_primitive:D *357*, 780, 887, 3277, 9667, 9677
\tex_protected:D 660, 2137, 2139, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2156, 2158, 2160, 2162, 30307
\tex_protrudechars:D 781, 1033

\tex_ptexminorversion:D 1242, 28842, 28861
\tex_ptexrevision:D 1243, 28843, 28862
\tex_ptexversion:D 1244, 28837, 28840, 28856, 28859
\tex_pxdimen:D 782, 1034
\tex_quitvmode:D 799
\tex_radical:D 523
\tex_raise:D 524, 26319
\tex_randomseed:D 783, 1035, 9705
\tex_read:D 525, 11817, 12594
\tex_readline:D 661, 12611
\tex_relax:D *312*, 526, *703*, 2106, 8434, 13877
\tex_relpenalty:D 527
\tex_resettimer:D 784, 888
\tex_right:D 528, 1439
\tex_rightghost:D 996, 1370
\tex_righthyphenmin:D 529
\tex_rightmarginkern:D 800
\tex_rightskip:D 530
\tex_romannumeral:D *330*, *330*, *355*, 531, 2099, 2111, 2427, 10607, 15777
\tex_rpcode:D 801
\tex_savecatcodetable:D . . . 997, 1344
\tex_savepos:D 785, 1038
\tex_savinghyphcodes:D 662
\tex_savingvdiscards:D 663
\tex_scantextokens:D 998, 1345
\tex_scantokens:D 664, 4063, 4124
\tex_scriptfont:D 532
\tex_scriptscriptfont:D 533
\tex_scriptscriptstyle:D 534
\tex_scriptspace:D 535
\tex_scriptstyle:D 536
\tex_scrollmode:D 537
\tex_setbox:D . . 538, 26262, 26264, 26268, 26270, 26285, 26294, 26303, 26338, 26340, 26388, 26393, 26400, 26405, 26412, 26418, 26432, 26438, 26478, 26483, 26490, 26495, 26502, 26507, 26514, 26520, 26535, 26541, 26552, 26556, 27894, 30504, 30507
\tex_setfontid:D 999
\tex_setlanguage:D 539
\tex_setrandomseed:D . 787, 1041, 9718
\tex_sfcode:D 540, 10576, 10578
\tex_shapemode:D 1000
\tex_shellescape:D . . . 788, 889, 9735
\tex_shipout:D 541, 1276, 1300
\tex_show:D 542
\tex_showbox:D 543, 26375
\tex_showboxbreadth:D . . . 544, 26371
\tex_showboxdepth:D 545, 26372
\tex_showgroups:D 665
\tex_showifs:D 666
\tex_showlists:D 546
\tex_showmode:D 1245
\tex_showthe:D 547
\tex_showtokens:D *404*, 667, 1432, 4908, 11914
\tex_sjis:D 1246
\tex_skewchar:D 548
\tex_skip:D 549, 5988, 5997, 6007, 6030, 6042, 22755, 22784, 22803, 22861, 22877, 22883
\tex_skipdef:D 550
\tex_space:D 290
\tex_spacefactor:D 551
\tex_spaceskip:D 552
\tex_span:D 553
\tex_special:D 554
\tex_splitbotmark:D 555
\tex_splitbotmarks:D 668
\tex_splitdiscards:D 669
\tex_splitfirstmark:D 556
\tex_splitfirstmarks:D 670
\tex_splitmaxdepth:D 557
\tex_splittopskip:D 558
\tex_strcmp:D . 786, 5034, 13549, 16159
\tex_string:D 559, 1279, 1283, 1383, 1389, 1395, 1401, 2104
\tex_suppressfontnotfounderror:D 821, 1353
\tex_suppressifcsnameerror:D 1001, 1346
\tex_suppresslongerror:D . 1002, 1348
\tex_suppressmathparerror:D 1003, 1349
\tex_suppressoutererror:D 1004, 1351
\tex_suppressprimitiveerror:D . 1006
\tex_synctex:D 802
\tex_tabskip:D 560
\tex_tagcode:D 803
\tex_tate:D 1247
\tex_tbaselineshift:D 1248
\tex_textdir:D 1007, 1371
\tex_textdirection:D 1008
\tex_textfont:D 561
\tex_textstyle:D 562
\tex_TeXXeTstate:D 671
\tex_tfont:D 1249
\tex_the:D . 258, *312*, *348*, 563, *737*, *742*, *743*, 2540, 2822, 2950, 2954, 3276, 3318, 3409, 3428, 3443, 3448, 6008, 6043, 8050, 8615, 8617, 9609, 9705, 10490, 10560, 10566, 10572, 10578, 13151, 13187, 14106, 14107,

14108, 14178, 14180, 14292, 14294, 14371, 16779, 17269, 22296, 22328, 22376, 22377, 22408, 22409, 22415, 22416, 22876, 22986, 23037, 23056, 23062, 23065, 23069, 26358, 28399
\tex_thickmuskip:D 564
\tex_thinmuskip:D 565
\tex_time:D 566, 1382, 1386, 9653, 9655
\tex_toks:D 567, 3419, 3448, 5989, 5998, 6008, 6031, 6043, 8050, 8061, 8062, 8063, 22269, 22296, 22328, 22365, 22376, 22377, 22408, 22409, 22415, 22416, 22420, 22430, 22440, 22700, 22718, 22876, 23037, 23040, 23047, 23055, 23056, 23061, 23062, 23065, 23069
\tex_toksapp:D 1009
\tex_toksdef:D 568, 22548
\tex_tokspre:D 1010
\tex_tolerance:D 569
\tex_topmark:D 570
\tex_topmarks:D 672
\tex_topskip:D 571
\tex_tpack:D 1011
\tex_tracingassigns:D 673
\tex_tracingcommands:D 572
\tex_tracingfonts:D 789, 1042, 1305, 1307, 1311
\tex_tracinggroups:D 674
\tex_tracingifs:D 675
\tex_tracinglostchars:D 573
\tex_tracingmacros:D 574
\tex_tracingnesting:D 676, 4048, 9762, 13299
\tex_tracingonline:D 575, 26373
\tex_tracingoutput:D 576
\tex_tracingpages:D 577
\tex_tracingparagraphs:D 578
\tex_tracingrestores:D 579
\tex_tracingscantokens:D 677
\tex_tracingstats:D 580
\tex_uccode:D 581, 10570, 10572
\tex_Uchar:D . 1044, 1352, 28387, 29015
\tex_Ucharcat:D . . 1045, 10667, 28404
\tex_uchyph:D 582
\tex_ucs:D 1260
\tex_Udelcode:D 1046
\tex_Udelcodenum:D 1047
\tex_Udelimiter:D 1048
\tex_Udelimiterover:D 1049
\tex_Udelimiterunder:D 1050
\tex_Uhextensible:D 1051
\tex_Umathaccent:D 1052
\tex_Umathaxis:D 1053
\tex_Umathbinbinspacing:D 1054
\tex_Umathbinclosespacing:D . . 1055
\tex_Umathbininnerspacing:D . . 1056
\tex_Umathbinopenspacing:D . . . 1057
\tex_Umathbinopspacing:D 1058
\tex_Umathbinordspacing:D 1059
\tex_Umathbinpunctspacing:D . . 1060
\tex_Umathbinrelspacing:D 1061
\tex_Umathchar:D 1062
\tex_Umathcharclass:D 1063
\tex_Umathchardef:D 1064
\tex_Umathcharfam:D 1065
\tex_Umathcharnum:D 1066
\tex_Umathcharnumdef:D 1067
\tex_Umathcharslot:D 1068
\tex_Umathclosebinspacing:D . . 1069
\tex_Umathcloseclosespacing:D . 1071
\tex_Umathcloseinnerspacing:D . 1073
\tex_Umathcloseopenspacing:D . 1074
\tex_Umathcloseopspacing:D . . . 1075
\tex_Umathcloseordspacing:D . . 1076
\tex_Umathclosepunctspacing:D . 1078
\tex_Umathcloserelspacing:D . . 1079
\tex_Umathcode:D 1080
\tex_Umathcodenum:D 1081
\tex_Umathconnectoroverlapmin:D 1083
\tex_Umathfractiondelsize:D . . 1084
\tex_Umathfractiondenomdown:D . 1086
\tex_Umathfractiondenomvgap:D . 1088
\tex_Umathfractionnumup:D 1089
\tex_Umathfractionnumvgap:D . . 1090
\tex_Umathfractionrule:D 1091
\tex_Umathinnerbinspacing:D . . 1092
\tex_Umathinnerclosespacing:D . 1094
\tex_Umathinnerinnerspacing:D . 1096
\tex_Umathinneropenspacing:D . 1097
\tex_Umathinneropspacing:D . . . 1098
\tex_Umathinnerordspacing:D . . 1099
\tex_Umathinnerpunctspacing:D . 1101
\tex_Umathinnerrelspacing:D . . 1102
\tex_Umathlimitabovebgap:D . . . 1103
\tex_Umathlimitabovekern:D . . . 1104
\tex_Umathlimitabovevgap:D . . . 1105
\tex_Umathlimitbelowbgap:D . . . 1106
\tex_Umathlimitbelowkern:D . . . 1107
\tex_Umathlimitbelowvgap:D . . . 1108
\tex_Umathnolimitsubfactor:D . 1109
\tex_Umathnolimitsupfactor:D . 1110
\tex_Umathopbinspacing:D 1111
\tex_Umathopclosespacing:D . . . 1112
\tex_Umathopenbinspacing:D . . . 1113
\tex_Umathopenclosespacing:D . 1114
\tex_Umathopeninnerspacing:D . 1115
\tex_Umathopenopenspacing:D . . 1116

