

The L^AT_EX3 Sources

The L^AT_EX3 Project*

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Abstract

This is the reference documentation for the `expl3` programming environment. The `expl3` modules set up an experimental naming scheme for L^AT_EX commands, which allow the L^AT_EX programmer to systematically name functions and variables, and specify the argument types of functions.

The T_EX and ε -T_EX primitives are all given a new name according to these conventions. However, in the main direct use of the primitives is not required or encouraged: the `expl3` modules define an independent low-level L^AT_EX3 programming language.

At present, the `expl3` modules are designed to be loaded on top of L^AT_EX 2 ε . In time, a L^AT_EX3 format will be produced based on this code. This allows the code to be used in L^AT_EX 2 ε packages *now* while a stand-alone L^AT_EX3 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 <code>expl3</code> and this document	1
1	Naming functions and variables	1
1.1	Terminological inexactitude	3
2	Documentation conventions	3
3	Formal language conventions which apply generally	5
4	<code>TeX</code> concepts not supported by <code>LaTeX3</code>	6
II	The <code>l3bootstrap</code> package: Bootstrap code	7
1	Using the <code>LaTeX3</code> modules	7
1.1	Internal functions and variables	8
III	The <code>l3names</code> package: Namespace for primitives	9
1	Setting up the <code>LaTeX3</code> programming language	9
IV	The <code>l3basics</code> package: Basic definitions	10
1	No operation functions	10
2	Grouping material	10
3	Control sequences and functions	11
3.1	Defining functions	11
3.2	Defining new functions using parameter text	12
3.3	Defining new functions using the signature	14
3.4	Copying control sequences	16
3.5	Deleting control sequences	17
3.6	Showing control sequences	17
3.7	Converting to and from control sequences	18
4	Using or removing tokens and arguments	19
4.1	Selecting tokens from delimited arguments	21
5	Predicates and conditionals	21
5.1	Tests on control sequences	23
5.2	Engine-specific conditionals	23
5.3	Primitive conditionals	23

6	Internal kernel functions	24
V	The l3expan package: Argument expansion	27
1	Defining new variants	27
2	Methods for defining variants	28
3	Introducing the variants	28
4	Manipulating the first argument	29
5	Manipulating two arguments	30
6	Manipulating three arguments	31
7	Unbraced expansion	32
8	Preventing expansion	33
9	Internal functions and variables	34
VI	The l3prg package: Control structures	35
1	Defining a set of conditional functions	35
2	The boolean data type	37
3	Boolean expressions	39
4	Logical loops	40
5	Producing multiple copies	41
6	Detecting TeX's mode	41
7	Primitive conditionals	42
8	Internal programming functions	42
VII	The l3quark package: Quarks	44
1	Introduction to quarks and scan marks	44
1.1	Quarks	44
2	Defining quarks	45

3	Quark tests	45
4	Recursion	46
5	An example of recursion with quarks	47
6	Internal quark functions	47
7	Scan marks	48
 VIII The l3token package: Token manipulation		49
1	All possible tokens	49
2	Character tokens	50
3	Generic tokens	53
4	Converting tokens	54
5	Token conditionals	54
6	Peeking ahead at the next token	58
7	Decomposing a macro definition	61
 IX The l3int package: Integers		62
1	Integer expressions	62
2	Creating and initialising integers	63
3	Setting and incrementing integers	64
4	Using integers	65
5	Integer expression conditionals	65
6	Integer expression loops	67
7	Integer step functions	69
8	Formatting integers	69
9	Converting from other formats to integers	71
10	Viewing integers	72

11	Constant integers	73
12	Scratch integers	73
13	Primitive conditionals	74
14	Internal functions	74
X	The <code>l3skip</code> package: Dimensions and skips	76
1	Creating and initialising <code>dim</code> variables	76
2	Setting <code>dim</code> variables	77
3	Utilities for dimension calculations	77
4	Dimension expression conditionals	78
5	Dimension expression loops	80
6	Using <code>dim</code> expressions and variables	81
7	Viewing <code>dim</code> variables	83
8	Constant dimensions	83
9	Scratch dimensions	83
10	Creating and initialising <code>skip</code> variables	84
11	Setting <code>skip</code> variables	84
12	Skip expression conditionals	85
13	Using <code>skip</code> expressions and variables	85
14	Viewing <code>skip</code> variables	86
15	Constant skips	86
16	Scratch skips	86
17	Inserting skips into the output	87
18	Creating and initialising <code>muskip</code> variables	87
19	Setting <code>muskip</code> variables	88

20	Using muskip expressions and variables	88
21	Viewing muskip variables	89
22	Constant muskips	89
23	Scratch muskips	89
24	Primitive conditional	89
25	Internal functions	90
XI	The l3tl package: Token lists	91
1	Creating and initialising token list variables	92
2	Adding data to token list variables	93
3	Modifying token list variables	93
4	Reassigning token list category codes	94
5	Reassigning token list character codes	94
6	Token list conditionals	95
7	Mapping to token lists	97
8	Using token lists	99
9	Working with the content of token lists	99
10	The first token from a token list	101
11	Using a single item	103
12	Viewing token lists	103
13	Constant token lists	104
14	Scratch token lists	104
15	Internal functions	104
XII	The l3str package: Strings	105

1	The first character from a string	105
1.1	Tests on strings	105
2	String manipulation	107
2.1	Internal string functions	107
XIII	The l3seq package: Sequences and stacks	108
1	Creating and initialising sequences	108
2	Appending data to sequences	109
3	Recovering items from sequences	109
4	Recovering values from sequences with branching	111
5	Modifying sequences	112
6	Sequence conditionals	113
7	Mapping to sequences	113
8	Using the content of sequences directly	115
9	Sequences as stacks	115
10	Constant and scratch sequences	117
11	Viewing sequences	117
12	Internal sequence functions	117
XIV	The l3clist package: Comma separated lists	118
1	Creating and initialising comma lists	118
2	Adding data to comma lists	119
3	Modifying comma lists	120
4	Comma list conditionals	121
5	Mapping to comma lists	122
6	Using the content of comma lists directly	124
7	Comma lists as stacks	124

8	Using a single item	126
9	Viewing comma lists	126
10	Constant and scratch comma lists	126
 XV The <code>l3prop</code> package: Property lists		128
1	Creating and initialising property lists	128
2	Adding entries to property lists	129
3	Recovering values from property lists	129
4	Modifying property lists	130
5	Property list conditionals	130
6	Recovering values from property lists with branching	131
7	Mapping to property lists	131
8	Viewing property lists	132
9	Scratch property lists	133
10	Constants	133
11	Internal property list functions	133
 XVI The <code>l3box</code> package: Boxes		134
1	Creating and initialising boxes	134
2	Using boxes	135
3	Measuring and setting box dimensions	135
4	Box conditionals	136
5	The last box inserted	137
6	Constant boxes	137
7	Scratch boxes	137
8	Viewing box contents	137

9	Horizontal mode boxes	138
10	Vertical mode boxes	139
11	Primitive box conditionals	141
 XVII The <code>l3coffins</code> package: Coffin code layer		142
1	Creating and initialising coffins	142
2	Setting coffin content and poles	142
3	Joining and using coffins	144
4	Measuring coffins	144
5	Coffin diagnostics	145
5.1	Constants and variables	145
 XVIII The <code>l3color</code> package: Color support		146
1	Color in boxes	146
 XIX The <code>l3msg</code> package: Messages		147
1	Creating new messages	147
2	Contextual information for messages	148
3	Issuing messages	149
4	Redirecting messages	151
5	Low-level message functions	152
6	Kernel-specific functions	154
7	Expandable errors	155
8	Internal <code>l3msg</code> functions	156
 XX The <code>l3keys</code> package: Key–value interfaces		158
1	Creating keys	159

2	Sub-dividing keys	163
3	Choice and multiple choice keys	163
4	Setting keys	165
5	Handling of unknown keys	166
6	Selective key setting	167
7	Utility functions for keys	168
8	Low-level interface for parsing key-val lists	169
XXI	The l3file package: File and I/O operations	171
1	File operation functions	171
	1.1 Input-output stream management	172
	1.2 Reading from files	173
2	Writing to files	174
	2.1 Wrapping lines in output	176
	2.2 Constant input-output streams	177
	2.3 Primitive conditionals	177
	2.4 Internal file functions and variables	177
	2.5 Internal input-output functions	178
XXII	The l3fp package: floating points	179
1	Creating and initialising floating point variables	180
2	Setting floating point variables	180
3	Using floating point numbers	181
4	Floating point conditionals	182
5	Floating point expression loops	184
6	Some useful constants, and scratch variables	185
7	Floating point exceptions	186
8	Viewing floating points	187

9	Floating point expressions	187
9.1	Input of floating point numbers	187
9.2	Precedence of operators	188
9.3	Operations	189
10	Disclaimer and roadmap	194
 XXIII The l3candidates package: Experimental additions to l3kernel		197
1	Important notice	197
2	Additions to l3basics	197
3	Additions to l3box	198
3.1	Affine transformations	198
3.2	Viewing part of a box	200
3.3	Internal variables	200
4	Additions to l3clist	201
5	Additions to l3coffins	201
6	Additions to l3file	202
7	Additions to l3fp	203
8	Additions to l3int	203
9	Additions to l3keys	204
10	Additions to l3msg	204
11	Additions to l3prg	204
12	Additions to l3prop	205
13	Additions to l3seq	205
14	Additions to l3skip	206
15	Additions to l3tl	207
16	Additions to l3tokens	210
 XXIV The l3drivers package: Drivers		211

1	Box clipping	211
2	Box rotation and scaling	212
3	Color support	212
XXV Implementation		212
1	l3bootstrap implementation	212
1.1	Format-specific code	213
1.2	The <code>\pdfstrcmp</code> primitive with X _Y TeX and LuaTeX	213
1.3	Engine requirements	214
1.4	Extending allocators	216
1.5	The L ^A T _E X3 code environment	216
2	l3names implementation	218
3	l3basics implementation	229
3.1	Renaming some TeX primitives (again)	229
3.2	Defining some constants	231
3.3	Defining functions	232
3.4	Selecting tokens	233
3.5	Gobbling tokens from input	234
3.6	Conditional processing and definitions	235
3.7	Dissecting a control sequence	240
3.8	Exist or free	242
3.9	Defining and checking (new) functions	244
3.10	More new definitions	247
3.11	Copying definitions	248
3.12	Undefining functions	249
3.13	Generating parameter text from argument count	249
3.14	Defining functions from a given number of arguments	250
3.15	Using the signature to define functions	251
3.16	Checking control sequence equality	253
3.17	Diagnostic functions	253
3.18	Engine specific definitions	254
3.19	Doing nothing functions	255
3.20	Breaking out of mapping functions	255
4	l3expan implementation	256
4.1	General expansion	256
4.2	Hand-tuned definitions	260
4.3	Definitions with the automated technique	262
4.4	Last-unbraced versions	263
4.5	Preventing expansion	265
4.6	Defining function variants	265

5	l3prg implementation	272
5.1	Primitive conditionals	272
5.2	Defining a set of conditional functions	273
5.3	The boolean data type	273
5.4	Boolean expressions	276
5.5	Logical loops	281
5.6	Producing multiple copies	282
5.7	Detecting T _E X's mode	284
5.8	Internal programming functions	285
6	l3quark implementation	287
6.1	Quarks	287
6.2	Scan marks	290
6.3	Deprecated quark functions	291
7	l3token implementation	291
7.1	Character tokens	291
7.2	Generic tokens	294
7.3	Token conditionals	295
7.4	Peeking ahead at the next token	305
7.5	Decomposing a macro definition	311
8	l3int implementation	311
8.1	Integer expressions	312
8.2	Creating and initialising integers	314
8.3	Setting and incrementing integers	316
8.4	Using integers	317
8.5	Integer expression conditionals	317
8.6	Integer expression loops	321
8.7	Integer step functions	322
8.8	Formatting integers	324
8.9	Converting from other formats to integers	330
8.10	Viewing integer	333
8.11	Constant integers	333
8.12	Scratch integers	334
8.13	Deprecated functions	334

9	l3skip implementation	335
9.1	Length primitives renamed	335
9.2	Creating and initialising <code>dim</code> variables	335
9.3	Setting <code>dim</code> variables	336
9.4	Utilities for dimension calculations	337
9.5	Dimension expression conditionals	338
9.6	Dimension expression loops	339
9.7	Using <code>dim</code> expressions and variables	341
9.8	Viewing <code>dim</code> variables	342
9.9	Constant dimensions	342
9.10	Scratch dimensions	342
9.11	Creating and initialising <code>skip</code> variables	343
9.12	Setting <code>skip</code> variables	344
9.13	Skip expression conditionals	344
9.14	Using <code>skip</code> expressions and variables	345
9.15	Inserting skips into the output	345
9.16	Viewing <code>skip</code> variables	346
9.17	Constant skips	346
9.18	Scratch skips	346
9.19	Creating and initialising <code>muskip</code> variables	346
9.20	Setting <code>muskip</code> variables	347
9.21	Using <code>muskip</code> expressions and variables	348
9.22	Viewing <code>muskip</code> variables	348
9.23	Constant muskips	349
9.24	Scratch muskips	349
9.25	Deprecated functions	349
10	l3tl implementation	349
10.1	Functions	349
10.2	Constant token lists	351
10.3	Adding to token list variables	352
10.4	Reassigning token list category codes	355
10.5	Reassigning token list character codes	356
10.6	Modifying token list variables	356
10.7	Token list conditionals	360
10.8	Mapping to token lists	365
10.9	Using token lists	366
10.10	Working with the contents of token lists	367
10.11	Token by token changes	369
10.12	The first token from a token list	371
10.13	Using a single item	376
10.14	Viewing token lists	377
10.15	Scratch token lists	377
10.16	Deprecated functions	377

11	l3str implementation	378
11.1	String comparisons	378
11.2	String manipulation	381
11.3	Deprecated functions	382
12	l3seq implementation	383
12.1	Allocation and initialisation	384
12.2	Appending data to either end	387
12.3	Modifying sequences	387
12.4	Sequence conditionals	390
12.5	Recovering data from sequences	391
12.6	Mapping to sequences	395
12.7	Using sequences	397
12.8	Sequence stacks	398
12.9	Viewing sequences	399
12.10	Scratch sequences	399
13	l3clist implementation	400
13.1	Allocation and initialisation	400
13.2	Removing spaces around items	402
13.3	Adding data to comma lists	403
13.4	Comma lists as stacks	404
13.5	Modifying comma lists	406
13.6	Comma list conditionals	409
13.7	Mapping to comma lists	410
13.8	Using comma lists	413
13.9	Using a single item	414
13.10	Viewing comma lists	416
13.11	Scratch comma lists	416
14	l3prop implementation	416
14.1	Allocation and initialisation	417
14.2	Accessing data in property lists	418
14.3	Property list conditionals	422
14.4	Recovering values from property lists with branching	424
14.5	Mapping to property lists	424
14.6	Viewing property lists	425
14.7	Deprecated functions	426

15	l3box implementation	426
15.1	Creating and initialising boxes	426
15.2	Measuring and setting box dimensions	427
15.3	Using boxes	428
15.4	Box conditionals	428
15.5	The last box inserted	429
15.6	Constant boxes	429
15.7	Scratch boxes	429
15.8	Viewing box contents	429
15.9	Horizontal mode boxes	430
15.10	Vertical mode boxes	432
16	l3coffins Implementation	434
16.1	Coffins: data structures and general variables	434
16.2	Basic coffin functions	436
16.3	Measuring coffins	440
16.4	Coffins: handle and pole management	440
16.5	Coffins: calculation of pole intersections	443
16.6	Aligning and typesetting of coffins	446
16.7	Coffin diagnostics	451
16.8	Messages	457
17	l3color Implementation	457
18	l3msg implementation	458
18.1	Creating messages	459
18.2	Messages: support functions and text	460
18.3	Showing messages: low level mechanism	461
18.4	Displaying messages	464
18.5	Kernel-specific functions	471
18.6	Expandable errors	477
18.7	Showing variables	478
19	l3keys Implementation	480
19.1	Low-level interface	480
19.2	Constants and variables	483
19.3	The key defining mechanism	485
19.4	Turning properties into actions	487
19.5	Creating key properties	491
19.6	Setting keys	495
19.7	Utilities	500
19.8	Messages	501
19.9	Deprecated functions	502

20	l3file implementation	503
20.1	File operations	504
20.2	Input operations	509
20.2.1	Variables and constants	509
20.2.2	Stream management	510
20.2.3	Reading input	512
20.3	Output operations	514
20.3.1	Variables and constants	514
20.4	Stream management	515
20.4.1	Deferred writing	516
20.4.2	Immediate writing	516
20.4.3	Special characters for writing	517
20.4.4	Hard-wrapping lines to a character count	517
20.5	Messages	523
21	l3fp implementation	524
22	l3fp-aux implementation	524
22.1	Internal representation	524
22.2	Internal storage of floating points numbers	525
22.3	Using arguments and semicolons	526
22.4	Constants, and structure of floating points	527
22.5	Overflow, underflow, and exact zero	529
22.6	Expanding after a floating point number	529
22.7	Packing digits	531
22.8	Decimate (dividing by a power of 10)	533
22.9	Functions for use within primitive conditional branches	535
22.10	Small integer floating points	536
22.11	Length of a floating point array	537
22.12	x-like expansion expandably	538
22.13	Messages	538
23	l3fp-traps Implementation	539
23.1	Flags	539
23.2	Traps	540
23.3	Errors	543
23.4	Messages	544
24	l3fp-round implementation	544
24.1	Rounding tools	545
24.2	The round function	548

25	l3fp-parse implementation	550
25.1	Work plan	551
25.1.1	Storing results	552
25.1.2	Precedence and infix operators	553
25.1.3	Prefix operators, parentheses, and functions	556
25.1.4	Numbers and reading tokens one by one	557
25.2	Main auxiliary functions	559
25.3	Helpers	559
25.4	Parsing one number	561
25.4.1	Numbers: trimming leading zeros	566
25.4.2	Number: small significand	567
25.4.3	Number: large significand	569
25.4.4	Number: beyond 16 digits, rounding	571
25.4.5	Number: finding the exponent	574
25.5	Constants, functions and prefix operators	577
25.5.1	Prefix operators	577
25.5.2	Constants	580
25.5.3	Functions	581
25.6	Main functions	583
25.7	Infix operators	584
25.7.1	Closing parentheses and commas	585
25.7.2	Usual infix operators	586
25.7.3	Juxtaposition	587
25.7.4	Multi-character cases	588
25.7.5	Ternary operator	589
25.7.6	Comparisons	590
25.8	Candidate: defining new l3fp functions	592
25.9	Messages	594
26	l3fp-logic Implementation	595
26.1	Syntax of internal functions	595
26.2	Existence test	595
26.3	Comparison	595
26.4	Floating point expression loops	597
26.5	Extrema	599
26.6	Boolean operations	600
26.7	Ternary operator	601

27	l3fp-basics Implementation	602
27.1	Common to several operations	603
27.2	Addition and subtraction	603
27.2.1	Sign, exponent, and special numbers	604
27.2.2	Absolute addition	606
27.2.3	Absolute subtraction	609
27.3	Multiplication	613
27.3.1	Signs, and special numbers	613
27.3.2	Absolute multiplication	615
27.4	Division	617
27.4.1	Signs, and special numbers	617
27.4.2	Work plan	618
27.4.3	Implementing the significand division	621
27.5	Square root	627
27.6	Setting the sign	634
28	l3fp-extended implementation	634
28.1	Description of fixed point numbers	635
28.2	Helpers for numbers with extended precision	635
28.3	Multiplying a fixed point number by a short one	636
28.4	Dividing a fixed point number by a small integer	637
28.5	Adding and subtracting fixed points	638
28.6	Multiplying fixed points	639
28.7	Combining product and sum of fixed points	640
28.8	Extended-precision floating point numbers	643
28.9	Dividing extended-precision numbers	645
28.10	Inverse square root of extended precision numbers	648
28.11	Converting from fixed point to floating point	650
29	l3fp-expo implementation	653
29.1	Logarithm	653
29.1.1	Work plan	653
29.1.2	Some constants	653
29.1.3	Sign, exponent, and special numbers	654
29.1.4	Absolute ln	654
29.2	Exponential	662
29.2.1	Sign, exponent, and special numbers	662
29.3	Power	666

30	l3fp-trig Implementation	673
30.1	Direct trigonometric functions	673
30.1.1	Filtering special cases	674
30.1.2	Distinguishing small and large arguments	677
30.1.3	Small arguments	678
30.1.4	Argument reduction in degrees	678
30.1.5	Argument reduction in radians	680
30.1.6	Computing the power series	686
30.2	Inverse trigonometric functions	689
30.2.1	Arctangent and arccotangent	690
30.2.2	Arcsine and arccosine	695
30.2.3	Arccosecant and arcsecant	698
31	l3fp-convert implementation	699
31.1	Trimming trailing zeros	699
31.2	Scientific notation	699
31.3	Decimal representation	701
31.4	Token list representation	703
31.5	Formatting	704
31.6	Convert to dimension or integer	704
31.7	Convert from a dimension	705
31.8	Use and eval	706
31.9	Convert an array of floating points to a comma list	706
32	l3fp-assign implementation	707
32.1	Assigning values	707
32.2	Updating values	708
32.3	Showing values	709
32.4	Some useful constants and scratch variables	709
33	l3candidates Implementation	710
33.1	Additions to l3basics	710
33.2	Additions to l3box	710
33.3	Affine transformations	711
33.4	Viewing part of a box	719
33.5	Additions to l3clist	721
33.6	Additions to l3coffins	722
33.7	Rotating coffins	722
33.8	Resizing coffins	727
33.9	Coffin diagnostics	730
33.10	Additions to l3file	730
33.11	Additions to l3fp	732
33.12	Additions to l3int	733
33.13	Additions to l3keys	733
33.14	Additions to l3msg	733
33.15	Additions to l3prg	734

33.16	Additions to <code>l3prop</code>	735
33.17	Additions to <code>l3seq</code>	735
33.18	Additions to <code>l3skip</code>	737
33.19	Additions to <code>l3tl</code>	738
33.19.1	Unicode case changing	742
33.20	Additions to <code>l3tokens</code>	750
33.21	Deprecated candidates	752
34	<code>l3drivers</code> Implementation	752
34.1	Settings for direct PDF output	753
34.2	Driver utility functions	753
34.3	Box clipping	756
34.4	Box rotation and scaling	757
34.5	Color support	758
	Index	760

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:

- 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!
- 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 `\edef` primitive carries out this type of expansion. Functions which feature an **x**-type argument are in general *not* expandable, unless specifically noted.
- f** The **f** specifier stands for *full expansion*, and in contrast to **x** stops at the first non-expandable item (reading the argument from left to right) without trying to expand it. For example, when setting a token list variable (a macro used for storage), the sequence

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

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

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

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

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

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

Each variable name is then build up in a similar way to that of a function, typically starting with the module¹ name and then a descriptive part. Variables end with a short identifier to show the variable type:

bool Either true or false.

box Box register.

¹The 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.

clist Comma separated list.

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

dim “Rigid” lengths.

fp floating-point values;

int Integer-valued count register.

prop Property list.

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

skip “Rubber” lengths.

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

tl Token list variables: placeholder for a token list.

1.1 Terminological inexactitude

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

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

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

2 Documentation conventions

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

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

`\ExplSyntaxOn`
`\ExplSyntaxOff`

`\ExplSyntaxOn ... \ExplSyntaxOff`

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

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

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

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

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

Fully expandable functions Some functions are fully expandable, which allows it to be used within an `x`-type argument (in plain T_EX terms, inside an `\edef`), 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` $\langle cs \rangle$

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

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

`\seq_map_function:NN` ☆

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

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

`\xetex_if_engine:TF *` `\xetex_if_engine:TF {<true code>} {<false code>}`

The underlining and italic of `TF` indicates that `\xetex_if_engine:T`, `\xetex_if_engine:F` and `\xetex_if_engine:TF` are all available. 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 $\text{\LaTeX} 2_{\epsilon}$ or plain \TeX . In these cases, the text will include an extra “ **\TeX hackers note**” section:

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

The normal description text.

\TeX hackers note: Detail for the experienced \TeX or $\text{\LaTeX} 2_{\epsilon}$ 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 $\text{\LaTeX} 3$ programming, the descriptions of functions are intended to be reasonably “complete”. However, there is also a need to avoid repetition. Formal ideas which apply to general classes of function are therefore summarised here.

For tests which have a `TF` argument specification, the test is evaluated to give a logically `TRUE` or `FALSE` result. Depending on this result, either the *<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 $\text{\LaTeX}3$

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

Part II

The l3bootstrap package

Bootstrap code

1 Using the L^AT_EX3 modules

The modules documented in `source3` are designed to be used on top of L^AT_EX 2_ε and are loaded all as one with the usual `\usepackage{expl3}` or `\RequirePackage{expl3}` instructions. These modules will also form the basis of the L^AT_EX3 format, but work in this area is incomplete and not included in this documentation at present.

As the modules use a coding syntax different from standard L^AT_EX 2_ε 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`

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

These functions act broadly in the same way as the corresponding L^AT_EX 2_ε kernel functions `\ProvidesPackage`, `\ProvidesClass` and `\ProvidesFile`. However, they also implicitly switch `\ExplSyntaxOn` for the remainder of the code with the file. At the end of the file, `\ExplSyntaxOff` will be called to reverse this. (This is the same concept as L^AT_EX 2_ε provides in turning on `\makeatletter` within package and class code.)

`\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 alike are loaded with usual L^AT_EX 2_ε category codes and the L^AT_EX3 category code scheme is reloaded when needed afterwards. See implementation for details. If you use the `\GetIdInfo` command you can use the information when loading a package with

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

1.1 Internal functions and variables

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

Part III

The l3names package

Namespace for primitives

1 Setting up the L^AT_EX3 programming language

This module is at the core of the L^AT_EX3 programming language. It performs the following tasks:

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

This module is entirely dedicated to primitives, which should not be used directly within L^AT_EX3 code (outside of “kernel-level” code). As such, the primitives are not documented here: *The T_EXbook*, *T_EX by Topic* and the manuals for pdfT_EX, X_YT_EX and LuaT_EX should be consulted for details of the primitives. These are named based on the engine which first introduced them:

`\tex_...` Introduced by T_EX itself;

`\etex_...` Introduced by the ε -T_EX extensions;

`\pdftex_...` Introduced by pdfT_EX;

`\xetex_...` Introduced by X_YT_EX;

`\luatex_...` Introduced by LuaT_EX.

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_begin:`****`\group_end:`****`\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 will be 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). The later will be 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, $\langle code \rangle$ is therefore used as a shorthand for “replacement text”.

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

3.1 Defining functions

Functions can be created with no requirement that they are declared first (in contrast to variables, which must always be declared). Declaring a function before setting up the code means that the name chosen will be 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 will result 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 will 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 will not result in an error if the function is already defined.

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

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

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

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

N and n No manipulation.

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

p and w These are special cases.

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

3.2 Defining new functions using parameter text

<code>\cs_new:Npn</code>	<code>\cs_new:Npn <function> <parameters> {<code>}</code>
--------------------------	---

<code>\cs_new:cpn</code>

<code>\cs_new:Npx</code>

<code>\cs_new:cpx</code>

Creates `<function>` to expand to `<code>` as replacement text. Within the `<code>`, the `<parameters>` (`#1`, `#2`, *etc.*) will be replaced by those absorbed by the function. The definition is global and an error will result if the `<function>` is already defined.

<code>\cs_new_nopar:Npn</code>

<code>\cs_new_nopar:cpn</code>

<code>\cs_new_nopar:Npx</code>

<code>\cs_new_nopar:cpx</code>

<code>\cs_new_nopar:Npn <function> <parameters> {<code>}</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 will result if the `<function>` is already defined.

<code>\cs_new_protected:Npn</code>

<code>\cs_new_protected:cpn</code>

<code>\cs_new_protected:Npx</code>

<code>\cs_new_protected:cpx</code>

<code>\cs_new_protected:Npn <function> <parameters> {<code>}</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 will result if the `<function>` is already defined.

<code>\cs_new_protected_nopar:Npn</code>
--

<code>\cs_new_protected_nopar:cpn</code>
--

<code>\cs_new_protected_nopar:Npx</code>
--

<code>\cs_new_protected_nopar:cpx</code>
--

<code>\cs_new_protected_nopar:Npn <function> <parameters> {<code>}</code>

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

<code>\cs_set:Npn</code>

<code>\cs_set:cpn</code>

<code>\cs_set:Npx</code>

<code>\cs_set:cpx</code>

<code>\cs_set:Npn <function> <parameters> {<code>}</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.

<hr/>	
<code>\cs_set_nopar:Npn</code>	<code>\cs_set_nopar:Npn <function> <parameters> {<code>}</code>
<code>\cs_set_nopar:cpn</code>	
<code>\cs_set_nopar:Npx</code>	Sets $\langle function \rangle$ to expand to $\langle code \rangle$ as replacement text. Within the $\langle code \rangle$, the $\langle parameters \rangle$ ($\#1$, $\#2$, <i>etc.</i>) will be replaced by those absorbed by the function. When the $\langle function \rangle$ is used the $\langle parameters \rangle$ absorbed cannot contain <code>\par</code> tokens. The assignment of a meaning to the $\langle function \rangle$ is restricted to the current \TeX group level.
<code>\cs_set_nopar:cpx</code>	
<hr/>	
<code>\cs_set_protected:Npn</code>	<code>\cs_set_protected:Npn <function> <parameters> {<code>}</code>
<code>\cs_set_protected:cpn</code>	
<code>\cs_set_protected:Npx</code>	Sets $\langle function \rangle$ to expand to $\langle code \rangle$ as replacement text. Within the $\langle code \rangle$, the $\langle parameters \rangle$ ($\#1$, $\#2$, <i>etc.</i>) will be replaced by those absorbed by the function. The assignment of a meaning to the $\langle function \rangle$ is restricted to the current \TeX group level.
<code>\cs_set_protected:cpx</code>	The $\langle function \rangle$ will not expand within an x -type argument.
<hr/>	
<code>\cs_set_protected_nopar:Npn</code>	<code>\cs_set_protected_nopar:Npn <function> <parameters> {<code>}</code>
<code>\cs_set_protected_nopar:cpn</code>	
<code>\cs_set_protected_nopar:Npx</code>	
<code>\cs_set_protected_nopar:cpx</code>	Sets $\langle function \rangle$ to expand to $\langle code \rangle$ as replacement text. Within the $\langle code \rangle$, the $\langle parameters \rangle$ ($\#1$, $\#2$, <i>etc.</i>) will be replaced by those absorbed by the function. When the $\langle function \rangle$ is used the $\langle parameters \rangle$ absorbed cannot contain <code>\par</code> tokens. The assignment of a meaning to the $\langle function \rangle$ is restricted to the current \TeX group level. The $\langle function \rangle$ will not expand within an x -type argument.
<hr/>	
<code>\cs_gset:Npn</code>	<code>\cs_gset:Npn <function> <parameters> {<code>}</code>
<code>\cs_gset:cpn</code>	
<code>\cs_gset:Npx</code>	Globally sets $\langle function \rangle$ to expand to $\langle code \rangle$ as replacement text. Within the $\langle code \rangle$, the $\langle parameters \rangle$ ($\#1$, $\#2$, <i>etc.</i>) will be replaced by those absorbed by the function. The assignment of a meaning to the $\langle function \rangle$ is <i>not</i> restricted to the current \TeX group level: the assignment is global.
<code>\cs_gset:cpx</code>	
<hr/>	
<code>\cs_gset_nopar:Npn</code>	<code>\cs_gset_nopar:Npn <function> <parameters> {<code>}</code>
<code>\cs_gset_nopar:cpn</code>	
<code>\cs_gset_nopar:Npx</code>	Globally sets $\langle function \rangle$ to expand to $\langle code \rangle$ as replacement text. Within the $\langle code \rangle$, the $\langle parameters \rangle$ ($\#1$, $\#2$, <i>etc.</i>) will be replaced by those absorbed by the function. When the $\langle function \rangle$ is used the $\langle parameters \rangle$ absorbed cannot contain <code>\par</code> tokens. The assignment of a meaning to the $\langle function \rangle$ is <i>not</i> restricted to the current \TeX group level: the assignment is global.
<code>\cs_gset_nopar:cpx</code>	
<hr/>	
<code>\cs_gset_protected:Npn</code>	<code>\cs_gset_protected:Npn <function> <parameters> {<code>}</code>
<code>\cs_gset_protected:cpn</code>	
<code>\cs_gset_protected:Npx</code>	Globally sets $\langle function \rangle$ to expand to $\langle code \rangle$ as replacement text. Within the $\langle code \rangle$, the $\langle parameters \rangle$ ($\#1$, $\#2$, <i>etc.</i>) will be replaced by those absorbed by the function. The assignment of a meaning to the $\langle function \rangle$ is <i>not</i> restricted to the current \TeX group level: the assignment is global. The $\langle function \rangle$ will not expand within an x -type argument.
<code>\cs_gset_protected:cpx</code>	

<code>\cs_gset_protected_nopar:Npn</code>	<code>\cs_gset_protected_nopar:Npn <function> <parameters> {<code>}</code>
<code>\cs_gset_protected_nopar:cpn</code>	
<code>\cs_gset_protected_nopar:Npx</code>	
<code>\cs_gset_protected_nopar:cpx</code>	

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

3.3 Defining new functions using the signature

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

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

<code>\cs_new_nopar:Nn</code>	<code>\cs_new_nopar:Nn <function> {<code>}</code>
<code>\cs_new_nopar:(cn Nx cx)</code>	

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

<code>\cs_new_protected:Nn</code>	<code>\cs_new_protected:Nn <function> {<code>}</code>
<code>\cs_new_protected:(cn Nx cx)</code>	

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

<code>\cs_new_protected_nopar:Nn</code>	<code>\cs_new_protected_nopar:Nn <function> {<code>}</code>
<code>\cs_new_protected_nopar:(cn Nx cx)</code>	

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

<hr/> <code>\cs_set:Nn</code> <hr/> <code>\cs_set:(cn Nx cx)</code> <hr/>	<code>\cs_set:Nn <function> {<code>}</code> Sets <i><function></i> to expand to <i><code></i> as replacement text. Within the <i><code></i> , the number of <i><parameters></i> is detected automatically from the function signature. These <i><parameters></i> (<i>#1, #2, etc.</i>) will be replaced by those absorbed by the function. The assignment of a meaning to the <i><function></i> is restricted to the current \TeX group level.
<hr/> <code>\cs_set_nopar:Nn</code> <hr/> <code>\cs_set_nopar:(cn Nx cx)</code> <hr/>	<code>\cs_set_nopar:Nn <function> {<code>}</code> Sets <i><function></i> to expand to <i><code></i> as replacement text. Within the <i><code></i> , the number of <i><parameters></i> is detected automatically from the function signature. These <i><parameters></i> (<i>#1, #2, etc.</i>) will be replaced by those absorbed by the function. When the <i><function></i> is used the <i><parameters></i> absorbed cannot contain <code>\par</code> tokens. The assignment of a meaning to the <i><function></i> is restricted to the current \TeX group level.
<hr/> <code>\cs_set_protected:Nn</code> <hr/> <code>\cs_set_protected:(cn Nx cx)</code> <hr/>	<code>\cs_set_protected:Nn <function> {<code>}</code> Sets <i><function></i> to expand to <i><code></i> as replacement text. Within the <i><code></i> , the number of <i><parameters></i> is detected automatically from the function signature. These <i><parameters></i> (<i>#1, #2, etc.</i>) will be replaced by those absorbed by the function. The <i><function></i> will not expand within an x-type argument. The assignment of a meaning to the <i><function></i> is restricted to the current \TeX group level.
<hr/> <code>\cs_set_protected_nopar:Nn</code> <hr/> <code>\cs_set_protected_nopar:(cn Nx cx)</code> <hr/>	<code>\cs_set_protected_nopar:Nn <function> {<code>}</code> Sets <i><function></i> to expand to <i><code></i> as replacement text. Within the <i><code></i> , the number of <i><parameters></i> is detected automatically from the function signature. These <i><parameters></i> (<i>#1, #2, etc.</i>) will be replaced by those absorbed by the function. When the <i><function></i> is used the <i><parameters></i> absorbed cannot contain <code>\par</code> tokens. The <i><function></i> will not expand within an x-type argument. The assignment of a meaning to the <i><function></i> is restricted to the current \TeX group level.
<hr/> <code>\cs_gset:Nn</code> <hr/> <code>\cs_gset:(cn Nx cx)</code> <hr/>	<code>\cs_gset:Nn <function> {<code>}</code> Sets <i><function></i> to expand to <i><code></i> as replacement text. Within the <i><code></i> , the number of <i><parameters></i> is detected automatically from the function signature. These <i><parameters></i> (<i>#1, #2, etc.</i>) will be replaced by those absorbed by the function. The assignment of a meaning to the <i><function></i> is global.
<hr/> <code>\cs_gset_nopar:Nn</code> <hr/> <code>\cs_gset_nopar:(cn Nx cx)</code> <hr/>	<code>\cs_gset_nopar:Nn <function> {<code>}</code> Sets <i><function></i> to expand to <i><code></i> as replacement text. Within the <i><code></i> , the number of <i><parameters></i> is detected automatically from the function signature. These <i><parameters></i> (<i>#1, #2, etc.</i>) will be replaced by those absorbed by the function. When the <i><function></i> is used the <i><parameters></i> absorbed cannot contain <code>\par</code> tokens. The assignment of a meaning to the <i><function></i> is global.

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

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

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

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

<code>\cs_generate_from_arg_count:NNnn</code>	<code>\cs_generate_from_arg_count:NNnn <function> <creator> <number></code>
<code>\cs_generate_from_arg_count:(cNnn Ncnn)</code>	<code><code></code>

Updated: 2012-01-14

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

3.4 Copying control sequences

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

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

<code>\cs_new_eq:NN</code>	<code>\cs_new_eq:NN <cs₁> <cs₂></code>
<code>\cs_new_eq:(Nc cN cc)</code>	<code>\cs_new_eq:NN <cs₁> <token></code>

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

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

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

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

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

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

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

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

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

Updated: 2011-09-15

3.6 Showing control sequences

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

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

This function expands to the *meaning* of the $\langle control\ sequence \rangle$ control sequence. This will show the $\langle replacement\ text \rangle$ for a macro.

\TeX hackers note: This is \TeX 's `\meaning` primitive. The `c` variant correctly reports undefined arguments.

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

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

Displays the definition of the $\langle control\ sequence \rangle$ on the terminal.

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

Updated: 2012-09-09

3.7 Converting to and from control sequences

`\use:c` ★ `\use:c {⟨control sequence name⟩}`

Converts the given *⟨control sequence name⟩* into a single control sequence token. This process requires two expansions. 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, they will be of category code 10 (space), 11 (letter) or 12 (other), or a mixture of these.

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

`\use:c { a b c }`

and

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

would be equivalent to

`\abc`

after two expansions of `\use:c`.

`\cs_if_exist_use:N` ★ `\cs_if_exist_use:N ⟨control sequence⟩`

`\cs_if_exist_use:c` ★

New: 2012-11-10

Tests whether the *⟨control sequence⟩* is currently defined (whether as a function or another control sequence type), and if it does inserts the *⟨control sequence⟩* into the input stream.

`\cs_if_exist_use:NTF` ★

`\cs_if_exist_use:cTF` ★

New: 2012-11-10

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

Tests whether the *⟨control sequence⟩* is currently defined (whether as a function or another control sequence type), and if it does inserts the *⟨control sequence⟩* into the input stream followed by the *⟨true code⟩*.

`\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, they will be 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 sequence will *not* include the current escape token, cf. `\token_to_str:N`. Full expansion of this function requires exactly 2 expansion steps, and so an *x*-type expansion, or two *o*-type expansions will be required to convert the *<control sequence>* to a sequence of characters in the input stream. In most cases, an *f*-expansion will be correct as well, but this loses a space at the start of the result.