\tex_Umathopenopspacing:D 1117
\tex_Umathopenordspacing:D . . . 1118
\tex_Umathopenpunctspacing:D . 1119
\tex_Umathopenrelspacing:D . . . 1120
\tex_Umathoperatorsize:D 1121
\tex_Umathopinnerspacing:D . . . 1122
\tex_Umathopopenspacing:D 1123
\tex_Umathopopspacing:D 1124
\tex_Umathopordspacing:D 1125
\tex_Umathoppunctspacing:D . . . 1126
\tex_Umathoprelspacing:D 1127
\tex_Umathordbinspacing:D 1128
\tex_Umathordclosespacing:D . . 1129
\tex_Umathordinnerspacing:D . . 1130
\tex_Umathordopenspacing:D . . . 1131
\tex_Umathordopspacing:D 1132
\tex_Umathordordspacing:D 1133
\tex_Umathordpunctspacing:D . . 1134
\tex_Umathordrelspacing:D 1135
\tex_Umathoverbarkern:D 1136
\tex_Umathoverbarrule:D 1137
\tex_Umathoverbarvgap:D 1138
\tex_Umathoverdelimiterbgap:D . 1140
\tex_Umathoverdelimitervgap:D . 1142
\tex_Umathpunctbinspacing:D . . 1143
\tex_Umathpunctclosespacing:D . 1145
\tex_Umathpunctinnerspacing:D . 1147
\tex_Umathpunctopenspacing:D . 1148
\tex_Umathpunctopspacing:D . . . 1149
\tex_Umathpunctordspacing:D . . 1150
\tex_Umathpunctpunctspacing:D . 1152
\tex_Umathpunctrelspacing:D . . 1153
\tex_Umathquad:D 1154
\tex_Umathradicaldegreeafter:D 1156
\tex_Umathradicaldegreebefore:D 1158
\tex_Umathradicaldegreeraise:D 1160
\tex_Umathradicalkern:D 1161
\tex_Umathradicalrule:D 1162
\tex_Umathradicalvgap:D 1163
\tex_Umathrelbinspacing:D 1164
\tex_Umathrelclosespacing:D . . 1165
\tex_Umathrelinnerspacing:D . . 1166
\tex_Umathrelopenspacing:D . . . 1167
\tex_Umathrelopspacing:D 1168
\tex_Umathrelordspacing:D 1169
\tex_Umathrelpunctspacing:D . . 1170
\tex_Umathrelrelspacing:D 1171
\tex_Umathskewedfractionhgap:D 1173
\tex_Umathskewedfractionvgap:D 1175
\tex_Umathspaceafterscript:D . 1176
\tex_Umathstackdenomdown:D . . . 1177
\tex_Umathstacknumup:D 1178
\tex_Umathstackvgap:D 1179
\tex_Umathsubshiftdown:D 1180
\tex_Umathsubshiftdrop:D 1181
\tex_Umathsubsupshiftdown:D . . 1182
\tex_Umathsubsupvgap:D 1183
\tex_Umathsubtopmax:D 1184
\tex_Umathsupbottommin:D 1185
\tex_Umathsupshiftdrop:D 1186
\tex_Umathsupshiftup:D 1187
\tex_Umathsupsubbottommax:D . . 1188
\tex_Umathunderbarkern:D 1189
\tex_Umathunderbarrule:D 1190
\tex_Umathunderbarvgap:D 1191
\tex_Umathunderdelimiterbgap:D 1193
\tex_Umathunderdelimitervgap:D 1195
\tex_undefined:D . . . 285, *569*, 815, 1305, 1377, 1378, 1386, 1392, 1398, 1404, 1409, 1410, 1411, 2615, 2623, 9260, 14752, 14766, 14821, 14842, 22208, 22639, 22649, 22727, 22827
\tex_underline:D 583, 1274
\tex_unexpanded:D 678, 1425, 1455, 2098, 3192, 28390
\tex_unhbox:D 584, 26459
\tex_unhcopy:D 585, 26458
\tex_uniformdeviate:D *484*, 790, *894*, *895*, 1043, 8031, 8060, 9703, 21727, 21728, 21909, 21912
\tex_unkern:D 586
\tex_unless:D 679, 2083
\tex_Unosubscript:D 1196
\tex_Unosuperscript:D 1197
\tex_unpenalty:D 587
\tex_unskip:D 588
\tex_unvbox:D 589, 26548
\tex_unvcopy:D 590, 26547
\tex_Uoverdelimiter:D 1198
\tex_uppercase:D 591, 30430
\tex_uptexrevision:D . . . 1261, 28866
\tex_uptexversion:D 1262, 28865
\tex_Uradical:D 1199
\tex_Uroot:D 1200
\tex_Uskewed:D 1201
\tex_Uskewedwithdelims:D 1202
\tex_Ustack:D 1203
\tex_Ustartdisplaymath:D 1204
\tex_Ustartmath:D 1205
\tex_Ustopdisplaymath:D 1206
\tex_Ustopmath:D 1207
\tex_Usubscript:D 1208
\tex_Usuperscript:D 1209
\tex_Uunderdelimiter:D 1210
\tex_Uvextensible:D 1211
\tex_vadjust:D 592
\tex_valign:D 593
\tex_vbadness:D 594

\tex_vbox:D 595, 26463, 26468, 26473, 26478, 26483, 26502, 26507, 26514, 26520, 26535, 26541
\tex_vcenter:D 596, 1424
\tex_vfil:D 597
\tex_vfill:D 598
\tex_vfilneg:D 599
\tex_vfuzz:D 600
\tex_voffset:D 601, 1431
\tex_vpack:D 1012
\tex_vrule:D 602, 27962, 28017
\tex_vsize:D 603
\tex_vskip:D 604, 14298
\tex_vsplit:D 605, 26552, 26557
\tex_vss:D 606
\tex_vtop:D . . 607, 26465, 26490, 26495
\tex_wd:D 608, 26279
\tex_widowpenalties:D 680
\tex_widowpenalty:D 609
\tex_write:D 610, 2542, 2544, 12789, 12792, 12809
\tex_xdef:D 611, 1453, 2150, 2154, 2158, 2162
\tex_XeTeXcharclass:D 822
\tex_XeTeXcharglyph:D 823
\tex_XeTeXcountfeatures:D 824
\tex_XeTeXcountglyphs:D 825
\tex_XeTeXcountselectors:D 826
\tex_XeTeXcountvariations:D . . . 827
\tex_XeTeXdashbreakstate:D 829
\tex_XeTeXdefaultencoding:D . . . 828
\tex_XeTeXfeaturecode:D 830
\tex_XeTeXfeaturename:D 831
\tex_XeTeXfindfeaturebyname:D . . 833
\tex_XeTeXfindselectorbyname:D . 835
\tex_XeTeXfindvariationbyname:D 837
\tex_XeTeXfirstfontchar:D 838
\tex_XeTeXfonttype:D 839
\tex_XeTeXgenerateactualtext:D . 841
\tex_XeTeXglyph:D 842
\tex_XeTeXglyphbounds:D 843
\tex_XeTeXglyphindex:D 844
\tex_XeTeXglyphname:D 845
\tex_XeTeXinputencoding:D 846
\tex_XeTeXinputnormalization:D . 848
\tex_XeTeXinterchartokenstate:D 850
\tex_XeTeXinterchartoks:D 851
\tex_XeTeXisdefaultselector:D . . 853
\tex_XeTeXisexclusivefeature:D . 855
\tex_XeTeXlastfontchar:D 856
\tex_XeTeXlinebreaklocale:D . . . 858
\tex_XeTeXlinebreakpenalty:D . . 859
\tex_XeTeXlinebreakskip:D 857
\tex_XeTeXOTcountfeatures:D . . . 860
\tex_XeTeXOTcountlanguages:D . . 861
\tex_XeTeXOTcountscripts:D 862
\tex_XeTeXOTfeaturetag:D 863
\tex_XeTeXOTlanguagetag:D 864
\tex_XeTeXOTscripttag:D 865
\tex_XeTeXpdffile:D 866
\tex_XeTeXpdfpagecount:D 867
\tex_XeTeXpicfile:D 868
\tex_XeTeXrevision:D 869, 9673, 28874
\tex_XeTeXselectorname:D 870
\tex_XeTeXtracingfonts:D 871
\tex_XeTeXupwardsmode:D 872
\tex_XeTeXuseglyphmetrics:D . . . 873
\tex_XeTeXvariation:D 874
\tex_XeTeXvariationdefault:D . . 875
\tex_XeTeXvariationmax:D 876
\tex_XeTeXvariationmin:D 877
\tex_XeTeXvariationname:D 878
\tex_XeTeXversion:D 879, 8558, 9236, 9644, 28873
\tex_xkanjiskip:D 1250
\tex_xleaders:D 612
\tex_xspaceskip:D 613
\tex_xspcode:D 1251
\tex_ybaselineshift:D 1252
\tex_year:D 614, 1400, 1404, 9658
\tex_yoko:D 1253
\textdir 1007, 1854
\textdirection 1008
\textfont 561
\textstyle 562
\texttt 18276
\TeXXeTstate 671, 1514
\tfont 1249, 2057
\TH 29942
\th 29942
\the 67, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 563
\thickmuskip 564
\thinmuskip 565
thousand commands:
\c_one_thousand 30519
\c_ten_thousand 30519
\time 566, 1383, 9683, 9685
\tiny 27953
tl commands:
\c_empty_tl *53*, *509*, *539*, 3300, 3917, 3933, 3935, 3956, 4223, 8959, 8965, 9897, 9908, 11832, 14475, 28418, 30053, 30090, 30109
\l_my_tl *222*, *228*
\c_novalue_tl *42*, *53*, 3957, 4309
\c_space_tl *53*, 3966, 4580, 5521, 10343,

10352, 11619, 13246, 13248, 13669, 27739, 27783, 27850, 28429, 28499, 28693, 28695, 29170, 29230, 30323
\tl_analysis_map_inline:Nn *221*, 22902, 24453
\tl_analysis_map_inline:nn *221*, 22902, 25014
\tl_analysis_show:N *221*, 22929, 30716, 30717
\tl_analysis_show:n *221*, 22929, 30718, 30719
\tl_build_begin:N *267*, *268*, *268*, *268*, *978*, *1123*, 23617, 24116, 24479, 24572, 25321, 30009, 30024
\tl_build_clear:N *267*, 30024
\tl_build_end:N *267*, *268*, *978*, *1123*, *1124*, 23647, 23655, 24126, 24534, 24591, 25355, 30097
\tl_build_gbegin:N *267*, *268*, *268*, *268*, 30009, 30025
\tl_build_gclear:N *267*, 30024
\tl_build_gend:N *268*, 30097
\tl_build_get:N *268*
\tl_build_get:NN *268*, 30083
\tl_build_gput_left:Nn . . . *268*, 30066
\tl_build_gput_right:Nn . . *268*, 30026
\tl_build_put_left:Nn . . . *268*, 30066
\tl_build_put_right:Nn . *268*, *1006*, *1125*, 23624, 23642, 23650, 23654, 23704, 23707, 23740, 23754, 23758, 23883, 23897, 23938, 23963, 23972, 23982, 24014, 24027, 24031, 24113, 24119, 24125, 24129, 24172, 24439, 24455, 24473, 24542, 24587, 24600, 25340, 25379, 25411, 25473, 25476, 25491, 25535, 25551, 25587, 30026
\tl_case:Nn *43*, 4339
\tl_case:nn *409*
\tl_case:nn(TF) *503*
\tl_case:Nnn 30423, 30425
\tl_case:NnTF *43*, 4339, 4344, 4349, 30424, 30426
\l_tl_case_change_accents_tl *265*, 29345, 29948
\l_tl_case_change_exclude_tl *264*, *265*, 29367, 29995
\l_tl_case_change_math_tl *264*, 29180, 29990
\tl_clear:N *38*, *39*, 3932, 3939, 4037, 5802, 9949, 9950, 12946, 12947, 12950, 12959, 13069, 13072, 13132, 13534, 14609, 14784, 15181, 15182, 15258, 23302, 25323, 30100, 30161
\tl_clear_new:N *39*, 3938, 9953, 9954, 13776, 13777, 13778, 13779, 13780
\tl_concat:NNN *39*, 3948, 4946
\tl_const:Nn *38*, *520*, 3920, 3956, 3964, 3966, 4033, 5639, 5644, 5964, 5965, 7824, 7879, 9739, 9947, 10717, 10748, 10770, 11197, 11249, 11543, 11544, 11583, 11588, 11590, 11592, 11594, 11596, 11601, 11602, 11609, 12843, 12849, 13278, 14539, 14540, 14541, 14542, 14543, 14544, 14545, 15800, 15801, 15802, 15803, 15804, 15812, 15901, 18017, 19320, 19767, 19768, 19769, 19770, 19771, 19772, 19773, 19774, 19775, 23016, 23081, 25620, 28421, 28441, 28453, 28482, 28512, 28513, 28514, 29671, 29672, 29673, 29694, 29695, 29699, 29700, 29701, 29702, 29703, 29712, 29726, 29763, 29779, 29902, 29925, 29927, 29945, 29946, 30146
\tl_count:N *27*, *43*, *46*, *47*, 4447
\tl_count:n . . . *27*, *43*, *46*, *47*, *338*, *417*, *496*, *707*, 2272, 2276, 2664, 2714, 4447, 4773, 4788, 4800, 24371
\tl_count_tokens:n *47*, 4460
\tl_gclear:N *38*, *910*, 3932, 3941, 9951, 9952, 22290, 30105
\tl_gclear_new:N . *39*, 3938, 9955, 9956
\tl_gconcat:NNN *39*, 3948, 4947
\tl_gput_left:Nn . *39*, 3985, 6540, 6723
\tl_gput_right:Nn *39*, 2226, 2227, 4009, 7806, 7954, 21996
\tl_gremove_all:Nn *40*, 4205
\tl_gremove_once:Nn *40*, 4199
\tl_greplace_all:Nnn . *40*, 4130, 4208
\tl_greplace_once:Nnn *40*, 4130, 4202
\tl_greverse:N *47*, 4610
.tl_gset:N *188*, 15000
\tl_gset:Nn *39*, *76*, *381*, *1126*, 3951, 3967, 4043, 4133, 4137, 4501, 4613, 4977, 4981, 5679, 5695, 5745, 5891, 5943, 5954, 6109, 6158, 6211, 6217, 6448, 6648, 6805, 7863, 7868, 7886, 7923, 7940, 7980, 8006, 8129, 8161, 8198, 8204, 9815, 9852, 9862, 9875, 9968, 9995, 10014, 10057, 10093, 10142, 10181, 11308, 11337, 11383, 11391, 11414, 18015, 22286, 22794, 23307, 24434, 28760, 28770, 28780, 30104, 30712
\tl_gset_eq:NN *39*, 3935, 3944, 4943, 5722, 5738, 7847, 7848, 7849, 7850, 9335, 9961, 9962,

9963, 9964, 11220, 11221, 11222, 11223, 18022, 22280, 25615, 30691
\tl_gset_from_file:Nnn 30682
\tl_gset_from_file_x:Nnn 30682
\tl_gset_rescan:Nnn *41*, 4034
.tl_gset_x:N *188*, 15000
\tl_gsort:Nn *48*, 4542, 22278
\tl_gtrim_spaces:N *48*, 4492
\tl_head:N *49*, 4616
\tl_head:n . . *49*, *49*, *356*, *396*, *397*, *401*, 3258, 4616, 4797, 28438, 28446
\tl_head:w *49*, *397*, *398*, 4616, 4656, 4673, 4697, 28463, 28494
\tl_if_blank:nTF *41*, *49*, *49*, *49*, 4211, 4643, 4787, 4926, 4953, 9836, 10351, 10430, 11738, 12633, 13164, 13339, 13341, 13364, 13491, 13579, 13588, 14607, 15177, 15196, 15375, 15418, 15420, 22452, 25035, 28457, 28486, 29556, 29576, 29626
\tl_if_blank_p:n *41*, 4211
\tl_if_empty:N 5030, 5032, 10196, 10198
\tl_if_empty:NTF *42*, 4221, 11635, 11645, 12963, 13053, 13088, 13418, 13524, 14592, 14617, 15201, 15351, 15398, 25378
\tl_if_empty:nTF *42*, *385*, *386*, *387*, *539*, *548*, 2312, 2403, 3237, 3356, 4144, 4231, 4242, 4290, 4330, 4736, 4757, 4988, 5770, 6838, 7723, 7730, 7747, 7889, 9393, 9902, 9921, 9929, 9932, 10209, 10242, 10963, 11179, 11278, 11907, 11999, 12014, 12134, 12138, 12212, 12371, 12372, 12381, 12388, 12394, 12401, 12957, 13727, 13730, 13847, 14658, 14748, 15527, 16516, 17374, 21675, 21743, 23020, 23021, 26195, 28480, 30320, 30591
\tl_if_empty_p:N *42*, 4221
\tl_if_empty_p:n *42*, 4231, 4242
\tl_if_eq:NN *409*
\tl_if_eq:nn(TF) *121*, *121*
\tl_if_eq:NNTF *42*, *43*, *70*, *482*, 4255, 4363, 7992, 11434, 11980, 12034, 28028, 28031
\tl_if_eq:nnTF *42*, *79*, *79*, *482*, 4265, 10230
\tl_if_eq_p:NN *42*, 4255
\tl_if_exist:N 5026, 5028
\tl_if_exist:NTF *39*, 3939, 3941, 3954, 4440, 22931, 28907, 28918, 28997, 29005
\tl_if_exist_p:N *39*, 3954
\tl_if_head_eq_catcode:nN *398*
\tl_if_head_eq_catcode:nNTF *50*, 4649
\tl_if_head_eq_catcode_p:nN *50*, 4649
\tl_if_head_eq_charcode:nN *397*
\tl_if_head_eq_charcode:nNTF *50*, 4649
\tl_if_head_eq_charcode_p:nN *50*, 4649
\tl_if_head_eq_meaning:nN *398*
\tl_if_head_eq_meaning:nNTF *50*, 4649
\tl_if_head_eq_meaning_p:nN *50*, 4649, 24370
\tl_if_head_is_group:nTF *50*, 3234, 3353, 4556, 4676, 4713, 4739, 9927, 13210, 29125, 29207
\tl_if_head_is_group_p:n . . . *50*, 4739
\tl_if_head_is_N_type:n *398*
\tl_if_head_is_N_type:nTF . . . *50*, 3231, 3295, 3341, 3347, 3392, 3407, 3452, 4327, 4553, 4653, 4670, 4689, 4722, 4858, 13207, 29122, 29204, 29458, 29492, 29585, 29635, 29963
\tl_if_head_is_N_type_p:n . . *50*, 4722
\tl_if_head_is_space:nTF *50*, 4750, 4840, 4849, 5515
\tl_if_head_is_space_p:n . . . *50*, 4750
\tl_if_in:Nn *548*
\tl_if_in:nn *386*, *387*
\tl_if_in:NnTF *42*, 4166, 4280, 4280, 4281, 7800
\tl_if_in:nnTF *42*, *386*, *409*, 4080, 4150, 4152, 4280, 4281, 4282, 4285, 5081, 5089, 9753, 11177, 11893, 11895, 23198, 27830, 28887
\tl_if_novalue:nTF *42*, 4296
\tl_if_novalue_p:n *42*, 4296
\tl_if_single:n *387*
\tl_if_single:NTF *43*, 4310, 4311, 4312
\tl_if_single:nTF *43*, *523*, 4311, 4312, 4313, 4314
\tl_if_single_p:N *43*, 4310
\tl_if_single_p:n *43*, 4310, 4314
\tl_if_single_token:nTF *43*, 4325
\tl_if_single_token_p:n *43*, 4325
\tl_item:Nn *51*, 4762
\tl_item:nn *51*, *401*, 4762, 4788
\tl_log:N *53*, 4890, 5554
\tl_log:n *53*, *342*, *342*, *777*, 2814, 2830, 4892, 4914, 5553, 9271, 9367, 18047, 28690
\tl_lower_case:n . . *64*, *131*, *263*, 29099
\tl_lower_case:nn *263*, 29099
\tl_map_break: *45*, *233*, *933*, 4376, 4382, 4394, 4404, 4411, 4419, 4425, 4431, 22925, 22926
\tl_map_break:n *45*, *45*, 4431, 13438, 22285

\tl_map_function:NN *43*, *44*, *44*, *44*, *262*, *262*, 4372, 4455, 24441
\tl_map_function:nN *43*, *44*, *44*, 2708, 4372, 4450, 5851, 5853, 7892, 23724
\tl_map_inline:Nn *44*, *44*, *44*, 4386, 5635, 5637, 13437, 22285
\tl_map_inline:nn *44*, *44*, *72*, 4386, 9646, 11112, 11114, 11116, 11126, 12846, 17427, 20508, 22236
\tl_map_tokens:Nn . . . *44*, 4400, 13348
\tl_map_tokens:nn *44*, 4400
\tl_map_variable:NNn *44*, 4415
\tl_map_variable:nNn . . *44*, *390*, 4415
\tl_mixed_case:n *64*, *263*, *265*, *268*, 29099
\tl_mixed_case:nn *263*, 29099
\l_tl_mixed_case_ignore_tl *265*, 29419, 30000
\l_tl_mixed_change_ignore_tl . . *265*
\tl_new:N . . . *38*, *39*, *133*, *375*, 3914, 3939, 3941, 4278, 4279, 4916, 4917, 4918, 4919, 5560, 5562, 7797, 7821, 7822, 9738, 9814, 9898, 9944, 9945, 10643, 11011, 11196, 11540, 11925, 11926, 12472, 12479, 12503, 12709, 12734, 12820, 12822, 12835, 12837, 12838, 12840, 13144, 13191, 13192, 14390, 14391, 14392, 14547, 14549, 14550, 14553, 14554, 14555, 14557, 14561, 14562, 14564, 14565, 21992, 22164, 22602, 23072, 23073, 23079, 23080, 23090, 25001, 25248, 25250, 26918, 26943, 26944, 27948, 28193, 29948, 29990, 29995, 30000, 30149
\tl_put_left:Nn *39*, 3985
\tl_put_right:Nn *39*, *1124*, 4009, 7952, 10687, 10689, 10692, 10694, 10695, 10697, 10699, 10701, 10702, 10704, 10706, 10708, 10710, 13094, 13097, 13102, 13456, 15199, 23309, 25414, 30188, 30193
\tl_rand_item:N *51*, 4785
\tl_rand_item:n *51*, 4785
\tl_range:Nnn *52*, 4792
\tl_range:nnn *52*, *63*, *267*, 4792
\tl_range_braced:Nnn *267*, 30115
\tl_range_braced:nnn . *52*, *267*, 30115
\tl_range_unbraced:Nnn . . . *267*, 30115
\tl_range_unbraced:nnn *52*, *267*, 30115
\tl_remove_all:Nn *40*, *40*, 4205
\tl_remove_once:Nn *40*, 4199
\tl_replace_all:Nnn *40*, *479*, *545*, 4130, 4206, 7901
\tl_replace_once:Nnn *40*, 4130, 4200, 10725
\tl_rescan:nn *41*, *41*, *378*, 4034
\tl_reverse:N *47*, *47*, 4610
\tl_reverse:n *47*, *47*, *47*, 4590, 4611, 4613
\tl_reverse_items:n . *47*, *47*, *47*, 4476
.tl_set:N *188*, 15000
\tl_set:Nn *39*, *40*, *41*, *76*, *188*, *268*, *268*, *362*, *376*, *381*, *598*, *1126*, 3949, 3967, 4041, 4131, 4135, 4268, 4269, 4426, 4499, 4611, 4903, 4975, 4979, 5634, 5791, 5959, 7853, 7858, 7884, 7891, 7895, 7906, 7921, 7932, 7978, 7988, 7997, 8004, 8080, 8083, 8100, 8108, 8117, 8127, 8136, 8142, 8159, 8173, 8195, 8201, 8310, 8856, 9743, 9778, 9837, 9966, 9993, 10012, 10046, 10052, 10055, 10061, 10068, 10091, 10140, 10179, 10320, 10685, 10690, 11045, 11302, 11318, 11319, 11327, 11328, 11330, 11336, 11339, 11372, 11373, 11382, 11390, 11394, 11412, 11417, 11467, 11674, 11909, 11937, 12020, 12538, 12592, 12605, 12638, 12737, 12751, 12827, 12902, 12905, 12906, 12911, 12922, 12927, 12948, 13085, 13105, 13124, 13126, 13282, 13313, 13411, 13416, 13441, 13466, 13509, 13511, 13513, 13522, 13789, 13792, 13793, 13794, 13795, 13802, 13803, 13804, 13806, 13810, 14148, 14399, 14418, 14425, 14442, 14449, 14460, 14526, 14556, 14570, 14572, 14601, 14615, 14621, 14624, 14633, 14634, 14637, 14736, 15029, 15038, 15047, 15049, 15067, 15068, 15080, 15088, 15109, 15110, 15122, 15130, 15141, 15150, 15161, 15175, 15191, 15197, 15264, 15304, 15365, 18013, 18350, 23196, 23209, 23658, 24065, 24070, 24335, 24395, 24425, 24537, 24594, 25084, 25093, 25171, 25203, 25513, 25792, 25861, 25891, 25915, 27185, 27831, 27832, 27950, 27953, 28194, 28758, 28768, 28778, 29734, 29753, 29911, 29949, 29992, 29997, 30001, 30084, 30099, 30160, 30701, 30703
\tl_set_eq:NN *39*, *520*, 3933, 3944, 4942, 5720, 5729, 7843, 7844, 7845, 7846, 9334, 9957, 9958, 9959, 9960, 11216, 11217, 11218, 11219, 11983, 11991, 13459,