4 Using or removing tokens and arguments

Tokens in the input can be read and used or read and discarded. If one or more tokens are wrapped in braces then in absorbing them the outer set will be 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 the situation in force when first function absorbs the token).

```

\use:n ★ \use:n {\group_1}
\use:nn ★ \use:nn {\group_1} {\group_2}
\use:nnn ★ \use:nnn {\group_1} {\group_2} {\group_3}
\use:nnnn ★ \use:nnnn {\group_1} {\group_2} {\group_3} {\group_4}

```

As illustrated, these functions will absorb between one and four arguments, as indicated by the argument specifier. The braces surrounding each argument will be removed leaving the remaining tokens in the input stream. The category code of these tokens will also be 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 } }
```

will result in the input stream containing

```
abc { def }
```

i.e. only the outer braces will be removed.

<hr/>	
<code>\use_i:nn</code> ★	<code>\use_i:nn {<arg1>} {<arg2>}</code>
<code>\use_ii:nn</code> ★	
<hr/>	
	These functions absorb two arguments from the input stream. The function <code>\use_i:nn</code> discards the second argument, and leaves the content of the first argument in the input stream. <code>\use_ii:nn</code> discards the first argument and leaves the content of the second argument in the input stream. The category code of these tokens will also be fixed (if it has not already been by some other absorption). A single expansion is needed for the functions to take effect.
<hr/>	
<code>\use_i:nnn</code> ★	<code>\use_i:nnn {<arg1>} {<arg2>} {<arg3>}</code>
<code>\use_ii:nnn</code> ★	
<code>\use_iii:nnn</code> ★	
<hr/>	
	These functions absorb three arguments from the input stream. The function <code>\use_i:nnn</code> discards the second and third arguments, and leaves the content of the first argument in the input stream. <code>\use_ii:nnn</code> and <code>\use_iii:nnn</code> work similarly, leaving the content of second or third arguments in the input stream, respectively. The category code of these tokens will also be fixed (if it has not already been by some other absorption). A single expansion is needed for the functions to take effect.
<hr/>	
<code>\use_i:nnnn</code> ★	<code>\use_i:nnnn {<arg1>} {<arg2>} {<arg3>} {<arg4>}</code>
<code>\use_ii:nnnn</code> ★	
<code>\use_iii:nnnn</code> ★	
<code>\use_iv:nnnn</code> ★	
<hr/>	
	These functions absorb four arguments from the input stream. The function <code>\use_i:nnnn</code> discards the second, third and fourth arguments, and leaves the content of the first argument in the input stream. <code>\use_ii:nnnn</code> , <code>\use_iii:nnnn</code> and <code>\use_iv:nnnn</code> work similarly, leaving the content of second, third or fourth arguments in the input stream, respectively. The category code of these tokens will also be fixed (if it has not already been by some other absorption). A single expansion is needed for the functions to take effect.
<hr/>	
<code>\use_i_ii:nnn</code> ★	<code>\use_i_ii:nnn {<arg1>} {<arg2>} {<arg3>}</code>
<hr/>	
	This functions will absorb three arguments and leave the content of the first and second in the input stream. The category code of these tokens will also be fixed (if it has not already been by some other absorption). A single expansion is needed for the functions to take effect. An example:
	$\backslash use_i_ii:nnn \{ abc \} \{ \{ def \} \} \{ ghi \}$
	will result in the input stream containing
	$abc \{ def \}$
	<i>i.e.</i> the outer braces will be removed and the third group will be removed.

<code>\use_none:n</code>	★	<code>\use_none:n {⟨group₁⟩}</code>
<code>\use_none:nn</code>	★	
<code>\use_none:nnn</code>	★	These functions absorb between one and nine groups from the input stream, leaving nothing on the resulting input stream. These functions work after a single expansion.
<code>\use_none:nnnn</code>	★	One or more of the <code>n</code> arguments may be an unbraced single token (<i>i.e.</i> an <code>N</code> argument).
<code>\use_none:nnnnn</code>	★	
<code>\use_none:nnnnnn</code>	★	
<code>\use_none:nnnnnnn</code>	★	
<code>\use_none:nnnnnnnn</code>	★	

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

Updated: 2011-12-31 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.

4.1 Selecting tokens from delimited arguments

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

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

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

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

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.

5 Predicates and conditionals

L^AT_EX3 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 will turn 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 carry 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 will usually be 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 will always provide all three versions.

Important to note is that these branching conditionals with $\langle true\ code \rangle$ and/or $\langle false\ code \rangle$ 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 will be 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
} {\langle true code \rangle} {\langle false code \rangle}
```

For each predicate defined, a “branching conditional” will also exist 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 2ε`. Their use is discouraged in `expl3` (although still used in low-level definitions) because they are more fragile and in many cases require more expansion control (hence more code) than the two types of conditionals described above.

```
\c_true_bool
\c_false_bool
```

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

5.1 Tests on control sequences

<code>\cs_if_eq_p:NN</code>	★	<code>\cs_if_eq_p:NN {<cs₁>} {<cs₂>}</code>
<code>\cs_if_eq:NNTF</code>	★	<code>\cs_if_eq:NNTF {<cs₁>} {<cs₂>} {<true code>} {<false code>}</code>

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

<code>\cs_if_exist_p:N</code>	★	<code>\cs_if_exist_p:N <control sequence></code>
<code>\cs_if_exist_p:c</code>	★	<code>\cs_if_exist:NNTF <control sequence> {<true code>} {<false code>}</code>
<code>\cs_if_exist:NNTF</code>	★	Tests whether the <i><control sequence></i> is currently defined (whether as a function or another control sequence type). Any valid definition of <i><control sequence></i> will evaluate as true .
<code>\cs_if_exist:cTF</code>	★	

<code>\cs_if_free_p:N</code>	★	<code>\cs_if_free_p:N <control sequence></code>
<code>\cs_if_free_p:c</code>	★	<code>\cs_if_free:NNTF <control sequence> {<true code>} {<false code>}</code>
<code>\cs_if_free:NNTF</code>	★	Tests whether the <i><control sequence></i> is currently free to be defined. This test will be false if the <i><control sequence></i> currently exists (as defined by <code>\cs_if_exist:N</code>).
<code>\cs_if_free:cTF</code>	★	

5.2 Engine-specific conditionals

<code>\luatex_if_engine_p:</code>	★	<code>\luatex_if_engine:TF {<true code>} {<false code>}</code>
<code>\luatex_if_engine:TF</code>	★	Detects is the document is being compiled using LuaTeX.

Updated: 2011-09-06

<code>\pdftex_if_engine_p:</code>	★	<code>\pdftex_if_engine:TF {<true code>} {<false code>}</code>
<code>\pdftex_if_engine:TF</code>	★	Detects is the document is being compiled using pdfTeX.

Updated: 2011-09-06

<code>\xetex_if_engine_p:</code>	★	<code>\xetex_if_engine:TF {<true code>} {<false code>}</code>
<code>\xetex_if_engine:TF</code>	★	Detects is the document is being compiled using XeTeX.

Updated: 2011-09-06

5.3 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 will often contain 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 will prefix primitive conditionals with `\if_`.

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

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

<code>\if_meaning:w</code>	★	<code>\if_meaning:w <arg₁> <arg₂> <true code> \else: <false code> \fi:</code>
----------------------------	---	---

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

T_EXhackers note: This is T_EX's `\ifx`.

<code>\if:w</code>	★	<code>\if:w <token₁> <token₂> <true code> \else: <false code> \fi:</code>
<code>\if_charcode:w</code>	★	<code>\if_catcode:w <token₁> <token₂> <true code> \else: <false code> \fi:</code>
<code>\if_catcode:w</code>	★	These conditionals will expand any following tokens until two unexpandable tokens are left. If you wish to prevent this expansion, prefix the token in question with <code>\exp_not:N</code> . <code>\if_catcode:w</code> tests if the category codes of the two tokens are the same whereas <code>\if:w</code> tests if the character codes are identical. <code>\if_charcode:w</code> is an alternative name for <code>\if:w</code> .

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

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

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

6 Internal kernel functions

<code>__chk_if_exist_cs:N</code>	<code>__chk_if_exist_cs:N <cs></code>
<code>__chk_if_exist_cs:c</code>	This function checks that <i><cs></i> exists according to the criteria for <code>\cs_if_exist_p:N</code> , and if not raises a kernel-level error.

<hr/> <hr/>	<hr/>
<code>__chk_if_free_cs:N</code>	<code>__chk_if_free_cs:N <cs></code>
<code>__chk_if_free_cs:c</code>	This function checks that $\langle cs \rangle$ is free according to the criteria for <code>\cs_if_free_p:N</code> , and if not raises a kernel-level error.
<hr/> <hr/>	<hr/>
<code>__chk_if_exist_var:N</code>	<code>__chk_if_exist_var:N <var></code>
	This function checks that $\langle var \rangle$ is defined according to the criteria for <code>\cs_if_free_p:N</code> , and if not raises a kernel-level error. This function is only created if the package option <code>check-declarations</code> is active.
<hr/> <hr/>	<hr/>
<code>__cs_count_signature:N</code> ★	<code>__cs_count_signature:N <function></code>
<code>__cs_count_signature:c</code> ★	Splits the $\langle function \rangle$ into the $\langle name \rangle$ (<i>i.e.</i> the part before the colon) and the $\langle signature \rangle$ (<i>i.e.</i> after the colon). The $\langle number \rangle$ of tokens in the $\langle signature \rangle$ is then left in the input stream. If there was no $\langle signature \rangle$ then the result is the marker value -1 .
<hr/> <hr/>	<hr/>
<code>__cs_split_function:NN</code> ★	<code>__cs_split_function:NN <function> <processor></code>
	Splits the $\langle function \rangle$ into the $\langle name \rangle$ (<i>i.e.</i> the part before the colon) and the $\langle signature \rangle$ (<i>i.e.</i> after the colon). This information is then placed in the input stream after the $\langle processor \rangle$ function in three parts: the $\langle name \rangle$, the $\langle signature \rangle$ and a logic token indicating if a colon was found (to differentiate variables from function names). The $\langle name \rangle$ will not include the escape character, and both the $\langle name \rangle$ and $\langle signature \rangle$ are made up of tokens with category code 12 (other). The $\langle processor \rangle$ should be a function with argument specification <code>:nnN</code> (plus any trailing arguments needed).
<hr/> <hr/>	<hr/>
<code>__cs_get_function_name:N</code> ★	<code>__cs_get_function_name:N <function></code>
	Splits the $\langle function \rangle$ into the $\langle name \rangle$ (<i>i.e.</i> the part before the colon) and the $\langle signature \rangle$ (<i>i.e.</i> after the colon). The $\langle name \rangle$ is then left in the input stream without the escape character present made up of tokens with category code 12 (other).
<hr/> <hr/>	<hr/>
<code>__cs_get_function_signature:N</code> ★	<code>__cs_get_function_signature:N <function></code>
	Splits the $\langle function \rangle$ into the $\langle name \rangle$ (<i>i.e.</i> the part before the colon) and the $\langle signature \rangle$ (<i>i.e.</i> after the colon). The $\langle signature \rangle$ is then left in the input stream made up of tokens with category code 12 (other).
<hr/> <hr/>	<hr/>
<code>__cs_tmp:w</code>	Function used for various short-term usages, for instance defining functions whose definition involves tokens which are hard to insert normally (spaces, characters with category other).
<hr/> <hr/>	<hr/>
<code>__kernel_register_show:N</code>	<code>__kernel_register_show:N <register></code>
<code>__kernel_register_show:c</code>	Used to show the contents of a T _E X register at the terminal, formatted such that internal parts of the mechanism are not visible.

<code>_prg_case_end:nw</code> ★	<code>_prg_case_end:nw {<code>} <tokens> \q_mark {<true code>} \q_mark {<false code>} \q_stop</code>
------------------------------------	--

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

Part V

The l3expan package

Argument expansion

This module provides generic methods for expanding T_EX arguments in a systematic manner. The functions in this module all have prefix `exp`.

Not all possible variations are implemented for every base function. Instead only those that are used within the L^AT_EX3 kernel or otherwise seem to be of general interest are implemented. Consult the module description to find out which functions are actually defined. The next section explains how to define missing variants.

1 Defining new variants

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

Internally preprocessing of arguments is done with functions from the `\exp_` module. They all look alike, an example would be `\exp_args:NNo`. This function has three arguments, the first and the second are a single tokens, while the third argument should be given in braces. Applying `\exp_args:NNo` will expand 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_new_nopar:Npn \seq_gpush:No { \exp_args:NNo \seq_gpush:Nn }
```

Providing variants in this way in style files is uncritical as the `\cs_new_nopar:Npn` function will silently accept definitions whenever the new definition is identical to an already given one. 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

`\cs_generate_variant:Nn`

Updated: 2013-07-09

`\cs_generate_variant:Nn` $\langle parent\ control\ sequence \rangle$ $\{\langle variant\ argument\ specifiers \rangle\}$

This function is used to define argument-specifier variants of the $\langle parent\ control\ sequence \rangle$ for L^AT_EX3 code-level macros. The $\langle parent\ control\ sequence \rangle$ is first separated into the $\langle base\ name \rangle$ and $\langle original\ argument\ specifier \rangle$. The comma-separated list of $\langle variant\ argument\ specifiers \rangle$ is then used to define variants of the $\langle original\ argument\ specifier \rangle$ where these are not already defined. For each $\langle variant \rangle$ given, a function is created which will expand its arguments as detailed and pass them to the $\langle parent\ control\ sequence \rangle$. So for example

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

will create a new function `\foo:cn` which will expand its first argument into a control sequence name and pass the result to `\foo:Nn`. Similarly

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

would generate the functions `\foo:NV` and `\foo:cV` in the same way. The `\cs_generate_variant:Nn` function can only be applied if the $\langle parent\ control\ sequence \rangle$ is already defined. If the $\langle parent\ control\ sequence \rangle$ is protected then the new sequence will also be protected. The $\langle variant \rangle$ is created globally, as is any `\exp_args:N` $\langle variant \rangle$ function needed to carry out the expansion.

3 Introducing the variants

The available internal functions for argument expansion come in two flavours, some of them are faster than others. Therefore it is usually best to follow the following guidelines when defining new functions that are supposed to come with variant forms:

- Arguments that might need expansion should come first in the list of arguments to make processing faster.
- Arguments that should consist of single tokens should come first.
- Arguments that need full expansion (*i.e.*, are denoted with `x`) should be avoided if possible as they can not be processed expandably, *i.e.*, functions of this type will not work correctly in arguments that are themselves subject to `x` expansion.
- In general, unless in the last position, multi-token arguments `n`, `f`, and `o` will need special processing which is not fast. Therefore it is best to use the optimized functions, namely those that contain only `N`, `c`, `V`, and `v`, and, in the last position, `o`, `f`, with possible trailing `N` or `n`, which are not expanded.

The `V` type returns the value of a register, which can be one of `tl`, `num`, `int`, `skip`, `dim`, `toks`, or built-in T_EX registers. The `v` type is the same except it first creates a

control sequence out of its argument before returning the value. This recent addition to the argument specifiers may shake things up a bit as most places where `o` is used will be replaced by `V`. The documentation you are currently reading will therefore require a fair bit of re-writing.

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

The `f` type is so special that it deserves an example. Let's pretend we want to set the control sequence whose name is given by `b \l_tmpa_tl b` equal to the list of tokens `\aaa a`. Furthermore we want to store the execution of it in a `<tl var>`. In this example we assume `\l_tmpa_tl` contains the text string `lur`. The straightforward approach is

```
\tl_set:No \l_tmpb_tl { \tl_set:cn { b \l_tmpa_tl b } { \aaa a } }
```

Unfortunately this only puts `\exp_args:Nc \tl_set:Nn {b \l_tmpa_tl b} { \aaa a }` into `\l_tmpb_tl` and not `\tl_set:Nn \blurb { \aaa a }` as we probably wanted. Using `\tl_set:Nx` is not an option as that will die horribly. Instead we can do a

```
\tl_set:Nf \l_tmpb_tl { \tl_set:cn { b \l_tmpa_tl b } { \aaa a } }
```

which puts the desired result in `\l_tmpb_tl`. It requires `\tl_set:Nf` to be defined as

```
\cs_set_nopar:Npn \tl_set:Nf { \exp_args:NNf \tl_set:Nn }
```

If you use this type of expansion in conditional processing then you should stick to using TF type functions only as it does not try to finish any `\if... \fi`: itself!

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: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 will be left unchanged.

```
\exp_args:Nc ★ \exp_args:Nc <function> {<tokens>}
\exp_args:cc ★
```

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. (An internal error will occur if such a conversion is not possible). The result is inserted into the input stream *after* reinsertion of the `<function>`. Thus the `<function>` may take more than one argument: all others will be left unchanged.

The `:cc` variant constructs the `<function>` name in the same manner as described for the `<tokens>`.

<hr/> <hr/>	<hr/> <hr/>	<hr/> <hr/>
<code>\exp_args:Nv</code> ★	<code>\exp_args:Nv</code>	<code>\langle function \rangle \langle variable \rangle</code>
		This function absorbs two arguments (the names of the <code>\langle function \rangle</code> and the <code>\langle variable \rangle</code>). The content of the <code>\langle variable \rangle</code> are recovered and placed inside braces into the input stream <i>after</i> reinsertion of the <code>\langle function \rangle</code> . Thus the <code>\langle function \rangle</code> may take more than one argument: all others will be left unchanged.
<hr/> <hr/>	<hr/> <hr/>	<hr/> <hr/>
<code>\exp_args:Nv</code> ★	<code>\exp_args:Nv</code>	<code>\langle function \rangle {\langle tokens \rangle}</code>
		This function absorbs two arguments (the <code>\langle function \rangle</code> name and the <code>\langle tokens \rangle</code>). The <code>\langle tokens \rangle</code> are expanded until only characters remain, and are then turned into a control sequence. (An internal error will occur if such a conversion is not possible). This control sequence should be the name of a <code>\langle variable \rangle</code> . The content of the <code>\langle variable \rangle</code> are recovered and placed inside braces into the input stream <i>after</i> reinsertion of the <code>\langle function \rangle</code> . Thus the <code>\langle function \rangle</code> may take more than one argument: all others will be left unchanged.
<hr/> <hr/>	<hr/> <hr/>	<hr/> <hr/>
<code>\exp_args:Nf</code> ★	<code>\exp_args:Nf</code>	<code>\langle function \rangle {\langle tokens \rangle}</code>
		This function absorbs two arguments (the <code>\langle function \rangle</code> name and the <code>\langle tokens \rangle</code>). The <code>\langle tokens \rangle</code> are fully expanded until the first non-expandable token or space is found, and the result is inserted in braces into the input stream <i>after</i> reinsertion of the <code>\langle function \rangle</code> . Thus the <code>\langle function \rangle</code> may take more than one argument: all others will be left unchanged.
<hr/> <hr/>	<hr/> <hr/>	<hr/> <hr/>
<code>\exp_args:Nx</code>	<code>\exp_args:Nx</code>	<code>\langle function \rangle {\langle tokens \rangle}</code>
		This function absorbs two arguments (the <code>\langle function \rangle</code> name and the <code>\langle tokens \rangle</code>) and exhaustively expands the <code>\langle tokens \rangle</code> second. The result is inserted in braces into the input stream <i>after</i> reinsertion of the <code>\langle function \rangle</code> . Thus the <code>\langle function \rangle</code> may take more than one argument: all others will be left unchanged.

5 Manipulating two arguments

<hr/> <hr/>	<hr/> <hr/>	<hr/> <hr/>
<code>\exp_args:NNo</code>	★	<code>\exp_args:NNc</code>
<code>\exp_args:(NNv NNV NNf Nco Ncf)</code>	★	<code>\langle token_1 \rangle \langle token_2 \rangle {\langle tokens \rangle}</code>
<code>\exp_args:NNc</code>	★	
<code>\exp_args:Ncc</code>	★	
<code>\exp_args:NVV</code>	★	

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

<code>\exp_args:Nno</code>	★	<code>\exp_args:Noo</code> $\langle token \rangle$ $\{\langle tokens_1 \rangle\}$ $\{\langle tokens_2 \rangle\}$
<code>\exp_args:(NnV Nnf Noo Nof Nff Nfo)</code>	★	
<code>\exp_args:Noc</code>	★	
<code>\exp_args:Nnc</code>	★	

Updated: 2012-01-14

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 special (slower) processing.

<code>\exp_args:NNx</code>	<code>\exp_args:NNx</code> $\langle token_1 \rangle$ $\langle token_2 \rangle$ $\{\langle tokens \rangle\}$
<code>\exp_args:Ncx</code>	
<code>\exp_args:Nnx</code>	
<code>\exp_args:(Nox Nxo Nxx)</code>	

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

6 Manipulating three arguments

<code>\exp_args:NNNo</code>	★	<code>\exp_args:NNNo</code> $\langle token_1 \rangle$ $\langle token_2 \rangle$ $\langle token_3 \rangle$ $\{\langle tokens \rangle\}$
<code>\exp_args:(NNNV NcNo Ncco)</code>	★	
<code>\exp_args:Nccc</code>	★	
<code>\exp_args:NcNc</code>	★	

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

<code>\exp_args:NNoo</code>	★	<code>\exp_args:NNNo</code> $\langle token_1 \rangle$ $\langle token_2 \rangle$ $\langle token_3 \rangle$ $\{\langle tokens \rangle\}$
<code>\exp_args:NNno</code>	★	
<code>\exp_args:Nnno</code>	★	
<code>\exp_args:Nooo</code>	★	
<code>\exp_args:Nnnc</code>	★	

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

<code>\exp_args:NNnx</code>	<code>\exp_args:NNnx</code> $\langle token_1 \rangle$ $\langle token_2 \rangle$ $\{\langle tokens_1 \rangle\}$ $\{\langle tokens_2 \rangle\}$
<code>\exp_args:(NNox Ncnx)</code>	
<code>\exp_args:Nnnx</code>	
<code>\exp_args:(Nnox Noox)</code>	
<code>\exp_args:Nccx</code>	

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

7 Unbraced expansion

<code>\exp_last_unbraced:Nf</code>	★	<code>\exp_last_unbraced:Nno</code>	<code><token></code>	<code><tokens₁></code>	<code><tokens₂></code>
<code>\exp_last_unbraced:(NV No Nv)</code>	★				
<code>\exp_last_unbraced:Nco</code>	★				
<code>\exp_last_unbraced:(NcV NNV NNo)</code>	★				
<code>\exp_last_unbraced:Nno</code>	★				
<code>\exp_last_unbraced:(Noo Nfo)</code>	★				
<code>\exp_last_unbraced:NNNV</code>	★				
<code>\exp_last_unbraced:NNNo</code>	★				
<code>\exp_last_unbraced:NnNo</code>	★				

Updated: 2012-02-12

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

T_EXhackers 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 \mypkg_foo:w { } \q_stop` leads to an infinite loop, as the quark is f-expanded.

<code>\exp_last_unbraced:Nx</code>	<code>\exp_last_unbraced:Nx</code>	<code><function></code>	<code>{<tokens>}</code>
------------------------------------	------------------------------------	-------------------------------	-------------------------------

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

<code>\exp_last_two_unbraced:Noo</code>	★	<code>\exp_last_two_unbraced:Noo</code>	<code><token></code>	<code><tokens₁></code>	<code>{<tokens₂>}</code>
---	---	---	----------------------------	---	---

This function absorbs three arguments and expand 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.

<code>\exp_after:wN</code>	★	<code>\exp_after:wN</code>	<code><token₁></code>	<code><token₂></code>
----------------------------	---	----------------------------	--	--

Carries out a single expansion of `<token2>` (which may consume arguments) prior to the expansion of `<token1>`. If `<token2>` is a T_EX primitive, it will be executed rather than expanded, while if `<token2>` has not expansion (for example, if it is a character) then it will be left unchanged. It is important to notice that `<token1>` may be *any* single token, including group-opening and -closing tokens (`{` or `}` assuming normal T_EX category codes). Unless specifically required, expansion should be carried out using an appropriate argument specifier variant or the appropriate `\exp_arg:N` function.

T_EXhackers note: This is the T_EX 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 will not appear after the expansion has completed.

<hr/> <code>\exp_not:N</code> ★	<code>\exp_not:N</code> $\langle token \rangle$
	Prevents expansion of the $\langle token \rangle$ in a context where it would otherwise be expanded, for example an x -type argument.
	T_EXhackers note: This is the T _E X <code>\noexpand</code> primitive.
<hr/> <code>\exp_not:c</code> ★	<code>\exp_not:c</code> $\{\langle tokens \rangle\}$
	Expands the $\langle tokens \rangle$ until only unexpandable content remains, and then converts this into a control sequence. Further expansion of this control sequence is then inhibited.
<hr/> <code>\exp_not:n</code> ★	<code>\exp_not:n</code> $\{\langle tokens \rangle\}$
	Prevents expansion of the $\langle tokens \rangle$ in a context where they would otherwise be expanded, for example an x -type argument.
	T_EXhackers note: This is the ε -T _E X <code>\unexpanded</code> primitive. Hence its argument <i>must</i> be surrounded by braces.
<hr/> <code>\exp_not:V</code> ★	<code>\exp_not:V</code> $\langle variable \rangle$
	Recovers the content of the $\langle variable \rangle$, then prevents expansion of this material in a context where it would otherwise be expanded, for example an x -type argument.
<hr/> <code>\exp_not:v</code> ★	<code>\exp_not:v</code> $\{\langle tokens \rangle\}$
	Expands the $\langle tokens \rangle$ until only unexpandable content remains, and then converts this into a control sequence (which should be a $\langle variable \rangle$ name). The content of the $\langle variable \rangle$ is recovered, and further expansion is prevented in a context where it would otherwise be expanded, for example an x -type argument.
<hr/> <code>\exp_not:o</code> ★	<code>\exp_not:o</code> $\{\langle tokens \rangle\}$
	Expands the $\langle tokens \rangle$ once, then prevents any further expansion in a context where they would otherwise be expanded, for example an x -type argument.
<hr/> <code>\exp_not:f</code> ★	<code>\exp_not:f</code> $\{\langle tokens \rangle\}$
	Expands $\langle tokens \rangle$ fully until the first unexpandable token is found. Expansion then stops, and the result of the expansion (including any tokens which were not expanded) is protected from further expansion.

<code>\exp_stop_f:</code>	★	<code>\function:f</code> $\langle tokens \rangle$ <code>\exp_stop_f:</code> $\langle more\ tokens \rangle$
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Updated: 2011-06-03

This function terminates an `f`-type expansion. Thus if a function `\function:f` starts an `f`-type expansion and all of $\langle tokens \rangle$ are expandable `\exp_stop_f:` will terminate the expansion of tokens even if $\langle more\ tokens \rangle$ are also expandable. The function itself is an implicit space token. Inside an `x`-type expansion, it will retain its form, but when typeset it produces the underlying space (\sqcup).

9 Internal functions and variables

`\l__exp_internal_tl`

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

<code>\::n</code>	<code>\cs_set_nopar:Npn \exp_args:Ncof { \::c \::o \::f \::: }</code>
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<code>\::N</code>	Internal forms for the base expansion types. These names do <i>not</i> conform to the general L ^A T _E X3 approach as this makes them more readily visible in the log and so forth.
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<code>\::p</code>	
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<code>\::c</code>	
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<code>\::o</code>	
-------------------	--

<code>\::f</code>	
-------------------	--

<code>\::x</code>	
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<code>\::v</code>	
-------------------	--

<code>\::V</code>	
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<code>\:::</code>	
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Part VI

The l3prg package

Control structures

Conditional processing in L^AT_EX3 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 typical states returned are *⟨true⟩* and *⟨false⟩* but other states are possible, say an *⟨error⟩* state for erroneous input, *e.g.*, text as input in a function comparing integers.

L^AT_EX3 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. Important to note here is that the arguments are executed after exiting the underlying `\if... \fi:` structure.

1 Defining a set of conditional functions

```
\prg_new_conditional:Npnn
\prg_new_conditional:Nnn
\prg_set_conditional:Npnn
\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 will check for existing definitions and perform assignments globally (*cf.* `\cs_new:Npn`) whereas the **set** versions do no check and perform assignments locally (*cf.* `\cs_set:Npn`). The conditionals created are dependent on the comma-separated list of *⟨conditions⟩*, which should be one or more of `p`, `T`, `F` and `TF`.

```
\prg_new_protected_conditional:Npnn \prg_new_protected_conditional:Npnn \<name>:<arg spec> <parameters>
\prg_new_protected_conditional:Nnn {<conditions>} {<code>}
\prg_set_protected_conditional:Npnn \prg_new_protected_conditional:Nnn \<name>:<arg spec>
\prg_set_protected_conditional:Nnn {<conditions>} {<code>}
```

Updated: 2012-02-06

These functions create a family of protected conditionals using the same *{⟨code⟩}* to perform the test created. The *⟨code⟩* does not need to be expandable. The **new** version will check for existing definitions and perform assignments globally (*cf.* `\cs_new:Npn`) whereas the **set** version will 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 will not work properly for `protected` conditionals.
- `\<name>:<arg spec>T` — a function with one more argument than the original `<arg spec>` demands. The `<true branch>` code in this additional argument will be left on the input stream only if the test is `true`.
- `\<name>:<arg spec>F` — a function with one more argument than the original `<arg spec>` demands. The `<false branch>` code in this additional argument will be left on the input stream only if the test is `false`.
- `\<name>:<arg spec>TF` — a function with two more argument than the original `<arg spec>` demands. The `<true branch>` code in the first additional argument will be left on the input stream if the test is `true`, while the `<false branch>` code in the second argument will be left on the input stream if the test is `false`.

The `<code>` of the test may use `<parameters>` as specified by the second argument to `\prg_set_conditional:Npnn`: this should match the `<argument specification>` but this is not enforced. The `Nnn` versions infer the number of arguments from the argument specification given (cf. `\cs_new:Nn`, etc.). Within the `<code>`, the functions `\prg_return_true:` and `\prg_return_false:` are used to indicate the logical outcomes of the test.

An example can easily clarify matters here:

```
\prg_set_conditional:Npnn \foo_if_bar:NN #1#2 { p , T , TF }
{
  \if_meaning:w \l_tmpa_tl #1
    \prg_return_true:
  \else:
    \if_meaning:w \l_tmpa_tl #2
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  \fi:
}
```

This defines the function `\foo_if_bar_p:NN`, `\foo_if_bar:NNTF` and `\foo_if_bar:NNT` but not `\foo_if_bar:NNF` (because `F` is missing from the `<conditions>` list). The return statements take care of resolving the remaining `\else:` and `\fi:` before returning the state. There must be a return statement for each branch; failing to do so will result in erroneous output if that branch is executed.

<code>\prg_new_eq_conditional:NNn</code>	<code>\prg_new_eq_conditional:NNn \<name₁>:<arg spec₁> \<name₂>:<arg spec₂></code>
<code>\prg_set_eq_conditional:NNn</code>	<code>{<conditions>}</code>

These functions copies a family of conditionals. The **new** version will check for existing definitions (*cf.* `\cs_new:Npn`) whereas the **set** version will not (*cf.* `\cs_set:Npn`). The conditionals copied are depended on the comma-separated list of `<conditions>`, which should be one or more of **p**, **T**, **F** and **TF**.

<code>\prg_return_true: ★</code>	<code>\prg_return_true:</code>
<code>\prg_return_false: ★</code>	<code>\prg_return_false:</code>

These ‘return’ functions define the logical state of a conditional statement. They appear within the code for a conditional function generated by `\prg_set_conditional:Npnn`, *etc.*, to indicate when a true or false branch has been taken. While they may appear multiple times each within the code of such conditionals, the execution of the conditional must result in the expansion of one of these two functions *exactly once*.

The return functions trigger what is internally an f-expansion process to complete the evaluation of the conditional. Therefore, after `\prg_return_true:` or `\prg_return_false:` there must be no non-expandable material in the input stream for the remainder of the expansion of the conditional code. This includes other instances of either of these functions.

2 The boolean data type

This section describes a boolean data type which is closely connected to conditional processing as sometimes you want to execute some code depending on the value of a switch (*e.g.*, draft/final) and other times you perhaps want to use it as a predicate function in an `\if_predicate:w` test. The problem of the primitive `\if_false:` and `\if_true:` tokens is that it is not always safe to pass them around as they may interfere with scanning for termination of primitive conditional processing. Therefore, we employ two canonical booleans: `\c_true_bool` or `\c_false_bool`. Besides preventing problems as described above, it also allows us to implement a simple boolean parser supporting the logical operations And, Or, Not, *etc.* which can then be used on both the boolean type and predicate functions.

All conditional `\bool_` functions except assignments are expandable and expect the input to also be fully expandable (which will generally mean being constructed from predicate functions, possibly nested).

<code>\bool_new:N</code>	<code>\bool_new:N <boolean></code>
<code>\bool_new:c</code>	

Creates a new `<boolean>` or raises an error if the name is already taken. The declaration is global. The `<boolean>` will initially be **false**.

<code>\bool_set_false:N</code>	<code>\bool_set_false:N <boolean></code>
<code>\bool_set_false:c</code>	
<code>\bool_gset_false:N</code>	
<code>\bool_gset_false:c</code>	Sets <code><boolean></code> logically false .

<hr/> <code>\bool_set_true:N</code> <code>\bool_set_true:c</code> <code>\bool_gset_true:N</code> <code>\bool_gset_true:c</code> <hr/>	<code>\bool_set_true:N</code> $\langle boolean \rangle$ Sets $\langle boolean \rangle$ logically true.
<hr/> <code>\bool_set_eq:NN</code> <code>\bool_set_eq:(cN Nc cc)</code> <code>\bool_gset_eq:NN</code> <code>\bool_gset_eq:(cN Nc cc)</code> <hr/>	<code>\bool_set_eq:NN</code> $\langle boolean_1 \rangle$ $\langle boolean_2 \rangle$ Sets the content of $\langle boolean_1 \rangle$ equal to that of $\langle boolean_2 \rangle$.
<hr/> <code>\bool_set:Nn</code> <code>\bool_set:cn</code> <code>\bool_gset:Nn</code> <code>\bool_gset:cn</code> <hr/> Updated: 2012-07-08 <hr/>	<code>\bool_set:Nn</code> $\langle boolean \rangle$ $\{\langle boolexpr \rangle\}$ Evaluates the $\langle boolean \text{ expression} \rangle$ as described for <code>\bool_if:n(TF)</code> , and sets the $\langle boolean \rangle$ variable to the logical truth of this evaluation.
<hr/> <code>\bool_if_p:N</code> ★ <code>\bool_if_p:c</code> ★ <code>\bool_if:NTF</code> ★ <code>\bool_if:cTF</code> ★ <hr/>	<code>\bool_if_p:N</code> $\langle boolean \rangle$ <code>\bool_if:NTF</code> $\langle boolean \rangle$ $\{\langle true \text{ code} \rangle\}$ $\{\langle false \text{ code} \rangle\}$ Tests the current truth of $\langle boolean \rangle$, and continues expansion based on this result.
<hr/> <code>\bool_show:N</code> <code>\bool_show:c</code> <hr/> New: 2012-02-09 <hr/>	<code>\bool_show:N</code> $\langle boolean \rangle$ Displays the logical truth of the $\langle boolean \rangle$ on the terminal.
<hr/> <code>\bool_show:n</code> <hr/> New: 2012-02-09 Updated: 2012-07-08 <hr/>	<code>\bool_show:n</code> $\{\langle boolean \text{ expression} \rangle\}$ Displays the logical truth of the $\langle boolean \text{ expression} \rangle$ on the terminal.
<hr/> <code>\bool_if_exist_p:N</code> ★ <code>\bool_if_exist_p:c</code> ★ <code>\bool_if_exist:NTF</code> ★ <code>\bool_if_exist:cTF</code> ★ <hr/> New: 2012-03-03 <hr/>	<code>\bool_if_exist_p:N</code> $\langle boolean \rangle$ <code>\bool_if_exist:NTF</code> $\langle boolean \rangle$ $\{\langle true \text{ code} \rangle\}$ $\{\langle false \text{ code} \rangle\}$ Tests whether the $\langle boolean \rangle$ is currently defined. This does not check that the $\langle boolean \rangle$ really is a boolean variable.
<hr/> <code>\l_tmpa_bool</code> <code>\l_tmpb_bool</code> <hr/>	A scratch boolean for local assignment. It is never used by the kernel code, and so is safe for use with any L ^A T _E X3-defined function. However, it may be overwritten by other non-kernel code and so should only be used for short-term storage.
<hr/> <code>\g_tmpa_bool</code> <code>\g_tmpb_bool</code> <hr/>	A scratch boolean for global assignment. It is never used by the kernel code, and so is safe for use with any L ^A T _E X3-defined function. However, it may be overwritten by other non-kernel code and so should only be used for short-term storage.

3 Boolean expressions

As we have a boolean datatype and predicate functions returning boolean $\langle true \rangle$ or $\langle false \rangle$ values, it seems only fitting that we also provide a parser for $\langle boolean\ expressions \rangle$.

A boolean expression is an expression which given input in the form of predicate functions and boolean variables, return boolean $\langle true \rangle$ or $\langle false \rangle$. It supports the logical operations And, Or and Not as the well-known infix operators $\&\&$, $||$ and $!$ with their usual precedences. 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 } ||
  \int_compare_p:n { 1 = \error } % is skipped
) &&
! ( \int_compare_p:n { 2 = 4 } )
```

is a valid boolean expression. Note that minimal evaluation is carried out whenever possible so that whenever a truth value cannot be changed any more, the remaining tests within the current group are skipped.

$\backslash\text{bool_if_p:n}$ ★	$\backslash\text{bool_if_p:n} \{ \langle boolean\ expression \rangle \}$
$\backslash\text{bool_if:nTF}$ ★	$\backslash\text{bool_if:nTF} \{ \langle boolean\ expression \rangle \} \{ \langle true\ code \rangle \} \{ \langle false\ code \rangle \}$

Updated: 2012-07-08

Tests the current truth of $\langle boolean\ expression \rangle$, and continues expansion based on this result. The $\langle boolean\ expression \rangle$ should consist of a series of predicates or boolean variables with the logical relationship between these defined using $\&\&$ (“And”), $||$ (“Or”), $!$ (“Not”) and parentheses. Minimal evaluation is used in the processing, so that once a result is defined there is not further expansion of the tests. For example

```
\bool_if_p:n
{
  \int_compare_p:nNn { 1 } = { 1 }
  &&
  (
    \int_compare_p:nNn { 2 } = { 3 } ||
    \int_compare_p:nNn { 4 } = { 4 } ||
    \int_compare_p:nNn { 1 } = { \error } % is skipped
  )
  &&
  ! \int_compare_p:nNn { 2 } = { 4 }
}
```

will be **true** and will not evaluate $\backslash\text{int_compare_p:nNn} \{ 1 \} = \{ \text{\error} \}$. The logical Not applies to the next predicate or group.

<hr/>	
<code>\bool_not_p:n</code> ☆	<code>\bool_not_p:n {<boolean expression>}</code>
Updated: 2012-07-08	Function version of <code>!(<boolean expression>)</code> within a boolean expression.
<hr/>	
<code>\bool_xor_p:nn</code> ☆	<code>\bool_xor_p:nn {<boolexpr₁>} {<boolexpr₂>}</code>
Updated: 2012-07-08	Implements an “exclusive or” operation between two boolean expressions. There is no infix operation for this logical operator.
<hr/>	

4 Logical loops

Loops using either boolean expressions or stored boolean values.

<hr/>	
<code>\bool_do_until:Nn</code> ☆	<code>\bool_do_until:Nn <boolean> {<code>}</code>
<code>\bool_do_until:cn</code> ☆	Places the <code><code></code> in the input stream for T _E X to process, and then checks the logical value of the <code><boolean></code> . If it is <code>false</code> then the <code><code></code> will be inserted into the input stream again and the process will loop until the <code><boolean></code> is <code>true</code> .
<hr/>	
<code>\bool_do_while:Nn</code> ☆	<code>\bool_do_while:Nn <boolean> {<code>}</code>
<code>\bool_do_while:cn</code> ☆	Places the <code><code></code> in the input stream for T _E X to process, and then checks the logical value of the <code><boolean></code> . If it is <code>true</code> then the <code><code></code> will be inserted into the input stream again and the process will loop until the <code><boolean></code> is <code>false</code> .
<hr/>	
<code>\bool_until_do:Nn</code> ☆	<code>\bool_until_do:Nn <boolean> {<code>}</code>
<code>\bool_until_do:cn</code> ☆	This function firsts checks the logical value of the <code><boolean></code> . If it is <code>false</code> the <code><code></code> is placed in the input stream and expanded. After the completion of the <code><code></code> the truth of the <code><boolean></code> is re-evaluated. The process will then loop until the <code><boolean></code> is <code>true</code> .
<hr/>	
<code>\bool_while_do:Nn</code> ☆	<code>\bool_while_do:Nn <boolean> {<code>}</code>
<code>\bool_while_do:cn</code> ☆	This function firsts checks the logical value of the <code><boolean></code> . If it is <code>true</code> the <code><code></code> is placed in the input stream and expanded. After the completion of the <code><code></code> the truth of the <code><boolean></code> is re-evaluated. The process will then loop until the <code><boolean></code> is <code>false</code> .
<hr/>	
<code>\bool_do_until:nn</code> ☆	<code>\bool_do_until:nn {<boolean expression>} {<code>}</code>
Updated: 2012-07-08	Places the <code><code></code> in the input stream for T _E X to process, and then checks the logical value of the <code><boolean expression></code> as described for <code>\bool_if:nTF</code> . If it is <code>false</code> then the <code><code></code> will be inserted into the input stream again and the process will loop until the <code><boolean expression></code> evaluates to <code>true</code> .
<hr/>	
<code>\bool_do_while:nn</code> ☆	<code>\bool_do_while:nn {<boolean expression>} {<code>}</code>
Updated: 2012-07-08	Places the <code><code></code> in the input stream for T _E X to process, and then checks the logical value of the <code><boolean expression></code> as described for <code>\bool_if:nTF</code> . If it is <code>true</code> then the <code><code></code> will be inserted into the input stream again and the process will loop until the <code><boolean expression></code> evaluates to <code>false</code> .
<hr/>	

<hr/> <code>\bool_until_do:nn</code> ☆	<code>\bool_until_do:nn {\boolean expression} {\code}</code>
Updated: 2012-07-08	This function firsts checks the logical value of the <i>boolean expression</i> (as described for <code>\bool_if:nTF</code>). If it is false the <i>code</i> is placed in the input stream and expanded. After the completion of the <i>code</i> the truth of the <i>boolean expression</i> is re-evaluated. The process will then loop until the <i>boolean expression</i> is true .

<hr/> <code>\bool_while_do:nn</code> ☆	<code>\bool_while_do:nn {\boolean expression} {\code}</code>
Updated: 2012-07-08	This function firsts checks the logical value of the <i>boolean expression</i> (as described for <code>\bool_if:nTF</code>). If it is true the <i>code</i> is placed in the input stream and expanded. After the completion of the <i>code</i> the truth of the <i>boolean expression</i> is re-evaluated. The process will then loop until the <i>boolean expression</i> is false .

5 Producing multiple copies

<hr/> <code>\prg_replicate:nn</code> ☆	<code>\prg_replicate:nn {\integer expression} {\tokens}</code>
Updated: 2011-07-04	Evaluates the <i>integer expression</i> (which should be zero or positive) and creates the resulting number of copies of the <i>tokens</i> . The function is both expandable and safe for nesting. It yields its result after two expansion steps.

6 Detecting T_EX's mode

<hr/> <code>\mode_if_horizontal_p:</code> ☆	<code>\mode_if_horizontal_p:</code>
<code>\mode_if_horizontal:TF</code> ☆	<code>\mode_if_horizontal:TF {\true code} {\false code}</code>
	Detects if T _E X is currently in horizontal mode.

<hr/> <code>\mode_if_inner_p:</code> ☆	<code>\mode_if_inner_p:</code>
<code>\mode_if_inner:TF</code> ☆	<code>\mode_if_inner:TF {\true code} {\false code}</code>
	Detects if T _E X is currently in inner mode.

<hr/> <code>\mode_if_math_p:</code> ☆	<code>\mode_if_math:TF {\true code} {\false code}</code>
<code>\mode_if_math:TF</code> ☆	
Updated: 2011-09-05	Detects if T _E X is currently in maths mode.

<hr/> <code>\mode_if_vertical_p:</code> ☆	<code>\mode_if_vertical_p:</code>
<code>\mode_if_vertical:TF</code> ☆	<code>\mode_if_vertical:TF {\true code} {\false code}</code>
	Detects if T _E X is currently in vertical mode.

7 Primitive conditionals

<code>\if_predicate:w</code>	★	<code>\if_predicate:w <predicate> <true code> \else: <false code> \fi:</code>
------------------------------	---	---

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`.)

<code>\if_bool:N</code>	★	<code>\if_bool:N <boolean> <true code> \else: <false code> \fi:</code>
-------------------------	---	--

This function takes a boolean variable and branches according to the result.

8 Internal programming functions

<code>\group_align_safe_begin:</code>	★	<code>\group_align_safe_begin:</code>
<code>\group_align_safe_end:</code>	★	<code>...</code>
		<code>\group_align_safe_end:</code>

Updated: 2011-08-11

These functions are used to enclose material in a T_EX alignment environment within a specially-constructed group. This group is designed in such a way that it does not add brace groups to the output but does act as a group for the `&` token inside `\halign`. This is necessary to allow grabbing of tokens for testing purposes, as T_EX uses group level to determine the effect of alignment tokens. Without the special grouping, the use of a function such as `\peek_after:Nw` will result in a forbidden comparison of the internal `\endtemplate` token, yielding a fatal error. Each `\group_align_safe_begin:` must be matched by a `\group_align_safe_end:`, although this does not have to occur within the same function.

<code>\scan_align_safe_stop:</code>	<code>\scan_align_safe_stop:</code>
-------------------------------------	-------------------------------------

Updated: 2011-09-06

Stops T_EX's scanner looking for expandable control sequences at the beginning of an alignment cell. This function is required, for example, to obtain the expected output when testing `\mode_if_math:TF` at the start of a math array cell: placing `\scan_align_safe_stop:` before `\mode_if_math:TF` will give the correct result. This function does not destroy any kerning if used in other locations, but *does* render functions non-expandable.

T_EXhackers note: This is a protected version of `\prg_do_nothing:`, which therefore stops T_EX's scanner in the circumstances described without producing any affect on the output.

<code>__prg_variable_get_scope:N</code>	★	<code>__prg_variable_get_scope:N <variable></code>
--	---	---

Returns the scope (g for global, blank otherwise) for the *<variable>*.

<code>__prg_variable_get_type:N</code>	★	<code>__prg_variable_get_type:N <variable></code>
---	---	--

Returns the type of *<variable>* (tl, int, etc.)

<u><code>__prg_break_point:Nn</code></u> ★	<code>__prg_break_point:Nn \<type>_map_break: {tokens}</code> <p>Used to mark the end of a recursion or mapping: the functions <code>\<type>_map_break:</code> and <code>\<type>_map_break:n</code> use this to break out of the loop. After the loop ends, the <code><tokens></code> are inserted into the input stream. This occurs even if the break functions are <i>not</i> applied: <code>__prg_break_point:Nn</code> is functionally-equivalent in these cases to <code>\use_ii:nn</code>.</p>
<u><code>__prg_map_break:Nn</code></u> ★	<code>__prg_map_break:Nn \<type>_map_break: {<user code>}</code> <code>...</code> <code>__prg_break_point:Nn \<type>_map_break: {<ending code>}</code> <p>Breaks a recursion in mapping contexts, inserting in the input stream the <code><user code></code> after the <code><ending code></code> for the loop. The function breaks loops, inserting their <code><ending code></code>, until reaching a loop with the same <code><type></code> as its first argument. This <code>\<type>_map_break:</code> argument is simply used as a recognizable marker for the <code><type></code>.</p>
<u><code>\g__prg_map_int</code></u>	<p>This integer is used by non-expandable mapping functions to track the level of nesting in force. The functions <code>__prg_map_1:w</code>, <code>__prg_map_2:w</code>, <i>etc.</i>, labelled by <code>\g__prg_map_int</code> hold functions to be mapped over various list datatypes in inline and variable mappings.</p>
<u><code>__prg_break_point:</code></u> ★	<p>This copy of <code>\prg_do_nothing:</code> is used to mark the end of a fast short-term recursions: the function <code>__prg_break:n</code> uses this to break out of the loop.</p>
<u><code>__prg_break:</code></u> ★	<code>__prg_break:n {<tokens>} ... __prg_break_point:</code>
<u><code>__prg_break:n</code></u> ★	<p>Breaks a recursion which has no <code><ending code></code> and which is not a user-breakable mapping (see for instance <code>\prop_get:Nn</code>), and inserts <code><tokens></code> in the input stream.</p>

Part VII

The l3quark package

Quarks

1 Introduction to quarks and scan marks

Two special types of constants in L^AT_EX3 are “quarks” and “scan marks”. By convention all constants of type quark start out with `\q_`, and scan marks start with `\s_`. Scan marks are for internal use by the kernel: they are not intended for more general use.

1.1 Quarks

Quarks are control sequences that expand to themselves and should therefore *never* be executed directly in the code. This would result in an endless loop!

They are meant to be used as delimiter in weird functions, with the most command use case as 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

<u><code>\quark_new:N</code></u>	<code>\quark_new:N <quark></code> Creates a new <code><quark></code> which expands only to <code><quark></code> . The <code><quark></code> will be defined globally, and an error message will be raised if the name was already taken.
<u><code>\q_stop</code></u>	Used as a marker for delimited arguments, such as $\cs_set:Npn \tmp:w \#1\#2 \q_stop \{ \#1 \}$
<u><code>\q_mark</code></u>	Used as a marker for delimited arguments when <code>\q_stop</code> is already in use.
<u><code>\q_nil</code></u>	Quark to mark a null value in structured variables or functions. Used as an end delimiter when this may itself may need to be tested (in contrast to <code>\q_stop</code> , which is only ever used as a delimiter).
<u><code>\q_no_value</code></u>	A canonical value for a missing value, when one is requested from a data structure. This is therefore used as a “return” value by functions such as <code>\prop_get:NnN</code> if there is no data to return.

3 Quark tests

The method used to define quarks means that the single token (N) tests are faster than the multi-token (n) tests. The later should therefore only be used when the argument can definitely take more than a single token.

<u><code>\quark_if_nil_p:N</code> ★</u>	<code>\quark_if_nil_p:N <token></code>
<u><code>\quark_if_nil:NTF</code> ★</u>	<code>\quark_if_nil:NTF <token> {<true code>} {<false code>}</code>
	Tests if the <code><token></code> is equal to <code>\q_nil</code> .
<u><code>\quark_if_nil_p:n</code> ★</u>	<code>\quark_if_nil_p:n {<token list>}</code>
<u><code>\quark_if_nil_p:(o V)</code> ★</u>	<code>\quark_if_nil:NTF {<token list>} {<true code>} {<false code>}</code>
<u><code>\quark_if_nil:nTF</code> ★</u>	Tests if the <code><token list></code> contains only <code>\q_nil</code> (distinct from <code><token list></code> being empty or containing <code>\q_nil</code> plus one or more other tokens).
<u><code>\quark_if_nil:(o V)TF</code> ★</u>	
<u><code>\quark_if_no_value_p:N</code> ★</u>	<code>\quark_if_no_value_p:N <token></code>
<u><code>\quark_if_no_value_p:c</code> ★</u>	<code>\quark_if_no_value:NTF <token> {<true code>} {<false code>}</code>
<u><code>\quark_if_no_value:NTF</code> ★</u>	Tests if the <code><token></code> is equal to <code>\q_no_value</code> .
<u><code>\quark_if_no_value:cTF</code> ★</u>	
<u><code>\quark_if_no_value_p:n</code> ★</u>	<code>\quark_if_no_value_p:n {<token list>}</code>
<u><code>\quark_if_no_value:nTF</code> ★</u>	<code>\quark_if_no_value:NTF {<token list>} {<true code>} {<false code>}</code>
	Tests if the <code><token list></code> contains only <code>\q_no_value</code> (distinct from <code><token list></code> being empty or containing <code>\q_no_value</code> plus one or more other tokens).

4 Recursion

This module provides a uniform interface to intercepting and terminating loops as when one is doing tail recursion. The building blocks follow below and an example is shown in Section 5.

<code>\q_recursion_tail</code>	This quark is appended to the data structure in question and appears as a real element there. This means it gets any list separators around it.
--------------------------------	---

<code>\q_recursion_stop</code>	This quark is added <i>after</i> the data structure. Its purpose is to make it possible to terminate the recursion at any point easily.
--------------------------------	---

<code>\quark_if_recursion_tail_stop:N</code>	<code>\quark_if_recursion_tail_stop:N <token></code>
--	--

Tests if $\langle token \rangle$ contains only the marker `\q_recursion_tail`, and if so terminates the recursion this is part of using `\use_none_delimit_by_q_recursion_stop:w`. The recursion input must include the marker tokens `\q_recursion_tail` and `\q_recursion_stop` as the last two items.

<code>\quark_if_recursion_tail_stop:n</code>	<code>\quark_if_recursion_tail_stop:n {<token list>}</code>
<code>\quark_if_recursion_tail_stop:o</code>	

Updated: 2011-09-06

Tests if the $\langle token list \rangle$ contains only `\q_recursion_tail`, and if so terminates the recursion this is part of using `\use_none_delimit_by_q_recursion_stop:w`. The recursion input must include the marker tokens `\q_recursion_tail` and `\q_recursion_stop` as the last two items.

<code>\quark_if_recursion_tail_stop_do:Nn</code>	<code>\quark_if_recursion_tail_stop_do:Nn <token> {<insertion>}</code>
--	--

Tests if $\langle token \rangle$ contains only the marker `\q_recursion_tail`, and if so terminates the recursion this is part of using `\use_none_delimit_by_q_recursion_stop:w`. The recursion input must include the marker tokens `\q_recursion_tail` and `\q_recursion_stop` as the last two items. The $\langle insertion \rangle$ code is then added to the input stream after the recursion has ended.

<code>\quark_if_recursion_tail_stop_do:nn</code>	<code>\quark_if_recursion_tail_stop_do:nn {<token list>} {<insertion>}</code>
<code>\quark_if_recursion_tail_stop_do:on</code>	

Updated: 2011-09-06

Tests if the $\langle token list \rangle$ contains only `\q_recursion_tail`, and if so terminates the recursion this is part of using `\use_none_delimit_by_q_recursion_stop:w`. The recursion input must include the marker tokens `\q_recursion_tail` and `\q_recursion_stop` as the last two items. The $\langle insertion \rangle$ code is then added to the input stream after the recursion has ended.

5 An example of recursion with quarks

Quarks are mainly used internally in the `expl3` code to define recursion functions such as `\tl_map_inline:nn` and so on. Here is a small example to demonstrate how to use quarks in this fashion. We shall define a command called `\my_map_dbl:nn` which takes a token list and applies an operation to every *pair* of tokens. For example, `\my_map_dbl:nn {abcd} {[--#1--#2--]~}` would produce “`[-a-b-] [-c-d-]`”. Using quarks to define such functions simplifies their logic and ensures robustness in many cases.

Here’s the definition of `\my_map_dbl:nn`. First of all, define the function that will do 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.

```

1 \cs_new:Npn \my_map_dbl:nn #1#2
2   {
3     \cs_set:Npn \__my_map_dbl_fn:nn ##1 ##2 {#2}
4     \__my_map_dbl:nn #1 \q_recursion_tail \q_recursion_tail
5     \q_recursion_stop
6   }

```

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.

```

7 \cs_new:Nn \__my_map_dbl:nn
8   {
9     \quark_if_recursion_tail_stop:n {#1}
10    \quark_if_recursion_tail_stop:n {#2}
11    \__my_map_dbl_fn:nn {#1} {#2}

```

Finally, recurse:

```

12    \__my_map_dbl:nn
13  }

```

Note that contrarily to L^AT_EX3 built-in mapping functions, this mapping function cannot be nested, since the second map will overwrite the definition of `__my_map_dbl_fn:nn`.

6 Internal quark functions

```

\__quark_if_recursion_tail_break:NN \__quark_if_recursion_tail_break:nN {\token list}
\__quark_if_recursion_tail_break:nN \<type>_map_break:

```

Tests if `\token list` contains only `\q_recursion_tail`, and if so terminates the recursion using `\<type>_map_break:.` The recursion end should be marked by `\prg_break_point:Nn \<type>_map_break:.`

7 Scan marks

Scan marks are control sequences set equal to `\scan_stop:`, hence will never expand in an expansion context and will be (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`).

The scan marks system is only for internal use by the kernel team in a small number of very specific places. These functions should not be used more generally.

<code>__scan_new:N</code>	<code>__scan_new:N</code> $\langle scan\ mark \rangle$
----------------------------	---

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

<code>\s__stop</code>	Used at the end of a set of instructions, as a marker that can be jumped to using <code>__use_none_delimit_by_s__stop:w</code> .
-----------------------	---

<code>__use_none_delimit_by_s__stop:w</code>	<code>__use_none_delimit_by_s__stop:w</code> $\langle tokens \rangle$ <code>\s__stop</code>
---	--

Removes the $\langle tokens \rangle$ and `\s__stop` from the input stream. This leads to a low-level `TEX` error if `\s__stop` is absent.

Part VIII

The l3token package

Token manipulation

This module deals with tokens. Now this is perhaps not the most precise description so let's try with a better description: When programming in T_EX, 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 will have two primary function categories: `\token_` for anything that deals with tokens and `\peek_` for looking ahead in the token stream.

Most of the time we will be using the term “token” but most of the time the function we're describing can equally well be used on a control sequence as such one is one token as well.

We shall refer to list of tokens as `tlists` and such lists represented by a single control sequence is a “token list variable” `tl var`. Functions for these two types are found in the `l3tl` module.

1 All possible tokens

Let us start by reviewing every case that a given token can fall into. It is very important to distinguish two aspects of a token: its meaning, and what it looks like.

For instance, `\if:w`, `\if_charcode:w`, and `\tex_if:D` are three for the same internal operation of T_EX, namely the primitive testing the next two characters for equality of their character code. They behave identically in many situations. However, T_EX distinguishes them when searching for a delimited argument. Namely, the example function `\show_until_if:w` defined below will take 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
```

2 Character tokens

<code>\char_set_catcode_escape:N</code>	<code>\char_set_catcode_letter:N</code> $\langle character \rangle$
<code>\char_set_catcode_group_begin:N</code>	
<code>\char_set_catcode_group_end:N</code>	
<code>\char_set_catcode_math_toggle:N</code>	
<code>\char_set_catcode_alignment:N</code>	
<code>\char_set_catcode_end_line:N</code>	
<code>\char_set_catcode_parameter:N</code>	
<code>\char_set_catcode_math_superscript:N</code>	
<code>\char_set_catcode_math_subscript:N</code>	
<code>\char_set_catcode_ignore:N</code>	
<code>\char_set_catcode_space:N</code>	
<code>\char_set_catcode_letter:N</code>	
<code>\char_set_catcode_other:N</code>	
<code>\char_set_catcode_active:N</code>	
<code>\char_set_catcode_comment:N</code>	
<code>\char_set_catcode_invalid:N</code>	

Sets the category code of the $\langle character \rangle$ to that indicated in the function name. Depending on the current category code of the $\langle token \rangle$ the escape token may also be needed:

`\char_set_catcode_other:N \%`

The assignment is local.

<code>\char_set_catcode_escape:n</code>	<code>\char_set_catcode_letter:n</code> $\{ \langle integer\ expression \rangle \}$
<code>\char_set_catcode_group_begin:n</code>	
<code>\char_set_catcode_group_end:n</code>	
<code>\char_set_catcode_math_toggle:n</code>	
<code>\char_set_catcode_alignment:n</code>	
<code>\char_set_catcode_end_line:n</code>	
<code>\char_set_catcode_parameter:n</code>	
<code>\char_set_catcode_math_superscript:n</code>	
<code>\char_set_catcode_math_subscript:n</code>	
<code>\char_set_catcode_ignore:n</code>	
<code>\char_set_catcode_space:n</code>	
<code>\char_set_catcode_letter:n</code>	
<code>\char_set_catcode_other:n</code>	
<code>\char_set_catcode_active:n</code>	
<code>\char_set_catcode_comment:n</code>	
<code>\char_set_catcode_invalid:n</code>	

Sets the category code of the $\langle character \rangle$ which has character code as given by the $\langle integer\ expression \rangle$. This version can be used to set up characters which cannot otherwise be given (*cf.* the N-type variants). The assignment is local.

<hr/> <hr/> <code>\char_set_catcode:nn</code>	<code>\char_set_catcode:nn {⟨integer₁⟩} {⟨integer₂⟩}</code>
	These functions set the category code of the <i>⟨character⟩</i> which has character code as given by the <i>⟨integer expression⟩</i> . The first <i>⟨integer expression⟩</i> is the character code and the second is the category code to apply. The setting applies within the current T _E X group. In general, the symbolic functions <code>\char_set_catcode_⟨type⟩</code> should be preferred, but there are cases where these lower-level functions may be useful.
<hr/> <hr/> <code>\char_value_catcode:n</code> ★	<code>\char_value_catcode:n {⟨integer expression⟩}</code>
	Expands to the current category code of the <i>⟨character⟩</i> with character code given by the <i>⟨integer expression⟩</i> .
<hr/> <hr/> <code>\char_show_value_catcode:n</code>	<code>\char_show_value_catcode:n {⟨integer expression⟩}</code>
	Displays the current category code of the <i>⟨character⟩</i> with character code given by the <i>⟨integer expression⟩</i> on the terminal.
<hr/> <hr/> <code>\char_set_lccode:nn</code>	<code>\char_set_lccode:nn {⟨integer₁⟩} {⟨integer₂⟩}</code>
	Sets up the behaviour of the <i>⟨character⟩</i> when found inside <code>\tl_to_lowercase:n</code> , such that <i>⟨character₁⟩</i> will be converted into <i>⟨character₂⟩</i> . The two <i>⟨characters⟩</i> may be specified using an <i>⟨integer expression⟩</i> for the character code concerned. This may include the T _E X ‘ <i>⟨character⟩</i> ’ method for converting a single character into its character code: <pre> \char_set_lccode:nn { ‘\A } { ‘\a } % Standard behaviour \char_set_lccode:nn { ‘\A } { ‘\A + 32 } \char_set_lccode:nn { 50 } { 60 } </pre> The setting applies within the current T _E X group.
<hr/> <hr/> <code>\char_value_lccode:n</code> ★	<code>\char_value_lccode:n {⟨integer expression⟩}</code>
	Expands to the current lower case code of the <i>⟨character⟩</i> with character code given by the <i>⟨integer expression⟩</i> .
<hr/> <hr/> <code>\char_show_value_lccode:n</code>	<code>\char_show_value_lccode:n {⟨integer expression⟩}</code>
	Displays the current lower case code of the <i>⟨character⟩</i> with character code given by the <i>⟨integer expression⟩</i> on the terminal.

<hr/> <hr/>	<code>\char_set_uccode:nn {⟨intexpr₁⟩} {⟨intexpr₂⟩}</code>
	Sets up the behaviour of the <i>⟨character⟩</i> when found inside <code>\tl_to_uppercase:n</code> , such that <i>⟨character₁⟩</i> will be converted into <i>⟨character₂⟩</i> . The two <i>⟨characters⟩</i> may be specified using an <i>⟨integer expression⟩</i> for the character code concerned. This may include the T _E X ‘ <i>⟨character⟩</i> ’ method for converting a single character into its character code:
	<pre> \char_set_uccode:nn { ‘\a } { ‘\A } % Standard behaviour \char_set_uccode:nn { ‘\A } { ‘\A - 32 } \char_set_uccode:nn { 60 } { 50 } </pre>
	The setting applies within the current T _E X group.
<hr/> <hr/>	<code>\char_value_uccode:n ★ {⟨integer expression⟩}</code>
	Expands to the current upper case code of the <i>⟨character⟩</i> with character code given by the <i>⟨integer expression⟩</i> .
<hr/> <hr/>	<code>\char_show_value_uccode:n</code>
	Displays the current upper case code of the <i>⟨character⟩</i> with character code given by the <i>⟨integer expression⟩</i> on the terminal.
<hr/> <hr/>	<code>\char_set_mathcode:nn {⟨intexpr₁⟩} {⟨intexpr₂⟩}</code>
	This function sets up the math code of <i>⟨character⟩</i> . The <i>⟨character⟩</i> is specified as an <i>⟨integer expression⟩</i> which will be used as the character code of the relevant character. The setting applies within the current T _E X group.
<hr/> <hr/>	<code>\char_value_mathcode:n ★ {⟨integer expression⟩}</code>
	Expands to the current math code of the <i>⟨character⟩</i> with character code given by the <i>⟨integer expression⟩</i> .
<hr/> <hr/>	<code>\char_show_value_mathcode:n</code> <code>\char_show_value_mathcode:n {⟨integer expression⟩}</code>
	Displays the current math code of the <i>⟨character⟩</i> with character code given by the <i>⟨integer expression⟩</i> on the terminal.
<hr/> <hr/>	<code>\char_set_sfcode:nn {⟨intexpr₁⟩} {⟨intexpr₂⟩}</code>
	This function sets up the space factor for the <i>⟨character⟩</i> . The <i>⟨character⟩</i> is specified as an <i>⟨integer expression⟩</i> which will be used as the character code of the relevant character. The setting applies within the current T _E X group.
<hr/> <hr/>	<code>\char_value_sfcode:n ★ {⟨integer expression⟩}</code>
	Expands to the current space factor for the <i>⟨character⟩</i> with character code given by the <i>⟨integer expression⟩</i> .

<hr/> <hr/>	
<code>\char_show_value_sfcode:n</code>	<code>\char_show_value_sfcode:n {\langle integer expression \rangle}</code>
	Displays the current space factor for the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ on the terminal.
<hr/>	
<code>\l_char_active_seq</code>	Used to track which tokens will require special handling at the document level as they are of category $\langle active \rangle$ (catcode 13). Each entry in the sequence consists of a single active character. Active tokens should be added to the sequence when they are defined for general document use.
<hr/>	
New: 2012-01-23	
<hr/>	
<code>\l_char_special_seq</code>	Used to track which tokens will require special handling when working with verbatim-like material at the document level as they are not of categories $\langle letter \rangle$ (catcode 11) or $\langle other \rangle$ (catcode 12). Each entry in the sequence consists of a single escaped token, for example <code>\</code> for the backslash or <code>\{</code> for an opening brace. Escaped tokens should be added to the sequence when they are defined for general document use.
<hr/>	
New: 2012-01-23	
<hr/>	

3 Generic tokens

<hr/> <hr/>	
<code>\token_new:Nn</code>	<code>\token_new:Nn \langle token_1 \rangle {\langle token_2 \rangle}</code>
	Defines $\langle token_1 \rangle$ to globally be a snapshot of $\langle token_2 \rangle$. This will be an implicit representation of $\langle token_2 \rangle$.
<hr/>	
<code>\c_group_begin_token</code> <code>\c_group_end_token</code> <code>\c_math_toggle_token</code> <code>\c_alignment_token</code> <code>\c_parameter_token</code> <code>\c_math_superscript_token</code> <code>\c_math_subscript_token</code> <code>\c_space_token</code>	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.
<hr/>	
<code>\c_catcode_letter_token</code> <code>\c_catcode_other_token</code>	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.
<hr/>	
<code>\c_catcode_active_tl</code>	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.
<hr/>	

4 Converting tokens

<code>\token_to_meaning:N</code>	★	<code>\token_to_meaning:N</code>	$\langle token \rangle$
<code>\token_to_meaning:c</code>	★		

Inserts the current meaning of the $\langle token \rangle$ into the input stream as a series of characters of category code 12 (other). This will be the primitive \TeX description of the $\langle token \rangle$, thus for example both functions defined by `\cs_set_nopar:Npn` and token list variables defined using `\tl_new:N` will be described as macros.

\TeX hackers note: This is the \TeX primitive `\meaning`.

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

Converts the given $\langle token \rangle$ into a series of characters with category code 12 (other). The current escape character will be the first character in the sequence, although this will also have category code 12 (the escape character is part of the $\langle token \rangle$). This function requires only a single expansion.

\TeX hackers note: `\token_to_str:N` is the \TeX primitive `\string` renamed.

5 Token conditionals

<code>\token_if_group_begin_p:N</code>	★	<code>\token_if_group_begin_p:N</code>	$\langle token \rangle$
<code>\token_if_group_begin:NTF</code>	★	<code>\token_if_group_begin:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if $\langle token \rangle$ has the category code of a begin group token (`{` when normal \TeX category codes are in force). Note that an explicit begin group token cannot be tested in this way, as it is not a valid N-type argument.

<code>\token_if_group_end_p:N</code>	★	<code>\token_if_group_end_p:N</code>	$\langle token \rangle$
<code>\token_if_group_end:NTF</code>	★	<code>\token_if_group_end:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if $\langle token \rangle$ has the category code of an end group token (`}` when normal \TeX category codes are in force). Note that an explicit end group token cannot be tested in this way, as it is not a valid N-type argument.

<code>\token_if_math_toggle_p:N</code>	★	<code>\token_if_math_toggle_p:N</code>	$\langle token \rangle$
<code>\token_if_math_toggle:NTF</code>	★	<code>\token_if_math_toggle:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if $\langle token \rangle$ has the category code of a math shift token (`$` when normal \TeX category codes are in force).

<code>\token_if_alignment_p:N</code>	★	<code>\token_if_alignment_p:N</code>	$\langle token \rangle$
<code>\token_if_alignment:NTF</code>	★	<code>\token_if_alignment:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if $\langle token \rangle$ has the category code of an alignment token (`&` when normal \TeX category codes are in force).

<code>\token_if_parameter_p:N</code>	★	<code>\token_if_parameter_p:N</code>	$\langle token \rangle$
<code>\token_if_parameter:NTF</code>	★	<code>\token_if_alignment:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if $\langle token \rangle$ has the category code of a macro parameter token (# when normal T_EX category codes are in force).

<code>\token_if_math_superscript_p:N</code>	★	<code>\token_if_math_superscript_p:N</code>	$\langle token \rangle$
<code>\token_if_math_superscript:NTF</code>	★	<code>\token_if_math_superscript:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if $\langle token \rangle$ has the category code of a superscript token (^ when normal T_EX category codes are in force).

<code>\token_if_math_subscript_p:N</code>	★	<code>\token_if_math_subscript_p:N</code>	$\langle token \rangle$
<code>\token_if_math_subscript:NTF</code>	★	<code>\token_if_math_subscript:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if $\langle token \rangle$ has the category code of a subscript token (_ when normal T_EX category codes are in force).

<code>\token_if_space_p:N</code>	★	<code>\token_if_space_p:N</code>	$\langle token \rangle$
<code>\token_if_space:NTF</code>	★	<code>\token_if_space:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if $\langle token \rangle$ has the category code of a space token. Note that an explicit space token with character code 32 cannot be tested in this way, as it is not a valid N-type argument.

<code>\token_if_letter_p:N</code>	★	<code>\token_if_letter_p:N</code>	$\langle token \rangle$
<code>\token_if_letter:NTF</code>	★	<code>\token_if_letter:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if $\langle token \rangle$ has the category code of a letter token.

<code>\token_if_other_p:N</code>	★	<code>\token_if_other_p:N</code>	$\langle token \rangle$
<code>\token_if_other:NTF</code>	★	<code>\token_if_other:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if $\langle token \rangle$ has the category code of an “other” token.

<code>\token_if_active_p:N</code>	★	<code>\token_if_active_p:N</code>	$\langle token \rangle$
<code>\token_if_active:NTF</code>	★	<code>\token_if_active:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if $\langle token \rangle$ has the category code of an active character.

<code>\token_if_eq_catcode_p:NN</code>	★	<code>\token_if_eq_catcode_p:NN</code>	$\langle token_1 \rangle$ $\langle token_2 \rangle$
<code>\token_if_eq_catcode:NNTF</code>	★	<code>\token_if_eq_catcode:NNTF</code>	$\langle token_1 \rangle$ $\langle token_2 \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if the two $\langle tokens \rangle$ have the same category code.

<code>\token_if_eq_charcode_p:NN</code>	★	<code>\token_if_eq_charcode_p:NN</code>	$\langle token_1 \rangle$ $\langle token_2 \rangle$
<code>\token_if_eq_charcode:NNTF</code>	★	<code>\token_if_eq_charcode:NNTF</code>	$\langle token_1 \rangle$ $\langle token_2 \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if the two $\langle tokens \rangle$ have the same character code.

<code>\token_if_eq_meaning_p:NN</code>	★	<code>\token_if_eq_meaning_p:NN</code>	$\langle token_1 \rangle$	$\langle token_2 \rangle$
<code>\token_if_eq_meaning:NNTF</code>	★	<code>\token_if_eq_meaning:NNTF</code>	$\langle token_1 \rangle$	$\langle token_2 \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

Tests if the two $\langle tokens \rangle$ have the same meaning when expanded.

<code>\token_if_macro_p:N</code>	★	<code>\token_if_macro_p:N</code>	$\langle token \rangle$
<code>\token_if_macro:NNTF</code>	★	<code>\token_if_macro:NNTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

Updated: 2011-05-23

Tests if the $\langle token \rangle$ is a \TeX macro.

<code>\token_if_cs_p:N</code>	★	<code>\token_if_cs_p:N</code>	$\langle token \rangle$
<code>\token_if_cs:NNTF</code>	★	<code>\token_if_cs:NNTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

Tests if the $\langle token \rangle$ is a control sequence.

<code>\token_if_expandable_p:N</code>	★	<code>\token_if_expandable_p:N</code>	$\langle token \rangle$
<code>\token_if_expandable:NNTF</code>	★	<code>\token_if_expandable:NNTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

Tests if the $\langle token \rangle$ is expandable. This test returns $\langle false \rangle$ for an undefined token.

<code>\token_if_long_macro_p:N</code>	★	<code>\token_if_long_macro_p:N</code>	$\langle token \rangle$
<code>\token_if_long_macro:NNTF</code>	★	<code>\token_if_long_macro:NNTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

Updated: 2012-01-20

Tests if the $\langle token \rangle$ is a long macro.

<code>\token_if_protected_macro_p:N</code>	★	<code>\token_if_protected_macro_p:N</code>	$\langle token \rangle$
<code>\token_if_protected_macro:NNTF</code>	★	<code>\token_if_protected_macro:NNTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

Updated: 2012-01-20

Tests if the $\langle token \rangle$ is a protected macro: a macro which is both protected and long will return logical **false**.

<code>\token_if_protected_long_macro_p:N</code>	★	<code>\token_if_protected_long_macro_p:N</code>	$\langle token \rangle$
<code>\token_if_protected_long_macro:NNTF</code>	★	<code>\token_if_protected_long_macro:NNTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

Updated: 2012-01-20

Tests if the $\langle token \rangle$ is a protected long macro.

<code>\token_if_chardef_p:N</code>	★	<code>\token_if_chardef_p:N</code>	$\langle token \rangle$
<code>\token_if_chardef:NNTF</code>	★	<code>\token_if_chardef:NNTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

Updated: 2012-01-20

Tests if the $\langle token \rangle$ is defined to be a chardef.

\TeX hackers note: Booleans, boxes and small integer constants are implemented as chardefs.

<code>\token_if_mathchardef_p:N</code>	★	<code>\token_if_mathchardef_p:N</code>	$\langle token \rangle$
<code>\token_if_mathchardef:NTF</code>	★	<code>\token_if_mathchardef:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Updated: 2012-01-20

Tests if the $\langle token \rangle$ is defined to be a mathchardef.

<code>\token_if_dim_register_p:N</code>	★	<code>\token_if_dim_register_p:N</code>	$\langle token \rangle$
<code>\token_if_dim_register:NTF</code>	★	<code>\token_if_dim_register:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Updated: 2012-01-20

Tests if the $\langle token \rangle$ is defined to be a dimension register.

<code>\token_if_int_register_p:N</code>	★	<code>\token_if_int_register_p:N</code>	$\langle token \rangle$
<code>\token_if_int_register:NTF</code>	★	<code>\token_if_int_register:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Updated: 2012-01-20

Tests if the $\langle token \rangle$ is defined to be a integer register.

TeXhackers note: Constant integers may be implemented as integer registers, chardefs, or mathchardefs depending on their value.

<code>\token_if_muskip_register_p:N</code>	★	<code>\token_if_muskip_register_p:N</code>	$\langle token \rangle$
<code>\token_if_muskip_register:NTF</code>	★	<code>\token_if_muskip_register:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

New: 2012-02-15

Tests if the $\langle token \rangle$ is defined to be a muskip register.

<code>\token_if_skip_register_p:N</code>	★	<code>\token_if_skip_register_p:N</code>	$\langle token \rangle$
<code>\token_if_skip_register:NTF</code>	★	<code>\token_if_skip_register:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Updated: 2012-01-20

Tests if the $\langle token \rangle$ is defined to be a skip register.

<code>\token_if_toks_register_p:N</code>	★	<code>\token_if_toks_register_p:N</code>	$\langle token \rangle$
<code>\token_if_toks_register:NTF</code>	★	<code>\token_if_toks_register:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Updated: 2012-01-20

Tests if the $\langle token \rangle$ is defined to be a toks register (not used by L^AT_EX3).

<code>\token_if_primitive_p:N</code>	★	<code>\token_if_primitive_p:N</code>	$\langle token \rangle$
<code>\token_if_primitive:NTF</code>	★	<code>\token_if_primitive:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Updated: 2011-05-23

Tests if the $\langle token \rangle$ is an engine primitive.

6 Peeking ahead at the next token

There is often a need to look ahead at the next token in the input stream while leaving it in place. This is handled using the “peek” functions. The generic `\peek_after:Nw` is provided along with a family of predefined tests for common cases. As peeking ahead does *not* skip spaces the predefined tests include both a space-respecting and space-skipping version.

`\peek_after:Nw`

`\peek_after:Nw <function> <token>`

Locally sets the test variable `\l_peek_token` equal to `<token>` (as an implicit token, *not* as a token list), and then expands the `<function>`. The `<token>` will remain in the input stream as the next item after the `<function>`. The `<token>` here may be `\`, `{` or `}` (assuming normal T_EX 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>` will remain in the input stream as the next item after the `<function>`. The `<token>` here may be `\`, `{` or `}` (assuming normal T_EX category codes), *i.e.* it is not necessarily the next argument which would be grabbed by a normal function.

`\l_peek_token`

Token set by `\peek_after:Nw` and available for testing as described above.

`\g_peek_token`

Token set by `\peek_gafter:Nw` and available for testing as described above.

`\peek_catcode:NTF`

`\peek_catcode:NTF <test token> {<true code>} {<false code>}`

Updated: 2012-12-20

Tests if the next `<token>` in the input stream has the same category code as the `<test token>` (as defined by the test `\token_if_eq_catcode:NNTF`). Spaces are respected by the test and the `<token>` will be left in the input stream after the `<true code>` or `<false code>` (as appropriate to the result of the test).

`\peek_catcode_ignore_spaces:NTF`

`\peek_catcode_ignore_spaces:NTF <test token> {<true code>} {<false code>}`

Updated: 2012-12-20

Tests if the next non-space `<token>` in the input stream has the same category code as the `<test token>` (as defined by the test `\token_if_eq_catcode:NNTF`). Explicit and implicit space tokens (with character code 32 and category code 10) are ignored and removed by the test and the `<token>` will be 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>* will be removed from the input stream if the test is true. The function will then place 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>* will be removed from the input stream if the test is true. The function will then place 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>* will be 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>* will be 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>* will be removed from the input stream if the test is true. The function will then place either the *<true code>* or *<false code>* in the input stream (as appropriate to the result of the test).

<code>\peek_charcode_remove_ignore_spaces:NTF</code>	<code>\peek_charcode_remove_ignore_spaces:NTF <test token> {<true code>} {<false code>}</code>
--	--

Updated: 2012-12-20

Tests if the next non-space *<token>* in the input stream has the same character code as the *<test token>* (as defined by the test `\token_if_eq_charcode:NNTF`). Explicit and implicit space tokens (with character code 32 and category code 10) are ignored and removed by the test and the *<token>* will be removed from the input stream if the test is true. The function will then place either the *<true code>* or *<false code>* in the input stream (as appropriate to the result of the test).

<code>\peek_meaning:NTF</code>	<code>\peek_meaning:NTF <test token> {<true code>} {<false code>}</code>
--------------------------------	--

Updated: 2011-07-02

Tests if the next *<token>* in the input stream has the same meaning as the *<test token>* (as defined by the test `\token_if_eq_meaning:NNTF`). Spaces are respected by the test and the *<token>* will be left in the input stream after the *<true code>* or *<false code>* (as appropriate to the result of the test).

<code>\peek_meaning_ignore_spaces:NTF</code>	<code>\peek_meaning_ignore_spaces:NTF <test token> {<true code>} {<false code>}</code>
--	--

Updated: 2012-12-05

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>* will be left in the input stream after the *<true code>* or *<false code>* (as appropriate to the result of the test).

<code>\peek_meaning_remove:NTF</code>	<code>\peek_meaning_remove:NTF <test token> {<true code>} {<false code>}</code>
---------------------------------------	---

Updated: 2011-07-02

Tests if the next *<token>* in the input stream has the same meaning as the *<test token>* (as defined by the test `\token_if_eq_meaning:NNTF`). Spaces are respected by the test and the *<token>* will be removed from the input stream if the test is true. The function will then place either the *<true code>* or *<false code>* in the input stream (as appropriate to the result of the test).

<code>\peek_meaning_remove_ignore_spaces:NTF</code>	<code>\peek_meaning_remove_ignore_spaces:NTF <test token> {<true code>} {<false code>}</code>
---	---

Updated: 2012-12-05

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>* will be removed from the input stream if the test is true. The function will then place either the *<true code>* or *<false code>* in the input stream (as appropriate to the result of the test).

7 Decomposing a macro definition

These functions decompose \TeX macros into their constituent parts: if the $\langle token \rangle$ passed is not a macro then no decomposition can occur. In the later case, all three functions leave $\text{\textbackslashscan_stop}$: in the input stream.

$\text{\textbackslash token_get_arg_spec:N}$ ★	$\text{\textbackslash token_get_arg_spec:N}$ $\langle token \rangle$
---	---

If the $\langle token \rangle$ is a macro, this function will leave the primitive \TeX argument specification in input stream as a string of tokens of category code 12 (with spaces having category code 10). Thus for example for a token $\text{\textbackslash next}$ defined by

$\text{\cs_set:Npn \next \#1\#2 \{ x \#1 y \#2 \}}$

will leave \#1\#2 in the input stream. If the $\langle token \rangle$ is not a macro then $\text{\textbackslashscan_stop}$: will be left in the input stream.

\TeX hackers note: If the arg spec. contains the string \rightarrow , then the $\text{\textbackslash spec}$ function will produce incorrect results.

$\text{\textbackslash token_get_replacement_spec:N}$ ★	$\text{\textbackslash token_get_replacement_spec:N}$ $\langle token \rangle$
---	---

If the $\langle token \rangle$ is a macro, this function will leave the replacement text in input stream as a string of tokens of category code 12 (with spaces having category code 10). Thus for example for a token $\text{\textbackslash next}$ defined by

$\text{\cs_set:Npn \next \#1\#2 \{ x \#1~y \#2 \}}$

will leave x\#1 y\#2 in the input stream. If the $\langle token \rangle$ is not a macro then $\text{\textbackslashscan_stop}$: will be left in the input stream.

\TeX hackers note: If the arg spec. contains the string \rightarrow , then the $\text{\textbackslash spec}$ function will produce incorrect results.

$\text{\textbackslash token_get_prefix_spec:N}$ ★	$\text{\textbackslash token_get_prefix_spec:N}$ $\langle token \rangle$
--	--

If the $\langle token \rangle$ is a macro, this function will leave the \TeX prefixes applicable in input stream as a string of tokens of category code 12 (with spaces having category code 10). Thus for example for a token $\text{\textbackslash next}$ defined by

$\text{\cs_set:Npn \next \#1\#2 \{ x \#1~y \#2 \}}$

will leave $\text{\textbackslash long}$ in the input stream. If the $\langle token \rangle$ is not a macro then $\text{\textbackslashscan_stop}$: will be left in the input stream

Part IX

The l3int package

Integers

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

1 Integer expressions

`\int_eval:n` ★ `\int_eval:n {⟨integer expression⟩}`

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

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

and

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

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

T_EXhackers note: Exactly two expansions are needed to evaluate `\int_eval:n`. The result is *not* an *⟨internal integer⟩*, and therefore requires suitable termination if used in a T_EX-style integer assignment.

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

Updated: 2012-09-26

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

<hr/> <code>\int_div_round:nn</code> ★ <hr/>	<code>\int_div_round:nn {\langle integer \rangle_1} {\langle integer \rangle_2}</code>
Updated: 2012-09-26	Evaluates the two $\langle integer expressions \rangle$ 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 <code>/</code> directly in an $\langle integer expression \rangle$. The result is left in the input stream as an $\langle integer denotation \rangle$ after two expansions.

<hr/> <code>\int_div_truncate:nn</code> ★ <hr/>	<code>\int_div_truncate:nn {\langle integer \rangle_1} {\langle integer \rangle_2}</code>
Updated: 2012-02-09	Evaluates the two $\langle integer expressions \rangle$ as described earlier, then divides the first value by the second, and rounds the result towards zero. Note that division using <code>/</code> rounds the result. The result is left in the input stream as an $\langle integer denotation \rangle$ after two expansions.

<hr/> <code>\int_max:nn</code> ★	<code>\int_max:nn {\langle integer \rangle_1} {\langle integer \rangle_2}</code>
<code>\int_min:nn</code> ★	<code>\int_min:nn {\langle integer \rangle_1} {\langle integer \rangle_2}</code>
Updated: 2012-09-26	Evaluates the $\langle integer expressions \rangle$ as described for <code>\int_eval:n</code> and leaves either the larger or smaller value in the input stream as an $\langle integer denotation \rangle$ after two expansions.

<hr/> <code>\int_mod:nn</code> ★ <hr/>	<code>\int_mod:nn {\langle integer \rangle_1} {\langle integer \rangle_2}</code>
Updated: 2012-09-26	Evaluates the two $\langle integer expressions \rangle$ as described earlier, then calculates the integer remainder of dividing the first expression by the second. This is obtained by subtracting <code>\int_div_truncate:nn {\langle integer \rangle_1} {\langle integer \rangle_2}</code> times $\langle integer \rangle_2$ from $\langle integer \rangle_1$. Thus, the result has the same sign as $\langle integer \rangle_1$ and its absolute value is strictly less than that of $\langle integer \rangle_2$. The result is left in the input stream as an $\langle integer denotation \rangle$ after two expansions.

2 Creating and initialising integers

<hr/> <code>\int_new:N</code> <code>\int_new:c</code> <hr/>	<code>\int_new:N \langle integer \rangle</code>
	Creates a new $\langle integer \rangle$ or raises an error if the name is already taken. The declaration is global. The $\langle integer \rangle$ will initially be equal to 0.
<hr/> <code>\int_const:Nn</code> <code>\int_const:cn</code> <hr/>	<code>\int_const:Nn \langle integer \rangle {\langle integer expression \rangle}</code>
Updated: 2011-10-22	Creates a new constant $\langle integer \rangle$ or raises an error if the name is already taken. The value of the $\langle integer \rangle$ will be set globally to the $\langle integer expression \rangle$.
<hr/> <code>\int_zero:N</code> <code>\int_zero:c</code> <code>\int_gzero:N</code> <code>\int_gzero:c</code> <hr/>	<code>\int_zero:N \langle integer \rangle</code>
	Sets $\langle integer \rangle$ 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` $\langle integer \rangle$

Ensures that the $\langle integer \rangle$ exists globally by applying `\int_new:N` if necessary, then applies `\int_(g)zero:N` to leave the $\langle integer \rangle$ 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` $\langle integer_1 \rangle$ $\langle integer_2 \rangle$

Sets the content of $\langle integer_1 \rangle$ equal to that of $\langle integer_2 \rangle$.

```

\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` $\langle int \rangle$

`\int_if_exist:NTF` $\langle int \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests whether the $\langle int \rangle$ is currently defined. This does not check that the $\langle int \rangle$ 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` $\langle integer \rangle$ $\{\langle integer expression \rangle\}$

Adds the result of the $\langle integer expression \rangle$ to the current content of the $\langle integer \rangle$.

```

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

```

`\int_decr:N` $\langle integer \rangle$

Decreases the value stored in $\langle integer \rangle$ by 1.

```

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

```

`\int_incr:N` $\langle integer \rangle$

Increases the value stored in $\langle integer \rangle$ by 1.