15253, 15274, 18021, 22278, 25610
\tl_set_from_file:Nnn 30682
\tl_set_from_file_x:Nnn 30682
\tl_set_rescan:Nnn 41, 41, 378, 634, 4034
.tl_set_x:N 188, 15000
\tl_show:N 53, 53, 934, 4890, 5551, 22937
\tl_show:n 53, 53, 260, 342, 342, 404, 404, 777, 1093, 2810, 2827, 4890, 4899, 5550, 9270, 9365, 10492, 10562, 10568, 10574, 10580, 18045, 28688
\tl_show_analysis:N 30716
\tl_show_analysis:n 30716
\tl_sort:Nn 48, 4542, 22278
\tl_sort:nN . 48, 915, 917, 4542, 22448
\tl_tail:N . . 49, 433, 4616, 5954, 24346
\tl_tail:n 49, 4616
\tl_to_lowercase:n 30427
\tl_to_str:N 46, 55, 162, 406, 625, 1009, 4436, 4996, 5073, 5081, 6113, 12906, 12917, 13753, 13767, 28998, 29006
\tl_to_str:n 41, 41, 46, 46, 55, 64, 65, 116, 144, 144, 162, 184, 191, 227, 228, 316, 325, 387, 406, 412, 418, 567, 583, 584, 1009, 1009, 2103, 2126, 2213, 2218, 2297, 2379, 2844, 3511, 3525, 3528, 3535, 3539, 3816, 3848, 3866, 4053, 4147, 4234, 4435, 4900, 4915, 4958, 4997, 5081, 5089, 5224, 5246, 5270, 5277, 5331, 5338, 5412, 5431, 5442, 5467, 5475, 5483, 5489, 5501, 5512, 5634, 5747, 5752, 5817, 9131, 9148, 9192, 9277, 9748, 9793, 9806, 10852, 10856, 10886, 10887, 10920, 10935, 10937, 10939, 10957, 11172, 11177, 11289, 11347, 11348, 11396, 11419, 11441, 11442, 11778, 11779, 12072, 12073, 12439, 12440, 12441, 12442, 12828, 12844, 13360, 13388, 13469, 13707, 13988, 14189, 14289, 14486, 15429, 15938, 15942, 15959, 16167, 16168, 16781, 16782, 16787, 16791, 21431, 21485, 21559, 22066, 23724, 25477, 25627, 27980, 28063, 28662, 28663, 28664, 28665, 28693, 28695, 28699, 28701, 28706, 28708, 28882, 29012, 29018, 29306, 29309, 30272, 30300, 30311, 30314
\tl_to_uppercase:n 30429
\tl_trim_spaces:N 48, 4492
\tl_trim_spaces:n 47, 4492, 7913, 14619, 15436, 15441, 15447
\tl_trim_spaces_apply:nN 48, 4492, 9904, 10443, 11266, 14527
\tl_trim_spacs:n 393
\tl_upper_case:n 64, 131, 263, 268, 29099
\tl_upper_case:nn 263, 29099
\tl_use:N 46, 174, 178, 181, 4438, 5972, 5976, 6018, 14820
\g_tmpa_tl 54, 4916
\l_tmpa_tl 5, 40, 54, 1279, 1281, 1298, 1382, 1384, 1388, 1390, 1394, 1396, 1400, 1402, 4918
\g_tmpb_tl 54, 4916
\l_tmpb_tl 54, 1280, 1281, 1296, 1298, 1383, 1384, 1389, 1390, 1395, 1396, 1401, 1402, 4918
tl internal commands:
\c__tl_accents_lt_tl 1114, 29551, 29661
__tl_act:NNNnn 394, 394, 395, 4464, 4544, 4595
__tl_act_count_group:nn 4460
__tl_act_count_normal:nN 4460
__tl_act_count_space:n 4460
__tl_act_end:w 4544
__tl_act_end:wn 392, 4565, 4571
__tl_act_group:nwnNNN 4544
__tl_act_loop:w 4544
__tl_act_normal:NwnNNN 4544
__tl_act_output:n 395, 4544
__tl_act_result:n 394, 4549, 4571, 4586, 4587, 4588, 4589
__tl_act_reverse 395
__tl_act_reverse_output:n 4544, 4605, 4607, 4609
__tl_act_space:wwnNNN 394, 4544
__tl_analysis:n 924, 934, 22625, 22904, 22933, 22941
__tl_analysis_a:n 22629, 22654
__tl_analysis_a_bgroup:w 22685, 22707
__tl_analysis_a_cs:ww 22764
__tl_analysis_a_egroup:w 22687, 22707
__tl_analysis_a_group:nw 22707
__tl_analysis_a_group_aux:w . 22707
__tl_analysis_a_group_auxii:w 22707
__tl_analysis_a_group_test:w . 22707
__tl_analysis_a_loop:w . . 22661, 22664, 22705, 22747, 22761, 22779
__tl_analysis_a_safe:N 22686, 22728, 22764

__tl_analysis_a_space:w 22684, 22690
__tl_analysis_a_space_test:w 927, 22690
__tl_analysis_a_store: 927, 22701, 22743, 22749
__tl_analysis_a_type:w 22665, 22666
__tl_analysis_b:n 22630, 22792
__tl_analysis_b_char:Nww 22819, 22825
__tl_analysis_b_cs:Nww 22821, 22849
__tl_analysis_b_cs_test:ww . . 22849
__tl_analysis_b_loop:w 932, 22792, 22895, 22900
__tl_analysis_b_normal:wwN 22805, 22870
__tl_analysis_b_normals:ww 931, 932, 22802, 22805, 22846, 22856
__tl_analysis_b_special:w 22808, 22867
__tl_analysis_b_special_char:wN 22867
__tl_analysis_b_special_space:w 22867
\l__tl_analysis_char_token 922, 927, 928, 22596, 22694, 22699, 22737, 22742
__tl_analysis_cs_space_count:NN 22609, 22778, 22852
__tl_analysis_cs_space_count:w 22609
__tl_analysis_cs_space_count_-end:w 22609
__tl_analysis_disable:n 22634, 22656, 22722, 22775
__tl_analysis_extract_charcode: 22603, 22717
__tl_analysis_extract_charcode_-aux:w 22603
\l__tl_analysis_index_int 929, 930, 22599, 22659, 22662, 22700, 22718, 22755, 22758, 22784, 22786, 22873
__tl_analysis_map_inline_aux:Nn 22902
__tl_analysis_map_inline_-aux:nnn 22902
\l__tl_analysis_nesting_int 926, 22600, 22660, 22751, 22760
\l__tl_analysis_normal_int 22598, 22658, 22703, 22745, 22756, 22759, 22776, 22785, 22790
\g__tl_analysis_result_tl 933, 22602, 22794, 22924, 22947
__tl_analysis_show: 22935, 22943, 22945
__tl_analysis_show_active:n 22960, 22989
__tl_analysis_show_cs:n 22956, 22989
\c__tl_analysis_show_etc_str 935, 23009, 23011, 23016
__tl_analysis_show_long:nn . . 22989
__tl_analysis_show_long_-aux:nnnn 22989, 22995
__tl_analysis_show_loop:wNw . 22945
__tl_analysis_show_normal:n 22963, 22969
__tl_analysis_show_value:N 22974, 22998
\l__tl_analysis_token 922, 923, 926, 928, 22596, 22606, 22665, 22669, 22672, 22675, 22723, 22727, 22742
\l__tl_analysis_type_int 926, 929, 22601, 22668, 22683, 22751, 22753, 22757
__tl_build_begin:NN . . 30009, 30054
__tl_build_begin:NNN . . 1124, 30009
__tl_build_end_loop:NN 30097
__tl_build_get:NNN 30083, 30099, 30104
__tl_build_get:w 30083
__tl_build_get_end:w 30083
__tl_build_last:NNn 1123, 1124, 30021, 30026, 30087
__tl_build_put:nn 1124, 30026, 30078
__tl_build_put:nw 1124, 30026
__tl_build_put_left:NNn 30066
__tl_case:NnTF 4342, 4347, 4352, 4357, 4359
__tl_case:nnTF 4339
__tl_case:Nw 4339
__tl_case_end:nw 4339
__tl_change_case:nnn 29099, 29100, 29101, 29102, 29103, 29104, 29105
__tl_change_case_aux:nnn 29105
__tl_change_case_char:nN 29105
__tl_change_case_char_lower:Nnn 29105
__tl_change_case_char_mixed:Nnn 29105
__tl_change_case_char_upper:Nnn 29105
__tl_change_case_char_UTFviii:nn 29105
__tl_change_case_char_UTFviii:nNN 29105