```

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

```

Updated: 2011-10-22

`\int_set:Nn` $\langle integer \rangle$ $\{\langle integer expression \rangle\}$

Sets $\langle integer \rangle$ to the value of $\langle integer expression \rangle$, which must evaluate to an integer (as described for `\int_eval:n`).

<code>\int_sub:Nn</code>	<code>\int_sub:Nn <integer> {\integer expression}</code>
<code>\int_sub:cn</code>	
<code>\int_gsub:Nn</code>	Subtracts the result of the <i><integer expression></i> from the current content of the <i><integer></i> .
<code>\int_gsub:cn</code>	

Updated: 2011-10-22

4 Using integers

<code>\int_use:N</code>	<code>\int_use:N <integer></code>
<code>\int_use:c</code>	

Updated: 2011-10-22

Recovers the content of an *<integer>* and places it directly in the input stream. An error will be 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`).

T_EXhackers note: `\int_use:N` is the T_EX primitive `\the`: this is one of several L^AT_EX3 names for this primitive.

5 Integer expression conditionals

<code>\int_compare_p:nNn</code>	<code>\int_compare_p:nNn {\intexpr₁} <relation> {\intexpr₂}</code>
<code>\int_compare:nNnTF</code>	<code>\int_compare:nNnTF</code>

`{\intexpr1} <relation> {\intexpr2}`
`{\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	<

```

\int_compare_p:n ★ \int_compare_p:n
\int_compare:nTF ★ {
    <intexpr1> <relation1>
    ...
    <intexprN> <relationN>
    <intexprN+1>
}
\int_compare:nTF
{
    <intexpr1> <relation1>
    ...
    <intexprN> <relationN>
    <intexprN+1>
}
{<true code>} {<false code>}

```

Updated: 2013-01-13

This function evaluates the *<integer expressions>* as described for `\int_eval:n` and compares consecutive result using the corresponding *<relation>*, namely it compares *<intexpr₁>* and *<intexpr₂>* using the *<relation₁>*, then *<intexpr₂>* and *<intexpr₃>* using the *<relation₂>*, 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	!=

<code>\int_case:nnTF</code> ★	<code>\int_case:nnTF {<test integer expression>}</code>
<small>New: 2013-07-24</small>	<code>{</code> <code> {<intexpr case₁>} {<code case₁>}</code> <code> {<intexpr case₂>} {<code case₂>}</code> <code> ...</code> <code> {<intexpr case_n>} {<code case_n>}</code> <code>}</code> <code>{<true code>}</code> <code>{<false code>}</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. 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! }
```

will leave “Medium” in the input stream.

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

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

6 Integer expression loops

<code>\int_do_until:nNnn</code> ☆	<code>\int_do_until:nNnn {<intexpr₁>} <relation> {<intexpr₂>} {<code>}</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>* will be inserted into the input stream again and a loop will occur until the *<relation>* is **true**.

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

7 Integer step functions

`\int_step_function:nnnN` ☆

New: 2012-06-04
Updated: 2014-05-30

`\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]
```

`\int_step_inline:nnnn`

New: 2012-06-04
Updated: 2014-05-30

`\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*).

`\int_step_variable:nnnNn`

New: 2012-06-04
Updated: 2014-05-30

`\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*.

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 {⟨integer expression⟩}`

`\int_to_Alph:n` ★

Updated: 2011-09-17

Evaluates the *⟨integer expression⟩* and converts the result into a series of letters, which are then left in the input stream. The conversion rule uses the 26 letters of the English alphabet, in order, adding letters when necessary to increase the total possible range of representable numbers. Thus

`\int_to_alph:n { 1 }`

places a in the input stream,

`\int_to_alph:n { 26 }`

is represented as z and

`\int_to_alph:n { 27 }`

is converted to aa. For conversions using other alphabets, use `\int_to_symbols:nnn` to define an alphabet-specific function. The basic `\int_to_alph:n` and `\int_to_Alph:n` functions should not be modified. The resulting tokens are digits with category code 12 (other) and letters with category code 11 (letter).

`\int_to_symbols:nnn` ★

Updated: 2011-09-17

`\int_to_symbols:nnn`
`{⟨integer expression⟩} {⟨total symbols⟩}`
`⟨value to symbol mapping⟩`

This is the low-level function for conversion of an *⟨integer expression⟩* into a symbolic form (which will often be 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` ★ `\int_to_bin:n {⟨integer expression⟩}`

New: 2014-02-11

Calculates the value of the *⟨integer expression⟩* and places the binary representation of the result in the input stream.

<hr/>	
<code>\int_to_hex:n</code> ★	<code>\int_to_hex:n {⟨integer expression⟩}</code>
<code>\int_to_Hex:n</code> ★	
<hr/> New: 2014-02-11 <hr/>	Calculates the value of the <i>⟨integer expression⟩</i> and places the hexadecimal (base 16) representation of the result in the input stream. Letters are used for digits beyond 9: lower case letters for <code>\int_to_hex:n</code> and upper case ones for <code>\int_to_Hex:n</code> . The resulting tokens are digits with category code 12 (other) and letters with category code 11 (letter).
<hr/>	
<code>\int_to_oct:n</code> ★	<code>\int_to_oct:n {⟨integer expression⟩}</code>
<hr/> New: 2014-02-11 <hr/>	Calculates the value of the <i>⟨integer expression⟩</i> and places the octal (base 8) representation of the result in the input stream. The resulting tokens are digits with category code 12 (other) and letters with category code 11 (letter).
<hr/>	
<code>\int_to_base:nn</code> ★	<code>\int_to_base:nn {⟨integer expression⟩} {⟨base⟩}</code>
<code>\int_to_Base:nn</code> ★	
<hr/> Updated: 2014-02-11 <hr/>	Calculates the value of the <i>⟨integer expression⟩</i> and converts it into the appropriate representation in the <i>⟨base⟩</i> ; the later may be given as an integer expression. For bases greater than 10 the higher “digits” are represented by letters from the English alphabet: lower case letters for <code>\int_to_base:n</code> and upper case ones for <code>\int_to_Base:n</code> . The maximum <i>⟨base⟩</i> value is 36. The resulting tokens are digits with category code 12 (other) and letters with category code 11 (letter).
 TeXhackers note: This is a generic version of <code>\int_to_bin:n</code> , <i>etc.</i>	
<hr/>	
<code>\int_to_roman:n</code> ★	<code>\int_to_roman:n {⟨integer expression⟩}</code>
<code>\int_to_Roman:n</code> ★	
<hr/> Updated: 2011-10-22 <hr/>	Places the value of the <i>⟨integer expression⟩</i> in the input stream as Roman numerals, either lower case (<code>\int_to_roman:n</code>) or upper case (<code>\int_to_Roman:n</code>). The Roman numerals are letters with category code 11 (letter).

9 Converting from other formats to integers

<hr/>	
<code>\int_from_alph:n</code> ★	<code>\int_from_alph:n {⟨letters⟩}</code>
<hr/> Updated: 2014-08-25 <hr/>	Converts the <i>⟨letters⟩</i> into the integer (base 10) representation and leaves this in the input stream. The <i>⟨letters⟩</i> are first converted to a string, with no expansion. Lower and upper case letters from the English alphabet may be used, with “a” equal to 1 through to “z” equal to 26. The function also accepts a leading sign, made of + and -. This is the inverse function of <code>\int_to_alph:n</code> and <code>\int_to_Alph:n</code> .
<hr/>	
<code>\int_from_bin:n</code> ★	<code>\int_from_bin:n {⟨binary number⟩}</code>
<hr/> New: 2014-02-11 Updated: 2014-08-25 <hr/>	Converts the <i>⟨binary number⟩</i> into the integer (base 10) representation and leaves this in the input stream. The <i>⟨binary number⟩</i> is first converted to a string, with no expansion. The function accepts a leading sign, made of + and -, followed by binary digits. This is the inverse function of <code>\int_to_bin:n</code> .

<hr/> <code>\int_from_hex:n</code> ★ <hr/> <div> <div>New: 2014-02-11</div> <div>Updated: 2014-08-25</div> </div> <hr/>	<code>\int_from_hex:n {⟨hexadecimal number⟩}</code> Converts the <i>⟨hexadecimal number⟩</i> into the integer (base 10) representation and leaves this in the input stream. Digits greater than 9 may be represented in the <i>⟨hexadecimal number⟩</i> by upper or lower case letters. The <i>⟨hexadecimal number⟩</i> is first converted to a string, with no expansion. The function also accepts a leading sign, made of + and -. This is the inverse function of <code>\int_to_hex:n</code> and <code>\int_to_Hex:n</code> .
<hr/> <code>\int_from_oct:n</code> ★ <hr/> <div> <div>New: 2014-02-11</div> <div>Updated: 2014-08-25</div> </div> <hr/>	<code>\int_from_oct:n {⟨octal number⟩}</code> Converts the <i>⟨octal number⟩</i> into the integer (base 10) representation and leaves this in the input stream. The <i>⟨octal number⟩</i> is first converted to a string, with no expansion. The function accepts a leading sign, made of + and -, followed by octal digits. This is the inverse function of <code>\int_to_oct:n</code> .
<hr/> <code>\int_from_roman:n</code> ★ <hr/> <div> <div>Updated: 2014-08-25</div> </div> <hr/>	<code>\int_from_roman:n {⟨roman numeral⟩}</code> Converts the <i>⟨roman numeral⟩</i> into the integer (base 10) representation and leaves this in the input stream. The <i>⟨roman numeral⟩</i> is first converted to a string, with no expansion. The <i>⟨roman numeral⟩</i> may be in upper or lower case; if the numeral contains characters besides <code>mdclxvi</code> or <code>MDCLXVI</code> then the resulting value will be -1. This is the inverse function of <code>\int_to_roman:n</code> and <code>\int_to_Roman:n</code> .
<hr/> <code>\int_from_base:nn</code> ★ <hr/> <div> <div>Updated: 2014-08-25</div> </div> <hr/>	<code>\int_from_base:nn {⟨number⟩} {⟨base⟩}</code> Converts the <i>⟨number⟩</i> expressed in <i>⟨base⟩</i> into the appropriate value in base 10. The <i>⟨number⟩</i> is first converted to a string, with no expansion. The <i>⟨number⟩</i> should consist of digits and letters (either lower or upper case), plus optionally a leading sign. The maximum <i>⟨base⟩</i> value is 36. This is the inverse function of <code>\int_to_base:nn</code> and <code>\int_to_Base:nn</code> .

10 Viewing integers

<hr/> <code>\int_show:N</code> <code>\int_show:c</code> <hr/>	<code>\int_show:N ⟨integer⟩</code> Displays the value of the <i>⟨integer⟩</i> on the terminal.
<hr/> <code>\int_show:n</code> <hr/> <div> <div>New: 2011-11-22</div> <div>Updated: 2012-05-27</div> </div> <hr/>	<code>\int_show:n {⟨integer expression⟩}</code> Displays the result of evaluating the <i>⟨integer expression⟩</i> on the terminal.

11 Constant integers

`\c_minus_one`
`\c_zero`
`\c_one`
`\c_two`
`\c_three`
`\c_four`
`\c_five`
`\c_six`
`\c_seven`
`\c_eight`
`\c_nine`
`\c_ten`
`\c_eleven`
`\c_twelve`
`\c_thirteen`
`\c_fourteen`
`\c_fifteen`
`\c_sixteen`
`\c_thirty_two`
`\c_one_hundred`
`\c_two_hundred_fifty_five`
`\c_two_hundred_fifty_six`
`\c_one_thousand`
`\c_ten_thousand`

Integer values used with primitive tests and assignments: self-terminating nature makes these more convenient and faster than literal numbers.

`\c_max_int`

The maximum value that can be stored as an integer.

`\c_max_register_int`

Maximum number of registers.

12 Scratch integers

`\l_tmpa_int`
`\l_tmpb_int`

Scratch integer for local assignment. These are never used by the kernel code, and so are safe for use with any L^AT_EX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

`\g_tmpa_int`
`\g_tmpb_int`

Scratch integer for global assignment. These are never used by the kernel code, and so are safe for use with any L^AT_EX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

13 Primitive conditionals

<code>\if_int_compare:w</code>	★	<code>\if_int_compare:w</code>	$\langle integer_1 \rangle$	$\langle relation \rangle$	$\langle integer_2 \rangle$
			$\langle true\ code \rangle$		
		<code>\else:</code>			
			$\langle false\ code \rangle$		
		<code>\fi:</code>			

Compare two integers using $\langle relation \rangle$, which must be one of =, < or > with category code 12. The `\else:` branch is optional.

T_EXhackers note: These are both names for the T_EX primitive `\ifnum`.

<code>\if_case:w</code>	★	<code>\if_case:w</code>	$\langle integer \rangle$	$\langle case_0 \rangle$
<code>\or:</code>	★		$\langle case_1 \rangle$	
			$\langle \dots \rangle$	
		<code>\else:</code>	$\langle default \rangle$	
		<code>\fi:</code>		

Selects a case to execute based on the value of the $\langle integer \rangle$. The first case ($\langle case_0 \rangle$) is executed if $\langle integer \rangle$ is 0, the second ($\langle case_1 \rangle$) if the $\langle integer \rangle$ is 1, *etc.* The $\langle integer \rangle$ may be a literal, a constant or an integer expression (*e.g.* using `\int_eval:n`).

T_EXhackers note: These are the T_EX primitives `\ifcase` and `\or`.

<code>\if_int_odd:w</code>	★	<code>\if_int_odd:w</code>	$\langle tokens \rangle$	$\langle optional\ space \rangle$
			$\langle true\ code \rangle$	
		<code>\else:</code>		
			$\langle true\ code \rangle$	
		<code>\fi:</code>		

Expands $\langle tokens \rangle$ until a non-numeric token or a space is found, and tests whether the resulting $\langle integer \rangle$ is odd. If so, $\langle true\ code \rangle$ is executed. The `\else:` branch is optional.

T_EXhackers note: This is the T_EX primitive `\ifodd`.

14 Internal functions

<code>__int_to_roman:w</code>	★	<code>__int_to_roman:w</code>	$\langle integer \rangle$	$\langle space \rangle$ or $\langle non-expandable\ token \rangle$
--------------------------------	---	--------------------------------	---------------------------	--

Converts $\langle integer \rangle$ to its lower case Roman representation. Expansion ends when a space or non-expandable token is found. Note that this function produces a string of letters with category code 12 and that protected functions *are* expanded by this process. Negative $\langle integer \rangle$ values result in no output, although the function does not terminate expansion until a suitable endpoint is found in the same way as for positive numbers.

T_EXhackers note: This is the T_EX primitive `\romannumeral` renamed.

<code>__int_value:w</code>	★	<code>__int_value:w</code> $\langle integer \rangle$
		<code>__int_value:w</code> $\langle tokens \rangle$ $\langle optional\ space \rangle$

Expands $\langle tokens \rangle$ until an $\langle integer \rangle$ is formed. One space may be gobbled in the process.

TeXhackers note: This is the TeX primitive `\number`.

<code>__int_eval:w</code>	★	<code>__int_eval:w</code> $\langle intexpr \rangle$ <code>__int_eval_end:</code>
<code>__int_eval_end:</code>	★	

Evaluates $\langle integer\ expression \rangle$ as described for `\int_eval:n`. The evaluation stops when an unexpandable token which is not a valid part of an integer is read or when `__int_eval_end:` is reached. The latter is gobbled by the scanner mechanism: `__int_eval_end:` itself is unexpandable but used correctly the entire construct is expandable.

TeXhackers note: This is the ε -TeX primitive `\numexpr`.

<code>__prg_compare_error:</code>	<code>__prg_compare_error:</code>
<code>__prg_compare_error:Nw</code>	<code>__prg_compare_error:Nw</code> $\langle token \rangle$

These are used within `\int_compare:n(TF)`, `\dim_compare:n(TF)` and so on to recover correctly if the `n`-type argument does not contain a properly-formed relation.

Part X

The l3skip package

Dimensions and skips

L^AT_EX3 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 μ). There are common features in the creation and setting of length variables, but for clarity the functions are grouped by variable type.

1 Creating and initialising `dim` variables

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

`\dim_new:N` $\langle dimension \rangle$

Creates a new $\langle dimension \rangle$ or raises an error if the name is already taken. The declaration is global. The $\langle dimension \rangle$ will initially be equal to 0 pt.

<code>\dim_const:Nn</code>
<code>\dim_const:cn</code>

`\dim_const:Nn` $\langle dimension \rangle$ $\{ \langle dimension expression \rangle \}$

Creates a new constant $\langle dimension \rangle$ or raises an error if the name is already taken. The value of the $\langle dimension \rangle$ will be set globally to the $\langle dimension expression \rangle$.

New: 2012-03-05

<code>\dim_zero:N</code>
<code>\dim_zero:c</code>
<code>\dim_gzero:N</code>
<code>\dim_gzero:c</code>

`\dim_zero:N` $\langle dimension \rangle$

Sets $\langle dimension \rangle$ to 0 pt.

<code>\dim_zero_new:N</code>
<code>\dim_zero_new:c</code>
<code>\dim_gzero_new:N</code>
<code>\dim_gzero_new:c</code>

`\dim_zero_new:N` $\langle dimension \rangle$

Ensures that the $\langle dimension \rangle$ exists globally by applying `\dim_new:N` if necessary, then applies `\dim_(g)zero:N` to leave the $\langle dimension \rangle$ set to zero.

New: 2012-01-07

<code>\dim_if_exist_p:N</code>	★
<code>\dim_if_exist_p:c</code>	★
<code>\dim_if_exist:NTF</code>	★
<code>\dim_if_exist:cTF</code>	★

`\dim_if_exist_p:N` $\langle dimension \rangle$

`\dim_if_exist:NTF` $\langle dimension \rangle$ $\{ \langle true code \rangle \} \{ \langle false code \rangle \}$

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

New: 2012-03-03

2 Setting dim variables

<code>\dim_add:Nn</code>	<code>\dim_add:Nn <dimension> {<dimension expression>}</code>
<code>\dim_add:cn</code>	
<code>\dim_gadd:Nn</code>	Adds the result of the $\langle dimension\ expression \rangle$ to the current content of the $\langle dimension \rangle$.
<code>\dim_gadd:cn</code>	

Updated: 2011-10-22

<code>\dim_set:Nn</code>	<code>\dim_set:Nn <dimension> {<dimension expression>}</code>
<code>\dim_set:cn</code>	
<code>\dim_gset:Nn</code>	Sets $\langle dimension \rangle$ to the value of $\langle dimension\ expression \rangle$, which must evaluate to a length with units.
<code>\dim_gset:cn</code>	

Updated: 2011-10-22

<code>\dim_set_eq:NN</code>	<code>\dim_set_eq:NN <dimension₁> <dimension₂></code>
<code>\dim_set_eq:(cN Nc cc)</code>	
<code>\dim_gset_eq:NN</code>	Sets the content of $\langle dimension_1 \rangle$ equal to that of $\langle dimension_2 \rangle$.
<code>\dim_gset_eq:(cN Nc cc)</code>	

<code>\dim_sub:Nn</code>	<code>\dim_sub:Nn <dimension> {<dimension expression>}</code>
<code>\dim_sub:cn</code>	
<code>\dim_gsub:Nn</code>	Subtracts the result of the $\langle dimension\ expression \rangle$ from the current content of the $\langle dimension \rangle$.
<code>\dim_gsub:cn</code>	

Updated: 2011-10-22

3 Utilities for dimension calculations

<code>\dim_abs:n</code> ★	<code>\dim_abs:n {<dimexpr>}</code>
Updated: 2012-09-26	Converts the $\langle dimexpr \rangle$ to its absolute value, leaving the result in the input stream as a $\langle dimension\ denotation \rangle$.

<code>\dim_max:nn</code> ★	<code>\dim_max:nn {<dimexpr₁>} {<dimexpr₂>}</code>
<code>\dim_min:nn</code> ★	<code>\dim_min:nn {<dimexpr₁>} {<dimexpr₂>}</code>
New: 2012-09-09	
Updated: 2012-09-26	Evaluates the two $\langle dimension\ expressions \rangle$ and leaves either the maximum or minimum value in the input stream as appropriate, as a $\langle dimension\ denotation \rangle$.

<code>\dim_ratio:nn</code> ☆	<code>\dim_ratio:nn {<dimexpr₁>} {<dimexpr₂>}</code>
------------------------------	--

Updated: 2011-10-22

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 ration expression between two integers, with all distances converted to scaled points. Thus

```
\tl_set:Nx \l_my_tl { \dim_ratio:nn { 5 pt } { 10 pt } }
\tl_show:N \l_my_tl
```

will display 327680/655360 on the terminal.

4 Dimension expression conditionals

<code>\dim_compare_p:nNn</code> ★	<code>\dim_compare_p:nNn {<dimexpr₁>} <relation> {<dimexpr₂>}</code>
<code>\dim_compare:nNnTF</code> ★	<code>\dim_compare:nNnTF</code> <code>{<dimexpr₁>} <relation> {<dimexpr₂>}</code> <code>{<true code>} {<false code>}</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	<

```

\dim_compare_p:n ★ \dim_compare_p:n
\dim_compare:nTF ★ {
    <dimexpr1> <relation1>
    ...
    <dimexprN> <relationN>
    <dimexprN+1>
}
\dim_compare:nTF
{
    <dimexpr1> <relation1>
    ...
    <dimexprN> <relationN>
    <dimexprN+1>
}
{<true code>} {<false code>}

```

Updated: 2013-01-13

This function evaluates the *<dimension expressions>* as described for `\dim_eval:n` and compares consecutive result using the corresponding *<relation>*, namely it compares *<dimexpr₁>* and *<dimexpr₂>* using the *<relation₁>*, then *<dimexpr₂>* and *<dimexpr₃>* using the *<relation₂>*, 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	!=

`\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. 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! }
```

will leave “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 T_EX 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>* will be inserted into the input stream again and a loop will occur 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 T_EX 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>* will be inserted into the input stream again and a loop will occur until the *<relation>* is **false**.

<hr/> <code>\dim_until_do:nNnn</code> ☆ <hr/>	<code>\dim_until_do:nNnn {<dimexpr₁>} <relation> {<dimexpr₂>} {<code>}</code>
	Evaluates the relationship between the two <i><dimension expressions></i> as described for <code>\dim_compare:nNnTF</code> , and then places the <i><code></i> in the input stream if the <i><relation></i> is false . After the <i><code></i> has been processed by T _E X the test will be repeated, and a loop will occur until the test is true .
<hr/> <code>\dim_while_do:nNnn</code> ☆ <hr/>	<code>\dim_while_do:nNnn {<dimexpr₁>} <relation> {<dimexpr₂>} {<code>}</code>
	Evaluates the relationship between the two <i><dimension expressions></i> as described for <code>\dim_compare:nNnTF</code> , and then places the <i><code></i> in the input stream if the <i><relation></i> is true . After the <i><code></i> has been processed by T _E X the test will be repeated, and a loop will occur until the test is false .
<hr/> <code>\dim_do_until:nn</code> ☆ <hr/>	<code>\dim_do_until:nn {<dimension relation>} {<code>}</code>
Updated: 2013-01-13	Places the <i><code></i> in the input stream for T _E X to process, and then evaluates the <i><dimension relation></i> as described for <code>\dim_compare:nTF</code> . If the test is false then the <i><code></i> will be inserted into the input stream again and a loop will occur until the <i><relation></i> is true .
<hr/> <code>\dim_do_while:nn</code> ☆ <hr/>	<code>\dim_do_while:nn {<dimension relation>} {<code>}</code>
Updated: 2013-01-13	Places the <i><code></i> in the input stream for T _E X to process, and then evaluates the <i><dimension relation></i> as described for <code>\dim_compare:nTF</code> . If the test is true then the <i><code></i> will be inserted into the input stream again and a loop will occur until the <i><relation></i> is false .
<hr/> <code>\dim_until_do:nn</code> ☆ <hr/>	<code>\dim_until_do:nn {<dimension relation>} {<code>}</code>
Updated: 2013-01-13	Evaluates the <i><dimension relation></i> as described for <code>\dim_compare:nTF</code> , and then places the <i><code></i> in the input stream if the <i><relation></i> is false . After the <i><code></i> has been processed by T _E X the test will be repeated, and a loop will occur until the test is true .
<hr/> <code>\dim_while_do:nn</code> ☆ <hr/>	<code>\dim_while_do:nn {<dimension relation>} {<code>}</code>
Updated: 2013-01-13	Evaluates the <i><dimension relation></i> as described for <code>\dim_compare:nTF</code> , and then places the <i><code></i> in the input stream if the <i><relation></i> is true . After the <i><code></i> has been processed by T _E X the test will be repeated, and a loop will occur until the test is false .

6 Using dim expressions and variables

<hr/> <code>\dim_eval:n</code> ★ <hr/>	<code>\dim_eval:n {<dimension expression>}</code>
Updated: 2011-10-22	Evaluates the <i><dimension expression></i> , expanding any dimensions and token list variables within the <i><expression></i> to their content (without requiring <code>\dim_use:N/\tl_use:N</code>) and applying the standard mathematical rules. The result of the calculation is left in the input stream as a <i><dimension denotation></i> after two expansions. This will be expressed in points (pt), and will require suitable termination if used in a T _E X-style assignment as it is <i>not</i> an <i><internal dimension></i> .

<code>\dim_use:N</code>	★	<code>\dim_use:N</code>	$\langle dimension \rangle$
-------------------------	---	-------------------------	-----------------------------

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

Recovers the content of a $\langle dimension \rangle$ and places it directly in the input stream. An error will be raised if the variable does not exist or if it is invalid. Can be omitted in places where a $\langle dimension \rangle$ is required (such as in the argument of `\dim_eval:n`).

T_EXhackers note: `\dim_use:N` is the T_EX primitive `\the`: this is one of several L^AT_EX3 names for this primitive.

<code>\dim_to_decimal:n</code>	★	<code>\dim_to_decimal:n</code>	$\{\langle dimexpr \rangle\}$
--------------------------------	---	--------------------------------	-------------------------------

New: 2014-07-15

Evaluates the $\langle dimension expression \rangle$, and leaves the result, expressed in points (`pt`) in the input stream, with *no units*. The result is rounded by T_EX 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 (T_EX) points.

<code>\dim_to_decimal_in_bp:n</code>	★	<code>\dim_to_decimal_in_bp:n</code>	$\{\langle dimexpr \rangle\}$
--------------------------------------	---	--------------------------------------	-------------------------------

New: 2014-07-15

Evaluates the $\langle dimension expression \rangle$, and leaves the result, expressed in big points (`bp`) in the input stream, with *no units*. The result is rounded by T_EX 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 (T_EX) point when converted to big points.

<code>\dim_to_decimal_in_unit:nn</code>	★	<code>\dim_to_decimal_in_unit:nn</code>	$\{\langle dimexpr_1 \rangle\} \{\langle dimexpr_2 \rangle\}$
---	---	---	---

New: 2014-07-15

Evaluates the $\langle dimension expressions \rangle$, and leaves the value of $\langle dimexpr_1 \rangle$, expressed in a unit given by $\langle dimexpr_2 \rangle$, in the input stream. The result is a decimal number, rounded by T_EX 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.

<hr/> <code>\dim_to_fp:n</code> ★ <hr/>	<code>\dim_to_fp:n {⟨<i>dimexpr</i>⟩}</code>
<hr/> New: 2012-05-08 <hr/>	Expands to an internal floating point number equal to the value of the $\langle dimexpr \rangle$ in pt. Since dimension expressions are evaluated much faster than their floating point equivalent, <code>\dim_to_fp:n</code> can be used to speed up parts of a computation where a low precision is acceptable.

7 Viewing dim variables

<hr/> <code>\dim_show:N</code> <code>\dim_show:c</code> <hr/>	<code>\dim_show:N ⟨<i>dimension</i>⟩</code> Displays the value of the $\langle dimension \rangle$ on the terminal.
<hr/> <code>\dim_show:n</code> <hr/>	<code>\dim_show:n {⟨<i>dimension expression</i>⟩}</code>
<hr/> New: 2011-11-22 Updated: 2012-05-27 <hr/>	Displays the result of evaluating the $\langle dimension expression \rangle$ on the terminal.

8 Constant dimensions

<hr/> <code>\c_max_dim</code> <hr/>	The maximum value that can be stored as a dimension. This can also be used as a component of a skip.
<hr/> <code>\c_zero_dim</code> <hr/>	A zero length as a dimension. This can also be used as a component of a skip.

9 Scratch dimensions

<hr/> <code>\l_tmpa_dim</code> <code>\l_tmpb_dim</code> <hr/>	Scratch dimension for local assignment. These are never used by the kernel code, and so are safe for use with any L ^A T _E X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<hr/> <code>\g_tmpa_dim</code> <code>\g_tmpb_dim</code> <hr/>	Scratch dimension for global assignment. These are never used by the kernel code, and so are safe for use with any L ^A T _E X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

10 Creating and initialising skip variables

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

<code>\skip_const:Nn</code>	<code>\skip_const:Nn <skip> {(skip expression)}</code>
<code>\skip_const:cn</code>	Creates a new constant $\langle skip \rangle$ or raises an error if the name is already taken. The value of the $\langle skip \rangle$ will be set globally to the $\langle skip expression \rangle$.

New: 2012-03-05

<code>\skip_zero:N</code>	<code>\skip_zero:N <skip></code>
<code>\skip_zero:c</code>	Sets $\langle skip \rangle$ to 0 pt.
<code>\skip_gzero:N</code>	
<code>\skip_gzero:c</code>	

<code>\skip_zero_new:N</code>	<code>\skip_zero_new:N <skip></code>
<code>\skip_zero_new:c</code>	Ensures that the $\langle skip \rangle$ exists globally by applying <code>\skip_new:N</code> if necessary, then applies <code>\skip_(g)zero:N</code> to leave the $\langle skip \rangle$ set to zero.
<code>\skip_gzero_new:N</code>	
<code>\skip_gzero_new:c</code>	

New: 2012-01-07

<code>\skip_if_exist_p:N</code> *	<code>\skip_if_exist_p:N <skip></code>
<code>\skip_if_exist_p:c</code> *	<code>\skip_if_exist:NNTF <skip> {(true code)} {(false code)}</code>
<code>\skip_if_exist:NNTF</code> *	Tests whether the $\langle skip \rangle$ is currently defined. This does not check that the $\langle skip \rangle$ really is a skip variable.
<code>\skip_if_exist:cNTF</code> *	

New: 2012-03-03

11 Setting skip variables

<code>\skip_add:Nn</code>	<code>\skip_add:Nn <skip> {(skip expression)}</code>
<code>\skip_add:cn</code>	Adds the result of the $\langle skip expression \rangle$ to the current content of the $\langle skip \rangle$.
<code>\skip_gadd:Nn</code>	
<code>\skip_gadd:cn</code>	

Updated: 2011-10-22

<code>\skip_set:Nn</code>	<code>\skip_set:Nn <skip> {(skip expression)}</code>
<code>\skip_set:cn</code>	Sets $\langle skip \rangle$ to the value of $\langle skip expression \rangle$, which must evaluate to a length with units and may include a rubber component (for example 1 cm plus 0.5 cm).
<code>\skip_gset:Nn</code>	
<code>\skip_gset:cn</code>	

Updated: 2011-10-22

```
\skip_set_eq:NN
\skip_set_eq:(cN|Nc|cc)
\skip_gset_eq:NN
\skip_gset_eq:(cN|Nc|cc)
```

```
\skip_set_eq:NN <skip1> <skip2>
```

Sets the content of $\langle skip_1 \rangle$ equal to that of $\langle skip_2 \rangle$.

```
\skip_sub:Nn
\skip_sub:cn
\skip_gsub:Nn
\skip_gsub:cn
```

```
\skip_sub:Nn <skip> {\skip expression}
```

Subtracts the result of the $\langle skip expression \rangle$ from the current content of the $\langle skip \rangle$.

Updated: 2011-10-22

12 Skip expression conditionals

```
\skip_if_eq_p:nn ★
\skip_if_eq:nnTF ★
```

```
\skip_if_eq_p:nn {\skipexpr1} {\skipexpr2}
\dim_compare:nTF
{\skipexpr1} {\skipexpr2}
{\true code} {\false code}
```

This function first evaluates each of the $\langle skip expressions \rangle$ 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 $\langle skip expression \rangle$ as described for `\skip_eval:n`, and then tests if all of its components are finite.

13 Using skip expressions and variables

```
\skip_eval:n ★
```

Updated: 2011-10-22

```
\skip_eval:n {\skip expression}
```

Evaluates the $\langle skip expression \rangle$, expanding any skips and token list variables within the $\langle expression \rangle$ 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 $\langle glue denotation \rangle$ after two expansions. This will be expressed in points (`pt`), and will require suitable termination if used in a T_EX-style assignment as it is *not* an $\langle internal glue \rangle$.

<hr/> <code>\skip_use:N</code> ★	<code>\skip_use:N</code> $\langle skip \rangle$
<hr/> <code>\skip_use:c</code> ★	Recovers the content of a $\langle skip \rangle$ and places it directly in the input stream. An error will be raised if the variable does not exist or if it is invalid. Can be omitted in places where a $\langle dimension \rangle$ is required (such as in the argument of <code>\skip_eval:n</code>).

TeXhackers note: `\skip_use:N` is the TeX primitive `\the`: this is one of several L^AT_EX3 names for this primitive.

14 Viewing skip variables

<hr/> <code>\skip_show:N</code>	<code>\skip_show:N</code> $\langle skip \rangle$
<hr/> <code>\skip_show:c</code>	Displays the value of the $\langle skip \rangle$ on the terminal.
<hr/> <code>\skip_show:n</code>	<code>\skip_show:n</code> $\{\langle skip \text{ expression} \rangle\}$
<hr/> New: 2011-11-22 Updated: 2012-05-27	Displays the result of evaluating the $\langle skip \text{ expression} \rangle$ on the terminal.

15 Constant skips

<hr/> <code>\c_max_skip</code>	The maximum value that can be stored as a skip (equal to <code>\c_max_dim</code> in length), with no stretch nor shrink component.
<hr/> Updated: 2012-11-02	
<hr/> <code>\c_zero_skip</code>	A zero length as a skip, with no stretch nor shrink component.
<hr/> Updated: 2012-11-01	

16 Scratch skips

<hr/> <code>\l_tmpa_skip</code> <hr/> <code>\l_tmpb_skip</code>	Scratch skip for local assignment. These are never used by the kernel code, and so are safe for use with any L ^A T _E X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<hr/> <code>\g_tmpa_skip</code> <hr/> <code>\g_tmpb_skip</code>	Scratch skip for global assignment. These are never used by the kernel code, and so are safe for use with any L ^A T _E X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

17 Inserting skips into the output

```
\skip_horizontal:N
\skip_horizontal:c
\skip_horizontal:n
```

Updated: 2011-10-22

```
\skip_horizontal:N <skip>
\skip_horizontal:n {\<skipexpr>}
```

Inserts a horizontal $\langle skip \rangle$ into the current list.

T_EXhackers note: `\skip_horizontal:N` is the T_EX primitive `\hskip` renamed.

```
\skip_vertical:N
\skip_vertical:c
\skip_vertical:n
```

Updated: 2011-10-22

```
\skip_vertical:N <skip>
\skip_vertical:n {\<skipexpr>}
```

Inserts a vertical $\langle skip \rangle$ into the current list.

T_EXhackers note: `\skip_vertical:N` is the T_EX primitive `\vskip` renamed.

18 Creating and initialising muskip variables

```
\muskip_new:N
\muskip_new:c
```

```
\muskip_new:N <muskip>
```

Creates a new $\langle muskip \rangle$ or raises an error if the name is already taken. The declaration is global. The $\langle muskip \rangle$ will initially be equal to 0 mu.

```
\muskip_const:Nn
\muskip_const:cn
```

New: 2012-03-05

```
\muskip_const:Nn <muskip> {\<muskip expression>}
```

Creates a new constant $\langle muskip \rangle$ or raises an error if the name is already taken. The value of the $\langle muskip \rangle$ will be set globally to the $\langle muskip expression \rangle$.

```
\muskip_zero:N
\muskip_zero:c
\muskip_gzero:N
\muskip_gzero:c
```

```
\skip_zero:N <muskip>
```

Sets $\langle muskip \rangle$ to 0 mu.

```
\muskip_zero_new:N
\muskip_zero_new:c
\muskip_gzero_new:N
\muskip_gzero_new:c
```

New: 2012-01-07

```
\muskip_zero_new:N <muskip>
```

Ensures that the $\langle muskip \rangle$ exists globally by applying `\muskip_new:N` if necessary, then applies `\muskip_(g)zero:N` to leave the $\langle muskip \rangle$ set to zero.

```
\muskip_if_exist_p:N ★
\muskip_if_exist_p:c ★
\muskip_if_exist:NTF ★
\muskip_if_exist:cTF ★
```

New: 2012-03-03

```
\muskip_if_exist_p:N <muskip>
\muskip_if_exist:NTF <muskip> {\<true code>} {\<false code>}
```

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

19 Setting muskip variables

<code>\muskip_add:Nn</code>	<code>\muskip_add:Nn <muskip> {<muskip expression>}</code>
<code>\muskip_add:cn</code>	
<code>\muskip_gadd:Nn</code>	Adds the result of the $\langle muskip expression \rangle$ to the current content of the $\langle muskip \rangle$.
<code>\muskip_gadd:cn</code>	
Updated: 2011-10-22	
<code>\muskip_set:Nn</code>	<code>\muskip_set:Nn <muskip> {<muskip expression>}</code>
<code>\muskip_set:cn</code>	
<code>\muskip_gset:Nn</code>	Sets $\langle muskip \rangle$ to the value of $\langle muskip expression \rangle$, which must evaluate to a math length with units and may include a rubber component (for example 1 mu plus 0.5 mu).
<code>\muskip_gset:cn</code>	
Updated: 2011-10-22	

<code>\muskip_set_eq:NN</code>	<code>\muskip_set_eq:NN <muskip₁> <muskip₂></code>
<code>\muskip_set_eq:(cN Nc cc)</code>	
<code>\muskip_gset_eq:NN</code>	Sets the content of $\langle muskip_1 \rangle$ equal to that of $\langle muskip_2 \rangle$.
<code>\muskip_gset_eq:(cN Nc cc)</code>	

<code>\muskip_sub:Nn</code>	<code>\muskip_sub:Nn <muskip> {<muskip expression>}</code>
<code>\muskip_sub:cn</code>	
<code>\muskip_gsub:Nn</code>	Subtracts the result of the $\langle muskip expression \rangle$ from the current content of the $\langle skip \rangle$.
<code>\muskip_gsub:cn</code>	
Updated: 2011-10-22	

20 Using muskip expressions and variables

<code>\muskip_eval:n</code> ★	<code>\muskip_eval:n {<muskip expression>}</code>
Updated: 2011-10-22	
	Evaluates the $\langle muskip expression \rangle$, expanding any skips and token list variables within the $\langle expression \rangle$ to their content (without requiring <code>\muskip_use:N/\tl_use:N</code>) and applying the standard mathematical rules. The result of the calculation is left in the input stream as a $\langle muglue denotation \rangle$ after two expansions. This will be expressed in mu, and will require suitable termination if used in a TeX-style assignment as it is <i>not</i> an $\langle internal muglue \rangle$.
<code>\muskip_use:N</code> ★	<code>\muskip_use:N <muskip></code>
<code>\muskip_use:c</code> ★	
	Recovers the content of a $\langle skip \rangle$ and places it directly in the input stream. An error will be raised if the variable does not exist or if it is invalid. Can be omitted in places where a $\langle dimension \rangle$ is required (such as in the argument of <code>\muskip_eval:n</code>).

TeXhackers note: `\muskip_use:N` is the TeX primitive `\the`: this is one of several L^AT_EX₃ names for this primitive.

21 Viewing muskip variables

<hr/> <code>\muskip_show:N</code> <hr/>	<code>\muskip_show:N <muskip></code>
<code>\muskip_show:c</code> <hr/>	Displays the value of the $\langle muskip \rangle$ on the terminal.
<hr/> <code>\muskip_show:n</code> <hr/>	<code>\muskip_show:n {<muskip expression>}</code>
New: 2011-11-22 Updated: 2012-05-27 <hr/>	Displays the result of evaluating the $\langle muskip expression \rangle$ on the terminal.

22 Constant muskips

<hr/> <code>\c_max_muskip</code> <hr/>	The maximum value that can be stored as a muskip, with no stretch nor shrink component.
<hr/> <code>\c_zero_muskip</code> <hr/>	A zero length as a muskip, with no stretch nor shrink component.

23 Scratch muskips

<hr/> <code>\l_tmpa_muskip</code> <hr/>	Scratch muskip for local assignment. These are never used by the kernel code, and so are safe for use with any L ^A T _E X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\l_tmpb_muskip</code> <hr/>	
<hr/> <code>\g_tmpa_muskip</code> <hr/>	Scratch muskip for global assignment. These are never used by the kernel code, and so are safe for use with any L ^A T _E X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\g_tmpb_muskip</code> <hr/>	

24 Primitive conditional

<hr/> <code>\if_dim:w</code> <hr/>	<code>\if_dim:w <dimen₁> <relation> <dimen₂></code> <code><true code></code> <code>\else:</code> <code><false></code> <code>\fi:</code>
	Compare two dimensions. The $\langle relation \rangle$ is one of $<$, $=$ or $>$ with category code 12.

T_EXhackers note: This is the T_EX primitive `\ifdim`.

25 Internal functions

<code>_dim_eval:w</code>	★	<code>_dim_eval:w</code>	<code>_dim_eval_end:</code>
<code>_dim_eval_end:</code>	★	Evaluates <i><dimension expression></i> as described for <code>\dim_eval:n</code> . The evaluation stops when an unexpandable token which is not a valid part of a dimension is read or when <code>_dim_eval_end:</code> is reached. The latter is gobbled by the scanner mechanism: <code>_dim_eval_end:</code> itself is unexpandable but used correctly the entire construct is expandable.	

TeXhackers note: This is the ε -TeX primitive `\dimexpr`.

Part XI

The l3tl package

Token lists

T_EX works with tokens, and L^AT_EX3 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, function which can be applied to token list variables are paired with similar functions for application to explicit lists of tokens: the two “views” of a token list are therefore collected together here.

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

T_EXhackers note: When T_EX fetches an undelimited argument from the input stream, explicit character tokens with character code 32 (space) and category code 10 (space), which we here call “explicit space characters”, are ignored. If the following token is an explicit character token with category code 1 (begin-group) and an arbitrary character code, then T_EX 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`.

When T_EX reads a character of category code 10 for the first time, it is converted to an explicit space character, with character code 32, regardless of the initial character code. “Funny” spaces with a different category code, can be produced using `\tl_to_lowercase:n` or `\tl_to_uppercase:n`. Explicit space characters are also produced as a result of `\token_to_str:N`, `\tl_to_str:n`, etc.

1 Creating and initialising token list variables

<hr/> <u>\tl_new:N</u> <u>\tl_new:c</u> <hr/>	<u>\tl_new:N</u> $\langle tl\ var \rangle$ Creates a new $\langle tl\ var \rangle$ or raises an error if the name is already taken. The declaration is global. The $\langle tl\ var \rangle$ will initially be empty.
<hr/> <u>\tl_const:Nn</u> <u>\tl_const:(Nx cn cx)</u> <hr/>	<u>\tl_const:Nn</u> $\langle tl\ var \rangle$ $\{ \langle token\ list \rangle \}$ Creates a new constant $\langle tl\ var \rangle$ or raises an error if the name is already taken. The value of the $\langle tl\ var \rangle$ will be set globally to the $\langle token\ list \rangle$.
<hr/> <u>\tl_clear:N</u> <u>\tl_clear:c</u> <u>\tl_gclear:N</u> <u>\tl_gclear:c</u> <hr/>	<u>\tl_clear:N</u> $\langle tl\ var \rangle$ Clears all entries from the $\langle tl\ var \rangle$.
<hr/> <u>\tl_clear_new:N</u> <u>\tl_clear_new:c</u> <u>\tl_gclear_new:N</u> <u>\tl_gclear_new:c</u> <hr/>	<u>\tl_clear_new:N</u> $\langle tl\ var \rangle$ Ensures that the $\langle tl\ var \rangle$ exists globally by applying <u>\tl_new:N</u> if necessary, then applies <u>\tl_(g)clear:N</u> to leave the $\langle tl\ var \rangle$ empty.
<hr/> <u>\tl_set_eq:NN</u> <u>\tl_set_eq:(cN Nc cc)</u> <u>\tl_gset_eq:NN</u> <u>\tl_gset_eq:(cN Nc cc)</u> <hr/>	<u>\tl_set_eq:NN</u> $\langle tl\ var_1 \rangle$ $\langle tl\ var_2 \rangle$ Sets the content of $\langle tl\ var_1 \rangle$ equal to that of $\langle tl\ var_2 \rangle$.
<hr/> <u>\tl_concat:NNN</u> <u>\tl_concat:ccc</u> <u>\tl_gconcat:NNN</u> <u>\tl_gconcat:ccc</u> <hr/>	<u>\tl_concat:NNN</u> $\langle tl\ var_1 \rangle$ $\langle tl\ var_2 \rangle$ $\langle tl\ var_3 \rangle$ Concatenates the content of $\langle tl\ var_2 \rangle$ and $\langle tl\ var_3 \rangle$ together and saves the result in $\langle tl\ var_1 \rangle$. The $\langle tl\ var_2 \rangle$ will be placed at the left side of the new token list.
<hr/> New: 2012-05-18 <hr/>	
<hr/> <u>\tl_if_exist_p:N</u> ★ <u>\tl_if_exist_p:c</u> ★ <u>\tl_if_exist:NTF</u> ★ <u>\tl_if_exist:cTF</u> ★ <hr/>	<u>\tl_if_exist_p:N</u> $\langle tl\ var \rangle$ <u>\tl_if_exist:NTF</u> $\langle tl\ var \rangle$ $\{ \langle true\ code \rangle \}$ $\{ \langle false\ code \rangle \}$ Tests whether the $\langle tl\ var \rangle$ is currently defined. This does not check that the $\langle tl\ var \rangle$ really is a token list variable.
<hr/> New: 2012-03-03 <hr/>	

2 Adding data to token list variables

<code>\tl_set:Nn</code>	<code>\tl_set:Nn <tl var> {<tokens>}</code>
<code>\tl_set:(NV Nv No Nf Nx cn cV cv co cf cx)</code>	
<code>\tl_gset:Nn</code>	
<code>\tl_gset:(NV Nv No Nf Nx cn cV cv co cf cx)</code>	

Sets $\langle tl\ var \rangle$ to contain $\langle tokens \rangle$, removing any previous content from the variable.

<code>\tl_put_left:Nn</code>	<code>\tl_put_left:Nn <tl var> {<tokens>}</code>
<code>\tl_put_left:(NV No Nx cn cV co cx)</code>	
<code>\tl_gput_left:Nn</code>	
<code>\tl_gput_left:(NV No Nx cn cV co cx)</code>	

Appends $\langle tokens \rangle$ to the left side of the current content of $\langle tl\ var \rangle$.

<code>\tl_put_right:Nn</code>	<code>\tl_put_right:Nn <tl var> {<tokens>}</code>
<code>\tl_put_right:(NV No Nx cn cV co cx)</code>	
<code>\tl_gput_right:Nn</code>	
<code>\tl_gput_right:(NV No Nx cn cV co cx)</code>	

Appends $\langle tokens \rangle$ to the right side of the current content of $\langle tl\ var \rangle$.

3 Modifying token list variables

<code>\tl_replace_once:Nnn</code>	<code>\tl_replace_once:Nnn <tl var> {<old tokens>} {<new tokens>}</code>
<code>\tl_replace_once:cnn</code>	
<code>\tl_greplace_once:Nnn</code>	
<code>\tl_greplace_once:cnn</code>	

Updated: 2011-08-11

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

<code>\tl_replace_all:Nnn</code>	<code>\tl_replace_all:Nnn <tl var> {<old tokens>} {<new tokens>}</code>
<code>\tl_replace_all:cnn</code>	
<code>\tl_greplace_all:Nnn</code>	
<code>\tl_greplace_all:cnn</code>	

Updated: 2011-08-11

Replaces all occurrences of $\langle old\ tokens \rangle$ in the $\langle tl\ var \rangle$ with $\langle new\ tokens \rangle$. $\langle Old\ tokens \rangle$ 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 $\langle old\ tokens \rangle$ may remain after the replacement (see `\tl_remove_all:Nn` for an example).

<code>\tl_remove_once:Nn</code>	<code>\tl_remove_once:Nn <tl var> {<tokens>}</code>
<code>\tl_remove_once:cn</code>	
<code>\tl_gremove_once:Nn</code>	
<code>\tl_gremove_once:cn</code>	

Updated: 2011-08-11

Removes the first (leftmost) occurrence of $\langle tokens \rangle$ from the $\langle tl\ var \rangle$. $\langle Tokens \rangle$ 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 $\langle tokens \rangle$ from the $\langle tl var \rangle$. $\langle Tokens \rangle$ 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 $\langle tokens \rangle$ may remain after the removal, for instance,

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

will result in \l_tmpa_tl containing `abcd`.

4 Reassigning token list category codes

```
\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: 2011-12-18

```
\tl_set_rescan:Nnn <tl var> {<setup>} {<tokens>}
```

Sets $\langle tl var \rangle$ to contain $\langle tokens \rangle$, applying the category code régime specified in the $\langle setup \rangle$ before carrying out the assignment. This allows the $\langle tl var \rangle$ to contain material with category codes other than those that apply when $\langle tokens \rangle$ are absorbed. Trailing spaces at the end of the $\langle tokens \rangle$ are discarded in the rescanning process. The $\langle setup \rangle$ is not limited to changes of category code but may contain any valid input, for example assignment of the expansion of active tokens. See also `\tl_rescan:nn`.

```
\tl_rescan:nn
```

Updated: 2011-12-18

```
\tl_rescan:nn {<setup>} {<tokens>}
```

Rescans $\langle tokens \rangle$ applying the category code régime specified in the $\langle setup \rangle$, and leaves the resulting tokens in the input stream. Trailing spaces at the end of the $\langle tokens \rangle$ are discarded in the rescanning process. The $\langle setup \rangle$ is not limited to changes of category code but may contain any valid input, for example assignment of the expansion of active tokens. See also `\tl_set_rescan:Nnn`.

5 Reassigning token list character codes

```
\tl_to_lowercase:n
```

Updated: 2012-09-08

```
\tl_to_lowercase:n {<tokens>}
```

Works through all of the $\langle tokens \rangle$, replacing each character token with the lower case equivalent as defined by `\char_set_lccode:nn`. Characters with no defined lower case character code are left unchanged. This process does not alter the category code assigned to the $\langle tokens \rangle$.

TeXhackers note: This is a wrapper around the TeX primitive `\lowercase`.

\tl_to_uppercase:nUpdated: 2012-09-08

\tl_to_uppercase:n $\{\langle tokens \rangle\}$

Works through all of the $\langle tokens \rangle$, replacing each character token with the upper case equivalent as defined by `\char_set_uccode:nn`. Characters with no defined upper case character code are left unchanged. This process does not alter the category code assigned to the $\langle tokens \rangle$.

T_EXhackers note: This is a wrapper around the T_EX primitive `\uppercase`.

6 Token list conditionals

\tl_if_blank_p:n ***\tl_if_blank_p:(V|o)** ***\tl_if_blank:nTF** ***\tl_if_blank:(V|o)TF** ***\tl_if_blank_p:n** $\{\langle token list \rangle\}$ **\tl_if_blank:nTF** $\{\langle token list \rangle\}$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if the $\langle token list \rangle$ consists only of blank spaces (*i.e.* contains no item). The test is **true** if $\langle token list \rangle$ 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** $\langle tl var \rangle$ **\tl_if_empty:NTF** $\langle tl var \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if the $\langle token list variable \rangle$ 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** ***\tl_if_empty_p:n** $\{\langle token list \rangle\}$ **\tl_if_empty:nTF** $\{\langle token list \rangle\}$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if the $\langle token list \rangle$ is entirely empty (*i.e.* contains no tokens at all).

New: 2012-05-24

Updated: 2012-06-05

\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** $\{\langle tl var_1 \rangle\}$ $\{\langle tl var_2 \rangle\}$ **\tl_if_eq:NNTF** $\{\langle tl var_1 \rangle\}$ $\{\langle tl var_2 \rangle\}$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Compares the content of two $\langle token list variables \rangle$ 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** $\langle token list_1 \rangle$ $\{\langle token list_2 \rangle\}$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if $\langle token list_1 \rangle$ and $\langle token list_2 \rangle$ contain the same list of tokens, both in respect of character codes and category codes.

<code>\tl_if_in:NnTF</code>	<code>\tl_if_in:NnTF <tl var> {<token list>} {<true code>} {<false code>}</code>
<code>\tl_if_in:cnTF</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).

<code>\tl_if_in:nnTF</code>	<code>\tl_if_in:nnTF {<token list₁>} {<token list₂>} {<true code>} {<false code>}</code>
<code>\tl_if_in:(Vn on no)TF</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).}*}*}*

<code>\tl_if_single_p:N</code> ★	<code>\tl_if_single_p:N <tl var></code>
<code>\tl_if_single_p:c</code> ★	<code>\tl_if_single:NNTF <tl var> {<true code>} {<false code>}</code>
<code>\tl_if_single:NNTF</code> ★	
<code>\tl_if_single:cTF</code> ★	

Updated: 2011-08-13

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`.

<code>\tl_if_single_p:n</code> ★	<code>\tl_if_single_p:n {<token list>}</code>
<code>\tl_if_single:nNTF</code> ★	<code>\tl_if_single:nNTF {<token list>} {<true code>} {<false code>}</code>

Updated: 2011-08-13

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`.

<code>\tl_case:NnTF</code> ★	<code>\tl_case:NnTF <test token list variable></code>
<code>\tl_case:cnTF</code> ★	<code>{</code>
	<code> <token list variable case₁> {<code case₁>}</code>
	<code> <token list variable case₂> {<code case₂>}</code>
	<code> ...</code>
	<code> <token list variable case_n> {<code case_n>}</code>
	<code>}</code>
	<code>{<true code>}</code>
	<code>{<false code>}</code>

New: 2013-07-24

This function compares the *<test token list variable>* in turn with each of the *<token list variable cases>*. If the two are equal (as described for `\tl_if_eq:NNTF`) then the associated *<code>* is left in the input stream. 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.

7 Mapping to token lists

<hr/> <code>\tl_map_function:NN</code> ☆ <code>\tl_map_function:cN</code> ☆ <hr/> Updated: 2012-06-29	<code>\tl_map_function:NN</code> $\langle tl\ var \rangle$ $\langle function \rangle$ Applies $\langle function \rangle$ to every $\langle item \rangle$ in the $\langle tl\ var \rangle$. The $\langle function \rangle$ will receive one argument for each iteration. This may be a number of tokens if the $\langle item \rangle$ was stored within braces. Hence the $\langle function \rangle$ should anticipate receiving n-type arguments. See also <code>\tl_map_function:nN</code> .
<hr/> <code>\tl_map_function:nN</code> ☆ <hr/> Updated: 2012-06-29	<code>\tl_map_function:nN</code> $\langle token\ list \rangle$ $\langle function \rangle$ Applies $\langle function \rangle$ to every $\langle item \rangle$ in the $\langle token\ list \rangle$. The $\langle function \rangle$ will receive one argument for each iteration. This may be a number of tokens if the $\langle item \rangle$ was stored within braces. Hence the $\langle function \rangle$ should anticipate receiving n-type arguments. See also <code>\tl_map_function:NN</code> .
<hr/> <code>\tl_map_inline:Nn</code> <code>\tl_map_inline:cn</code> <hr/> Updated: 2012-06-29	<code>\tl_map_inline:Nn</code> $\langle tl\ var \rangle$ $\{\langle inline\ function \rangle\}$ Applies the $\langle inline\ function \rangle$ to every $\langle item \rangle$ stored within the $\langle tl\ var \rangle$. The $\langle inline\ function \rangle$ should consist of code which will receive the $\langle item \rangle$ as #1. One in line mapping can be nested inside another. See also <code>\tl_map_function:NN</code> .
<hr/> <code>\tl_map_inline:nn</code> <hr/> Updated: 2012-06-29	<code>\tl_map_inline:nn</code> $\langle token\ list \rangle$ $\{\langle inline\ function \rangle\}$ Applies the $\langle inline\ function \rangle$ to every $\langle item \rangle$ stored within the $\langle token\ list \rangle$. The $\langle inline\ function \rangle$ should consist of code which will receive the $\langle item \rangle$ as #1. One in line mapping can be nested inside another. See also <code>\tl_map_function:nN</code> .
<hr/> <code>\tl_map_variable:NNn</code> <code>\tl_map_variable:cNn</code> <hr/> Updated: 2012-06-29	<code>\tl_map_variable:NNn</code> $\langle tl\ var \rangle$ $\langle variable \rangle$ $\{\langle function \rangle\}$ Applies the $\langle function \rangle$ to every $\langle item \rangle$ stored within the $\langle tl\ var \rangle$. The $\langle function \rangle$ should consist of code which will receive the $\langle item \rangle$ stored in the $\langle variable \rangle$. One variable mapping can be nested inside another. See also <code>\tl_map_inline:Nn</code> .
<hr/> <code>\tl_map_variable:nNn</code> <hr/> Updated: 2012-06-29	<code>\tl_map_variable:nNn</code> $\langle token\ list \rangle$ $\langle variable \rangle$ $\{\langle function \rangle\}$ Applies the $\langle function \rangle$ to every $\langle item \rangle$ stored within the $\langle token\ list \rangle$. The $\langle function \rangle$ should consist of code which will receive the $\langle item \rangle$ stored in the $\langle variable \rangle$. One variable mapping can be nested inside another. See also <code>\tl_map_inline:nn</code> .

<hr/> <code>\tl_map_break: ☆</code> <hr/>	<code>\tl_map_break:</code>
Updated: 2012-06-29	Used to terminate a <code>\tl_map...</code> function before all entries in the <i>⟨token list variable⟩</i> have been processed. This will normally take 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 will lead to low level \TeX errors.

\TeX hackers note: When the mapping is broken, additional tokens may be inserted by the internal macro `__prg_break_point:Nn` before the *⟨tokens⟩* are inserted into the input stream. This will depend on the design of the mapping function.

<hr/> <code>\tl_map_break:n ☆</code> <hr/>	<code>\tl_map_break:n {⟨tokens⟩}</code>
Updated: 2012-06-29	Used to terminate a <code>\tl_map...</code> function before all entries in the <i>⟨token list variable⟩</i> have been processed, inserting the <i>⟨tokens⟩</i> after the mapping has ended. This will normally take place within a conditional statement, for example

```

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

```

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

\TeX hackers note: When the mapping is broken, additional tokens may be inserted by the internal macro `__prg_break_point:Nn` before the *⟨tokens⟩* are inserted into the input stream. This will depend on the design of the mapping function.

8 Using token lists

`\tl_to_str:n` ★ `\tl_to_str:n {(token list)}`

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

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

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

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

`\tl_to_str:N` ★ `\tl_to_str:N <tl var>`

`\tl_to_str:c` ★

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

`\tl_use:N` ★ `\tl_use:N <tl var>`

`\tl_use:c` ★

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

9 Working with the content of token lists

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

`\tl_count:(V|o)` ★

New: 2012-05-13

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

`\tl_count:N` ★ `\tl_count:N <tl var>`

`\tl_count:c` ★

New: 2012-05-13

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

`\tl_reverse:n` ★ `\tl_reverse:n {\langle token list \rangle}`

`\tl_reverse:(V|o)` ★

Updated: 2012-01-08

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

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

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

`\tl_reverse:c`

`\tl_greverse:N`

`\tl_greverse:c`

Updated: 2012-01-08

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

`\tl_reverse_items:n` ★ `\tl_reverse_items:n {\langle token list \rangle}`

New: 2012-01-08

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

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

`\tl_trim_spaces:n` ★ `\tl_trim_spaces:n {\langle token list \rangle}`

New: 2011-07-09

Updated: 2012-06-25

Removes any leading and trailing explicit space characters (explicit tokens with character code 32 and category code 10) from the $\langle token\ list \rangle$ and leaves the result in the input stream.

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

```

\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 $\langle tl\ var\rangle$. Note that this therefore *resets* the content of the variable.

10 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 $\langle item\rangle$ in the $\langle token\ list\rangle$, discarding the rest of the $\langle token\ list\rangle$. 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 }
```

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

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

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

<code>\tl_tail:N</code>	★
<code>\tl_tail:n</code>	★
<code>\tl_tail:(V v f)</code>	★
Updated: 2012-09-01	

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

Discards all leading explicit space characters (explicit tokens with character code 32 and category code 10) and the first $\langle item \rangle$ in the $\langle token list \rangle$, 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 }`

will both leave `{bc}d` in the input stream. A blank $\langle token list \rangle$ (see `\tl_if_blank:nTF`) will result in `\tl_tail:n` leaving nothing in the input stream.

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

<code>\tl_if_head_eq_catcode_p:nN</code>	★	<code>\tl_if_head_eq_catcode_p:nN</code>	$\{ \langle token list \rangle \}$	$\langle test token \rangle$
<code>\tl_if_head_eq_catcode:nNTF</code>	★	<code>\tl_if_head_eq_catcode:nNTF</code>	$\{ \langle token list \rangle \}$	$\langle test token \rangle$
Updated: 2012-07-09		$\{ \langle true code \rangle \} \{ \langle false code \rangle \}$		

Tests if the first $\langle token \rangle$ in the $\langle token list \rangle$ has the same category code as the $\langle test token \rangle$. In the case where the $\langle token list \rangle$ is empty, the test will always be **false**.

<code>\tl_if_head_eq_charcode_p:nN</code>	★	<code>\tl_if_head_eq_charcode_p:nN</code>	$\{ \langle token list \rangle \}$	$\langle test token \rangle$
<code>\tl_if_head_eq_charcode_p:fN</code>	★	<code>\tl_if_head_eq_charcode:nNTF</code>	$\{ \langle token list \rangle \}$	$\langle test token \rangle$
<code>\tl_if_head_eq_charcode:nNTF</code>	★	$\{ \langle true code \rangle \} \{ \langle false code \rangle \}$		
<code>\tl_if_head_eq_charcode:fNTF</code>	★			

Updated: 2012-07-09

Tests if the first $\langle token \rangle$ in the $\langle token list \rangle$ has the same character code as the $\langle test token \rangle$. In the case where the $\langle token list \rangle$ is empty, the test will always be **false**.

<code>\tl_if_head_eq_meaning_p:nN</code>	★	<code>\tl_if_head_eq_meaning_p:nN</code>	$\{ \langle token list \rangle \}$	$\langle test token \rangle$
<code>\tl_if_head_eq_meaning:nNTF</code>	★	<code>\tl_if_head_eq_meaning:nNTF</code>	$\{ \langle token list \rangle \}$	$\langle test token \rangle$
Updated: 2012-07-09		$\{ \langle true code \rangle \} \{ \langle false code \rangle \}$		

Tests if the first $\langle token \rangle$ in the $\langle token list \rangle$ has the same meaning as the $\langle test token \rangle$. In the case where $\langle token list \rangle$ is empty, the test will always be **false**.

<code>\tl_if_head_is_group_p:n</code>	★	<code>\tl_if_head_is_group_p:n</code>	$\{ \langle token list \rangle \}$
<code>\tl_if_head_is_group:nTF</code>	★	<code>\tl_if_head_is_group:nTF</code>	$\{ \langle token list \rangle \} \{ \langle true code \rangle \} \{ \langle false code \rangle \}$
New: 2012-07-08			

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

<code>\tl_if_head_is_N_type_p:n</code> ★	<code>\tl_if_head_is_N_type_p:n {⟨token list⟩}</code>
<code>\tl_if_head_is_N_type:nTF</code> ★	<code>\tl_if_head_is_N_type:nTF {⟨token list⟩} {⟨true code⟩} {⟨false code⟩}</code>

New: 2012-07-08

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

<code>\tl_if_head_is_space_p:n</code> ★	<code>\tl_if_head_is_space_p:n {⟨token list⟩}</code>
<code>\tl_if_head_is_space:nTF</code> ★	<code>\tl_if_head_is_space:nTF {⟨token list⟩} {⟨true code⟩} {⟨false code⟩}</code>

Updated: 2012-07-08

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

11 Using a single item

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

New: 2014-07-17

Indexing items in the *⟨token list⟩* from 1 on the left, this function will evaluate the *⟨integer expression⟩* and leave 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.

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

12 Viewing token lists

<code>\tl_show:N</code>	<code>\tl_show:N ⟨tl var⟩</code>
<code>\tl_show:c</code>	

Updated: 2012-09-09

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

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

<hr/> <hr/>	<code>\tl_show:n</code>	<code>\tl_show:n</code> $\langle token\ list \rangle$
<hr/>	Updated: 2012-09-09	Displays the $\langle token\ list \rangle$ on the terminal.

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

13 Constant token lists

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

<hr/> <hr/>	<code>\c_job_name_tl</code>	Constant that gets the “job name” assigned when T _E X starts.
-------------	-----------------------------	--

T_EXhackers note: This copies the contents of the primitive `\jobname`. It is a constant that is set by T_EX and should not be overwritten by the package.

<hr/> <hr/>	<code>\c_space_tl</code>	An explicit space character contained in a token list (compare this with <code>\c_space_token</code>). For use where an explicit space is required.
-------------	--------------------------	--

14 Scratch token lists

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

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

15 Internal functions

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

Part XII

The l3str package

Strings

T_EX 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 T_EX sense.

A T_EX 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 T_EX string is a token list with the appropriate category codes. In this documentation, these will simply be referred to as strings: note that they can be stored in token lists as normal.

The functions documented here take literal token lists, convert to strings and then carry out manipulations. Thus they may informally be described as “ignoring” category code. Note that the functions `\cs_to_str:N`, `\tl_to_str:n`, `\tl_to_str:N` and `\token_to_str:N` (and variants) will generate strings from the appropriate input: these are documented in `l3basics`, `l3tl` and `l3token`, respectively.

1 The first character from a string

<code>\str_head:n</code>	★	<code>\str_head:n {⟨token list⟩}</code>
<code>\str_tail:n</code>	★	<code>\str_tail:n {⟨token list⟩}</code>

New: 2011-08-10

Converts the *⟨token list⟩* into a string, as described for `\tl_to_str:n`. The `\str_head:n` function then leaves the first character of this string in the input stream. The `\str_tail:n` function leaves all characters except the first in the input stream. The first character may be a space. If the *⟨token list⟩* argument is entirely empty, nothing is left in the input stream.

1.1 Tests on strings

<code>\str_if_eq_p:nn</code>	★	<code>\str_if_eq_p:nn {⟨tl₁⟩} {⟨tl₂⟩}</code>
<code>\str_if_eq_p:(Vn on no nV VV)</code>	★	<code>\str_if_eq:nnTF {⟨tl₁⟩} {⟨tl₂⟩} {⟨true code⟩} {⟨false code⟩}</code>
<code>\str_if_eq:nnTF</code>	★	
<code>\str_if_eq:(Vn on no nV VV)TF</code>	★	

Compares the two *⟨token lists⟩* on a character by character basis, and is **true** if the two lists contain the same characters in the same order. Thus for example

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

is logically **true**.

<code>\str_if_eq_x_p:nn</code> ★ <code>\str_if_eq_x:nnTF</code> ★	<code>\str_if_eq_x_p:nn {<tl₁>} {<tl₂>}</code> <code>\str_if_eq_x:nnTF {<tl₁>} {<tl₂>} {<true code>} {<false code>}</code>
--	---

New: 2012-06-05

Compares the full expansion of two *<token lists>* on a character by character basis, and is **true** if the two lists contain the same characters in the same order. Thus for example

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

is logically **true**.

<code>\str_case:nnTF</code> ★ <code>\str_case:onTF</code> ★	<code>\str_case:nnTF {<test string>}</code> <code>{</code> <code> {<string case₁>} {<code case₁>}</code> <code> {<string case₂>} {<code case₂>}</code> <code> ...</code> <code> {<string case_n>} {<code case_n>}</code> <code>}</code> <code>{<true code>}</code> <code>{<false code>}</code>
--	--

New: 2013-07-24

This function compares the *<test string>* in turn with each of the *<string cases>*. If the two are equal (as described for `\str_if_eq:nnTF` then the associated *<code>* is left in the input stream. If any of the cases are matched, the *<true code>* is also inserted into the input stream (after the code for the appropriate case), while if none match then the *<false code>* is inserted. The function `\str_case:nn`, which does nothing if there is no match, is also available.

<code>\str_case_x:nnTF</code> ★	<code>\str_case_x:nnF {<test string>}</code> <code>{</code> <code> {<string case₁>} {<code case₁>}</code> <code> {<string case₂>} {<code case₂>}</code> <code> ...</code> <code> {<string case_n>} {<code case_n>}</code> <code>}</code> <code>{<true code>}</code> <code>{<false code>}</code>
---------------------------------	---

New: 2013-07-24

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

2 String manipulation

`\str_fold_case:n` ☆

New: 2014-06-19

`\str_fold_case:n` $\{\langle tokens \rangle\}$

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

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

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

The folding approach implemented by `\str_fold_case:n` follows the “full” scheme defined by the Unicode Consortium (*e.g.* 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 will be 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`.

2.1 Internal string functions

`__str_if_eq_x:nn` ★

`__str_if_eq_x:nn` $\{\langle tl_1 \rangle\} \{\langle tl_2 \rangle\}$

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

`__str_if_eq_x_return:nn`

`__str_if_eq_x_return:nn` $\{\langle tl_1 \rangle\} \{\langle tl_2 \rangle\}$

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

Part XIII

The l3seq package

Sequences and stacks

L^AT_EX3 implements a “sequence” data type, which contain an ordered list of entries which may contain any *⟨balanced text⟩*. It is possible to map functions to sequences such that the function is applied to every item in the sequence.

Sequences are also used to implement stack functions in L^AT_EX3. This is achieved using a number of dedicated stack functions.

1 Creating and initialising sequences

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

Creates a new *⟨sequence⟩* or raises an error if the name is already taken. The declaration is global. The *⟨sequence⟩* will initially contain no items.

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

Clears all items from the *⟨sequence⟩*.

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

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

<code>\seq_set_eq:NN</code>	<code>\seq_set_eq:NN <sequence₁> <sequence₂></code>
<code>\seq_set_eq:(cN Nc cc)</code>	
<code>\seq_gset_eq:NN</code>	Sets the content of <i>⟨sequence₁⟩</i> equal to that of <i>⟨sequence₂⟩</i> .
<code>\seq_gset_eq:(cN Nc cc)</code>	

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

New: 2014-07-17

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

<hr/> <code>\seq_set_split:Nnn</code> <code>\seq_set_split:NnV</code> <code>\seq_gset_split:Nnn</code> <code>\seq_gset_split:NnV</code> <hr/>	<code>\seq_set_split:Nnn</code> $\langle sequence \rangle$ $\{\langle delimiter \rangle\}$ $\{\langle token list \rangle\}$ Splits the $\langle token list \rangle$ into $\langle items \rangle$ separated by $\langle delimiter \rangle$, and assigns the result to the $\langle sequence \rangle$. Spaces on both sides of each $\langle item \rangle$ are ignored, then one set of outer braces is removed (if any); this space trimming behaviour is identical to that of <code>l3clist</code> functions. Empty $\langle items \rangle$ are preserved by <code>\seq_set_split:Nnn</code> , and can be removed afterwards using <code>\seq_remove_all:Nn</code> $\langle sequence \rangle$ $\{\langle \rangle\}$. The $\langle delimiter \rangle$ may not contain <code>{</code> , <code>}</code> or <code>#</code> (assuming TeX's normal category code régime). If the $\langle delimiter \rangle$ is empty, the $\langle token list \rangle$ is split into $\langle items \rangle$ as a $\langle token list \rangle$.
<hr/> New: 2011-08-15 Updated: 2012-07-02 <hr/>	
<hr/> <code>\seq_concat:NNN</code> <code>\seq_concat:ccc</code> <code>\seq_gconcat:NNN</code> <code>\seq_gconcat:ccc</code> <hr/>	<code>\seq_concat:NNN</code> $\langle sequence_1 \rangle$ $\langle sequence_2 \rangle$ $\langle sequence_3 \rangle$ Concatenates the content of $\langle sequence_2 \rangle$ and $\langle sequence_3 \rangle$ together and saves the result in $\langle sequence_1 \rangle$. The items in $\langle sequence_2 \rangle$ will be placed at the left side of the new sequence.
<hr/> <code>\seq_if_exist_p:N</code> ★ <code>\seq_if_exist_p:c</code> ★ <code>\seq_if_exist:NTF</code> ★ <code>\seq_if_exist:cTF</code> ★ <hr/> New: 2012-03-03 <hr/>	<code>\seq_if_exist_p:N</code> $\langle sequence \rangle$ <code>\seq_if_exist:NTF</code> $\langle sequence \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$ Tests whether the $\langle sequence \rangle$ is currently defined. This does not check that the $\langle sequence \rangle$ really is a sequence variable.

2 Appending data to sequences

<hr/> <code>\seq_put_left:Nn</code> <code>\seq_put_left:(NV Nv No Nx cn cV cv co cx)</code> <code>\seq_gput_left:Nn</code> <code>\seq_gput_left:(NV Nv No Nx cn cV cv co cx)</code> <hr/>	<code>\seq_put_left:Nn</code> $\langle sequence \rangle$ $\{\langle item \rangle\}$ Appends the $\langle item \rangle$ to the left of the $\langle sequence \rangle$.
<hr/> <code>\seq_put_right:Nn</code> <code>\seq_put_right:(NV Nv No Nx cn cV cv co cx)</code> <code>\seq_gput_right:Nn</code> <code>\seq_gput_right:(NV Nv No Nx cn cV cv co cx)</code> <hr/>	<code>\seq_put_right:Nn</code> $\langle sequence \rangle$ $\{\langle item \rangle\}$ Appends the $\langle item \rangle$ to the right of the $\langle sequence \rangle$.

3 Recovering items from sequences

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

<hr/> \seq_get_left:NN \seq_get_left:cN <hr/> Updated: 2012-05-14	\seq_get_left:NN $\langle sequence \rangle$ $\langle token list variable \rangle$ Stores the left-most item from a $\langle sequence \rangle$ in the $\langle token list variable \rangle$ without removing it from the $\langle sequence \rangle$. The $\langle token list variable \rangle$ is assigned locally. If $\langle sequence \rangle$ is empty the $\langle token list variable \rangle$ will contain the special marker $\backslash q_no_value$.
<hr/> \seq_get_right:NN \seq_get_right:cN <hr/> Updated: 2012-05-19	\seq_get_right:NN $\langle sequence \rangle$ $\langle token list variable \rangle$ Stores the right-most item from a $\langle sequence \rangle$ in the $\langle token list variable \rangle$ without removing it from the $\langle sequence \rangle$. The $\langle token list variable \rangle$ is assigned locally. If $\langle sequence \rangle$ is empty the $\langle token list variable \rangle$ will contain the special marker $\backslash q_no_value$.
<hr/> \seq_pop_left:NN \seq_pop_left:cN <hr/> Updated: 2012-05-14	\seq_pop_left:NN $\langle sequence \rangle$ $\langle token list variable \rangle$ Pops the left-most item from a $\langle sequence \rangle$ into the $\langle token list variable \rangle$, <i>i.e.</i> removes the item from the sequence and stores it in the $\langle token list variable \rangle$. Both of the variables are assigned locally. If $\langle sequence \rangle$ is empty the $\langle token list variable \rangle$ will contain the special marker $\backslash q_no_value$.
<hr/> \seq_gpop_left:NN \seq_gpop_left:cN <hr/> Updated: 2012-05-14	\seq_gpop_left:NN $\langle sequence \rangle$ $\langle token list variable \rangle$ Pops the left-most item from a $\langle sequence \rangle$ into the $\langle token list variable \rangle$, <i>i.e.</i> removes the item from the sequence and stores it in the $\langle token list variable \rangle$. The $\langle sequence \rangle$ is modified globally, while the assignment of the $\langle token list variable \rangle$ is local. If $\langle sequence \rangle$ is empty the $\langle token list variable \rangle$ will contain the special marker $\backslash q_no_value$.
<hr/> \seq_pop_right:NN \seq_pop_right:cN <hr/> Updated: 2012-05-19	\seq_pop_right:NN $\langle sequence \rangle$ $\langle token list variable \rangle$ Pops the right-most item from a $\langle sequence \rangle$ into the $\langle token list variable \rangle$, <i>i.e.</i> removes the item from the sequence and stores it in the $\langle token list variable \rangle$. Both of the variables are assigned locally. If $\langle sequence \rangle$ is empty the $\langle token list variable \rangle$ will contain the special marker $\backslash q_no_value$.
<hr/> \seq_gpop_right:NN \seq_gpop_right:cN <hr/> Updated: 2012-05-19	\seq_gpop_right:NN $\langle sequence \rangle$ $\langle token list variable \rangle$ Pops the right-most item from a $\langle sequence \rangle$ into the $\langle token list variable \rangle$, <i>i.e.</i> removes the item from the sequence and stores it in the $\langle token list variable \rangle$. The $\langle sequence \rangle$ is modified globally, while the assignment of the $\langle token list variable \rangle$ is local. If $\langle sequence \rangle$ is empty the $\langle token list variable \rangle$ will contain the special marker $\backslash q_no_value$.

`\seq_item:Nn` ★ `\seq_item:Nn <sequence> {<integer expression>}`

`\seq_item:cn` ★

New: 2014-07-17

Indexing items in the `<sequence>` from 1 at the top (left), this function will evaluate the `<integer expression>` and leave 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. When the `<integer expression>` is larger than the number of items in the `<sequence>` (as calculated by `\seq_count:N`) then the function will expand to nothing.

T_EXhackers note: The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the `<item>` will 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:NNTF`

`\seq_get_left:cNTF`

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 a `<sequence>` in the `<token list variable>` without removing it from a `<sequence>`. The `<token list variable>` is assigned locally.

`\seq_get_right:NNTF`

`\seq_get_right:cNTF`

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 a `<sequence>` in the `<token list variable>` without removing it from a `<sequence>`. The `<token list variable>` is assigned locally.

`\seq_pop_left:NNTF`

`\seq_pop_left:cNTF`

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 a `<sequence>` in the `<token list variable>`, *i.e.* removes the item from a `<sequence>`. Both the `<sequence>` and the `<token list variable>` are assigned locally.

`\seq_gpop_left:NNTF`

`\seq_gpop_left:cNTF`

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 a `<sequence>` in the `<token list variable>`, *i.e.* removes the item from a `<sequence>`. 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 $\langle sequence \rangle$ is empty, leaves the $\langle false code \rangle$ in the input stream. The value of the $\langle token list variable \rangle$ is not defined in this case and should not be relied upon. If the $\langle sequence \rangle$ is non-empty, pops the right-most item from a $\langle sequence \rangle$ in the $\langle token list variable \rangle$, *i.e.* removes the item from a $\langle sequence \rangle$. Both the $\langle sequence \rangle$ and the $\langle token list variable \rangle$ 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 $\langle sequence \rangle$ is empty, leaves the $\langle false code \rangle$ in the input stream. The value of the $\langle token list variable \rangle$ is not defined in this case and should not be relied upon. If the $\langle sequence \rangle$ is non-empty, pops the right-most item from a $\langle sequence \rangle$ in the $\langle token list variable \rangle$, *i.e.* removes the item from a $\langle sequence \rangle$. The $\langle sequence \rangle$ is modified globally, while the $\langle token list variable \rangle$ 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 $\langle sequence \rangle$, leaving the left most copy of each item in the $\langle sequence \rangle$. The $\langle item \rangle$ comparison takes place on a token basis, as for `\tl_if_eq:nn(TF)`.

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

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

```
\seq_remove_all:Nn <sequence> {(item)}
```

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

```
\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 $\langle sequence \rangle$.

6 Sequence conditionals

<code>\seq_if_empty_p:N</code> ★	<code>\seq_if_empty_p:N</code> $\langle sequence \rangle$
<code>\seq_if_empty_p:c</code> ★	<code>\seq_if_empty:N</code> $\langle sequence \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$
<code>\seq_if_empty:N</code> ★	Tests if the $\langle sequence \rangle$ is empty (containing no items).
<code>\seq_if_empty:c</code> ★	

<code>\seq_if_in:N</code> ★	<code>\seq_if_in:N</code> $\langle sequence \rangle$ $\{\langle item \rangle\}$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$
<code>\seq_if_in:(N Nv No Nx cn cV cv co cx)</code> ★	

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

7 Mapping to sequences

<code>\seq_map_function:N</code> ★	<code>\seq_map_function:N</code> $\langle sequence \rangle$ $\langle function \rangle$
<code>\seq_map_function:c</code> ★	Applies $\langle function \rangle$ to every $\langle item \rangle$ stored in the $\langle sequence \rangle$. The $\langle function \rangle$ will receive one argument for each iteration. The $\langle items \rangle$ are returned from left to right. The function <code>\seq_map_inline:N</code> is faster than <code>\seq_map_function:N</code> for sequences with more than about 10 items. One mapping may be nested inside another.

Updated: 2012-06-29

<code>\seq_map_inline:N</code>	<code>\seq_map_inline:N</code> $\langle sequence \rangle$ $\{\langle inline function \rangle\}$
<code>\seq_map_inline:c</code>	Applies $\langle inline function \rangle$ to every $\langle item \rangle$ stored within the $\langle sequence \rangle$. The $\langle inline function \rangle$ should consist of code which will receive the $\langle item \rangle$ as #1. One in line mapping can be nested inside another. The $\langle items \rangle$ are returned from left to right.

Updated: 2012-06-29

<code>\seq_map_variable:NN</code>	<code>\seq_map_variable:NN</code> $\langle sequence \rangle$ $\langle tl var. \rangle$ $\{\langle function using tl var. \rangle\}$
<code>\seq_map_variable:(Ncn cN ccn)</code>	

Updated: 2012-06-29

Stores each entry in the $\langle sequence \rangle$ in turn in the $\langle tl var. \rangle$ and applies the $\langle function using tl var. \rangle$. The $\langle function \rangle$ will usually consist of code making use of the $\langle tl var. \rangle$, but this is not enforced. One variable mapping can be nested inside another. The $\langle items \rangle$ are returned from left to right.

\seq_map_break: ☆

Updated: 2012-06-29

\seq_map_break:

Used to terminate a `\seq_map...` function before all entries in the $\langle sequence \rangle$ have been processed. This will normally take 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 will lead to low level \TeX errors.

\TeX hackers note: When the mapping is broken, additional tokens may be inserted by the internal macro `__prg_break_point:Nn` before further items are taken from the input stream. This will depend on the design of the mapping function.

\seq_map_break:n ☆

Updated: 2012-06-29

\seq_map_break:n $\{\langle tokens \rangle\}$

Used to terminate a `\seq_map...` function before all entries in the $\langle sequence \rangle$ have been processed, inserting the $\langle tokens \rangle$ after the mapping has ended. This will normally take place within a conditional statement, for example

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

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

\TeX hackers note: When the mapping is broken, additional tokens may be inserted by the internal macro `__prg_break_point:Nn` before the $\langle tokens \rangle$ are inserted into the input stream. This will depend on the design of the mapping function.

\seq_count:N ☆**\seq_count:c** ☆

New: 2012-07-13

\seq_count:N $\langle sequence \rangle$

Leaves the number of items in the $\langle sequence \rangle$ in the input stream as an $\langle integer denotation \rangle$. The total number of items in a $\langle sequence \rangle$ will include those which are empty and duplicates, *i.e.* every item in a $\langle sequence \rangle$ is unique.

8 Using the content of sequences directly

`\seq_use:Nnnn` ★
`\seq_use:cnnn` ★

New: 2013-05-26

`\seq_use:Nnnn` $\langle seq\ var \rangle$ $\{\langle separator\ between\ two \rangle\}$
`\seq_use:cnnn` $\{\langle separator\ between\ more\ than\ two \rangle\}$ $\{\langle separator\ between\ final\ two \rangle\}$

Places the contents of the $\langle seq\ var \rangle$ in the input stream, with the appropriate $\langle separator \rangle$ between the items. Namely, if the sequence has more than two items, the $\langle separator\ between\ more\ than\ two \rangle$ is placed between each pair of items except the last, for which the $\langle separator\ between\ final\ two \rangle$ is used. If the sequence has exactly two items, then they are placed in the input stream separated by the $\langle separator\ between\ two \rangle$. If the sequence has a single item, it is placed in the input stream, and an empty sequence produces no output. An error will be 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~ }
```

will insert “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.

T_EXhackers note: The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the $\langle items \rangle$ will not expand further when appearing in an x-type argument expansion.

`\seq_use:Nn` ★
`\seq_use:cn` ★

New: 2013-05-26

`\seq_use:Nn` $\langle seq\ var \rangle$ $\{\langle separator \rangle\}$
`\seq_use:cn` $\langle seq\ var \rangle$ $\{\langle separator \rangle\}$

Places the contents of the $\langle seq\ var \rangle$ in the input stream, with the $\langle separator \rangle$ between the items. If the sequence has a single item, it is placed in the input stream with no $\langle separator \rangle$, and an empty sequence produces no output. An error will be 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~ }
```

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

T_EXhackers note: The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the $\langle items \rangle$ will 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` $\langle sequence \rangle$ $\langle token list variable \rangle$

Reads the top item from a $\langle sequence \rangle$ into the $\langle token list variable \rangle$ without removing it from the $\langle sequence \rangle$. The $\langle token list variable \rangle$ is assigned locally. If $\langle sequence \rangle$ is empty the $\langle token list variable \rangle$ will contain the special marker `\q_no_value`.

`\seq_pop:NN`
`\seq_pop:cN`

Updated: 2012-05-14

`\seq_pop:NN` $\langle sequence \rangle$ $\langle token list variable \rangle$

Pops the top item from a $\langle sequence \rangle$ into the $\langle token list variable \rangle$. Both of the variables are assigned locally. If $\langle sequence \rangle$ is empty the $\langle token list variable \rangle$ will contain the special marker `\q_no_value`.