__tl_change_case_char_UTFviii:nnN 29299, 29301, 29303, 29304
__tl_change_case_char_UTFviii:nNNN 29105
__tl_change_case_char_UTFviii:nNNNN 29105
__tl_change_case_char_UTFviii:nNNNNN 29285, 29302
__tl_change_case_cs:N 29105
__tl_change_case_cs:NN 29105
__tl_change_case_cs:NNn 29105
__tl_change_case_cs_accents:NN 29105
__tl_change_case_cs_expand:NN 29105
__tl_change_case_cs_expand:Nnw 29105
__tl_change_case_cs_letterlike:Nn 29105
__tl_change_case_cs_letterlike:NnN 29105
__tl_change_case_end:wn 29105
__tl_change_case_group:nwnn . 29105
__tl_change_case_group_lower:nnnn 29105
__tl_change_case_group_mixed:nnnn 29105
__tl_change_case_group_upper:nnnn 29105
__tl_change_case_if_expandable:NTF 29105, 29464, 29499, 29591, 29641, 29969
__tl_change_case_loop:wn *1112*
__tl_change_case_loop:wnn *1104*, *1106*, 29105
__tl_change_case_lower_az:Nnw 29476
__tl_change_case_lower_lt:nNnw 29548
__tl_change_case_lower_lt:NNw 29548
__tl_change_case_lower_lt:Nnw 29548
__tl_change_case_lower_lt:nnw 29548
__tl_change_case_lower_lt:Nw . 29548
__tl_change_case_lower_sigma:Nnw 29446
__tl_change_case_lower_sigma:Nw 29446
__tl_change_case_lower_sigma:w 29446
__tl_change_case_lower_tr:Nnw 29476
__tl_change_case_lower_tr_-auxi:Nw 29476
__tl_change_case_lower_tr_-auxii:Nw 29476
__tl_change_case_math:NNNnnn *1105*, 29105
__tl_change_case_math:NwNNnn . 29105
__tl_change_case_math_group:nwNNnn 29105
__tl_change_case_math_loop:wNNnn 29105
__tl_change_case_math_space:wNNnn 29105
__tl_change_case_mixed_nl:NNw 29951
__tl_change_case_mixed_nl:Nnw 29951
__tl_change_case_mixed_nl:Nw . 29951
__tl_change_case_mixed_skip:N 29105
__tl_change_case_mixed_skip:NN 29105
__tl_change_case_mixed_skip_-tidy:Nwn 29105
__tl_change_case_mixed_switch:w 29105
__tl_change_case_N_type:Nnnn . 29105
__tl_change_case_N_type:NNNnnn 29105
__tl_change_case_N_type:Nwnn . 29105
__tl_change_case_output:nwn 29105, 29450, 29486, 29494, 29508, 29510, 29520, 29531, 29543, 29570, 29579, 29607, 29629, 29658, 29957, 29983
__tl_change_case_protect:wNN . 29105
__tl_change_case_result:n 29118, 29131, 29132, 29134
__tl_change_case_setup:NN 29922, 29929, 29931
__tl_change_case_space:wnn . . 29105
__tl_change_case_upper_az:Nnw 29476
__tl_change_case_upper_de-alt:Nnw 29655
__tl_change_case_upper_lt:NNw 29548
__tl_change_case_upper_lt:Nnw 29548
__tl_change_case_upper_lt:nnw 29548
__tl_change_case_upper_lt:Nw . 29548
__tl_change_case_upper_sigma:Nnw 29446
__tl_change_case_upper_tr:Nnw 29476
__tl_count:n *391*, 4447
\c__tl_dot_above_tl . . . 29607, 29661
\c__tl_dotless_i_tl 29494, 29508, 29520, 29705
\c__tl_dotted_I_tl 29543, 29705
\c__tl_final_sigma_tl 29460, 29472, 29661
__tl_head_auxi:nw 4616
__tl_head_auxii:n 4616
\c__tl_I_ogonek_tl 29619, 29705
\c__tl_i_ogonek_tl 29564, 29705
__tl_if_blank_p:NNw 4211

__tl_if_empty_if:n 384, 385, 475, 4213, 4242, 4328, 4332
__tl_if_head_eq_meaning_-normal:nN 4690, 4694
__tl_if_head_eq_meaning_-special:nN 4691, 4703
__tl_if_head_is_N_type:w . 399, 4722
__tl_if_head_is_space:w 4750
__tl_if_novalue:w 4296
__tl_if_single:nnw . 387, 4316, 4324
__tl_if_single:nTF 4314
__tl_if_single_p:n 4314
\l__tl_internal_a_tl 404, 4036, 4037, 4038, 4265, 4903, 4909, 29734, 29736, 29753, 29758, 29911, 29913, 30690, 30691, 30699, 30701, 30703, 30710, 30712
\l__tl_internal_b_tl 4265
__tl_item:nn 4762
__tl_item_aux:nn 4762
__tl_loop:nn . . . 29750, 29759, 29795
__tl_map_function:Nn 389, 4372, 4391
__tl_map_tokens:nn 4400
__tl_map_variable:Nnn 4415
__tl_range:Nnnn . . 4792, 30117, 30122
__tl_range:nnNn 4792
__tl_range:nnnNn 4792
__tl_range:w 401, 4792
__tl_range_braced:w 401, 1127, 30115
__tl_range_collect:nn . . . 1127, 4792
__tl_range_collect_braced:w 401, 1127, 30115
__tl_range_collect_group:nN . 4792
__tl_range_collect_group:nn 4860, 4869
__tl_range_collect_N:nN 4792
__tl_range_collect_space:nw . 4792
__tl_range_collect_unbraced:w 30115
__tl_range_items:nnNn 401
__tl_range_normalize:nn 4807, 4811, 4871
__tl_range_skip:w 401, 4792
__tl_range_skip_spaces:n 4792
__tl_range_unbraced:w 30115
__tl_replace:NnNNNnn 380, 381, 4131, 4133, 4135, 4137, 4142
__tl_replace_auxi:NnnNNNnn 382, 4142
__tl_replace_auxii:nNNNnn 381, 382, 4142
__tl_replace_next:w 380, 382, 383, 4135, 4137, 4142
__tl_replace_wrap:w 380, 382, 383, 4131, 4133, 4142
__tl_rescan:NNw 377, 4034, 4116, 4121
\c__tl_rescan_marker_tl 379, 4033, 4058, 4066, 4096, 4128
__tl_reverse_group_preserve:nn 4590
__tl_reverse_items:nwNwn 4476
__tl_reverse_items:wn 4476
__tl_reverse_normal:nN 4590
__tl_reverse_space:n 4590
__tl_set_rescan:nNN 377, 379, 4053, 4075
__tl_set_rescan:NNnn 378, 4034
__tl_set_rescan_multi:nNN 377, 379, 4034, 4083, 4105
__tl_set_rescan_single:nnNN 379, 4075
__tl_set_rescan_single:NNww . . 379
__tl_set_rescan_single_aux:nnnNN 4075
__tl_set_rescan_single_aux:w 379, 4075
__tl_show:n 4899
__tl_show:NN 4890
__tl_show:w 4899
\c__tl_std_sigma_tl . . . 29471, 29661
__tl_tmp:n 29666, 29671, 29672, 29675, 29677, 29678, 29679, 29681, 29683, 29684, 29685, 29687, 29689, 29690, 29691, 29694, 29695
__tl_tmp:nnnn . . 29761, 29792, 29793
__tl_tmp:w 386, 393, 4289, 4290, 4296, 4309, 4504, 4541, 29710, 29721, 29724, 29736, 29740, 29741, 29742, 29743, 29758, 29777, 29897, 29900, 29913, 29916, 29917, 29918
__tl_trim_spaces:nn 4493, 4496, 4504
__tl_trim_spaces_auxi:w . . 393, 4504
__tl_trim_spaces_auxii:w . 393, 4504
__tl_trim_spaces_auxiii:w 393, 4504
__tl_trim_spaces_auxiv:w . 393, 4504
\c__tl_upper_Eszett_tl . 29658, 29661
\tn 23033
token commands:
\c_alignment_token 133, 563, 10750, 10789, 22835, 28964
\c_parameter_token 133, 564, 1003, 10750, 10793, 10796
\g_peek_token . 137, 137, 11008, 11019
\l_peek_token 137, 137, 573, 575, 1128, 11008, 11017, 11034, 11073, 11085, 11105, 11155, 11156, 11157, 11160, 30176, 30177, 30178
\c_space_token 34, 50, 53, 133, 140, 269, 398, 564, 3376, 4678, 4715, 10750, 10813,

11034, 11157, 13018, 22669, 22699, 22841, 23374, 23409, 28973, 30178
\token_get_arg_spec:N 30720
\token_get_prefix_spec:N 30720
\token_get_replacement_spec:N . 30720
\token_if_active:NTF 135, 10826
\token_if_active_p:N 135, 10826, 13228
\token_if_alignment:NTF 134, 134, 10787
\token_if_alignment_p:N . . 134, 10787
\token_if_chardef:NTF 136, 10898, 22978
\token_if_chardef_p:N . . . 136, 10898
\token_if_cs:NTF . . . 135, 10863, 29237
\token_if_cs_p:N 135, 10863, 29506, 29598, 29648, 29976
\token_if_dim_register:NTF 136, 10898, 22980
\token_if_dim_register_p:N 136, 10898
\token_if_eq_catcode:NNTF . . 135, 137, 138, 138, 138, 269, 3376, 10836
\token_if_eq_catcode_p:NN 135, 10836
\token_if_eq_charcode:NNTF 135, 138, 138, 138, 139, 269, 10841, 12321, 13018, 20030, 23409, 23414, 24037, 24237, 24250, 24252, 24290, 24411, 25381, 25460
\token_if_eq_charcode_p:NN 135, 10841
\token_if_eq_meaning:NNTF 135, 139, 139, 139, 139, 269, 3379, 3390, 10831, 13070, 16286, 17302, 17361, 18298, 18300, 18305, 18369, 18555, 20628, 23731, 24043, 24076, 24225, 24248, 24280, 24406, 24409, 25431, 25458, 25499, 25516, 29187, 29215, 29219
\token_if_eq_meaning_p:NN 135, 10831, 29399
\token_if_expandable:NTF 135, 10868, 22976, 29395
\token_if_expandable_p:N 135, 10868, 13220
\token_if_group_begin:NTF 134, 10772
\token_if_group_begin_p:N 134, 10772
\token_if_group_end:NTF . . 134, 10777
\token_if_group_end_p:N . . 134, 10777
\token_if_int_register:NTF 136, 10898, 22981
\token_if_int_register_p:N 136, 10898
\token_if_letter:N 566
\token_if_letter:NTF 135, 10816, 29470
\token_if_letter_p:N 135, 10816
\token_if_long_macro:NTF . 135, 10898
\token_if_long_macro_p:N . 135, 10898
\token_if_macro:NTF 135, 2849, 2858, 2867, 10846, 10952
\token_if_macro_p:N 135, 10846
\token_if_math_subscript:NTF 134, 10806
\token_if_math_subscript_p:N 134, 10806
\token_if_math_superscript:NTF 134, 10800
\token_if_math_superscript_p:N 134, 10800
\token_if_math_toggle:NTF 134, 10782
\token_if_math_toggle_p:N 134, 10782
\token_if_mathchardef:NTF 136, 10898, 22979
\token_if_mathchardef_p:N 136, 10898
\token_if_muskip_register:NTF 136, 10898
\token_if_muskip_register_p:N 136, 10898
\token_if_other:NTF 135, 10821
\token_if_other_p:N 135, 10821
\token_if_parameter:NTF . . 134, 10792
\token_if_parameter_p:N . . 134, 10792
\token_if_primitive:NTF . . 137, 10946
\token_if_primitive_p:N . . 137, 10946
\token_if_protected_long_-macro:NTF 136, 3273, 10898
\token_if_protected_long_macro_-p:N 136, 10898, 13227, 29401
\token_if_protected_macro:NTF 135, 3272, 10898
\token_if_protected_macro_p:N 135, 10898, 13226, 29400
\token_if_skip_register:NTF 136, 10898, 22982
\token_if_skip_register_p:N 136, 10898
\token_if_space:NTF 134, 10811
\token_if_space_p:N 134, 10811
\token_if_toks_register:NTF 137, 362, 3475, 10898, 22983
\token_if_toks_register_p:N 137, 10898
\token_new:Nn 30431
\token_to_meaning:N 15, 133, 565, 569, 2101, 2117, 2550, 2852, 2861, 2870, 3481, 3525, 10750, 10852, 10919, 10956, 11160, 22606, 22972, 22997
\token_to_str:N 5, 17, 55, 133, 162, 330, 400, 502, 567, 738, 740, 1007, 2103, 2117, 2117, 2275, 2284, 2316, 2339, 2387,

2392, 2407, 2428, 2429, 2449, 2550, 2676, 2711, 2718, 2806, 2826, 2839, 3458, 3545, 3631, 3646, 3661, 3668, 3694, 3703, 3746, 3812, 3833, 4033, 4727, 4743, 4897, 5194, 5608, 5616, 5619, 7803, 8041, 8420, 8654, 9372, 9427, 9664, 9739, 10468, 10750, 10933, 10934, 10939, 10940, 10941, 10942, 10943, 10944, 11532, 12890, 12891, 12892, 12893, 12894, 12901, 13234, 13278, 13403, 13538, 14428, 14452, 15584, 15625, 15699, 15937, 15952, 16173, 16174, 16663, 16664, 16693, 16862, 16913, 16945, 16965, 16980, 16992, 16993, 17006, 17007, 17032, 17041, 17043, 17068, 17071, 17096, 17098, 17112, 17128, 17146, 17215, 17225, 17226, 17241, 17242, 17575, 17619, 17811, 18052, 22040, 22546, 22563, 22614, 22695, 22738, 22768, 22817, 22828, 22830, 22832, 22842, 22878, 22889, 22935, 22971, 22996, 23017, 23320, 23327, 23428, 23432, 24155, 25404, 25636, 26215, 26217, 26380, 26968, 27184, 28133, 28907, 28910, 28918, 28921, 28997, 28998, 29005, 29006, 29326, 29329, 29337, 29925, 29927, 29945, 29946, 30271, 30299, 30311, 30314, 30443

token internal commands:

\c__token_A_int 10946, 10983
__token_delimit_by_char":w . . 10880
__token_delimit_by_count:w . . 10880
__token_delimit_by_dimen:w . . 10880
__token_delimit_by_macro:w . . 10880
__token_delimit_by_muskip:w . 10880
__token_delimit_by_skip:w . . . 10880
__token_delimit_by_toks:w . . . 10880
__token_if_macro_p:w 10846
__token_if_primitive:NNw 10946
__token_if_primitive:Nw 10946
__token_if_primitive_loop:N . 10946
__token_if_primitive_nullfont:N 10946
__token_if_primitive_space:w . 10946
__token_if_primitive_undefined:N 10946
__token_tmp:w *567*, 10881, 10890, 10891, 10892, 10893, 10894, 10895, 10896, 10899, 10933, 10934, 10935, 10936, 10938, 10940, 10941, 10942, 10943, 10944

\toks 567, 10944
\toksapp 1009, 1837
\toksdef 568, 22542
\tokspre 1010, 1838
\tolerance 569
\topmark 570
\topmarks 672, 1515
\topskip 571
\tpack 1011, 1839
\tracingassigns 673, 1516
\tracingcommands 572
\tracingfonts 1042, 1680
\tracinggroups 674, 1517
\tracingifs 675, 1518
\tracinglostchars 573
\tracingmacros 574
\tracingnesting 676, 1519
\tracingonline 575
\tracingoutput 576
\tracingpages 577
\tracingparagraphs 578
\tracingrestores 579
\tracingscantokens 677, 1520
\tracingstats 580
true *216*
trunc *212*

two commands:

\c_thirty_two 30519
\c_two_hundred_fifty_five 30519
\c_two_hundred_fifty_six 30519

U

\u . . . . *xxii*, *975*, 29950
\uccode . . 174, 189, 202, 204, 206, 208, 581
\Uchar 1044, 1855
\Ucharcat 1045, 1856
\uchyph 582
\ucs 1260, 2068
\Udelcode 1046, 1857
\Udelcodenum 1047, 1858
\Udelimiter 1048, 1859
\Udelimiterover 1049, 1860
\Udelimiterunder 1050, 1861
\Uhextensible 1051, 1862
\Umathaccent 1052, 1863
\Umathaxis 1053, 1864
\Umathbinbinspacing 1054, 1865
\Umathbinclosespacing 1055, 1866
\Umathbininnerspacing 1056, 1867
\Umathbinopenspacing 1057, 1868
\Umathbinopspacing 1058, 1869
\Umathbinordspacing 1059, 1870
\Umathbinpunctspacing 1060, 1871
\Umathbinrelspacing 1061, 1872
\Umathchar 1062, 1873
\Umathcharclass 1063, 1874

\Umathchardef 1064, 1875
\Umathcharfam 1065, 1876
\Umathcharnum 1066, 1877
\Umathcharnumdef 1067, 1878
\Umathcharslot 1068, 1879
\Umathclosebinspacing 1069, 1880
\Umathcloseclosespacing 1070, 1881
\Umathcloseinnerspacing 1072, 1883
\Umathcloseopenspacing 1074, 1885
\Umathcloseopspacing 1075, 1886
\Umathcloseordspacing 1076, 1887
\Umathclosepunctspacing 1077, 1888
\Umathcloserelspacing 1079, 1890
\Umathcode 165, 1080, 1891
\Umathcodenum 1081, 1892
\Umathconnectoroverlapmin . . . 1082, 1893
\Umathfractiondelsize 1084, 1895
\Umathfractiondenomdown 1085, 1896
\Umathfractiondenomvgap 1087, 1898
\Umathfractionnumup 1089, 1900
\Umathfractionnumvgap 1090, 1901
\Umathfractionrule 1091, 1902
\Umathinnerbinspacing 1092, 1903
\Umathinnerclosespacing 1093, 1904
\Umathinnerinnerspacing 1095, 1906
\Umathinneropenspacing 1097, 1908
\Umathinneropspacing 1098, 1909
\Umathinnerordspacing 1099, 1910
\Umathinnerpunctspacing 1100, 1911
\Umathinnerrelspacing 1102, 1913
\Umathlimitabovebgap 1103, 1914
\Umathlimitabovekern 1104, 1915
\Umathlimitabovevgap 1105, 1916
\Umathlimitbelowbgap 1106, 1917
\Umathlimitbelowkern 1107, 1918
\Umathlimitbelowvgap 1108, 1919
\Umathnolimitsubfactor 1109, 1920
\Umathnolimitsupfactor 1110, 1921
\Umathopbinspacing 1111, 1922
\Umathopclosespacing 1112, 1923
\Umathopenbinspacing 1113, 1924
\Umathopenclosespacing 1114, 1925
\Umathopeninnerspacing 1115, 1926
\Umathopenopenspacing 1116, 1927
\Umathopenopspacing 1117, 1928
\Umathopenordspacing 1118, 1929
\Umathopenpunctspacing 1119, 1930
\Umathopenrelspacing 1120, 1931
\Umathoperatorsize 1121, 1932
\Umathopinnerspacing 1122, 1933
\Umathopopenspacing 1123, 1934
\Umathopopspacing 1124, 1935
\Umathopordspacing 1125, 1936
\Umathoppunctspacing 1126, 1937
\Umathoprelspacing 1127, 1938
\Umathordbinspacing 1128, 1939
\Umathordclosespacing 1129, 1940
\Umathordinnerspacing 1130, 1941
\Umathordopenspacing 1131, 1942
\Umathordopspacing 1132, 1943
\Umathordordspacing 1133, 1944
\Umathordpunctspacing 1134, 1945
\Umathordrelspacing 1135, 1946
\Umathoverbarkern 1136, 1947
\Umathoverbarrule 1137, 1948
\Umathoverbarvgap 1138, 1949
\Umathoverdelimiterbgap 1139, 1950
\Umathoverdelimitervgap 1141, 1952
\Umathpunctbinspacing 1143, 1954
\Umathpunctclosespacing 1144, 1955
\Umathpunctinnerspacing 1146, 1957
\Umathpunctopenspacing 1148, 1959
\Umathpunctopspacing 1149, 1960
\Umathpunctordspacing 1150, 1961
\Umathpunctpunctspacing 1151, 1962
\Umathpunctrelspacing 1153, 1963
\Umathquad 1154, 1964
\Umathradicaldegreeafter 1155, 1965
\Umathradicaldegreebefore . . . 1157, 1967
\Umathradicaldegreeraise 1159, 1969
\Umathradicalkern 1161, 1971
\Umathradicalrule 1162, 1972
\Umathradicalvgap 1163, 1973
\Umathrelbinspacing 1164, 1974
\Umathrelclosespacing 1165, 1975
\Umathrelinnerspacing 1166, 1976
\Umathrelopenspacing 1167, 1977
\Umathrelopspacing 1168, 1978
\Umathrelordspacing 1169, 1979
\Umathrelpunctspacing 1170, 1980
\Umathrelrelspacing 1171, 1981
\Umathskewedfractionhgap 1172, 1982
\Umathskewedfractionvgap 1174, 1984
\Umathspaceafterscript 1176, 1986
\Umathstackdenomdown 1177, 1987
\Umathstacknumup 1178, 1988
\Umathstackvgap 1179, 1989
\Umathsubshiftdown 1180, 1990
\Umathsubshiftdrop 1181, 1991
\Umathsubsupshiftdown 1182, 1992
\Umathsubsupvgap 1183, 1993
\Umathsubtopmax 1184, 1994
\Umathsupbottommin 1185, 1995
\Umathsupshiftdrop 1186, 1996
\Umathsupshiftup 1187, 1997
\Umathsupsubbottommax 1188, 1998
\Umathunderbarkern 1189, 1999
\Umathunderbarrule 1190, 2000