`\seq_gpop:NN`
`\seq_gpop:cN`

Updated: 2012-05-14

`\seq_gpop:NN` $\langle sequence \rangle$ $\langle token list variable \rangle$

Pops the top item from a $\langle sequence \rangle$ into the $\langle token list variable \rangle$. The $\langle sequence \rangle$ is modified globally, while the $\langle token list variable \rangle$ is assigned locally. If $\langle sequence \rangle$ is empty the $\langle token list variable \rangle$ will contain the special marker `\q_no_value`.

`\seq_get:NNTF`
`\seq_get:cNTF`

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

`\seq_get:NNTF` $\langle sequence \rangle$ $\langle token list variable \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

If the $\langle sequence \rangle$ is empty, leaves the $\langle false code \rangle$ in the input stream. The value of the $\langle token list variable \rangle$ is not defined in this case and should not be relied upon. If the $\langle sequence \rangle$ is non-empty, stores the top item from a $\langle sequence \rangle$ in the $\langle token list variable \rangle$ without removing it from the $\langle sequence \rangle$. The $\langle token list variable \rangle$ is assigned locally.

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

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

`\seq_pop:NNTF` $\langle sequence \rangle$ $\langle token list variable \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

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

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

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

`\seq_gpop:NNTF` $\langle sequence \rangle$ $\langle token list variable \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

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

Adds the $\{\langle item \rangle\}$ to the top of the $\langle sequence \rangle$.

10 Constant and scratch sequences

`\c_empty_seq` Constant that is always empty.

New: 2012-07-02

`\l_tmpa_seq` Scratch sequences for local assignment. These are never used by the kernel code, and so
`\l_tmpb_seq` are safe for use with any L^AT_EX3-defined function. However, they may be overwritten by
 other non-kernel code and so should only be used for short-term storage.

New: 2012-04-26

`\g_tmpa_seq` Scratch sequences for global assignment. These are never used by the kernel code, and
`\g_tmpb_seq` so are safe for use with any L^AT_EX3-defined function. However, they may be overwritten
 by other non-kernel code and so should only be used for short-term storage.

New: 2012-04-26

11 Viewing sequences

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

`\seq_show:c`

Displays the entries in the $\langle sequence \rangle$ in the terminal.

Updated: 2012-09-09

12 Internal sequence functions

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

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

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

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

`__seq_push_item_def:x`

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

`__seq_pop_item_def:` `__seq_pop_item_def:`

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

Part XIV

The l3clist package

Comma separated lists

Comma lists contain ordered data where items can be added to the left or right end of the list. The resulting ordered list can then be mapped over using `\clist_map_function:NN`. Several items can be added at once, and spaces are removed from both sides of each item on input. Hence,

```
\clist_new:N \l_my_clist
\clist_put_left:Nn \l_my_clist { ~ a ~ , ~ {b} ~ }
\clist_put_right:Nn \l_my_clist { ~ { c ~ } , d }
```

results in `\l_my_clist` containing `a,{b},{c~},d`. Comma lists cannot contain empty items, thus

```
\clist_clear_new:N \l_my_clist
\clist_put_right:Nn \l_my_clist { , ~ , , }
\clist_if_empty:NTF \l_my_clist { true } { false }
```

will leave `true` in the input stream. To include an item which contains a comma, or starts or ends with a space, surround it with braces. The sequence data type should be preferred to comma lists if items are to contain `{`, `}`, or `#` (assuming the usual \TeX category codes apply).

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>* will initially contain no items.

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

```
\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>* will be set globally to the *<comma list>*.

New: 2014-07-05

```
\clist_clear:N
\clist_clear:c
\clist_gclear:N
\clist_gclear:c
```

```
\clist_clear:N <comma list>
```

Clears all items from the *<comma list>*.

<code>\clist_clear_new:N</code>	<code>\clist_clear_new:N</code> $\langle comma list \rangle$
<code>\clist_clear_new:c</code>	
<code>\clist_gclear_new:N</code>	Ensures that the $\langle comma list \rangle$ exists globally by applying <code>\clist_new:N</code> if necessary,
<code>\clist_gclear_new:c</code>	then applies <code>\clist_(g)clear:N</code> to leave the list empty.

<code>\clist_set_eq:NN</code>	<code>\clist_set_eq:NN</code> $\langle comma list_1 \rangle$ $\langle comma list_2 \rangle$
<code>\clist_set_eq:(cN Nc cc)</code>	Sets the content of $\langle comma list_1 \rangle$ equal to that of $\langle comma list_2 \rangle$.
<code>\clist_gset_eq:NN</code>	
<code>\clist_gset_eq:(cN Nc cc)</code>	

<code>\clist_set_from_seq:NN</code>	<code>\clist_set_from_seq:NN</code> $\langle comma list \rangle$ $\langle sequence \rangle$
<code>\clist_set_from_seq:(cN Nc cc)</code>	
<code>\clist_gset_from_seq:NN</code>	
<code>\clist_gset_from_seq:(cN Nc cc)</code>	

New: 2014-07-17

Converts the data in the $\langle sequence \rangle$ into a $\langle comma list \rangle$: the original $\langle sequence \rangle$ is unchanged. Items which contain either spaces or commas are surrounded by braces.

<code>\clist_concat:NNN</code>	<code>\clist_concat:NNN</code> $\langle comma list_1 \rangle$ $\langle comma list_2 \rangle$ $\langle comma list_3 \rangle$
<code>\clist_concat:ccc</code>	
<code>\clist_gconcat:NNN</code>	Concatenates the content of $\langle comma list_2 \rangle$ and $\langle comma list_3 \rangle$ together and saves the
<code>\clist_gconcat:ccc</code>	result in $\langle comma list_1 \rangle$. The items in $\langle comma list_2 \rangle$ will be placed at the left side of the

new comma list.

<code>\clist_if_exist_p:N</code> ★	<code>\clist_if_exist_p:N</code> $\langle comma list \rangle$
<code>\clist_if_exist_p:c</code> ★	<code>\clist_if_exist:NTF</code> $\langle comma list \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$
<code>\clist_if_exist:NTF</code> ★	Tests whether the $\langle comma list \rangle$ is currently defined. This does not check that the $\langle comma$
<code>\clist_if_exist:cTF</code> ★	$list \rangle$ really is a comma list.

New: 2012-03-03

2 Adding data to comma lists

<code>\clist_set:Nn</code>	<code>\clist_set:Nn</code> $\langle comma list \rangle$ $\{\langle item_1 \rangle, \dots, \langle item_n \rangle\}$
<code>\clist_set:(NV No Nx cn cV co cx)</code>	
<code>\clist_gset:Nn</code>	
<code>\clist_gset:(NV No Nx cn cV co cx)</code>	

New: 2011-09-06

Sets $\langle comma list \rangle$ to contain the $\langle items \rangle$, removing any previous content from the variable. Spaces are removed from both sides of each item.

<code>\clist_put_left:Nn</code>	<code>\clist_put_left:Nn <comma list> {\<item_1>, ..., \<item_n>}</code>
<code>\clist_put_left:(NV No Nx cn cV co cx)</code>	
<code>\clist_gput_left:Nn</code>	
<code>\clist_gput_left:(NV No Nx cn cV co cx)</code>	

Updated: 2011-09-05

Appends the $\langle items \rangle$ to the left of the $\langle comma list \rangle$. Spaces are removed from both sides of each item.

<code>\clist_put_right:Nn</code>	<code>\clist_put_right:Nn <comma list> {\<item_1>, ..., \<item_n>}</code>
<code>\clist_put_right:(NV No Nx cn cV co cx)</code>	
<code>\clist_gput_right:Nn</code>	
<code>\clist_gput_right:(NV No Nx cn cV co cx)</code>	

Updated: 2011-09-05

Appends the $\langle items \rangle$ to the right of the $\langle comma list \rangle$. Spaces are removed from both sides of each item.

3 Modifying comma lists

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

<code>\clist_remove_duplicates:N</code>	<code>\clist_remove_duplicates:N <comma list></code>
<code>\clist_remove_duplicates:c</code>	
<code>\clist_gremove_duplicates:N</code>	
<code>\clist_gremove_duplicates:c</code>	

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

T_EXhackers note: This function iterates through every item in the $\langle comma list \rangle$ and does a comparison with the $\langle items \rangle$ already checked. It is therefore relatively slow with large comma lists. Furthermore, it will not work if any of the items in the $\langle comma list \rangle$ contains `{`, `}`, or `#` (assuming the usual T_EX category codes apply).

<code>\clist_remove_all:Nn</code>	<code>\clist_remove_all:Nn <comma list> {\<item>}</code>
<code>\clist_remove_all:cn</code>	
<code>\clist_gremove_all:Nn</code>	
<code>\clist_gremove_all:cn</code>	

Updated: 2011-09-06

T_EXhackers note: The $\langle item \rangle$ may not contain `{`, `}`, or `#` (assuming the usual T_EX category codes apply).

```
\clist_reverse:N
\clist_reverse:c
\clist_greverse:N
\clist_greverse:c
```

New: 2014-07-18

```
\clist_reverse:n
```

New: 2014-07-18

```
\clist_reverse:N <comma list>
```

Reverses the order of items stored in the *<comma list>*.

```
\clist_reverse:n {<comma list>}
```

Leaves the items in the *<comma list>* in the input stream in reverse order. Braces and spaces are preserved by this process.

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

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>*, spaces are stripped from each item, but braces are not removed. Hence,

```
\clist_if_in:nNTF { a , {b}~ , {b} , c } { b } {true} {false}
```

yields `false`.

T_EXhackers note: The *<item>* may not contain `{`, `}`, or `#` (assuming the usual T_EX category codes apply), and should not contain `,` nor start or end with a space.

5 Mapping to comma lists

The functions described in this section apply a specified function to each item of a comma list.

When the comma list is given explicitly, as an *n*-type argument, spaces are trimmed around each item. If the result of trimming spaces is empty, the item is ignored. Otherwise, if the item is surrounded by braces, one set is removed, and the result is passed to the mapped function. Thus, if your comma list that is being mapped is $\{a, \{b\}, \{c\}, \}$ then the arguments passed to the mapped function are ‘a’, ‘{b}’, an empty argument, and ‘c’.

When the comma list is given as an *N*-type argument, spaces have already been trimmed on input, and items are simply stripped of one set of braces if any. This case is more efficient than using *n*-type comma lists.

`\clist_map_function:NN` ☆
`\clist_map_function:cN` ☆
`\clist_map_function:nN` ☆

Updated: 2012-06-29

`\clist_map_function:NN` $\langle comma\ list \rangle$ $\langle function \rangle$

Applies $\langle function \rangle$ to every $\langle item \rangle$ stored in the $\langle comma\ list \rangle$. The $\langle function \rangle$ will receive one argument for each iteration. The $\langle items \rangle$ are returned from left to right. The function `\clist_map_inline:Nn` is in general more efficient than `\clist_map_function:NN`. One mapping may be nested inside another.

`\clist_map_inline:Nn`
`\clist_map_inline:cn`
`\clist_map_inline:nn`

Updated: 2012-06-29

`\clist_map_inline:Nn` $\langle comma\ list \rangle$ $\{ \langle inline\ function \rangle \}$

Applies $\langle inline\ function \rangle$ to every $\langle item \rangle$ stored within the $\langle comma\ list \rangle$. The $\langle inline\ function \rangle$ should consist of code which will receive the $\langle item \rangle$ as #1. One in line mapping can be nested inside another. The $\langle items \rangle$ are returned from left to right.

`\clist_map_variable:NNn`
`\clist_map_variable:cNn`
`\clist_map_variable:nNn`

Updated: 2012-06-29

`\clist_map_variable:NNn` $\langle comma\ list \rangle$ $\langle tl\ var. \rangle$ $\{ \langle function\ using\ tl\ var. \rangle \}$

Stores each entry in the $\langle comma\ list \rangle$ in turn in the $\langle tl\ var. \rangle$ and applies the $\langle function\ using\ tl\ var. \rangle$. The $\langle function \rangle$ will usually consist of code making use of the $\langle tl\ var. \rangle$, but this is not enforced. One variable mapping can be nested inside another. The $\langle items \rangle$ are returned from left to right.

`\clist_map_break:` ☆

Updated: 2012-06-29

`\clist_map_break:`

Used to terminate a `\clist_map...` function before all entries in the *⟨comma list⟩* have been processed. This will normally take 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 will lead to low level T_EX errors.

T_EXhackers note: When the mapping is broken, additional tokens may be inserted by the internal macro `__prg_break_point:Nn` before further items are taken from the input stream. This will depend on the design of the mapping function.

`\clist_map_break:n` ☆

Updated: 2012-06-29

`\clist_map_break:n {⟨tokens⟩}`

Used to terminate a `\clist_map...` function before all entries in the *⟨comma list⟩* have been processed, inserting the *⟨tokens⟩* after the mapping has ended. This will normally take place within a conditional statement, for example

```
\clist_map_inline:Nn \l_my_clist
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \clist_map_break:n { <tokens> } }
  {
    % Do something useful
  }
}
```

Use outside of a `\clist_map...` scenario will lead to low level T_EX errors.

T_EXhackers note: When the mapping is broken, additional tokens may be inserted by the internal macro `__prg_break_point:Nn` before the *⟨tokens⟩* are inserted into the input stream. This will depend 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⟩* will include those which are duplicates, *i.e.* every item in a *⟨comma list⟩* is unique.

6 Using the content of comma lists directly

<code>\clist_use:Nnnn</code> ★ <code>\clist_use:cnnn</code> ★	<code>\clist_use:Nnnn <clist var> {<separator between two>}</code> <code>{<separator between more than two>} {<separator between final two>}</code>
--	--

New: 2013-05-26

Places the contents of the $\langle\textit{clist var}\rangle$ in the input stream, with the appropriate $\langle\textit{separator}\rangle$ between the items. Namely, if the comma list has more than two items, the $\langle\textit{separator between more than two}\rangle$ is placed between each pair of items except the last, for which the $\langle\textit{separator between final two}\rangle$ is used. If the comma list has exactly two items, then they are placed in the input stream separated by the $\langle\textit{separator between two}\rangle$. 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 will be 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~ }
```

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

T_EXhackers note: The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the $\langle\textit{items}\rangle$ will not expand further when appearing in an x-type argument expansion.

<code>\clist_use:Nn</code> ★ <code>\clist_use:cn</code> ★	<code>\clist_use:Nn <clist var> {<separator>}</code>
--	--

New: 2013-05-26

Places the contents of the $\langle\textit{clist var}\rangle$ in the input stream, with the $\langle\textit{separator}\rangle$ 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 will be 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~ }
```

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

T_EXhackers note: The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the $\langle\textit{items}\rangle$ will 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.

<u>\clist_get:NN</u>	\clist_get:NN <i><comma list></i> <i><token list variable></i>
<u>\clist_get:cN</u>	Stores the left-most item from a <i><comma list></i> in the <i><token list variable></i> without removing it from the <i><comma list></i> . The <i><token list variable></i> is assigned locally. If the <i><comma list></i> is empty the <i><token list variable></i> will contain the marker value <code>\q_no_value</code> .
Updated: 2012-05-14	
<u>\clist_get:NNTF</u>	\clist_get:NNTF <i><comma list></i> <i><token list variable></i> <i>{<true code>}</i> <i>{<false code>}</i>
<u>\clist_get:cNTF</u>	If the <i><comma list></i> is empty, leaves the <i><false code></i> in the input stream. The value of the <i><token list variable></i> is not defined in this case and should not be relied upon. If the <i><comma list></i> is non-empty, stores the top item from the <i><comma list></i> in the <i><token list variable></i> without removing it from the <i><comma list></i> . The <i><token list variable></i> is assigned locally.
New: 2012-05-14	
<u>\clist_pop:NN</u>	\clist_pop:NN <i><comma list></i> <i><token list variable></i>
<u>\clist_pop:cN</u>	Pops the left-most item from a <i><comma list></i> into the <i><token list variable></i> , <i>i.e.</i> removes the item from the comma list and stores it in the <i><token list variable></i> . Both of the variables are assigned locally.
Updated: 2011-09-06	
<u>\clist_gpop:NN</u>	\clist_gpop:NN <i><comma list></i> <i><token list variable></i>
<u>\clist_gpop:cN</u>	Pops the left-most item from a <i><comma list></i> into the <i><token list variable></i> , <i>i.e.</i> removes the item from the comma list and stores it in the <i><token list variable></i> . The <i><comma list></i> is modified globally, while the assignment of the <i><token list variable></i> is local.
<u>\clist_pop:NNTF</u>	\clist_pop:NNTF <i><sequence></i> <i><token list variable></i> <i>{<true code>}</i> <i>{<false code>}</i>
<u>\clist_pop:cNTF</u>	If the <i><comma list></i> is empty, leaves the <i><false code></i> in the input stream. The value of the <i><token list variable></i> is not defined in this case and should not be relied upon. If the <i><comma list></i> is non-empty, pops the top item from the <i><comma list></i> in the <i><token list variable></i> , <i>i.e.</i> removes the item from the <i><comma list></i> . Both the <i><comma list></i> and the <i><token list variable></i> are assigned locally.
New: 2012-05-14	
<u>\clist_gpop:NNTF</u>	\clist_gpop:NNTF <i><comma list></i> <i><token list variable></i> <i>{<true code>}</i> <i>{<false code>}</i>
<u>\clist_gpop:cNTF</u>	If the <i><comma list></i> is empty, leaves the <i><false code></i> in the input stream. The value of the <i><token list variable></i> is not defined in this case and should not be relied upon. If the <i><comma list></i> is non-empty, pops the top item from the <i><comma list></i> in the <i><token list variable></i> , <i>i.e.</i> removes the item from the <i><comma list></i> . The <i><comma list></i> is modified globally, while the <i><token list variable></i> is assigned locally.
New: 2012-05-14	

<code>\clist_push:Nn</code>	<code>\clist_push:Nn <comma list> {<items>}</code>
<code>\clist_push:(NV No Nx cn cV co cx)</code>	
<code>\clist_gpush:Nn</code>	
<code>\clist_gpush:(NV No Nx cn cV co cx)</code>	

Adds the $\{\langle items \rangle\}$ to the top of the $\langle comma list \rangle$. Spaces are removed from both sides of each item.

8 Using a single item

<code>\clist_item:Nn</code> ★	<code>\clist_item:Nn <comma list> {<integer expression>}</code>
<code>\clist_item:cn</code> ★	
<code>\clist_item:nn</code> ★	

New: 2014-07-17

Indexing items in the $\langle comma list \rangle$ from 1 at the top (left), this function will evaluate the $\langle integer expression \rangle$ and leave the appropriate item from the comma list in the input stream. If the $\langle integer expression \rangle$ is negative, indexing occurs from the bottom (right) of the comma list. When the $\langle integer expression \rangle$ is larger than the number of items in the $\langle comma list \rangle$ (as calculated by `\clist_count:N`) then the function will expand to nothing.

T_EXhackers note: The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the $\langle item \rangle$ will not expand further when appearing in an x-type argument expansion.

9 Viewing comma lists

<code>\clist_show:N</code>	<code>\clist_show:N <comma list></code>
<code>\clist_show:c</code>	Displays the entries in the $\langle comma list \rangle$ in the terminal.

Updated: 2012-09-09

<code>\clist_show:n</code>	<code>\clist_show:n {<tokens>}</code>
Updated: 2012-09-09	Displays the entries in the comma list in the terminal.

10 Constant and scratch comma lists

<code>\c_empty_clist</code>	Constant that is always empty.
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New: 2012-07-02

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

New: 2011-09-06

<hr/>	
<code>\g_tmpa_clist</code>	Scratch comma lists for global assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX 3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\g_tmpb_clist</code>	
<hr/>	
<code>New: 2011-09-06</code>	
<hr/>	

Part XV

The l3prop package

Property lists

L^AT_EX3 implements a “property list” data type, which contain an unordered list of entries each of which consists of a $\langle key \rangle$ and an associated $\langle value \rangle$. The $\langle key \rangle$ and $\langle value \rangle$ may both be any $\langle balanced\ text \rangle$. It is possible to map functions to property lists such that the function is applied to every key–value pair within the list.

Each entry in a property list must have a unique $\langle key \rangle$: if an entry is added to a property list which already contains the $\langle key \rangle$ then the new entry will overwrite the existing one. The $\langle keys \rangle$ are compared on a string basis, using the same method as `\str_if_eq:nn`.

Property lists are intended for storing key-based information for use within code. This is in contrast to key–value lists, which are a form of *input* parsed by the `keys` module.

1 Creating and initialising property lists

 $\backslash\text{prop_new:N}$
 $\backslash\text{prop_new:c}$

 $\backslash\text{prop_new:N}$ $\langle property\ list \rangle$

Creates a new $\langle property\ list \rangle$ or raises an error if the name is already taken. The declaration is global. The $\langle property\ list \rangle$ will initially contain no entries.

 $\backslash\text{prop_clear:N}$
 $\backslash\text{prop_clear:c}$
 $\backslash\text{prop_gclear:N}$
 $\backslash\text{prop_gclear:c}$

 $\backslash\text{prop_clear:N}$ $\langle property\ list \rangle$

Clears all entries from the $\langle property\ list \rangle$.

 $\backslash\text{prop_clear_new:N}$
 $\backslash\text{prop_clear_new:c}$
 $\backslash\text{prop_gclear_new:N}$
 $\backslash\text{prop_gclear_new:c}$

 $\backslash\text{prop_clear_new:N}$ $\langle property\ list \rangle$

Ensures that the $\langle property\ list \rangle$ exists globally by applying $\backslash\text{prop_new:N}$ if necessary, then applies $\backslash\text{prop_gclear:N}$ to leave the list empty.

 $\backslash\text{prop_set_eq:NN}$
 $\backslash\text{prop_set_eq:(cN|Nc|cc)}$
 $\backslash\text{prop_gset_eq:NN}$
 $\backslash\text{prop_gset_eq:(cN|Nc|cc)}$

 $\backslash\text{prop_set_eq:NN}$ $\langle property\ list_1 \rangle$ $\langle property\ list_2 \rangle$

Sets the content of $\langle property\ list_1 \rangle$ equal to that of $\langle property\ list_2 \rangle$.

2 Adding entries to property lists

$\backslash\text{prop_put:Nnn}$ $\backslash\text{prop_put: (NnV Nno Nnx NVn NVV Non Noo cnn cnV cno cnx cVn cVV con coo)}$ $\backslash\text{prop_gput:Nnn}$ $\backslash\text{prop_gput: (NnV Nno Nnx NVn NVV Non Noo cnn cnV cno cnx cVn cVV con coo)}$	$\backslash\text{prop_put:Nnn } \langle\text{property list}\rangle$ $\{ \langle\text{key}\rangle \} \{ \langle\text{value}\rangle \}$
--	---

Updated: 2012-07-09

Adds an entry to the $\langle\text{property list}\rangle$ which may be accessed using the $\langle\text{key}\rangle$ and which has $\langle\text{value}\rangle$. Both the $\langle\text{key}\rangle$ and $\langle\text{value}\rangle$ may contain any $\langle\text{balanced text}\rangle$. The $\langle\text{key}\rangle$ is stored after processing with $\backslash\text{tl_to_str:n}$, meaning that category codes are ignored. If the $\langle\text{key}\rangle$ is already present in the $\langle\text{property list}\rangle$, the existing entry is overwritten by the new $\langle\text{value}\rangle$.

$\backslash\text{prop_put_if_new:Nnn}$ $\backslash\text{prop_put_if_new:cnn}$ $\backslash\text{prop_gput_if_new:Nnn}$ $\backslash\text{prop_gput_if_new:cnn}$	$\backslash\text{prop_put_if_new:Nnn } \langle\text{property list}\rangle \{ \langle\text{key}\rangle \} \{ \langle\text{value}\rangle \}$ <p>If the $\langle\text{key}\rangle$ is present in the $\langle\text{property list}\rangle$ then no action is taken. If the $\langle\text{key}\rangle$ is not present in the $\langle\text{property list}\rangle$ then a new entry is added. Both the $\langle\text{key}\rangle$ and $\langle\text{value}\rangle$ may contain any $\langle\text{balanced text}\rangle$. The $\langle\text{key}\rangle$ is stored after processing with $\backslash\text{tl_to_str:n}$, meaning that category codes are ignored.</p>
--	---

3 Recovering values from property lists

$\backslash\text{prop_get:NnN}$ $\backslash\text{prop_get: (NVN NoN cnN cVN coN)}$	$\backslash\text{prop_get:NnN } \langle\text{property list}\rangle \{ \langle\text{key}\rangle \} \langle\text{tl var}\rangle$
---	---

Updated: 2011-08-28

Recovers the $\langle\text{value}\rangle$ stored with $\langle\text{key}\rangle$ from the $\langle\text{property list}\rangle$, and places this in the $\langle\text{token list variable}\rangle$. If the $\langle\text{key}\rangle$ is not found in the $\langle\text{property list}\rangle$ then the $\langle\text{token list variable}\rangle$ will contain the special marker $\backslash\text{q_no_value}$. The $\langle\text{token list variable}\rangle$ is set within the current $\text{T}_{\text{E}}\text{X}$ group. See also $\backslash\text{prop_get:NnNTF}$.

$\backslash\text{prop_pop:NnN}$ $\backslash\text{prop_pop: (NoN cnN coN)}$	$\backslash\text{prop_pop:NnN } \langle\text{property list}\rangle \{ \langle\text{key}\rangle \} \langle\text{tl var}\rangle$ <p>Recovers the $\langle\text{value}\rangle$ stored with $\langle\text{key}\rangle$ from the $\langle\text{property list}\rangle$, and places this in the $\langle\text{token list variable}\rangle$. If the $\langle\text{key}\rangle$ is not found in the $\langle\text{property list}\rangle$ then the $\langle\text{token list variable}\rangle$ will contain the special marker $\backslash\text{q_no_value}$. The $\langle\text{key}\rangle$ and $\langle\text{value}\rangle$ are then deleted from the property list. Both assignments are local. See also $\backslash\text{prop_pop:NnNTF}$.</p>
---	---

Updated: 2011-08-18

$\backslash\text{prop_gpop:NnN}$ $\backslash\text{prop_gpop: (NoN cnN coN)}$	$\backslash\text{prop_gpop:NnN } \langle\text{property list}\rangle \{ \langle\text{key}\rangle \} \langle\text{tl var}\rangle$ <p>Recovers the $\langle\text{value}\rangle$ stored with $\langle\text{key}\rangle$ from the $\langle\text{property list}\rangle$, and places this in the $\langle\text{token list variable}\rangle$. If the $\langle\text{key}\rangle$ is not found in the $\langle\text{property list}\rangle$ then the $\langle\text{token list variable}\rangle$ will contain the special marker $\backslash\text{q_no_value}$. The $\langle\text{key}\rangle$ and $\langle\text{value}\rangle$ are then deleted from the property list. The $\langle\text{property list}\rangle$ is modified globally, while the assignment of the $\langle\text{token list variable}\rangle$ is local. See also $\backslash\text{prop_gpop:NnNTF}$.</p>
---	---

Updated: 2011-08-18

<code>\prop_item:Nn</code> ★	<code>\prop_item:Nn <property list> {<key>}</code>
<code>\prop_item:cn</code> ★	Expands to the <i><value></i> corresponding to the <i><key></i> in the <i><property list></i> . If the <i><key></i> is missing, this has an empty expansion.
New: 2014-07-17	

T_EXhackers 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>* will not expand further when appearing in an x-type argument expansion.

4 Modifying property lists

<code>\prop_remove:Nn</code>	<code>\prop_remove:Nn <property list> {<key>}</code>
<code>\prop_remove:(NV cn cV)</code>	Removes the entry listed under <i><key></i> from the <i><property list></i> . If the <i><key></i> is not found in the <i><property list></i> no change occurs, <i>i.e</i> there is no need to test for the existence of a key before deleting it.
<code>\prop_gremove:Nn</code>	
<code>\prop_gremove:(NV cn cV)</code>	
New: 2012-05-12	

5 Property list conditionals

<code>\prop_if_exist_p:N</code> ★	<code>\prop_if_exist_p:N <property list></code>
<code>\prop_if_exist_p:c</code> ★	<code>\prop_if_exist:NTF <property list> {<true code>} {<false code>}</code>
<code>\prop_if_exist:NTF</code> ★	Tests whether the <i><property list></i> is currently defined. This does not check that the <i><property list></i> really is a property list variable.
<code>\prop_if_exist:cTF</code> ★	
New: 2012-03-03	

<code>\prop_if_empty_p:N</code> ★	<code>\prop_if_empty_p:N <property list></code>
<code>\prop_if_empty_p:c</code> ★	<code>\prop_if_empty:NTF <property list> {<true code>} {<false code>}</code>
<code>\prop_if_empty:NTF</code> ★	Tests if the <i><property list></i> is empty (containing no entries).
<code>\prop_if_empty:cTF</code> ★	

<code>\prop_if_in_p:Nn</code> ★	<code>\prop_if_in:NnTF <property list> {<key>} {<true code>} {<false code>}</code>
<code>\prop_if_in_p:(NV No cn cV co)</code> ★	
<code>\prop_if_in:NnTF</code> ★	
<code>\prop_if_in:(NV No cn cV co)TF</code> ★	
Updated: 2011-09-15	

Tests if the *<key>* is present in the *<property list>*, making the comparison using the method described by `\str_if_eq:nnTF`.

T_EXhackers 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.

<code>\prop_get:NnNTF</code> <code>\prop_get:(NVN NoN cnN cVN coN)TF</code>	<code>\prop_get:NnNTF <property list> {<key>} <token list variable></code> <code>{<true code>} {<false code>}</code>
--	---

Updated: 2012-05-19

If the $\langle key \rangle$ is not present in the $\langle property list \rangle$, leaves the $\langle false code \rangle$ in the input stream. The value of the $\langle token list variable \rangle$ is not defined in this case and should not be relied upon. If the $\langle key \rangle$ is present in the $\langle property list \rangle$, stores the corresponding $\langle value \rangle$ in the $\langle token list variable \rangle$ without removing it from the $\langle property list \rangle$, then leaves the $\langle true code \rangle$ in the input stream. The $\langle token list variable \rangle$ is assigned locally.

<code>\prop_pop:NnNTF</code> <code>\prop_pop:cnNTF</code>	<code>\prop_pop:NnNTF <property list> {<key>} <token list variable> {<true code>}</code> <code>{<false code>}</code>
--	---

New: 2011-08-18
Updated: 2012-05-19

If the $\langle key \rangle$ is not present in the $\langle property list \rangle$, leaves the $\langle false code \rangle$ in the input stream. The value of the $\langle token list variable \rangle$ is not defined in this case and should not be relied upon. If the $\langle key \rangle$ is present in the $\langle property list \rangle$, pops the corresponding $\langle value \rangle$ in the $\langle token list variable \rangle$, *i.e.* removes the item from the $\langle property list \rangle$. Both the $\langle property list \rangle$ and the $\langle token list variable \rangle$ are assigned locally.

<code>\prop_gpop:NnNTF</code> <code>\prop_gpop:cnNTF</code>	<code>\prop_gpop:NnNTF <property list> {<key>} <token list variable> {<true code>}</code> <code>{<false code>}</code>
--	--

New: 2011-08-18
Updated: 2012-05-19

If the $\langle key \rangle$ is not present in the $\langle property list \rangle$, leaves the $\langle false code \rangle$ in the input stream. The value of the $\langle token list variable \rangle$ is not defined in this case and should not be relied upon. If the $\langle key \rangle$ is present in the $\langle property list \rangle$, pops the corresponding $\langle value \rangle$ in the $\langle token list variable \rangle$, *i.e.* removes the item from the $\langle property list \rangle$. The $\langle property list \rangle$ is modified globally, while the $\langle token list variable \rangle$ is assigned locally.

7 Mapping to property lists

<code>\prop_map_function:NN</code> ☆ <code>\prop_map_function:cN</code> ☆	<code>\prop_map_function:NN <property list> <function></code>
--	---

Updated: 2013-01-08

Applies $\langle function \rangle$ to every $\langle entry \rangle$ stored in the $\langle property list \rangle$. The $\langle function \rangle$ will receive two argument for each iteration: the $\langle key \rangle$ and associated $\langle value \rangle$. The order in which $\langle entries \rangle$ are returned is not defined and should not be relied upon.

<code>\prop_map_inline:Nn</code>	<code>\prop_map_inline:Nn <property list> {(inline function)}</code>
<code>\prop_map_inline:cn</code>	Applies <i><inline function></i> to every <i><entry></i> stored within the <i><property list></i> . The <i><inline function></i> should consist of code which will receive the <i><key></i> as #1 and the <i><value></i> as #2. The order in which <i><entries></i> are returned is not defined and should not be relied upon.
Updated: 2013-01-08	

<code>\prop_map_break:☆</code>	<code>\prop_map_break:</code>
Updated: 2012-06-29	Used to terminate a <code>\prop_map...</code> function before all entries in the <i><property list></i> have been processed. This will normally take 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 will lead to low level TeX errors.

<code>\prop_map_break:n☆</code>	<code>\prop_map_break:n {(tokens)}</code>
Updated: 2012-06-29	Used to terminate a <code>\prop_map...</code> function before all entries in the <i><property list></i> have been processed, inserting the <i><tokens></i> after the mapping has ended. This will normally take place within a conditional statement, for example