\Umathunderbarvgap 1191, 2001
\Umathunderdelimiterbgap 1192, 2002
\Umathunderdelimitervgap 1194, 2004
undefine commands:
.undefine: *188*, 15016
\underline 583
\unexpanded 678, 1521, 3360, 3384
\unhbox 584
\unhcopy 585
\uniformdeviate 1043, 1681
\unkern 586
\unless 679, 1522
\Unosubscript 1196, 2006
\Unosuperscript 1197, 2007
\unpenalty 587
\unskip 588
\unvbox 589
\unvcopy 590
\Uoverdelimiter 1198, 2008
\uppercase 591
uptex commands:
\uptex_disablecjktoken:D 2062
\uptex_enablecjktoken:D 2063
\uptex_forcecjktoken:D 2064
\uptex_kchar:D 2065
\uptex_kchardef:D 2066
\uptex_kuten:D 2067
\uptex_ucs:D 2068
\uptex_uptexrevision:D 2069
\uptex_uptexversion:D 2070
\uptexrevision 1261, 2069
\uptexversion 1262, 2070
\Uradical 1199, 2009
\Uroot 1200, 2010
use commands:
\use:N . . . *16*, *102*, *326*, 2165, 2311, 2402, 2515, 2517, 2519, 2521, 5531, 8652, 9088, 9098, 9203, 9207, 9209, 9211, 9212, 9216, 9403, 9425, 11631, 11641, 11644, 11842, 11864, 11881, 11888, 11942, 12975, 13492, 13523, 13991, 14647, 14654, 14873, 15408, 15409, 23632, 25387, 25526, 28184, 29142, 29239, 29248, 29272, 29290
\use:n *19*, *20*, *20*, *38*, *140*, *264*, *320*, *368*, *369*, *378*, *491*, *551*, *609*, *738*, *906*, *917*, *995*, *1033*, 2166, 2172, 2174, 2177, 2244, 2261, 2287, 2347, 2356, 2373, 2619, 2696, 2841, 3089, 3506, 3555, 3693, 3716, 3802, 4412, 4427, 4706, 4993, 5053, 5080, 5088, 5178, 5199, 5213, 5881, 8303, 9620, 9627, 10321, 10704, 10764, 10846, 10883, 10901, 10947, 11515, 11775, 11792, 12069, 12086, 12425, 12608, 12700, 12797, 13431, 13566, 14186, 15024, 15075, 15117, 15136, 15367, 15388, 16209, 16217, 16226, 16243, 16251, 16279, 16745, 18290, 22986, 23177, 23593, 23596, 23722, 24254, 24487, 24545, 24624, 25004, 25069, 25109, 25189, 25912, 25929, 26375, 27393, 28472, 28473, 28475, 28685
\use:nn *19*, 2177, 2922, 4065, 4126, 5664, 9773, 10305, 13308, 13987, 16776, 16785, 16789, 20210, 22085, 22954, 28698, 28700, 28705, 28707, 28946
\use:nnn . *19*, 2177, 2673, 28952, 30560
\use:nnnn *19*, 2177
\use_i:nn *19*, *319*, *324*, *325*, *326*, *580*, *586*, *859*, *862*, *876*, *880*, *881*, *1112*, 2121, 2181, 2231, 2305, 2327, 2465, 2493, 2652, 3371, 3401, 3414, 3459, 3719, 3790, 4129, 4630, 6179, 6184, 6265, 6269, 7921, 7923, 8295, 8322, 9622, 11295, 11508, 13737, 15918, 16554, 16745, 18118, 18454, 18749, 19237, 19520, 20039, 20205, 20518, 20528, 20532, 21040, 21245, 21806, 21831, 22369, 22424, 22434, 22444, 22770, 23553, 23564, 23573, 23576, 23585, 28811, 29404, 29511, 30219
\use_i:nnn *19*, *438*, 2183, 2852, 3824, 5650, 6187, 6691, 8168, 9264, 16713, 18706, 20180, 22019, 25435
\use_i:nnnn *19*, *312*, *523*, *524*, 2183, 9398, 9400, 9414, 9419, 9435, 9437, 18288, 18724, 18731, 18924, 21817
\use_i_delimit_by_q_nil:nw . *21*, 2195
\use_i_delimit_by_q_recursion_-stop:nw *21*, 2195, 7716, 7732, 9454, 9480, 24383, 29189, 29356, 29379, 29428
\use_i_delimit_by_q_recursion_-stop:w *72*, *72*
\use_i_delimit_by_q_stop:nw *21*, *418*, 2195, 3813, 5292, 5301, 5420, 5471, 5474, 10414, 12938, 18092, 18454, 28730
\use_i_ii:nnn *20*, *325*, *326*, 2183, 2296, 2948, 8144, 8249, 11476
\use_ii:nn . . *19*, *112*, *319*, *324*, *580*, 806, 811, *859*, *862*, *876*, *880*, *881*, *892*, *980*, 1444, 1449, 2123, 2181, 2233, 2329, 2348, 2364, 2467, 2495, 2650, 2876, 3373, 3416, 3461, 4078, 4632, 9628, 11296, 13733, 16119,

16142, 16556, 17929, 18118, 18119, 18751, 20041, 20524, 20530, 20534, 21042, 21247, 21677, 21808, 22772, 23555, 23561, 23566, 23578, 23587, 24084, 24206, 24376, 24564, 29245, 29260, 29403, 29406, 29475, 30230
\use_ii:nnn . *19*, *326*, 2183, 2364, 2861
\use_ii:nnnn . *19*, *523*, *524*, 2183, 9414
\use_ii_i:nn *20*, *428*, 2191, 5669, 5754
\use_iii:nnn *19*, 2183, 2870, 2881, 15924
\use_iii:nnnn *19*, *523*, *524*, 2183, 9414, 9436, 9438, 9439
\use_iv:nnnn *19*, *523*, *524*, 2183, 9414, 9434, 17917
\use_none:n *20*, *384*, *392*, *393*, *447*, *543*, *547*, *591*, *625*, *735*, *736*, *739*, *739*, 807, 813, *933*, 1445, 1451, 2199, 2295, 2347, 2348, 2621, 2677, 3261, 3392, 3757, 3758, 4112, 4191, 4213, 4328, 4539, 4629, 4645, 4709, 4726, 4736, 4737, 4742, 4757, 4760, 4849, 4858, 5605, 5628, 5644, 5656, 5689, 5822, 5872, 6123, 6133, 6171, 6233, 6397, 6479, 6584, 6756, 7718, 7733, 7819, 8153, 8958, 8964, 9254, 9621, 9626, 9673, 9932, 9976, 10073, 10168, 10195, 10234, 10996, 11700, 11908, 12134, 12138, 12948, 13003, 13059, 14465, 14492, 14515, 14527, 15308, 15421, 15677, 15913, 16062, 16066, 16070, 16074, 17376, 17629, 17636, 17653, 17672, 17695, 17763, 17804, 17929, 17944, 17965, 17966, 18180, 18181, 18725, 18728, 19708, 21401, 21686, 22768, 22817, 22915, 22953, 23179, 23441, 23599, 24251, 28751, 28752, 29571, 30642
\use_none:nn *20*, *383*, *387*, *397*, *398*, *487*, 2199, 2277, 2285, 2356, 3856, 4174, 4318, 4491, 4656, 4673, 5713, 6044, 7993, 8175, 9393, 9902, 10209, 13004, 13048, 15978, 16061, 16065, 16069, 16073, 21396, 24812, 25448
\use_none:nnn *20*, *398*, 2199, 3632, 3647, 4697, 13005, 16060, 16064, 16068, 16072, 16713, 22984
\use_none:nnnn *20*, 2199, 13006, 14118
\use_none:nnnnn *20*, *322*, *626*, *627*, *721*, 2199, 13007, 13017, 16204, 16238, 16264, 16272, 18314
\use_none:nnnnnn *20*, 2199, 2409, 13008, 30110
\use_none:nnnnnnn *20*, *721*, 2199, 16206, 16240, 16266, 16274, 16597, 18765
\use_none:nnnnnnnn *20*, *326*, 2199, 2318
\use_none:nnnnnnnnn *20*, 2199
\use_none_delimit_by_q_nil:w *21*, 2192
\use_none_delimit_by_q_recursion_-stop:w *21*, *72*, *72*, 2192, 2309, 2388, 2393, 2400, 3546, 3553, 3826, 7710, 7725, 24361, 24385
\use_none_delimit_by_q_stop:w *21*, *446*, *476*, *546*, *575*, 2192, 3817, 5008, 5290, 5299, 5458, 5705, 5986, 5995, 6028, 6383, 6473, 8668, 10155, 10400, 10405, 11162, 11961, 13995, 28684
\use_none_delimit_by_s_stop:w *74*, *74*, 7811
\useboxresource 1036, 1674
\useimageresource 1037, 1675
\Uskewed 1201, 2011
\Uskewedwithdelims 1202, 2012
\Ustack 1203, 2013
\Ustartdisplaymath 1204, 2014
\Ustartmath 1205, 2015
\Ustopdisplaymath 1206, 2016
\Ustopmath 1207, 2017
\Usubscript 1208, 2018
\Usuperscript 1209, 2019
utex commands:
\utex_binbinspacing:D 1865
\utex_binclosespacing:D 1866
\utex_bininnerspacing:D 1867
\utex_binopenspacing:D 1868
\utex_binopspacing:D 1869
\utex_binordspacing:D 1870
\utex_binpunctspacing:D 1871
\utex_binrelspacing:D 1872
\utex_char:D 1855
\utex_charcat:D 1856
\utex_closebinspacing:D 1880
\utex_closeclosespacing:D 1882
\utex_closeinnerspacing:D 1884
\utex_closeopenspacing:D 1885
\utex_closeopspacing:D 1886
\utex_closeordspacing:D 1887
\utex_closepunctspacing:D 1889
\utex_closerelspacing:D 1890
\utex_connectoroverlapmin:D . . 1894
\utex_delcode:D 1857
\utex_delcodenum:D 1858
\utex_delimiter:D 1859
\utex_delimiterover:D 1860
\utex_delimiterunder:D 1861
\utex_fractiondelsize:D 1895
\utex_fractiondenomdown:D 1897