```

\prop_map_inline:Nn \l_my_prop
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \prop_map_break:n { <tokens> } }
  {
    % Do something useful
  }
}

```

Use outside of a `\prop_map...` scenario will lead to low level TeX errors.

8 Viewing property lists

<code>\prop_show:N</code>	<code>\prop_show:N <property list></code>
<code>\prop_show:c</code>	Displays the entries in the <i><property list></i> in the terminal.
Updated: 2012-09-09	

9 Scratch property lists

<code>\l_tmpa_prop</code>	Scratch property lists for local assignment. These are never used by the kernel code, and so are safe for use with any L ^A T _E X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\l_tmpb_prop</code>	
New: 2012-06-23	

<code>\g_tmpa_prop</code>	Scratch property lists for global assignment. These are never used by the kernel code, and so are safe for use with any L ^A T _E X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\g_tmpb_prop</code>	
New: 2012-06-23	

10 Constants

<code>\c_empty_prop</code>	A permanently-empty property list used for internal comparisons.
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11 Internal property list functions

<code>\s__prop</code>	The internal token used at the beginning of property lists. This is also used after each $\langle key \rangle$ (see <code>__prop_pair:wn</code>).
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<code>__prop_pair:wn</code>	<code>__prop_pair:wn $\langle key \rangle$ \s__prop {$\langle item \rangle$}</code>
	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 will be raised. The definition should always be set globally.

<code>\l__prop_internal_tl</code>	Token list used to store new key–value pairs to be inserted by functions of the <code>\prop_put:Nnn</code> family.
-----------------------------------	--

<code>__prop_split:NnTF</code>	<code>__prop_split:NnTF $\langle property list \rangle$ {$\langle key \rangle$} {$\langle true code \rangle$} {$\langle false code \rangle$}</code>
Updated: 2013-01-08	Splits the $\langle property list \rangle$ at the $\langle key \rangle$, giving three token lists: the $\langle extract \rangle$ of $\langle property list \rangle$ before the $\langle key \rangle$, the $\langle value \rangle$ associated with the $\langle key \rangle$ and the $\langle extract \rangle$ of the $\langle property list \rangle$ after the $\langle value \rangle$. Both $\langle extracts \rangle$ retain the internal structure of a property list, and the concatenation of the two $\langle extracts \rangle$ is a property list. If the $\langle key \rangle$ is present in the $\langle property list \rangle$ then the $\langle true code \rangle$ is left in the input stream, with #1, #2, and #3 replaced by the first $\langle extract \rangle$, the $\langle value \rangle$, and the second extract. If the $\langle key \rangle$ is not present in the $\langle property list \rangle$ then the $\langle false code \rangle$ is left in the input stream, with no trailing material. Both $\langle true code \rangle$ and $\langle false code \rangle$ are used in the replacement text of a macro defined internally, hence macro parameter characters should be doubled, except #1, #2, and #3 which stand in the $\langle true code \rangle$ for the three extracts from the property list. The $\langle key \rangle$ comparison takes place as described for <code>\str_if_eq:nn</code> .

Part XVI

The l3box package

Boxes

There are three kinds of box operations: horizontal mode denoted with prefix `\hbox_`, vertical mode with prefix `\vbox_`, and the generic operations working in both modes with prefix `\box_`.

1 Creating and initialising boxes

<code>\box_new:N</code>	<code>\box_new:N <box></code>
<code>\box_new:c</code>	Creates a new $\langle box \rangle$ or raises an error if the name is already taken. The declaration is global. The $\langle box \rangle$ will initially be void.

<code>\box_clear:N</code>	<code>\box_clear:N <box></code>
<code>\box_clear:c</code>	Clears the content of the $\langle box \rangle$ by setting the box equal to <code>\c_void_box</code> .
<code>\box_gclear:N</code>	
<code>\box_gclear:c</code>	

<code>\box_clear_new:N</code>	<code>\box_clear_new:N <box></code>
<code>\box_clear_new:c</code>	Ensures that the $\langle box \rangle$ exists globally by applying <code>\box_new:N</code> if necessary, then applies <code>\box_(g)clear:N</code> to leave the $\langle box \rangle$ empty.
<code>\box_gclear_new:N</code>	
<code>\box_gclear_new:c</code>	

<code>\box_set_eq:NN</code>	<code>\box_set_eq:NN <box₁> <box₂></code>
<code>\box_set_eq:(cN Nc cc)</code>	Sets the content of $\langle box_1 \rangle$ equal to that of $\langle box_2 \rangle$.
<code>\box_gset_eq:NN</code>	
<code>\box_gset_eq:(cN Nc cc)</code>	

<code>\box_set_eq_clear:NN</code>	<code>\box_set_eq_clear:NN <box₁> <box₂></code>
<code>\box_set_eq_clear:(cN Nc cc)</code>	Sets the content of $\langle box_1 \rangle$ within the current TeX group equal to that of $\langle box_2 \rangle$, then clears $\langle box_2 \rangle$ globally.

<code>\box_gset_eq_clear:NN</code>	<code>\box_gset_eq_clear:NN <box₁> <box₂></code>
<code>\box_gset_eq_clear:(cN Nc cc)</code>	Sets the content of $\langle box_1 \rangle$ equal to that of $\langle box_2 \rangle$, then clears $\langle box_2 \rangle$. These assignments are global.

<code>\box_if_exist_p:N</code> ★	<code>\box_if_exist_p:N</code> $\langle box \rangle$
<code>\box_if_exist_p:c</code> ★	<code>\box_if_exist:N</code> $\langle box \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$
<code>\box_if_exist:N</code> ★	Tests whether the $\langle box \rangle$ is currently defined. This does not check that the $\langle box \rangle$ really is a box.
<code>\box_if_exist:c</code> ★	

New: 2012-03-03

2 Using boxes

<code>\box_use:N</code>	<code>\box_use:N</code> $\langle box \rangle$
<code>\box_use:c</code>	Inserts the current content of the $\langle box \rangle$ onto the current list for typesetting.

T_EXhackers note: This is the T_EX primitive `\copy`.

<code>\box_use_clear:N</code>	<code>\box_use_clear:N</code> $\langle box \rangle$
<code>\box_use_clear:c</code>	Inserts the current content of the $\langle box \rangle$ onto the current list for typesetting, then globally clears the content of the $\langle box \rangle$.

T_EXhackers note: This is the T_EX primitive `\box`.

<code>\box_move_right:nn</code>	<code>\box_move_right:nn</code> $\{\langle dimexpr \rangle\}$ $\{\langle box\ function \rangle\}$
<code>\box_move_left:nn</code>	This function operates in vertical mode, and inserts the material specified by the $\langle box\ function \rangle$ such that its reference point is displaced horizontally by the given $\langle dimexpr \rangle$ from the reference point for typesetting, to the right or left as appropriate. The $\langle box\ function \rangle$ should be a box operation such as <code>\box_use:N</code> $\langle box \rangle$ or a “raw” box specification such as <code>\vbox:n</code> $\{ xyz \}$.

<code>\box_move_up:nn</code>	<code>\box_move_up:nn</code> $\{\langle dimexpr \rangle\}$ $\{\langle box\ function \rangle\}$
<code>\box_move_down:nn</code>	This function operates in horizontal mode, and inserts the material specified by the $\langle box\ function \rangle$ such that its reference point is displaced vertical by the given $\langle dimexpr \rangle$ from the reference point for typesetting, up or down as appropriate. The $\langle box\ function \rangle$ should be a box operation such as <code>\box_use:N</code> $\langle box \rangle$ or a “raw” box specification such as <code>\vbox:n</code> $\{ xyz \}$.

3 Measuring and setting box dimensions

<code>\box_dp:N</code>	<code>\box_dp:N</code> $\langle box \rangle$
<code>\box_dp:c</code>	Calculates the depth (below the baseline) of the $\langle box \rangle$ in a form suitable for use in a $\langle dimension\ expression \rangle$.

T_EXhackers note: This is the T_EX primitive `\dp`.

<code>\box_ht:N</code>	<code>\box_ht:N <box></code>
<code>\box_ht:c</code>	Calculates the height (above the baseline) of the $\langle box \rangle$ in a form suitable for use in a $\langle dimension expression \rangle$.

T_EXhackers note: This is the T_EX primitive `\ht`.

<code>\box_wd:N</code>	<code>\box_wd:N <box></code>
<code>\box_wd:c</code>	Calculates the width of the $\langle box \rangle$ in a form suitable for use in a $\langle dimension expression \rangle$.

T_EXhackers note: This is the T_EX primitive `\wd`.

<code>\box_set_dp:Nn</code>	<code>\box_set_dp:Nn <box> {<dimension expression>}</code>
<code>\box_set_dp:cn</code>	Set the depth (below the baseline) of the $\langle box \rangle$ to the value of the $\{ \langle dimension expression \rangle \}$. This is a global assignment.
Updated: 2011-10-22	

<code>\box_set_ht:Nn</code>	<code>\box_set_ht:Nn <box> {<dimension expression>}</code>
<code>\box_set_ht:cn</code>	Set the height (above the baseline) of the $\langle box \rangle$ to the value of the $\{ \langle dimension expression \rangle \}$. This is a global assignment.
Updated: 2011-10-22	

<code>\box_set_wd:Nn</code>	<code>\box_set_wd:Nn <box> {<dimension expression>}</code>
<code>\box_set_wd:cn</code>	Set the width of the $\langle box \rangle$ to the value of the $\{ \langle dimension expression \rangle \}$. This is a global assignment.
Updated: 2011-10-22	

4 Box conditionals

<code>\box_if_empty_p:N</code> ★	<code>\box_if_empty_p:N <box></code>
<code>\box_if_empty_p:c</code> ★	<code>\box_if_empty:NTF <box> {<true code>} {<false code>}</code>
<code>\box_if_empty:NTF</code> ★	Tests if $\langle box \rangle$ is a empty (equal to <code>\c_empty_box</code>).
<code>\box_if_empty:cTF</code> ★	

<code>\box_if_horizontal_p:N</code> ★	<code>\box_if_horizontal_p:N <box></code>
<code>\box_if_horizontal_p:c</code> ★	<code>\box_if_horizontal:NTF <box> {<true code>} {<false code>}</code>
<code>\box_if_horizontal:NTF</code> ★	Tests if $\langle box \rangle$ is a horizontal box.
<code>\box_if_horizontal:cTF</code> ★	

<code>\box_if_vertical_p:N</code> ★	<code>\box_if_vertical_p:N <box></code>
<code>\box_if_vertical_p:c</code> ★	<code>\box_if_vertical:NTF <box> {<true code>} {<false code>}</code>
<code>\box_if_vertical:NTF</code> ★	Tests if $\langle box \rangle$ is a vertical box.
<code>\box_if_vertical:cTF</code> ★	

5 The last box inserted

<hr/> <code>\box_set_to_last:N</code> <hr/>	<code>\box_set_to_last:N</code> $\langle box \rangle$
<code>\box_set_to_last:c</code>	
<code>\box_gset_to_last:N</code>	Sets the $\langle box \rangle$ equal to the last item (box) added to the current partial list, removing the item from the list at the same time. When applied to the main vertical list, the $\langle box \rangle$ will always be void as it is not possible to recover the last added item.
<hr/> <code>\box_gset_to_last:c</code> <hr/>	

6 Constant boxes

<hr/> <code>\c_empty_box</code> <hr/>	This is a permanently empty box, which is neither set as horizontal nor vertical.
<code>Updated: 2012-11-04</code>	

7 Scratch boxes

<hr/> <code>\l_tmpa_box</code> <hr/>	Scratch boxes for local assignment. These are never used by the kernel code, and so are safe for use with any L ^A T _E X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\l_tmpb_box</code>	
<code>Updated: 2012-11-04</code>	

<hr/> <code>\g_tmpa_box</code> <hr/>	Scratch boxes for global assignment. These are never used by the kernel code, and so are safe for use with any L ^A T _E X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\g_tmpb_box</code>	

8 Viewing box contents

<hr/> <code>\box_show:N</code> <hr/>	<code>\box_show:N</code> $\langle box \rangle$
<code>\box_show:c</code>	Shows full details of the content of the $\langle box \rangle$ in the terminal.
<code>Updated: 2012-05-11</code>	
<hr/> <code>\box_show:Nnn</code> <hr/>	<code>\box_show:Nnn</code> $\langle box \rangle$ $\langle intexpr_1 \rangle$ $\langle intexpr_2 \rangle$
<code>\box_show:cnn</code>	Display the contents of $\langle box \rangle$ in the terminal, showing the first $\langle intexpr_1 \rangle$ items of the box, and descending into $\langle intexpr_2 \rangle$ group levels.
<code>New: 2012-05-11</code>	
<hr/> <code>\box_log:N</code> <hr/>	<code>\box_log:N</code> $\langle box \rangle$
<code>\box_log:c</code>	Writes full details of the content of the $\langle box \rangle$ to the log.
<code>New: 2012-05-11</code>	

<hr/> <code>\box_log:Nnn</code> <hr/>	<code>\box_log:Nnn</code> $\langle box \rangle$ $\langle intexpr_1 \rangle$ $\langle intexpr_2 \rangle$
<code>\box_log:cnn</code> <hr/>	Writes the contents of $\langle box \rangle$ to the log, showing the first $\langle intexpr_1 \rangle$ items of the box, and descending into $\langle intexpr_2 \rangle$ group levels.
<code>New: 2012-05-11</code>	

9 Horizontal mode boxes

<hr/> <code>\hbox:n</code> <hr/>	<code>\hbox:n</code> $\{\langle contents \rangle\}$
	Typesets the $\langle contents \rangle$ into a horizontal box of natural width and then includes this box in the current list for typesetting.

T_EXhackers note: This is the T_EX primitive `\hbox`.

<hr/> <code>\hbox_to_wd:nn</code> <hr/>	<code>\hbox_to_wd:nn</code> $\{\langle dimexpr \rangle\}$ $\{\langle contents \rangle\}$
	Typesets the $\langle contents \rangle$ into a horizontal box of width $\langle dimexpr \rangle$ and then includes this box in the current list for typesetting.

<hr/> <code>\hbox_to_zero:n</code> <hr/>	<code>\hbox_to_zero:n</code> $\{\langle contents \rangle\}$
	Typesets the $\langle contents \rangle$ into a horizontal box of zero width and then includes this box in the current list for typesetting.

<hr/> <code>\hbox_set:Nn</code> <hr/>	<code>\hbox_set:Nn</code> $\langle box \rangle$ $\{\langle contents \rangle\}$
<code>\hbox_set:cn</code> <hr/>	
<code>\hbox_gset:Nn</code> <hr/>	Typesets the $\langle contents \rangle$ at natural width and then stores the result inside the $\langle box \rangle$.
<code>\hbox_gset:cn</code> <hr/>	

<hr/> <code>\hbox_set_to_wd:Nnn</code> <hr/>	<code>\hbox_set_to_wd:Nnn</code> $\langle box \rangle$ $\{\langle dimexpr \rangle\}$ $\{\langle contents \rangle\}$
<code>\hbox_set_to_wd:cnn</code> <hr/>	
<code>\hbox_gset_to_wd:Nnn</code> <hr/>	Typesets the $\langle contents \rangle$ to the width given by the $\langle dimexpr \rangle$ and then stores the result inside the $\langle box \rangle$.
<code>\hbox_gset_to_wd:cnn</code> <hr/>	

<hr/> <code>\hbox_overlap_right:n</code> <hr/>	<code>\hbox_overlap_right:n</code> $\{\langle contents \rangle\}$
	Typesets the $\langle contents \rangle$ into a horizontal box of zero width such that material will protrude to the right of the insertion point.

<hr/> <code>\hbox_overlap_left:n</code> <hr/>	<code>\hbox_overlap_left:n</code> $\{\langle contents \rangle\}$
	Typesets the $\langle contents \rangle$ into a horizontal box of zero width such that material will protrude to the left of the insertion point.

<hr/> <code>\hbox_set:Nw</code> <hr/>	<code>\hbox_set:Nw <box> <contents> \hbox_set_end:</code>
<code>\hbox_set:cw</code>	
<code>\hbox_set_end:</code>	Typesets the $\langle contents \rangle$ at natural width and then stores the result inside the $\langle box \rangle$. In contrast to <code>\hbox_set:Nn</code> this function does not absorb the argument when finding the $\langle content \rangle$, and so can be used in circumstances where the $\langle content \rangle$ may not be a simple argument.
<code>\hbox_gset:Nw</code>	
<code>\hbox_gset:cw</code>	
<code>\hbox_gset_end:</code>	

<hr/> <code>\hbox_unpack:N</code> <hr/>	<code>\hbox_unpack:N <box></code>
<code>\hbox_unpack:c</code>	Unpacks the content of the horizontal $\langle box \rangle$, retaining any stretching or shrinking applied when the $\langle box \rangle$ was set.

T_EXhackers note: This is the T_EX primitive `\unhcopy`.

<hr/> <code>\hbox_unpack_clear:N</code> <hr/>	<code>\hbox_unpack_clear:N <box></code>
<code>\hbox_unpack_clear:c</code>	Unpacks the content of the horizontal $\langle box \rangle$, retaining any stretching or shrinking applied when the $\langle box \rangle$ was set. The $\langle box \rangle$ is then cleared globally.

T_EXhackers note: This is the T_EX primitive `\unhbox`.

10 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 will have 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 will typically be non-zero.

<hr/> <code>\vbox:n</code> <hr/>	<code>\vbox:n {<contents>}</code>
Updated: 2011-12-18	Typesets the $\langle contents \rangle$ into a vertical box of natural height and includes this box in the current list for typesetting.

T_EXhackers note: This is the T_EX primitive `\vbox`.

<hr/> <code>\vbox_top:n</code> <hr/>	<code>\vbox_top:n {<contents>}</code>
Updated: 2011-12-18	Typesets the $\langle contents \rangle$ into a vertical box of natural height and includes this box in the current list for typesetting. The baseline of the box will be equal to that of the <i>first</i> item added to the box.

T_EXhackers note: This is the T_EX primitive `\vtop`.

<hr/> <code>\vbox_to_ht:nn</code> <hr/>	<code>\vbox_to_ht:nn {<dimexpr>} {<contents>}</code>
<code>Updated: 2011-12-18</code> <hr/>	Typesets the $\langle contents \rangle$ into a vertical box of height $\langle dimexpr \rangle$ and then includes this box in the current list for typesetting.
<hr/> <code>\vbox_to_zero:n</code> <hr/>	<code>\vbox_to_zero:n {<contents>}</code>
<code>Updated: 2011-12-18</code> <hr/>	Typesets the $\langle contents \rangle$ into a vertical box of zero height and then includes this box in the current list for typesetting.
<hr/> <code>\vbox_set:Nn</code> <code>\vbox_set:cn</code> <code>\vbox_gset:Nn</code> <code>\vbox_gset:cn</code> <hr/>	<code>\vbox_set:Nn <box> {<contents>}</code> Typesets the $\langle contents \rangle$ at natural height and then stores the result inside the $\langle box \rangle$.
<code>Updated: 2011-12-18</code> <hr/>	
<hr/> <code>\vbox_set_top:Nn</code> <code>\vbox_set_top:cn</code> <code>\vbox_gset_top:Nn</code> <code>\vbox_gset_top:cn</code> <hr/>	<code>\vbox_set_top:Nn <box> {<contents>}</code> Typesets the $\langle contents \rangle$ at natural height and then stores the result inside the $\langle box \rangle$. The baseline of the box will be equal to that of the <i>first</i> item added to the box.
<code>Updated: 2011-12-18</code> <hr/>	
<hr/> <code>\vbox_set_to_ht:Nnn</code> <code>\vbox_set_to_ht:cnn</code> <code>\vbox_gset_to_ht:Nnn</code> <code>\vbox_gset_to_ht:cnn</code> <hr/>	<code>\vbox_set_to_ht:Nnn <box> {<dimexpr>} {<contents>}</code> Typesets the $\langle contents \rangle$ to the height given by the $\langle dimexpr \rangle$ and then stores the result inside the $\langle box \rangle$.
<code>Updated: 2011-12-18</code> <hr/>	
<hr/> <code>\vbox_set:Nw</code> <code>\vbox_set:cw</code> <code>\vbox_set_end:</code> <code>\vbox_gset:Nw</code> <code>\vbox_gset:cw</code> <code>\vbox_gset_end:</code> <hr/>	<code>\vbox_set:Nw <box> <contents> \vbox_set_end:</code> Typesets the $\langle contents \rangle$ at natural height and then stores the result inside the $\langle box \rangle$. In contrast to <code>\vbox_set:Nn</code> this function does not absorb the argument when finding the $\langle content \rangle$, and so can be used in circumstances where the $\langle content \rangle$ may not be a simple argument.
<code>Updated: 2011-12-18</code> <hr/>	
<hr/> <code>\vbox_set_split_to_ht:NNn</code> <hr/>	<code>\vbox_set_split_to_ht:NNn <box₁₂</code>
<code>Updated: 2011-10-22</code> <hr/>	Sets $\langle box_1 \rangle$ to contain material to the height given by the $\langle dimexpr \rangle$ by removing content from the top of $\langle box_2 \rangle$ (which must be a vertical box).

T_EXhackers note: This is the T_EX primitive `\vsplit`.

`\vbox_unpack:N`
`\vbox_unpack:c`

`\vbox_unpack:N` $\langle box \rangle$

Unpacks the content of the vertical $\langle box \rangle$, retaining any stretching or shrinking applied when the $\langle box \rangle$ was set.

T_EXhackers note: This is the T_EX primitive `\unvcopy`.

`\vbox_unpack_clear:N`
`\vbox_unpack_clear:c`

`\vbox_unpack:N` $\langle box \rangle$

Unpacks the content of the vertical $\langle box \rangle$, retaining any stretching or shrinking applied when the $\langle box \rangle$ was set. The $\langle box \rangle$ is then cleared globally.

T_EXhackers note: This is the T_EX primitive `\unvbox`.

11 Primitive box conditionals

`\if_hbox:N` ★

`\if_hbox:N` $\langle box \rangle$
 $\langle true\ code \rangle$

`\else:`
 $\langle false\ code \rangle$

`\fi:`

Tests if $\langle box \rangle$ is a horizontal box.

T_EXhackers note: This is the T_EX primitive `\ifhbox`.

`\if_vbox:N` ★

`\if_vbox:N` $\langle box \rangle$
 $\langle true\ code \rangle$

`\else:`
 $\langle false\ code \rangle$

`\fi:`

Tests if $\langle box \rangle$ is a vertical box.

T_EXhackers note: This is the T_EX primitive `\ifvbox`.

`\if_box_empty:N` ★

`\if_box_empty:N` $\langle box \rangle$
 $\langle true\ code \rangle$

`\else:`
 $\langle false\ code \rangle$

`\fi:`

Tests if $\langle box \rangle$ is an empty (void) box.

T_EXhackers note: This is the T_EX primitive `\ifvoid`.

Part XVII

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` $\langle coffin \rangle$

Creates a new $\langle coffin \rangle$ or raises an error if the name is already taken. The declaration is global. The $\langle coffin \rangle$ will initially be empty.

`\coffin_clear:N`

`\coffin_clear:c`

New: 2011-08-17

`\coffin_clear:N` $\langle coffin \rangle$

Clears the content of the $\langle coffin \rangle$ within the current TeX group level.

`\coffin_set_eq:NN`

`\coffin_set_eq:(Nc|cN|cc)`

New: 2011-08-17

`\coffin_set_eq:NN` $\langle coffin_1 \rangle$ $\langle coffin_2 \rangle$

Sets both the content and poles of $\langle coffin_1 \rangle$ equal to those of $\langle coffin_2 \rangle$ within the current TeX group level.

`\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` $\langle box \rangle$

`\coffin_if_exist:NTF` $\langle box \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests whether the $\langle coffin \rangle$ is currently defined.

2 Setting coffin content and poles

All coffin functions create and manipulate coffins locally within the current TeX group level.

`\hcoffin_set:Nn`

`\hcoffin_set:cn`

New: 2011-08-17

Updated: 2011-09-03

`\hcoffin_set:Nn` $\langle coffin \rangle$ $\{\langle material \rangle\}$

Typesets the $\langle material \rangle$ in horizontal mode, storing the result in the $\langle coffin \rangle$. The standard poles for the $\langle coffin \rangle$ are then set up based on the size of the typeset material.

<hr/> <code>\hcoffin_set:Nw</code> <code>\hcoffin_set:cw</code> <code>\hcoffin_set_end:</code> <hr/> New: 2011-09-10	<code>\hcoffin_set:Nw <coffin> <material> \hcoffin_set_end:</code> Typesets the $\langle material \rangle$ in horizontal mode, storing the result in the $\langle coffin \rangle$. The standard poles for the $\langle coffin \rangle$ are then set up based on the size of the typeset material. These functions are useful for setting the entire contents of an environment in a coffin.
<hr/> <code>\vcoffin_set:Nnn</code> <code>\vcoffin_set:cnn</code> <hr/> New: 2011-08-17 Updated: 2012-05-22	<code>\vcoffin_set:Nnn <coffin> {<width>} {<material>}</code> Typesets the $\langle material \rangle$ in vertical mode constrained to the given $\langle width \rangle$ and stores the result in the $\langle coffin \rangle$. The standard poles for the $\langle coffin \rangle$ are then set up based on the size of the typeset material.
<hr/> <code>\vcoffin_set:Nnw</code> <code>\vcoffin_set:cnw</code> <code>\vcoffin_set_end:</code> <hr/> New: 2011-09-10 Updated: 2012-05-22	<code>\vcoffin_set:Nnw <coffin> {<width>} <material> \vcoffin_set_end:</code> Typesets the $\langle material \rangle$ in vertical mode constrained to the given $\langle width \rangle$ and stores the result in the $\langle coffin \rangle$. The standard poles for the $\langle coffin \rangle$ are then set up based on the size of the typeset material. These functions are useful for setting the entire contents of an environment in a coffin.
<hr/> <code>\coffin_set_horizontal_pole:Nnn</code> <code>\coffin_set_horizontal_pole:cnn</code> <hr/> New: 2012-07-20	<code>\coffin_set_horizontal_pole:Nnn <coffin> {<pole>} {<offset>}</code> Sets the $\langle pole \rangle$ to run horizontally through the $\langle coffin \rangle$. The $\langle pole \rangle$ will be located at the $\langle offset \rangle$ from the bottom edge of the bounding box of the $\langle coffin \rangle$. The $\langle offset \rangle$ should be given as a dimension expression.
<hr/> <code>\coffin_set_vertical_pole:Nnn</code> <code>\coffin_set_vertical_pole:cnn</code> <hr/> New: 2012-07-20	<code>\coffin_set_vertical_pole:Nnn <coffin> {<pole>} {<offset>}</code> Sets the $\langle pole \rangle$ to run vertically through the $\langle coffin \rangle$. The $\langle pole \rangle$ will be located at the $\langle offset \rangle$ from the left-hand edge of the bounding box of the $\langle coffin \rangle$. The $\langle offset \rangle$ should be given as a dimension expression.

3 Joining and using coffins

<code>\coffin_attach:NnnNnnnn</code> <code>\coffin_attach:(cnnNnnnn Nnnnnnn cnnnnnn)</code>	<code>\coffin_attach:NnnNnnnn</code> <code>\coffin_1 \{coffin_1-pole_1\} \{coffin_1-pole_2\}</code> <code>\coffin_2 \{coffin_2-pole_1\} \{coffin_2-pole_2\}</code> <code>\{x-offset\} \{y-offset\}</code>
--	--

This function attaches $\langle coffin_2 \rangle$ to $\langle coffin_1 \rangle$ such that the bounding box of $\langle coffin_1 \rangle$ is not altered, *i.e.* $\langle coffin_2 \rangle$ can protrude outside of the bounding box of the coffin. The alignment is carried out by first calculating $\langle handle_1 \rangle$, the point of intersection of $\langle coffin_1-pole_1 \rangle$ and $\langle coffin_1-pole_2 \rangle$, and $\langle handle_2 \rangle$, the point of intersection of $\langle coffin_2-pole_1 \rangle$ and $\langle coffin_2-pole_2 \rangle$. $\langle coffin_2 \rangle$ is then attached to $\langle coffin_1 \rangle$ such that the relationship between $\langle handle_1 \rangle$ and $\langle handle_2 \rangle$ is described by the $\langle x-offset \rangle$ and $\langle y-offset \rangle$. The two offsets should be given as dimension expressions.

<code>\coffin_join:NnnNnnnn</code> <code>\coffin_join:(cnnNnnnn Nnnnnnn cnnnnnn)</code>	<code>\coffin_join:NnnNnnnn</code> <code>\coffin_1 \{coffin_1-pole_1\} \{coffin_1-pole_2\}</code> <code>\coffin_2 \{coffin_2-pole_1\} \{coffin_2-pole_2\}</code> <code>\{x-offset\} \{y-offset\}</code>
--	--

This function joins $\langle coffin_2 \rangle$ to $\langle coffin_1 \rangle$ such that the bounding box of $\langle coffin_1 \rangle$ may expand. The new bounding box will cover the area containing the bounding boxes of the two original coffins. The alignment is carried out by first calculating $\langle handle_1 \rangle$, the point of intersection of $\langle coffin_1-pole_1 \rangle$ and $\langle coffin_1-pole_2 \rangle$, and $\langle handle_2 \rangle$, the point of intersection of $\langle coffin_2-pole_1 \rangle$ and $\langle coffin_2-pole_2 \rangle$. $\langle coffin_2 \rangle$ is then attached to $\langle coffin_1 \rangle$ such that the relationship between $\langle handle_1 \rangle$ and $\langle handle_2 \rangle$ is described by the $\langle x-offset \rangle$ and $\langle y-offset \rangle$. The two offsets should be given as dimension expressions.

<code>\coffin_typeset:Nnnnn</code> <code>\coffin_typeset:cnnnn</code>	<code>\coffin_typeset:Nnnnn \langle coffin \rangle \{pole_1\} \{pole_2\}</code> <code>\{x-offset\} \{y-offset\}</code>
--	---

Updated: 2012-07-20

Typesetting is carried out by first calculating $\langle handle \rangle$, the point of intersection of $\langle pole_1 \rangle$ and $\langle pole_2 \rangle$. The coffin is then typeset in horizontal mode such that the relationship between the current reference point in the document and the $\langle handle \rangle$ is described by the $\langle x-offset \rangle$ and $\langle y-offset \rangle$. The two offsets should be given as dimension expressions. Typesetting a coffin is therefore analogous to carrying out an alignment where the “parent” coffin is the current insertion point.

4 Measuring coffins

<code>\coffin_dp:N</code> <code>\coffin_dp:c</code>	<code>\coffin_dp:N \langle coffin \rangle</code> Calculates the depth (below the baseline) of the $\langle coffin \rangle$ in a form suitable for use in a $\langle dimension expression \rangle$.
--	--

<hr/> <code>\coffin_ht:N</code> <hr/>	<code>\coffin_ht:N</code> $\langle coffin \rangle$
<code>\coffin_ht:c</code> <hr/>	Calculates the height (above the baseline) of the $\langle coffin \rangle$ in a form suitable for use in a $\langle dimension expression \rangle$.
<hr/> <code>\coffin_wd:N</code> <hr/>	<code>\coffin_wd:N</code> $\langle coffin \rangle$
<code>\coffin_wd:c</code> <hr/>	Calculates the width of the $\langle coffin \rangle$ in a form suitable for use in a $\langle dimension expression \rangle$.

5 Coffin diagnostics

<hr/> <code>\coffin_display_handles:Nn</code> <hr/>	<code>\coffin_display_handles:Nn</code> $\langle coffin \rangle$ $\{ \langle color \rangle \}$
<code>\coffin_display_handles:cn</code> <hr/>	This function first calculates the intersections between all of the $\langle poles \rangle$ of the $\langle coffin \rangle$ to give a set of $\langle handles \rangle$. It then prints the $\langle coffin \rangle$ at the current location in the source, with the position of the $\langle handles \rangle$ marked on the coffin. The $\langle handles \rangle$ will be labelled as part of this process: the locations of the $\langle handles \rangle$ and the labels are both printed in the $\langle color \rangle$ specified.
Updated: 2011-09-02 <hr/>	

<hr/> <code>\coffin_mark_handle:Nnnn</code> <hr/>	<code>\coffin_mark_handle:Nnnn</code> $\langle coffin \rangle$ $\{ \langle pole_1 \rangle \}$ $\{ \langle pole_2 \rangle \}$ $\{ \langle color \rangle \}$
<code>\coffin_mark_handle:cnnn</code> <hr/>	This function first calculates the $\langle handle \rangle$ for the $\langle coffin \rangle$ as defined by the intersection of $\langle pole_1 \rangle$ and $\langle pole_2 \rangle$. It then marks the position of the $\langle handle \rangle$ on the $\langle coffin \rangle$. The $\langle handle \rangle$ will be labelled as part of this process: the location of the $\langle handle \rangle$ and the label are both printed in the $\langle color \rangle$ specified.
Updated: 2011-09-02 <hr/>	

<hr/> <code>\coffin_show_structure:N</code> <hr/>	<code>\coffin_show_structure:N</code> $\langle coffin \rangle$
<code>\coffin_show_structure:c</code> <hr/>	This function shows the structural information about the $\langle coffin \rangle$ in the terminal. The width, height and depth of the typeset material are given, along with the location of all of the poles of the coffin.
Updated: 2012-09-09 <hr/>	

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.

5.1 Constants and variables

<hr/> <code>\c_empty_coffin</code> <hr/>	A permanently empty coffin.
<hr/> <code>\l_tmpa_coffin</code> <hr/>	Scratch coffins for local assignment. These are never used by the kernel code, and so are safe for use with any L ^A T _E X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\l_tmpb_coffin</code> <hr/>	
New: 2012-06-19	

Part XVIII

The l3color package

Color support

This module provides support for color in L^AT_EX3. 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 will use 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 XIX

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 will automatically be wrapped to the length available in the console. As a result, formatting is only needed where it will help to show meaning. In particular, `\\` may be used to force a new line and `_` forces an explicit space. Additionally, `\{`, `\#`, `\}`, `\%` and `\~` can be used to produce the corresponding character.

Messages may be subdivided *by one level* using the `/` character. This is used within the message filtering system to allow for example the L^AT_EX 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 only those messages from the `submodule` to be filtered out.

```
\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 will be 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 will be raised if the *<message>* already exists.

<code>\msg_set:nnnn</code> <code>\msg_set:nnn</code> <code>\msg_gset:nnnn</code> <code>\msg_gset:nnn</code>	<code>\msg_set:nnnn {<module>} {<message>} {<text>} {<more text>}</code> Sets up the text for a <i><message></i> for a given <i><module></i> . The message will be defined to first give <i><text></i> and then <i><more text></i> if the user requests it. If no <i><more text></i> is available then a standard text is given instead. Within <i><text></i> and <i><more text></i> four parameters (#1 to #4) can be used: these will be supplied at the time the message is used.
--	---

<code>\msg_if_exist_p:nn</code> ★ <code>\msg_if_exist:nnTF</code> ★	<code>\msg_if_exist_p:nn {<module>} {<message>}</code> <code>\msg_if_exist:nnTF {<module>} {<message>} {<true code>} {<false code>}</code>
--	---

New: 2012-03-03

Tests whether the *<message>* for the *<module>* is currently defined.

2 Contextual information for messages

<code>\msg_line_context:</code> ☆	<code>\msg_line_context:</code> Prints the current line number when a message is given, and thus suitable for giving context to messages. The number itself is proceeded by the text on line .
-----------------------------------	--

<code>\msg_line_number:</code> ★	<code>\msg_line_number:</code> Prints the current line number when a message is given.
----------------------------------	---

<code>\msg_fatal_text:n</code> ★	<code>\msg_fatal_text:n {<module>}</code> Produces the standard text <div style="text-align: center; margin: 10px 0;"> Fatal <i><module></i> error </div> This function can be redefined to alter the language in which the message is given, using #1 as the name of the <i><module></i> to be included.
----------------------------------	--

<code>\msg_critical_text:n</code> ★	<code>\msg_critical_text:n {<module>}</code> Produces the standard text <div style="text-align: center; margin: 10px 0;"> Critical <i><module></i> error </div> This function can be redefined to alter the language in which the message is given, using #1 as the name of the <i><module></i> to be included.
-------------------------------------	--

<code>\msg_error_text:n</code> ★	<code>\msg_error_text:n {<module>}</code> Produces the standard text <div style="text-align: center; margin: 10px 0;"> <i><module></i> error </div> This function can be redefined to alter the language in which the message is given, using #1 as the name of the <i><module></i> to be included.
----------------------------------	--

<code>\msg_warning_text:n</code>	<code>\msg_warning_text:n {<module>}</code>
----------------------------------	---

Produces the standard text

`<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.

<code>\msg_info_text:n</code>	<code>\msg_info_text:n {<module>}</code>
-------------------------------	--

Produces the standard text:

`<module> info`

This function can be redefined to alter the language in which the message is given, using #1 as the name of the `<module>` to be included.

<code>\msg_see_documentation_text:n</code>	<code>\msg_see_documentation_text:n {<module>}</code>
--	---

Produces the standard text

`See the <module> documentation for further information.`

This function can be redefined to alter the language in which the message is given, using #1 as the name of the `<module>` to be included.

3 Issuing messages

Messages behave differently depending on the message class. In all cases, the message may be issued supplying 0 to 4 arguments. If the number of arguments supplied here does not match the number in the definition of the message, extra arguments will be ignored, or empty arguments added (of course the sense of the message may be impaired). The four arguments will be converted to strings before being added to the message text: the x-type variants should be used to expand material.

<code>\msg_fatal:nnnnnn</code>	<code>\msg_fatal:nnnnnn {<module>} {<message>} {<arg one>} {<arg two>} {<arg three>}</code>
<code>\msg_fatal:nnxxxx</code>	<code>{<arg four>}</code>
<code>\msg_fatal:nnnnn</code>	Issues <code><module> error <message></code> , passing <code><arg one></code> to <code><arg four></code> to the text-creating
<code>\msg_fatal:nnxxx</code>	functions. After issuing a fatal error the T _E X run will halt.
<code>\msg_fatal:nnnn</code>	
<code>\msg_fatal:nnxx</code>	
<code>\msg_fatal:nnn</code>	
<code>\msg_fatal:nnx</code>	
<code>\msg_fatal:nn</code>	

Updated: 2012-08-11

```

\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 $\langle module \rangle$ error $\langle message \rangle$, passing $\langle arg one \rangle$ to $\langle arg four \rangle$ to the text-creating functions. After issuing a critical error, T_EX will stop reading the current input file. This may halt the T_EX run (if the current file is the main file) or may abort reading a sub-file.

T_EXhackers note: The T_EX `\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 $\langle module \rangle$ error $\langle message \rangle$, passing $\langle arg one \rangle$ to $\langle arg four \rangle$ to the text-creating functions. The error will interrupt processing and issue the text at the terminal. After user input, the run will continue.

```

\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 $\langle module \rangle$ warning $\langle message \rangle$, passing $\langle arg one \rangle$ to $\langle arg four \rangle$ to the text-creating functions. The warning text will be added to the log file and the terminal, but the T_EX run will not be 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 $\langle module \rangle$ information $\langle message \rangle$, passing $\langle arg one \rangle$ to $\langle arg four \rangle$ to the text-creating functions. The information text will be added to the log file.

<hr/>	
<code>\msg_log:nnnnnn</code>	<code>\msg_log:nnnnnn {<module>} {<message>} {<arg one>} {<arg two>} {<arg three>} {<arg four>}</code>
<code>\msg_log:nnxxxx</code>	
<code>\msg_log:nnnnn</code>	Issues <i><module></i> information <i><message></i> , passing <i><arg one></i> to <i><arg four></i> to the text-creating functions. The information text will be added to the log file: the output is briefer than
<code>\msg_log:nnxxx</code>	<code>\msg_info:nnnnnn.</code>
<code>\msg_log:nnnn</code>	
<code>\msg_log:nnxx</code>	
<code>\msg_log:nnn</code>	
<code>\msg_log:nnx</code>	
<code>\msg_log:nn</code>	
<hr/>	
Updated: 2012-08-11	
<hr/>	
<code>\msg_none:nnnnnn</code>	<code>\msg_none:nnnnnn {<module>} {<message>} {<arg one>} {<arg two>} {<arg three>} {<arg four>}</code>
<code>\msg_none:nnxxxx</code>	
<code>\msg_none:nnnnn</code>	Does nothing: used as a message class to prevent any output at all (see the discussion of message redirection).
<code>\msg_none:nnxxx</code>	
<code>\msg_none:nnnn</code>	
<code>\msg_none:nnxx</code>	
<code>\msg_none:nnn</code>	
<code>\msg_none:nnx</code>	
<code>\msg_none:nn</code>	
<hr/>	
Updated: 2012-08-11	

4 Redirecting messages

Each message has a “name”, which can be used to alter the behaviour of the message when it is given. Thus we might have

```
\msg_new:nnnn { module } { my-message } { Some-text } { Some-more-text }
```

to define a message, with

```
\msg_error:nn { module } { my-message }
```

when it is used. With no filtering, this will raise 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 will raise errors immediately. Infinite loops are prevented by eliminating the redirection starting from the target of the redirection that caused the loop to appear. Namely, if redirections are requested as $A \rightarrow B$, $B \rightarrow C$ and $C \rightarrow A$ in this order, then the $A \rightarrow B$ redirection is cancelled.

`\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 }`

5 Low-level message functions

The lower-level message functions should usually be accessed from the higher-level system. However, there are occasions where direct access to these functions is desirable.

<hr/> <code>\msg_interrupt:nnn</code> <hr/>	<code>\msg_interrupt:nnn {<first line>} {<text>} {<extra text>}</code>
<hr/> New: 2012-06-28 <hr/>	Interrupts the TeX run, issuing a formatted message comprising <i><first line></i> and <i><text></i> laid out in the format

```

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
!
! <first line>
!
! <text>
!.....

```

where the *<text>* will be wrapped to fit within the current line length. The user may then request more information, at which stage the *<extra text>* will be shown in the terminal in the format

```

|,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
|  <extra text>
|.....

```

where the *<extra text>* will be wrapped within the current line length. Wrapping of both *<text>* and *<more text>* takes place using `\iow_wrap:nnnN`; the documentation for the latter should be consulted for full details.

<hr/> <code>\msg_log:n</code> <hr/>	<code>\msg_log:n {<text>}</code>
<hr/> New: 2012-06-28 <hr/>	Writes to the log file with the <i><text></i> laid out in the format

```

.....
. <text>
.....

```

where the *<text>* will be wrapped to fit within the current line length. Wrapping takes place using `\iow_wrap:nnnN`; the documentation for the latter should be consulted for full details.

<hr/> <code>\msg_term:n</code> <hr/>	<code>\msg_term:n {<text>}</code>
<hr/> New: 2012-06-28 <hr/>	Writes to the terminal and log file with the <i><text></i> laid out in the format

```

*****
* <text>
*****

```

where the *<text>* will be wrapped to fit within the current line length. Wrapping takes place using `\iow_wrap:nnnN`; the documentation for the latter should be consulted for full details.

6 Kernel-specific functions

Messages from L^AT_EX3 itself are handled by the general message system, but have their own functions. This allows some text to be pre-defined, and also ensures that serious errors can be handled properly.

```
\_msg_kernel_new:nnnn
\_msg_kernel_new:nnn
```

Updated: 2011-08-16

```
\_msg_kernel_new:nnnn {<module>} {<message>} {<text>} {<more text>}
```

Creates a kernel *<message>* for a given *<module>*. The message will be 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 will be raised if the *<message>* already exists.

```
\_msg_kernel_set:nnnn
\_msg_kernel_set:nnn
```

```
\_msg_kernel_set:nnnn {<module>} {<message>} {<text>} {<more text>}
```

Sets up the text for a kernel *<message>* for a given *<module>*. The message will be defined to first give *<text>* and then *<more text>* if the user requests it. If no *<more text>* is available then a standard text is given instead. Within *<text>* and *<more text>* four parameters (#1 to #4) can be used: these will be supplied and expanded at the time the message is used.

```
\_msg_kernel_fatal:nnnnnn
\_msg_kernel_fatal:nnxxxx
\_msg_kernel_fatal:nnnnn
\_msg_kernel_fatal:nnxxx
\_msg_kernel_fatal:nnnn
\_msg_kernel_fatal:nnxx
\_msg_kernel_fatal:nnn
\_msg_kernel_fatal:nnx
\_msg_kernel_fatal:nn
```

Updated: 2012-08-11

```
\_msg_kernel_fatal:nnnnnn {<module>} {<message>} {<arg one>} {<arg two>} {<arg
three>} {<arg four>}
```

Issues kernel *<module>* error *<message>*, passing *<arg one>* to *<arg four>* to the text-creating functions. After issuing a fatal error the T_EX run will halt. Cannot be redirected.

```
\_msg_kernel_error:nnnnnn
\_msg_kernel_error:nnxxxx
\_msg_kernel_error:nnnnn
\_msg_kernel_error:nnxxx
\_msg_kernel_error:nnnn
\_msg_kernel_error:nnxx
\_msg_kernel_error:nnn
\_msg_kernel_error:nnx
\_msg_kernel_error:nn
```

Updated: 2012-08-11

```
\_msg_kernel_error:nnnnnn {<module>} {<message>} {<arg one>} {<arg two>} {<arg
three>} {<arg four>}
```

Issues kernel *<module>* error *<message>*, passing *<arg one>* to *<arg four>* to the text-creating functions. The error will stop processing and issue the text at the terminal. After user input, the run will continue. Cannot be redirected.

<code>_msg_kernel_warning:nnnnnn</code>	<code>_msg_kernel_warning:nnnnnn {<module>} {<message>} {<arg one>} {<arg</code>
<code>_msg_kernel_warning:nnxxxx</code>	<code>two>} {<arg three>} {<arg four>}</code>
<code>_msg_kernel_warning:nnnnnn</code>	
<code>_msg_kernel_warning:nnxxx</code>	
<code>_msg_kernel_warning:nnnn</code>	
<code>_msg_kernel_warning:nnxx</code>	
<code>_msg_kernel_warning:nnn</code>	
<code>_msg_kernel_warning:nnx</code>	
<code>_msg_kernel_warning:nn</code>	

Updated: 2012-08-11

Issues kernel *<module>* warning *<message>*, passing *<arg one>* to *<arg four>* to the text-creating functions. The warning text will be added to the log file, but the \TeX run will not be interrupted.

<code>_msg_kernel_info:nnnnnn</code>	<code>_msg_kernel_info:nnnnnn {<module>} {<message>} {<arg one>} {<arg two>} {<arg</code>
<code>_msg_kernel_info:nnxxxx</code>	<code>three>} {<arg four>}</code>
<code>_msg_kernel_info:nnnnnn</code>	
<code>_msg_kernel_info:nnxxx</code>	
<code>_msg_kernel_info:nnnn</code>	
<code>_msg_kernel_info:nnxx</code>	
<code>_msg_kernel_info:nnn</code>	
<code>_msg_kernel_info:nnx</code>	
<code>_msg_kernel_info:nn</code>	

Updated: 2012-08-11

Issues kernel *<module>* information *<message>*, passing *<arg one>* to *<arg four>* to the text-creating functions. The information text will be added to the log file.

7 Expandable errors

In a few places, the \LaTeX 3 kernel needs to produce errors in an expansion only context. This must be handled internally very differently from normal error messages, as none of the tools to print to the terminal or the log file are expandable. However, the interface is similar, with the important caveat that the message text and arguments are not expanded, and messages should be very short.

<code>_msg_kernel_expandable_error:nnnnnn</code>	<code>*</code>	<code>_msg_kernel_expandable_error:nnnnnn {<module>} {<message>}</code>
<code>_msg_kernel_expandable_error:nnnnnn</code>	<code>*</code>	<code>{<arg one>} {<arg two>} {<arg three>} {<arg four>}</code>
<code>_msg_kernel_expandable_error:nnnn</code>	<code>*</code>	
<code>_msg_kernel_expandable_error:nnn</code>	<code>*</code>	
<code>_msg_kernel_expandable_error:nn</code>	<code>*</code>	

New: 2011-11-23

Issues an error, passing *<arg one>* to *<arg four>* to the text-creating functions. The resulting string must be shorter than a line, otherwise it will be cropped.

<code>_msg_expandable_error:n</code>	<code>_msg_expandable_error:n *</code>	<code>_msg_expandable_error:n {<error message>}</code>
---------------------------------------	---	---

New: 2011-08-11

Updated: 2011-08-13

Issues an “Undefined error” message from T_EX itself, and prints the *<error message>*. The *<error message>* must be short: it is cropped at the end of one line.

T_EXhackers note: This function expands to an empty token list after two steps. Tokens inserted in response to T_EX’s prompt are read with the current category code setting, and inserted just after the place where the error message was issued.

8 Internal l3msg functions

The following functions are used in several kernel modules.

<code>_msg_term:nnnnnn</code>	<code>_msg_term:nnnnnn {<module>} {<message>} {<arg one>} {<arg two>} {<arg three>}</code>
<code>_msg_term:nnnnnV</code>	<code>{<arg four>}</code>
<code>_msg_term:nnnnn</code>	Prints the <i><message></i> from <i><module></i> in the terminal without formatting. Used in messages
<code>_msg_term:nnn</code>	which print complex variable contents completely.
<code>_msg_term:nn</code>	

<code>_msg_show_variable:Nnn</code>	<code>_msg_show_variable:Nnn <variable> {<type>} {<formatted content>}</code>
--------------------------------------	--

Updated: 2012-09-09

Displays the *<formatted content>* of the *<variable>* of *<type>* in the terminal. The *<formatted content>* will be processed as the first argument in a call to `\iow_wrap:nnnN`, hence `\,` `_` and other formatting sequences can be used. Once expanded and processed, the *<formatted content>* must either be empty or contain `>`; everything until the first `>` will be removed.

<code>_msg_show_variable:n</code>	<code>_msg_show_variable:n {<formatted text>}</code>
------------------------------------	---

Updated: 2012-09-09

Shows the *<formatted text>* on the terminal. After expansion, unless it is empty, the *<formatted text>* must contain `>`, and the part of *<formatted text>* before the first `>` is removed. Failure to do so causes low-level T_EX errors.

<code>_msg_show_item:n</code>	<code>_msg_show_item:n <item></code>
<code>_msg_show_item:nn</code>	<code>_msg_show_item:nn <item-key> <item-value></code>
<code>_msg_show_item_unbraced:nn</code>	

Updated: 2012-09-09

Auxiliary functions used within the argument of `_msg_show_variable:Nnn` to format variable items correctly for display. The `_msg_show_item:n` version is used for simple lists, the `_msg_show_item:nn` and `_msg_show_item_unbraced:nn` versions for key-value like data structures.

`\c__msg_coding_error_text_tl`

The text

This is a coding error.

used by kernel functions when erroneous programming input is encountered.

Part XX

The l3keys package

Key–value interfaces

The key–value method is a popular system for creating large numbers of settings for controlling function or package behaviour. The system normally results in input of the form

```
\MyModuleSetup{
  key-one = value one,
  key-two = value two
}
```

or

```
\MyModuleMacro[
  key-one = value one,
  key-two = value two
]{argument}
```

for the user.

The high level functions here are intended as a method to create key–value controls. Keys are themselves created using a key–value interface, minimising the number of functions and arguments required. Each key is created by setting one or more *properties* of the key:

```
\keys_define:nn { mymodule }
{
  key-one .code:n    = code including parameter #1,
  key-two .tl_set:N = \l_mymodule_store_tl
}
```

These values can then be set as with other key–value approaches:

```
\keys_set:nn { mymodule }
{
  key-one = value one,
  key-two = value two
}
```

At a document level, `\keys_set:nn` will be 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 will be 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
}

```

will create a key called `\l_mymodule_tmp_tl`, and not one called `key`.

1 Creating keys

```

\keys_define:nn \keys_define:nn {<module>} {<keyval list>}

```

Parses the *<keyval list>* and defines the keys listed there for *<module>*. The *<module>* name should be a text value, but there are no restrictions on the nature of the text. In practice the *<module>* should be chosen to be unique to the module in question (unless deliberately adding keys to an existing module).

The *<keyval list>* should consist of one or more key names along with an associated key *property*. The properties of a key determine how it acts. The individual properties are described in the following text; a typical use of `\keys_define:nn` might read

```

\keys_define:nn { mymodule }
{
  keyname .code:n = Some~code~using~#1,
  keyname .value_required:
}

```

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.

```
.bool_set:N
.bool_set:c
.bool_gset:N
.bool_gset:c
```

Updated: 2013-07-08

$\langle key \rangle$.bool_set:N = $\langle boolean \rangle$

Defines $\langle key \rangle$ to set $\langle boolean \rangle$ to $\langle value \rangle$ (which must be either **true** or **false**). If the variable does not exist, it will be created globally at the point that the key is set up.