\utex_fractiondenomvgap:D 1899
\utex_fractionnumup:D 1900
\utex_fractionnumvgap:D 1901
\utex_fractionrule:D 1902
\utex_hextensible:D 1862
\utex_innerbinspacing:D 1903
\utex_innerclosespacing:D 1905
\utex_innerinnerspacing:D 1907
\utex_inneropenspacing:D 1908
\utex_inneropspacing:D 1909
\utex_innerordspacing:D 1910
\utex_innerpunctspacing:D 1912
\utex_innerrelspacing:D 1913
\utex_limitabovebgap:D 1914
\utex_limitabovekern:D 1915
\utex_limitabovevgap:D 1916
\utex_limitbelowbgap:D 1917
\utex_limitbelowkern:D 1918
\utex_limitbelowvgap:D 1919
\utex_mathaccent:D 1863
\utex_mathaxis:D 1864
\utex_mathchar:D 1873
\utex_mathcharclass:D 1874
\utex_mathchardef:D 1875
\utex_mathcharfam:D 1876
\utex_mathcharnum:D 1877
\utex_mathcharnumdef:D 1878
\utex_mathcharslot:D 1879
\utex_mathcode:D 1891
\utex_mathcodenum:D 1892
\utex_nolimitsubfactor:D 1920
\utex_nolimitsupfactor:D 1921
\utex_nosubscript:D 2006
\utex_nosuperscript:D 2007
\utex_opbinspacing:D 1922
\utex_opclosespacing:D 1923
\utex_openbinspacing:D 1924
\utex_openclosespacing:D 1925
\utex_openinnerspacing:D 1926
\utex_openopenspacing:D 1927
\utex_openopspacing:D 1928
\utex_openordspacing:D 1929
\utex_openpunctspacing:D 1930
\utex_openrelspacing:D 1931
\utex_operatorsize:D 1932
\utex_opinnerspacing:D 1933
\utex_opopenspacing:D 1934
\utex_opopspacing:D 1935
\utex_opordspacing:D 1936
\utex_oppunctspacing:D 1937
\utex_oprelspacing:D 1938
\utex_ordbinspacing:D 1939
\utex_ordclosespacing:D 1940
\utex_ordinnerspacing:D 1941
\utex_ordopenspacing:D 1942
\utex_ordopspacing:D 1943
\utex_ordordspacing:D 1944
\utex_ordpunctspacing:D 1945
\utex_ordrelspacing:D 1946
\utex_overbarkern:D 1947
\utex_overbarrule:D 1948
\utex_overbarvgap:D 1949
\utex_overdelimiter:D 2008
\utex_overdelimiterbgap:D 1951
\utex_overdelimitervgap:D 1953
\utex_punctbinspacing:D 1954
\utex_punctclosespacing:D 1956
\utex_punctinnerspacing:D 1958
\utex_punctopenspacing:D 1959
\utex_punctopspacing:D 1960
\utex_punctordspacing:D 1961
\utex_punctpunctspacing:D 1962
\utex_punctrelspacing:D 1963
\utex_quad:D 1964
\utex_radical:D 2009
\utex_radicaldegreeafter:D . . . 1966
\utex_radicaldegreebefore:D . . 1968
\utex_radicaldegreeraise:D . . . 1970
\utex_radicalkern:D 1971
\utex_radicalrule:D 1972
\utex_radicalvgap:D 1973
\utex_relbinspacing:D 1974
\utex_relclosespacing:D 1975
\utex_relinnerspacing:D 1976
\utex_relopenspacing:D 1977
\utex_relopspacing:D 1978
\utex_relordspacing:D 1979
\utex_relpunctspacing:D 1980
\utex_relrelspacing:D 1981
\utex_root:D 2010
\utex_skewed:D 2011
\utex_skewedfractionhgap:D . . . 1983
\utex_skewedfractionvgap:D . . . 1985
\utex_skewedwithdelims:D 2012
\utex_spaceafterscript:D 1986
\utex_stack:D 2013
\utex_stackdenomdown:D 1987
\utex_stacknumup:D 1988
\utex_stackvgap:D 1989
\utex_startdisplaymath:D 2014
\utex_startmath:D 2015
\utex_stopdisplaymath:D 2016
\utex_stopmath:D 2017
\utex_subscript:D 2018
\utex_subshiftdown:D 1990
\utex_subshiftdrop:D 1991
\utex_subsupshiftdown:D 1992
\utex_subsupvgap:D 1993

\utex_subtopmax:D 1994
\utex_supbottommin:D 1995
\utex_superscript:D 2019
\utex_supshiftdrop:D 1996
\utex_supshiftup:D 1997
\utex_supsubbottommax:D 1998
\utex_underbarkern:D 1999
\utex_underbarrule:D 2000
\utex_underbarvgap:D 2001
\utex_underdelimiter:D 2020
\utex_underdelimiterbgap:D . . . 2003
\utex_underdelimitervgap:D . . . 2005
\utex_vextensible:D 2021
\Uunderdelimiter 1210, 2020
\Uvextensible 1211, 2021

V

\v 29950
\vadjust 592
\valign 593
value commands:
.value_forbidden:n *188*, 15018
.value_required:n *188*, 15018
\vbadness 594
\vbox 595
vbox commands:
\vbox:n *236*, *236*, *240*, 26462
\vbox_gset:Nn *240*, 26476, 27037
\vbox_gset:Nw *241*, 26512, 27105
\vbox_gset_end: . . . *241*, 26512, 27107
\vbox_gset_split_to_ht:NNn *241*, 26551
\vbox_gset_to_ht:Nnn *240*, 26500
\vbox_gset_to_ht:Nnw *241*, 26533
\vbox_gset_top:Nn *240*, 26488
\vbox_set:Nn . . *240*, *241*, 26476, 27031
\vbox_set:Nw *241*, 26512, 27098
\vbox_set_end: *241*, *241*, 26512, 27100
\vbox_set_split_to_ht:NNn *241*, 26551
\vbox_set_to_ht:Nnn . *240*, *241*, 26500
\vbox_set_to_ht:Nnw *241*, 26533
\vbox_set_top:Nn *240*, 26488, 27054, 27124
\vbox_to_ht:nn *240*, 26466
\vbox_to_zero:n *240*, 26466
\vbox_top:n *240*, 26462
\vbox_unpack:N *241*, 26547, 27054, 27124
\vbox_unpack_clear:N 30514
\vbox_unpack_drop:N *242*, 26547, 30514, 30516
\vcenter 596
vcoffin commands:
\vcoffin_gset:Nnn *247*, 27028
\vcoffin_gset:Nnw *247*, 27096
\vcoffin_gset_end: *247*, 27096
\vcoffin_set:Nnn *247*, 27028
\vcoffin_set:Nnw *247*, 27096
\vcoffin_set_end: *247*, 27096
\vfil 597
\vfill 598
\vfilneg 599
\vfuzz 600
\voffset 601
\vpack 1012, 1840
\vrule 602
\vsize 603
\vskip 604
\vsplit 605
\vss 606
\vtop 607

W

\wd 608
\widowpenalties 680, 1523
\widowpenalty 609
\write 610

X

\xdef 611
xetex commands:
\xetex_charclass:D 1684
\xetex_charglyph:D 1685
\xetex_countfeatures:D 1686
\xetex_countglyphs:D 1687
\xetex_countselectors:D 1688
\xetex_countvariations:D 1689
\xetex_dashbreakstate:D 1691
\xetex_defaultencoding:D 1690
\xetex_featurecode:D 1692
\xetex_featurename:D 1693
\xetex_findfeaturebyname:D . . . 1695
\xetex_findselectorbyname:D . . 1697
\xetex_findvariationbyname:D . 1699
\xetex_firstfontchar:D 1700
\xetex_fonttype:D 1701
\xetex_generateactualtext:D . . 1703
\xetex_glyph:D 1704
\xetex_glyphbounds:D 1705
\xetex_glyphindex:D 1706
\xetex_glyphname:D 1707
\xetex_if_engine:TF 30435, 30437, 30439
\xetex_if_engine_p: 30433
\xetex_inputencoding:D 1708
\xetex_inputnormalization:D . . 1710
\xetex_interchartokenstate:D . 1712
\xetex_interchartoks:D 1713
\xetex_isdefaultselector:D . . . 1715
\xetex_isexclusivefeature:D . . 1717

\xetex_lastfontchar:D 1718
\xetex_linebreaklocale:D 1720
\xetex_linebreakpenalty:D 1721
\xetex_linebreakskip:D 1719
\xetex_OTcountfeatures:D 1722
\xetex_OTcountlanguages:D 1723
\xetex_OTcountscripts:D 1724
\xetex_OTfeaturetag:D 1725
\xetex_OTlanguagetag:D 1726
\xetex_OTscripttag:D 1727
\xetex_pdffile:D 1728
\xetex_pdfpagecount:D 1729
\xetex_picfile:D 1730
\xetex_selectorname:D 1731
\xetex_suppressfontnotfounderror:D 1683
\xetex_tracingfonts:D 1732
\xetex_upwardsmode:D 1733
\xetex_useglyphmetrics:D 1734
\xetex_variation:D 1735
\xetex_variationdefault:D 1736
\xetex_variationmax:D 1737
\xetex_variationmin:D 1738
\xetex_variationname:D 1739
\xetex_XeTeXrevision:D 1740
\xetex_XeTeXversion:D 1741
\XeTeXcharclass 822, 1684
\XeTeXcharglyph 823, 1685
\XeTeXcountfeatures 824, 1686
\XeTeXcountglyphs 825, 1687
\XeTeXcountselectors 826, 1688
\XeTeXcountvariations 827, 1689
\XeTeXdashbreakstate 829, 1691
\XeTeXdefaultencoding 828, 1690
\XeTeXfeaturecode 830, 1692
\XeTeXfeaturename 831, 1693
\XeTeXfindfeaturebyname 832, 1694
\XeTeXfindselectorbyname 834, 1696
\XeTeXfindvariationbyname 836, 1698
\XeTeXfirstfontchar 838, 1700
\XeTeXfonttype 839, 1701
\XeTeXgenerateactualtext 840, 1702
\XeTeXglyph 842, 1704
\XeTeXglyphbounds 843, 1705
\XeTeXglyphindex 844, 1706
\XeTeXglyphname 845, 1707
\XeTeXinputencoding 846, 1708
\XeTeXinputnormalization 847, 1709
\XeTeXinterchartokenstate 849, 1711
\XeTeXinterchartoks 851, 1713
\XeTeXisdefaultselector 852, 1714
\XeTeXisexclusivefeature 854, 1716
\XeTeXlastfontchar 856, 1718
\XeTeXlinebreaklocale 858, 1720
\XeTeXlinebreakpenalty 859, 1721
\XeTeXlinebreakskip 857, 1719
\XeTeXOTcountfeatures 860, 1722
\XeTeXOTcountlanguages 861, 1723
\XeTeXOTcountscripts 862, 1724
\XeTeXOTfeaturetag 863, 1725
\XeTeXOTlanguagetag 864, 1726
\XeTeXOTscripttag 865, 1727
\XeTeXpdffile 866, 1728
\XeTeXpdfpagecount 867, 1729
\XeTeXpicfile 868, 1730
\XeTeXrevision 869, 1740
\XeTeXselectorname 870, 1731
\XeTeXtracingfonts 871, 1732
\XeTeXupwardsmode 872, 1733
\XeTeXuseglyphmetrics 873, 1734
\XeTeXvariation 874, 1735
\XeTeXvariationdefault 875, 1736
\XeTeXvariationmax 876, 1737
\XeTeXvariationmin 877, 1738
\XeTeXvariationname 878, 1739
\XeTeXversion 879, 1741
\xkanjiskip 1250, 2058
\xleaders 612
\xspaceskip 613
\xspcode 1251, 2059

Y

\ybaselineshift 1252, 2060
\year 614, 1401, 9688
\yoko 1253, 2061