```
.bool_set_inverse:N
.bool_set_inverse:c
.bool_gset_inverse:N
.bool_gset_inverse:c
```

New: 2011-08-28
Updated: 2013-07-08

$\langle key \rangle$.bool_set_inverse:N = $\langle boolean \rangle$

Defines $\langle key \rangle$ to set $\langle boolean \rangle$ to the logical inverse of $\langle value \rangle$ (which must be either **true** or **false**). If the $\langle boolean \rangle$ does not exist, it will be created globally at the point that the key is set up.

```
.choice:
```

$\langle key \rangle$.choice:

Sets $\langle key \rangle$ to act as a choice key. Each valid choice for $\langle key \rangle$ must then be created, as discussed in section [3](#).

```
.choices:nn
.choices:Vn
.choices:on
.choices:xn
```

New: 2011-08-21
Updated: 2013-07-10

$\langle key \rangle$.choices:nn = { $\langle choices \rangle$ } { $\langle code \rangle$ }

Sets $\langle key \rangle$ to act as a choice key, and defines a series $\langle choices \rangle$ which are implemented using the $\langle code \rangle$. Inside $\langle code \rangle$, $\backslash l_keys_choice_tl$ will be the name of the choice made, and $\backslash l_keys_choice_int$ will be the position of the choice in the list of $\langle choices \rangle$ (indexed from 1). Choices are discussed in detail in section [3](#).

```
.clist_set:N
.clist_set:c
.clist_gset:N
.clist_gset:c
```

New: 2011-09-11

$\langle key \rangle$.clist_set:N = $\langle comma list variable \rangle$

Defines $\langle key \rangle$ to set $\langle comma list variable \rangle$ to $\langle value \rangle$. Spaces around commas and empty items will be stripped. If the variable does not exist, it will be created globally at the point that the key is set up.

```
.code:n
```

Updated: 2013-07-10

$\langle key \rangle$.code:n = { $\langle code \rangle$ }

Stores the $\langle code \rangle$ for execution when $\langle key \rangle$ is used. The $\langle code \rangle$ can include one parameter (**#1**), which will be the $\langle value \rangle$ given for the $\langle key \rangle$. The x-type variant will expand $\langle code \rangle$ at the point where the $\langle key \rangle$ is created.

<hr/> <code>.default:n</code> <hr/>	<code><key> .default:n = {<default>}</code>
<code>.default:V</code>	Creates a <i><default></i> value for <i><key></i> , which is used if no value is given. This will be used if only the key name is given, but not if a blank <i><value></i> is given:
<code>.default:o</code>	
<code>.default:x</code> <hr/>	
Updated: 2013-07-09	<pre> \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 ' } </pre>
<hr/> <code>.dim_set:N</code> <hr/>	<code><key> .dim_set:N = <dimension></code>
<code>.dim_set:c</code>	Defines <i><key></i> to set <i><dimension></i> to <i><value></i> (which must a dimension expression). If the variable does not exist, it will be created globally at the point that the key is set up.
<code>.dim_gset:N</code>	
<code>.dim_gset:c</code> <hr/>	
<hr/> <code>.fp_set:N</code> <hr/>	<code><key> .fp_set:N = <floating point></code>
<code>.fp_set:c</code>	Defines <i><key></i> to set <i><floating point></i> to <i><value></i> (which must a floating point expression). If the variable does not exist, it will be created globally at the point that the key is set up.
<code>.fp_gset:N</code>	
<code>.fp_gset:c</code> <hr/>	
<hr/> <code>.groups:n</code> <hr/>	<code><key> .groups:n = {<groups>}</code>
New: 2013-07-14	Defines <i><key></i> as belonging to the <i><groups></i> declared. Groups provide a “secondary axis” for selectively setting keys, and are described in Section 6 .
<hr/> <code>.initial:n</code> <hr/>	<code><key> .initial:n = {<value>}</code>
<code>.initial:V</code>	Initialises the <i><key></i> with the <i><value></i> , equivalent to
<code>.initial:o</code>	
<code>.initial:x</code> <hr/>	
Updated: 2013-07-09	<code>\keys_set:nn {<module>} { <key> = <value> }</code>
<hr/> <code>.int_set:N</code> <hr/>	<code><key> .int_set:N = <integer></code>
<code>.int_set:c</code>	Defines <i><key></i> to set <i><integer></i> to <i><value></i> (which must be an integer expression). If the variable does not exist, it will be created globally at the point that the key is set up.
<code>.int_gset:N</code>	
<code>.int_gset:c</code> <hr/>	

<hr/> <code>.meta:n</code> <hr/>	<code><key> .meta:n = {<keyval list>}</code>
Updated: 2013-07-10	Makes <code><key></code> a meta-key, which will set <code><keyval list></code> in one go. If <code><key></code> is given with a value at the time the key is used, then the value will be passed through to the subsidiary <code><keys></code> for processing (as #1).
<hr/> <code>.meta:nn</code> <hr/>	<code><key> .meta:nn = {<path>} {<keyval list>}</code>
New: 2013-07-10	Makes <code><key></code> a meta-key, which will set <code><keyval list></code> in one go using the <code><path></code> in place of the current one. If <code><key></code> is given with a value at the time the key is used, then the value will be passed through to the subsidiary <code><keys></code> for processing (as #1).
<hr/> <code>.multichoice:</code> <hr/>	<code><key> .multichoice:</code>
New: 2011-08-21	Sets <code><key></code> to act as a multiple choice key. Each valid choice for <code><key></code> must then be created, as discussed in section 3.
<hr/> <code>.multichoices:nn</code> <code>.multichoices:Vn</code> <code>.multichoices:on</code> <code>.multichoices:xn</code> <hr/>	<code><key> .multichoices:nn {<choices>} {<code>}</code>
New: 2011-08-21 Updated: 2013-07-10	Sets <code><key></code> to act as a multiple choice key, and defines a series <code><choices></code> which are implemented using the <code><code></code> . Inside <code><code></code> , <code>\l_keys_choice_tl</code> will be the name of the choice made, and <code>\l_keys_choice_int</code> will be the position of the choice in the list of <code><choices></code> (indexed from 1). Choices are discussed in detail in section 3.
<hr/> <code>.skip_set:N</code> <code>.skip_set:c</code> <code>.skip_gset:N</code> <code>.skip_gset:c</code> <hr/>	<code><key> .skip_set:N = <skip></code> Defines <code><key></code> to set <code><skip></code> to <code><value></code> (which must be a skip expression). If the variable does not exist, it will be created globally at the point that the key is set up.
<hr/> <code>.tl_set:N</code> <code>.tl_set:c</code> <code>.tl_gset:N</code> <code>.tl_gset:c</code> <hr/>	<code><key> .tl_set:N = <token list variable></code> Defines <code><key></code> to set <code><token list variable></code> to <code><value></code> . If the variable does not exist, it will be created globally at the point that the key is set up.
<hr/> <code>.tl_set_x:N</code> <code>.tl_set_x:c</code> <code>.tl_gset_x:N</code> <code>.tl_gset_x:c</code> <hr/>	<code><key> .tl_set_x:N = <token list variable></code> Defines <code><key></code> to set <code><token list variable></code> to <code><value></code> , which will be subjected to an x-type expansion (<i>i.e.</i> using <code>\tl_set:Nx</code>). If the variable does not exist, it will be created globally at the point that the key is set up.
<hr/> <code>.value_forbidden:</code> <hr/>	<code><key> .value_forbidden:</code> Specifies that <code><key></code> cannot receive a <code><value></code> when used. If a <code><value></code> is given then an error will be issued.
<hr/> <code>.value_required:</code> <hr/>	<code><key> .value_required:</code> Specifies that <code><key></code> must receive a <code><value></code> when used. If a <code><value></code> is not given then an error will be issued.

2 Sub-dividing keys

When creating large numbers of keys, it may be desirable to divide them into several sub-groups for a given module. This can be achieved either by adding a sub-division to the module name:

```
\keys_define:nn { module / subgroup }
  { key .code:n = code }
```

or to the key name:

```
\keys_define:nn { mymodule }
  { subgroup / key .code:n = code }
```

As illustrated, the best choice of token for sub-dividing keys in this way is /. This is because of the method that is used to represent keys internally. Both of the above code fragments set the same key, which has full name `module/subgroup/key`.

As will be 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)

```

```

\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 will be illustrated later.

```
\l_keys_key_tl
\l_keys_path_tl
\l_keys_value_tl
```

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` will look for a special `unknown` key for the same module, and if this is not defined raises an error indicating that the key name was unknown. This mechanism can be used for example to issue custom error texts.

```
\keys_define:nn { mymodule }
{
  unknown .code:n =
    You~tried~to~set~key~'\l_keys_key_tl'~to~'#1'.
}
```

```

\keys_set_known:nnN      \keys_set_known:nnN {<module>} {<keyval list>} <tl>
\keys_set_known:(nVN|nvN|noN)
\keys_set_known:nn
\keys_set_known:(nV|nv|no)

```

New: 2011-08-23
Updated: 2014-04-27

In some cases, the desired behavior is to simply ignore unknown keys, collecting up information on these for later processing. The `\keys_set_known:nnN` function parses the `<keyval list>`, and sets those keys which are defined for `<module>`. Any keys which are unknown are not processed further by the parser. The key-value pairs for each *unknown* key name will be stored in the `<tl>` in a comma-separated form (*i.e.* an edited version of the `<keyval list>`). The `\keys_set_known:nn` version skips this stage.

Use of `\keys_set_known:nnN` can be nested, with the correct residual `<keyval list>` returned at each stage.

6 Selective key setting

In some cases it may be useful to be able to select only some keys for setting, even though these keys have the same path. For example, with a set of keys defined using

```

\keys define:nn { mymodule }
{
  key-one   .code:n   = { \my_func:n {#1} } ,
  key-two   .tl_set:N = \l_my_a_tl         ,
  key-three .tl_set:N = \l_my_b_tl         ,
  key-four  .fp_set:N = \l_my_a_fp         ,
}

```

the use of `\keys_set:nn` will attempt 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         ,
}

```

will assign `key-one` and `key-two` to group `first`, `key-three` to group `second`, while `key-four` is not assigned to a group.

Selective key setting may be achieved either by selecting one or more groups to be made “active”, or by marking one or more groups to be ignored in key setting.

<code>\keys_set_filter:nnnN</code>	<code>\keys_set_filter:nnnN {<module>} {<groups>} {<keyval list>} <tl></code>
<code>\keys_set_filter:(nnVN nnvN nnoN)</code>	
<code>\keys_set_filter:nnn</code>	
<code>\keys_set_filter:(nnV nnv nno)</code>	

New: 2013-07-14

Updated: 2014-04-27

Activates key filtering in an “opt-out” sense: keys assigned to any of the $\langle groups \rangle$ specified will be ignored. The $\langle groups \rangle$ are given as a comma-separated list. Unknown keys are not assigned to any group and will thus always be set. The key–value pairs for each key which is filtered out will be stored in the $\langle tl \rangle$ in a comma-separated form (*i.e.* an edited version of the $\langle keyval list \rangle$). The `\keys_set_filter:nnn` version skips this stage.

Use of `\keys_set_filter:nnnN` can be nested, with the correct residual $\langle keyval list \rangle$ returned at each stage.

<code>\keys_set_groups:nnn</code>	<code>\keys_set_groups:nnn {<module>} {<groups>} {<keyval list>}</code>
<code>\keys_set_groups:(nnV nnv nno)</code>	

New: 2013-07-14

Activates key filtering in an “opt-in” sense: only keys assigned to one or more of the $\langle groups \rangle$ specified will be set. The $\langle groups \rangle$ are given as a comma-separated list. Unknown keys are not assigned to any group and will thus never be set.

7 Utility functions for keys

<code>\keys_if_exist_p:nn</code> ★	<code>\keys_if_exist_p:nn {<module>} {<key>}</code>
<code>\keys_if_exist:nnTF</code> ★	<code>\keys_if_exist:nnTF {<module>} {<key>} {<true code>} {<false code>}</code>

Tests if the $\langle key \rangle$ exists for $\langle module \rangle$, *i.e.* if any code has been defined for $\langle key \rangle$.

<code>\keys_if_choice_exist_p:nnn</code> ★	<code>\keys_if_choice_exist_p:nnn {<module>} {<key>} {<choice>}</code>
<code>\keys_if_choice_exist:nnnTF</code> ★	<code>\keys_if_choice_exist:nnnTF {<module>} {<key>} {<choice>} {<true code>} {<false code>}</code>

New: 2011-08-21

Tests if the $\langle choice \rangle$ is defined for the $\langle key \rangle$ within the $\langle module \rangle$, *i.e.* if any code has been defined for $\langle key \rangle / \langle choice \rangle$. The test is **false** if the $\langle key \rangle$ itself is not defined.

<code>\keys_show:nn</code>	<code>\keys_show:nn {<module>} {<key>}</code>
----------------------------	---

Shows the function which is used to actually implement a $\langle key \rangle$ for a $\langle module \rangle$.

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 will have exactly one set removed (after space trimming), thus

```
key = {value here},
```

and

```
key = value here,
```

are treated identically.

\keyval_parse:NNn

Updated: 2011-09-08

\keyval_parse:NNn $\langle function_1 \rangle$ $\langle function_2 \rangle$ { $\langle key-value list \rangle$ }

Parses the $\langle key-value list \rangle$ into a series of $\langle keys \rangle$ and associated $\langle values \rangle$, or keys alone (if no $\langle value \rangle$ was given). $\langle function_1 \rangle$ should take one argument, while $\langle function_2 \rangle$ should absorb two arguments. After **\keyval_parse:NNn** has parsed the $\langle key-value list \rangle$, $\langle function_1 \rangle$ will be used to process keys given with no value and $\langle function_2 \rangle$ will be used to process keys given with a value. The order of the $\langle keys \rangle$ in the $\langle key-value list \rangle$ will be preserved. Thus

```
\keyval_parse:NNn \function:n \function:nn
{ key1 = value1 , key2 = value2, key3 = , key4 }
```

will be converted into an input stream

```
\function:nn { key1 } { value1 }
\function:nn { key2 } { value2 }
\function:nn { key3 } { }
\function:n { key4 }
```

Note that there is a difference between an empty value (an equals sign followed by nothing) and a missing value (no equals sign at all). Spaces are trimmed from the ends of the $\langle key \rangle$ and $\langle value \rangle$, then one *outer* set of braces is removed from the $\langle key \rangle$ and $\langle value \rangle$ as part of the processing.

Part XXI

The 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` will attempt to locate them both the operating system path and entries in the `TEX` file database (most `TEX` systems use such a database). Thus the “current path” for `TEX` is somewhat broader than that for other programs.

For functions which expect a $\langle file\ name \rangle$ argument, this argument may contain both literal items and expandable content, which should on full expansion be the desired file name. Any active characters (as declared in `\l_char_active_seq`) will *not* be expanded, allowing the direct use of these in file names. File names will be quoted using `"` tokens if they contain spaces: as a result, `"` tokens are *not* permitted in file names.

1 File operation functions

<hr/> <code>\g_file_current_name_tl</code> <hr/>	Contains the name of the current <code>L^AT_EX</code> file. This variable should not be modified: it is intended for information only. It will be equal to <code>\c_job_name_tl</code> at the start of a <code>L^AT_EX</code> run and will be modified each time a file is read using <code>\file_input:n</code> .
<hr/> <code>\file_if_exist:nTF</code> <hr/> Updated: 2012-02-10	<code>\file_if_exist:nTF {$\langle file\ name \rangle$} {$\langle true\ code \rangle$} {$\langle false\ code \rangle$}</code> Searches for $\langle file\ name \rangle$ using the current <code>T_EX</code> search path and the additional paths controlled by <code>\file_path_include:n</code> .
<hr/> <code>\file_add_path:nN</code> <hr/> Updated: 2012-02-10	<code>\file_add_path:nN {$\langle file\ name \rangle$} $\langle tl\ var \rangle$</code> Searches for $\langle file\ name \rangle$ in the path as detailed for <code>\file_if_exist:nTF</code> , and if found sets the $\langle tl\ var \rangle$ the fully-qualified name of the file, <i>i.e.</i> the path and file name. If the file is not found then the $\langle tl\ var \rangle$ will contain the marker <code>\q_no_value</code> .
<hr/> <code>\file_input:n</code> <hr/> Updated: 2012-02-17	<code>\file_input:n {$\langle file\ name \rangle$}</code> Searches for $\langle file\ name \rangle$ in the path as detailed for <code>\file_if_exist:nTF</code> , and if found reads in the file as additional <code>L^AT_EX</code> source. All files read are recorded for information and the file name stack is updated by this function. An error will be raised if the file is not found.

<hr/> <code>\file_path_include:n</code> <hr/>	<code>\file_path_include:n {<path>}</code>
Updated: 2012-07-04	Adds $\langle path \rangle$ to the list of those used to search when reading files. The assignment is local. The $\langle path \rangle$ is processed in the same way as a $\langle file\ name \rangle$, <i>i.e.</i> , with <code>x</code> -type expansion except active characters. Spaces are not allowed in the $\langle path \rangle$.
<hr/> <code>\file_path_remove:n</code> <hr/>	<code>\file_path_remove:n {<path>}</code>
Updated: 2012-07-04	Removes $\langle path \rangle$ from the list of those used to search when reading files. The assignment is local. The $\langle path \rangle$ is processed in the same way as a $\langle file\ name \rangle$, <i>i.e.</i> , with <code>x</code> -type expansion except active characters. Spaces are not allowed in the $\langle path \rangle$.
<hr/> <code>\file_list:</code> <hr/>	<code>\file_list:</code>
	This function will list all files loaded using <code>\file_input:n</code> in the log file.

1.1 Input–output stream management

As \TeX is limited to 16 input streams and 16 output streams, direct use of the streams by the programmer is not supported in $\text{\LaTeX}3$. Instead, an internal pool of streams is maintained, and these are allocated and deallocated as needed by other modules. As a result, the programmer should close streams when they are no longer needed, to release them for other processes.

Note that I/O operations are global: streams should all be declared with global names and treated accordingly.

<hr/> <code>\ior_new:N</code> <hr/>	<code>\ior_new:N <stream></code>
<code>\ior_new:c</code>	<code>\iow_new:N <stream></code>
<code>\iow_new:N</code>	Globally reserves the name of the $\langle stream \rangle$, either for reading or for writing as appropriate. The $\langle stream \rangle$ is not opened until the appropriate <code>\..._open:Nn</code> function is used.
<code>\iow_new:c</code>	Attempting to use a $\langle stream \rangle$ which has not been opened is an error, and the $\langle stream \rangle$ will behave as the corresponding <code>\c_term_...</code>
New: 2011-09-26	
Updated: 2011-12-27	
<hr/> <code>\ior_open:Nn</code> <hr/>	<code>\ior_open:Nn <stream> {<file name>}</code>
<code>\ior_open:cn</code>	Opens $\langle file\ name \rangle$ for reading using $\langle stream \rangle$ as the control sequence for file access. If the $\langle stream \rangle$ was already open it is closed before the new operation begins. The $\langle stream \rangle$ is available for access immediately and will remain allocated to $\langle file\ name \rangle$ until a <code>\ior_close:N</code> instruction is given or the \TeX run ends.
Updated: 2012-02-10	
<hr/> <code>\ior_open:NnTF</code> <hr/>	<code>\ior_open:NnTF <stream> {<file name>} {<true code>} {<false code>}</code>
<code>\ior_open:cnTF</code>	Opens $\langle file\ name \rangle$ for reading using $\langle stream \rangle$ as the control sequence for file access. If the $\langle stream \rangle$ was already open it is closed before the new operation begins. The $\langle stream \rangle$ is available for access immediately and will remain allocated to $\langle file\ name \rangle$ until a <code>\ior_close:N</code> instruction is given or the \TeX run ends. The $\langle true\ code \rangle$ is then inserted into the input stream. If the file is not found, no error is raised and the $\langle false\ code \rangle$ is inserted into the input stream.
New: 2013-01-12	

<code>\iow_open:Nn</code>	<code>\iow_open:Nn <stream> {(file name)}</code>
---------------------------	--

<code>\iow_open:cn</code>

Updated: 2012-02-09

Opens $\langle file\ name \rangle$ for writing using $\langle stream \rangle$ as the control sequence for file access. If the $\langle stream \rangle$ was already open it is closed before the new operation begins. The $\langle stream \rangle$ is available for access immediately and will remain allocated to $\langle file\ name \rangle$ until a `\iow_close:N` instruction is given or the T_EX run ends. Opening a file for writing will clear any existing content in the file (*i.e.* writing is *not* additive).

<code>\ior_close:N</code>	<code>\ior_close:N <stream></code>
---------------------------	--

<code>\ior_close:c</code>	<code>\iow_close:N <stream></code>
---------------------------	--

<code>\iow_close:N</code>

<code>\iow_close:c</code>

Updated: 2012-07-31

Closes the $\langle stream \rangle$. Streams should always be closed when they are finished with as this ensures that they remain available to other programmers.

<code>\ior_list_streams:</code>	<code>\ior_list_streams:</code>
---------------------------------	---------------------------------

<code>\iow_list_streams:</code>	<code>\iow_list_streams:</code>
---------------------------------	---------------------------------

Updated: 2012-09-09

Displays a list of the file names associated with each open stream: intended for tracking down problems.

1.2 Reading from files

<code>\ior_get:NN</code>	<code>\ior_get:NN <stream> (token list variable)</code>
--------------------------	---

New: 2012-06-24

Function that reads one or more lines (until an equal number of left and right braces are found) from the input $\langle stream \rangle$ and stores the result locally in the $\langle token\ list \rangle$ variable. If the $\langle stream \rangle$ is not open, input is requested from the terminal. The material read from the $\langle stream \rangle$ will be tokenized by T_EX according to the category codes in force when the function is used. Note that any blank lines will be converted to the token `\par`. Therefore, if skipping blank lines is required 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
...
```

may be used. Also notice that if multiple lines are read to match braces then the resulting token list will contain `\par` tokens. As normal T_EX tokenization is in force, any lines which do not end in a comment character (usually `%`) will have the line ending converted to a space, so for example input

```
a b c
```

will result in a token list `a b c .`

T_EXhackers note: This protected macro expands to the T_EX primitive `\read` along with the `to` keyword.

\ior_get_str:NN

New: 2012-06-24

Updated: 2012-07-31

\ior_get_str:NN $\langle stream \rangle$ $\langle token\ list\ variable \rangle$

Function that reads one line from the input $\langle stream \rangle$ and stores the result locally in the $\langle token\ list \rangle$ variable. If the $\langle stream \rangle$ is not open, input is requested from the terminal. The material is read from the $\langle stream \rangle$ 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 will always only read one line and any blank lines in the input will result in the $\langle token\ list\ variable \rangle$ being empty. Unlike **\ior_get:NN**, line ends do not receive any special treatment. Thus input

a b c

will result in a token list a b c with the letters a, b, and c having category code 12.

TeXhackers note: This protected macro is a wrapper around the ε -TeX primitive **\readline**. However, the end-line character normally added by this primitive is not included in the result of **\ior_get_str:NN**.

\ior_if_eof_p:N ★**\ior_if_eof:NTF** ★Updated: 2012-02-10

\ior_if_eof_p:N $\langle stream \rangle$ **\ior_if_eof:NTF** $\langle stream \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

Tests if the end of a $\langle stream \rangle$ has been reached during a reading operation. The test will also return a **true** value if the $\langle stream \rangle$ is not open.

2 Writing to files

\iow_now:Nn**\iow_now:(Nx|cn|cx)**Updated: 2012-06-05

\iow_now:Nn $\langle stream \rangle$ $\{\langle tokens \rangle\}$

This functions writes $\langle tokens \rangle$ to the specified $\langle stream \rangle$ immediately (*i.e.* the write operation is called on expansion of **\iow_now:Nn**).

\iow_log:n**\iow_log:x****\iow_log:n** $\{\langle tokens \rangle\}$

This function writes the given $\langle tokens \rangle$ to the log (transcript) file immediately: it is a dedicated version of **\iow_now:Nn**.

\iow_term:n**\iow_term:x****\iow_term:n** $\{\langle tokens \rangle\}$

This function writes the given $\langle tokens \rangle$ to the terminal file immediately: it is a dedicated version of **\iow_now:Nn**.

 $\backslash\mathrm{iow_shipout:Nn}$
 $\backslash\mathrm{iow_shipout:(Nx|cn|cx)}$

 $\backslash\mathrm{iow_shipout:Nn} \langle stream \rangle \{ \langle tokens \rangle \}$

This functions writes $\langle tokens \rangle$ to the specified $\langle stream \rangle$ when the current page is finalised (*i.e.* at shipout). The x -type variants expand the $\langle tokens \rangle$ at the point where the function is used but *not* when the resulting tokens are written to the $\langle stream \rangle$ (*cf.* $\backslash\mathrm{iow_shipout_x:Nn}$).

T_EXhackers note: When using `expl3` with a format other than L^AT_EX, new line characters inserted using $\backslash\mathrm{iow_newline:}$ or using the line-wrapping code $\backslash\mathrm{iow_wrap:nnnN}$ will not be recognized in the argument of $\backslash\mathrm{iow_shipout:Nn}$. This may lead to the insertion of additionnal unwanted line-breaks.

 $\backslash\mathrm{iow_shipout_x:Nn}$
 $\backslash\mathrm{iow_shipout_x:(Nx|cn|cx)}$

Updated: 2012-09-08

 $\backslash\mathrm{iow_shipout_x:Nn} \langle stream \rangle \{ \langle tokens \rangle \}$

This functions writes $\langle tokens \rangle$ to the specified $\langle stream \rangle$ when the current page is finalised (*i.e.* at shipout). The $\langle tokens \rangle$ are expanded at the time of writing in addition to any expansion when the function is used. This makes these functions suitable for including material finalised during the page building process (such as the page number integer).

T_EXhackers note: This is a wrapper around the T_EX primitive $\backslash\mathrm{write}$. When using `expl3` with a format other than L^AT_EX, new line characters inserted using $\backslash\mathrm{iow_newline:}$ or using the line-wrapping code $\backslash\mathrm{iow_wrap:nnnN}$ will not be recognized in the argument of $\backslash\mathrm{iow_shipout:Nn}$. This may lead to the insertion of additionnal unwanted line-breaks.

 $\backslash\mathrm{iow_char:N} \star$

 $\backslash\mathrm{iow_char:N} \backslash \langle char \rangle$

Inserts $\langle char \rangle$ into the output stream. Useful when trying to write difficult characters such as %, {, }, *etc.* in messages, for example:

$$\backslash\mathrm{iow_now:Nx} \backslash\mathrm{g_my_iow} \{ \backslash\mathrm{iow_char:N} \{ \text{ text } \backslash\mathrm{iow_char:N} \} \}$$

The function has no effect if writing is taking place without expansion (*e.g.* in the second argument of $\backslash\mathrm{iow_now:Nn}$).

 $\backslash\mathrm{iow_newline:} \star$

 $\backslash\mathrm{iow_newline:}$

Function to add a new line within the $\langle tokens \rangle$ written to a file. The function has no effect if writing is taking place without expansion (*e.g.* in the second argument of $\backslash\mathrm{iow_now:Nn}$).

T_EXhackers note: When using `expl3` with a format other than L^AT_EX, the character inserted by $\backslash\mathrm{iow_newline:}$ will not be recognized by T_EX, which may lead to the insertion of additionnal unwanted line-breaks. This issue only affects $\backslash\mathrm{iow_shipout:Nn}$, $\backslash\mathrm{iow_shipout_x:Nn}$ and direct uses of primitive operations.

2.1 Wrapping lines in output

`\iow_wrap:nnnN`

New: 2012-06-28

`\iow_wrap:nnnN` $\{\langle text \rangle\}$ $\{\langle run-on text \rangle\}$ $\{\langle set up \rangle\}$ $\langle function \rangle$

This function will wrap the $\langle text \rangle$ to a fixed number of characters per line. At the start of each line which is wrapped, the $\langle run-on text \rangle$ will be inserted. The line character count targeted will be the value of `\l_iow_line_count_int` minus the number of characters in the $\langle run-on text \rangle$. The $\langle text \rangle$ and $\langle run-on text \rangle$ are exhaustively expanded by the function, with the following substitutions:

- `\` may be used to force a new line,
- `_` may be used to represent a forced space (for example after a control sequence),
- `\#`, `\%`, `\{`, `\}`, `\~` may be used to represent the corresponding character,
- `\iow_indent:n` may be used to indent a part of the message.

Additional functions may be added to the wrapping by using the $\langle set up \rangle$, which is executed before the wrapping takes place: this may include overriding the substitutions listed.

Any expandable material in the $\langle text \rangle$ which is not to be expanded on wrapping should be converted to a string using `\token_to_str:N`, `\tl_to_str:n`, `\tl_to_str:N`, *etc.*

The result of the wrapping operation is passed as a braced argument to the $\langle function \rangle$, which will typically be a wrapper around a write operation. The output of `\iow_wrap:nnnN` (*i.e.* the argument passed to the $\langle function \rangle$) will consist of characters of category “other” (category code 12), with the exception of spaces which will have category “space” (category code 10). This means that the output will *not* expand further when written to a file.

T_EXhackers note: Internally, `\iow_wrap:nnnN` carries out an x-type expansion on the $\langle text \rangle$ to expand it. This is done in such a way that `\exp_not:N` or `\exp_not:n` *could* be used to prevent expansion of material. However, this is less conceptually clear than conversion to a string, which is therefore the supported method for handling expandable material in the $\langle text \rangle$.

`\iow_indent:n`

New: 2011-09-21

`\iow_indent:n` $\{\langle text \rangle\}$

In the context of `\iow_wrap:nnnN` (for instance in messages), indents $\langle text \rangle$ by four spaces. This function will not cause a line break, and only affects lines which start within the scope of the $\langle text \rangle$. In case the indented $\langle text \rangle$ should appear on separate lines from the surrounding text, use `\` to force line breaks.

`\l_iow_line_count_int`

New: 2012-06-24

The maximum number of characters in a line to be written by the `\iow_wrap:nnnN` function. This value depends on the T_EX system in use: the standard value is 78, which is typically correct for unmodified T_EXlive and MiK_T_EX systems.

<hr/> <code>\c_catcode_other_space_tl</code> <hr/>	Token list containing one character with category code 12, (“other”), and character code 32 (space).
<hr/> New: 2011-09-05 <hr/>	

2.2 Constant input–output streams

<hr/> <code>\c_term_ior</code> <hr/>	Constant input stream for reading from the terminal. Reading from this stream using <code>\ior_get:MN</code> or similar will result in a prompt from T _E X of the form <code><tl>=</code>
--------------------------------------	---

<hr/> <code>\c_log_ior</code> <code>\c_term_ior</code> <hr/>	Constant output streams for writing to the log and to the terminal (plus the log), respectively.
---	--

2.3 Primitive conditionals

<hr/> <code>\if_eof:w</code> ★ <hr/>	<pre> \if_eof:w <stream> <true code> \else: <false code> \fi: </pre> <p>Tests if the <code><stream></code> returns “end of file”, which is true for non-existent files. The <code>\else:</code> branch is optional.</p>
--------------------------------------	---

T_EXhackers note: This is the T_EX primitive `\ifeof`.

2.4 Internal file functions and variables

<hr/> <code>\g__file_internal_ior</code> <hr/>	Used to test for the existence of files when opening.
<hr/> <code>\l__file_internal_name_tl</code> <hr/>	Used to return the full name of a file for internal use. This is set by <code>\file_if_exist:n(TF)</code> and <code>__file_if_exist:nT</code> , and the value may then be used to load a file directly provided no further operations intervene.
<hr/> <code>__file_name_sanitize:nn</code> <hr/>	<code>__file_name_sanitize:nn {<name>} {<tokens>}</code>
<hr/> New: 2012-02-09 <hr/>	Exhaustively-expands the <code><name></code> with the exception of any category <code><active></code> (catcode 13) tokens, which are not expanded. The list of <code><active></code> tokens is taken from <code>\l_char_active_seq</code> . The <code><sanitized name></code> is then inserted (in braces) after the <code><tokens></code> , which should further process the file name. If any spaces are found in the name after expansion, an error is raised.

2.5 Internal input–output functions

<code>__ior_open:Nn</code>	<code>__ior_open:Nn <stream> {<file name>}</code>
-----------------------------	--

<code>__ior_open:No</code>

New: 2012-01-23

This function has identical syntax to the public version. However, it 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_add_path:nN`,

<code>__iow_with:Nnn</code>	<code>__iow_with:Nnn <integer> {<value>} {<code>}</code>
------------------------------	---

New: 2014-08-23

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.

Part XXII

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: $x < y$, $x \leq y$, $x > y$, $x \neq y$ etc.
- Boolean logic: negation $!x$, conjunction $x \&\& y$, disjunction $x || y$, ternary operator $x ? y : z$.
- Exponentials: $\exp x$, $\ln x$, x^y .
- Trigonometry: $\sin x$, $\cos x$, $\tan x$, $\cot x$, $\sec x$, $\csc x$ expecting their arguments in radians, and $\text{sind } x$, $\text{cosd } x$, $\text{tand } x$, $\text{cotd } x$, $\text{secd } x$, $\text{cscd } x$ expecting their arguments in degrees.
- Inverse trigonometric functions: $\text{asin } x$, $\text{acos } x$, $\text{atan } x$, $\text{acot } x$, $\text{asec } x$, $\text{acsc } x$ giving a result in radians, and $\text{asind } x$, $\text{acosd } x$, $\text{atand } x$, $\text{acotd } x$, $\text{asecd } x$, $\text{acscd } x$ giving a result in degrees.
- (not yet) Hyperbolic functions and their inverse functions: $\sinh x$, $\cosh x$, $\tanh x$, $\coth x$, $\text{sech } x$, csch , and $\text{asinh } x$, $\text{acosh } x$, $\text{atanh } x$, $\text{acoth } x$, $\text{asech } x$, $\text{acsch } x$.
- Extrema: $\max(x, y, \dots)$, $\min(x, y, \dots)$, $\text{abs}(x)$.
- Rounding functions: $\text{round}(x, n)$ rounds to closest, $\text{trunc}(x, n)$ rounds towards zero, $\text{floor}(x, n)$ rounds towards $-\infty$, $\text{ceil}(x, n)$ rounds towards $+\infty$. And (not yet) modulo, and “quantize”.
- Constants: `pi`, `deg` (one degree in radians).
- Dimensions, automatically expressed in points, e.g., `pc` is 12.
- Automatic conversion (no need for `\langle type \rangle_use:N`) of integer, dimension, and skip variables to floating points, expressing dimensions in points and ignoring the stretch and shrink components of skips.

Floating point numbers can be given either explicitly (in a form such as `1.234e-34`, or `-.0001`), or as a stored floating point variable, which is automatically replaced by its current value. See section 9.1 for a description of what a floating point is, section 9.2 for details about how an expression is parsed, and section 9.3 to know what the various operations do. Some operations may raise exceptions (error messages), described in section 7.

An example of use could be the following.

`\LaTeX{}` can now compute: $\frac{\sin(3.5)}{2} + 2 \cdot 10^{-3}$
`= \ExplSyntaxOn \fp_to_decimal:n {sin 3.5 /2 + 2e-3} $.`

But in all fairness, this module is mostly meant as an underlying tool for higher-level commands. For example, one could provide a function to typeset nicely the result of floating point computations.

```
\usepackage{xparse, siunitx}
\ExplSyntaxOn
\NewDocumentCommand { \calcnun } { m }
{ \num { \fp_to_scientific:n {#1} } }
\ExplSyntaxOff
\calcnun { 2 pi * sin ( 2.3 ^ 5 ) }
```

1 Creating and initialising floating point variables

<code>\fp_new:N</code>	<code>\fp_new:N <fp var></code>
<code>\fp_new:c</code>	Creates a new <i><fp var></i> or raises an error if the name is already taken. The declaration is global. The <i><fp var></i> will initially be +0.
Updated: 2012-05-08	
<code>\fp_const:Nn</code>	<code>\fp_const:Nn <fp var> {<floating point expression>}</code>
<code>\fp_const:cn</code>	Creates a new constant <i><fp var></i> or raises an error if the name is already taken. The <i><fp var></i> will be set globally equal to the result of evaluating the <i><floating point expression></i> .
Updated: 2012-05-08	
<code>\fp_zero:N</code>	<code>\fp_zero:N <fp var></code>
<code>\fp_zero:c</code>	Sets the <i><fp var></i> to +0.
<code>\fp_gzero:N</code>	
<code>\fp_gzero:c</code>	
Updated: 2012-05-08	
<code>\fp_zero_new:N</code>	<code>\fp_zero_new:N <fp var></code>
<code>\fp_zero_new:c</code>	Ensures that the <i><fp var></i> exists globally by applying <code>\fp_new:N</code> if necessary, then applies <code>\fp_(g)zero:N</code> to leave the <i><fp var></i> set to +0.
<code>\fp_gzero_new:N</code>	
<code>\fp_gzero_new:c</code>	
Updated: 2012-05-08	

2 Setting floating point variables

<code>\fp_set:Nn</code>	<code>\fp_set:Nn <fp var> {<floating point expression>}</code>
<code>\fp_set:cn</code>	Sets <i><fp var></i> equal to the result of computing the <i><floating point expression></i> .
<code>\fp_gset:Nn</code>	
<code>\fp_gset:cn</code>	
Updated: 2012-05-08	

```
\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 var1> <fp var2>
```

Sets the floating point variable $\langle fp\ var_1 \rangle$ equal to the current value of $\langle fp\ var_2 \rangle$.

```
\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 $\langle floating\ point\ expression \rangle$ to the $\langle fp\ var \rangle$.

```
\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 $\langle floating\ point\ expression \rangle$ from the $\langle fp\ var \rangle$.

3 Using floating point numbers

```
\fp_eval:n ★
```

New: 2012-05-08

Updated: 2012-07-08

```
\fp_eval:n {<floating point expression>}
```

Evaluates the $\langle floating\ point\ expression \rangle$ and expresses the result as a decimal number with no exponent. Leading or trailing zeros may be inserted to compensate for the exponent. Non-significant trailing zeros are trimmed, and integers are expressed without a decimal separator. The values $\pm\infty$ and NaN trigger an “invalid operation” exception. This function is identical to `\fp_to_decimal:n`.

```
\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 $\langle floating\ point\ expression \rangle$ and expresses the result as a decimal number with no exponent. Leading or trailing zeros may be inserted to compensate for the exponent. Non-significant trailing zeros are trimmed, and integers are expressed without a decimal separator. The values $\pm\infty$ and NaN trigger an “invalid operation” exception.

```
\fp_to_dim:N ★
\fp_to_dim:c ★
\fp_to_dim:n ★
```

Updated: 2012-07-08

```
\fp_to_dim:N <fp var>
```

```
\fp_to_dim:n {<floating point expression>}
```

Evaluates the $\langle floating\ point\ expression \rangle$ and expresses the result as a dimension (in `pt`) suitable for use in dimension expressions. The output is identical to `\fp_to_decimal:n`, with an additional trailing `pt`. In particular, the result may be outside the range $[-2^{14} + 2^{-17}, 2^{14} - 2^{-17}]$ of valid T_EX dimensions, leading to overflow errors if used as a dimension. The values $\pm\infty$ and NaN trigger an “invalid operation” exception.

<code>\fp_to_int:N</code>	★	<code>\fp_to_int:N</code> $\langle fp\ var \rangle$
<code>\fp_to_int:c</code>	★	<code>\fp_to_int:n</code> $\{\langle floating\ point\ expression \rangle\}$
<code>\fp_to_int:n</code>	★	Evaluates the $\langle floating\ point\ expression \rangle$, 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 T _E X integers, leading to overflow errors if used in an integer expression. The values $\pm\infty$ and NaN trigger an “invalid operation” exception.

Updated: 2012-07-08

<code>\fp_to_scientific:N</code>	★	<code>\fp_to_scientific:N</code> $\langle fp\ var \rangle$
<code>\fp_to_scientific:c</code>	★	<code>\fp_to_scientific:n</code> $\{\langle floating\ point\ expression \rangle\}$
<code>\fp_to_scientific:n</code>	★	Evaluates the $\langle floating\ point\ expression \rangle$ and expresses the result in scientific notation:

New: 2012-05-08
Updated: 2012-07-08

$\langle optional\ - \rangle \langle digit \rangle . \langle 15\ digits \rangle e \langle optional\ sign \rangle \langle exponent \rangle$

The leading $\langle digit \rangle$ is non-zero except in the case of ± 0 . The values $\pm\infty$ and NaN trigger an “invalid operation” exception.

<code>\fp_to_tl:N</code>	★	<code>\fp_to_tl:N</code> $\langle fp\ var \rangle$
<code>\fp_to_tl:c</code>	★	<code>\fp_to_tl:n</code> $\{\langle floating\ point\ expression \rangle\}$
<code>\fp_to_tl:n</code>	★	Evaluates the $\langle floating\ point\ expression \rangle$ 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 (see <code>\fp_to_scientific:n</code>). Numbers in the range $[10^{-3}, 10^{16})$ are expressed in a decimal notation without exponent, with trailing zeros trimmed, and no decimal separator for integer values (see <code>\fp_to_decimal:n</code>). Negative numbers start with $-$. The special values ± 0 , $\pm\infty$ and NaN are rendered as 0, -0, inf, -inf, and nan respectively.

Updated: 2012-07-08

<code>\fp_use:N</code>	★	<code>\fp_use:N</code> $\langle fp\ var \rangle$
<code>\fp_use:c</code>	★	Inserts the value of the $\langle fp\ var \rangle$ into the input stream as a decimal number with no exponent. Leading or trailing zeros may be inserted to compensate for the exponent. Non-significant trailing zeros are trimmed. Integers are expressed without a decimal separator. The values $\pm\infty$ and NaN trigger an “invalid operation” exception. This function is identical to <code>\fp_to_decimal:N</code> .

Updated: 2012-07-08

4 Floating point conditionals

<code>\fp_if_exist_p:N</code>	★	<code>\fp_if_exist_p:N</code> $\langle fp\ var \rangle$
<code>\fp_if_exist_p:c</code>	★	<code>\fp_if_exist:N</code> $\langle fp\ var \rangle$ $\{\langle true\ code \rangle\} \{\langle false\ code \rangle\}$
<code>\fp_if_exist:N</code>	★	Tests whether the $\langle fp\ var \rangle$ is currently defined. This does not check that the $\langle fp\ var \rangle$ really is a floating point variable.
<code>\fp_if_exist:c</code>	★	

Updated: 2012-05-08

<code>\fp_compare_p:nNn</code> ★	<code>\fp_compare_p:nNn {<fpexpr₁>} <relation> {<fpexpr₂>}</code>
<code>\fp_compare:nNnTF</code> ★	<code>\fp_compare:nNnTF {<fpexpr₁>} <relation> {<fpexpr₂>} {<true code>} {<false code>}</code>
Updated: 2012-05-08	Compares the $\langle fpexpr_1 \rangle$ and the $\langle fpexpr_2 \rangle$, and returns true if the $\langle relation \rangle$ is obeyed. Two floating point numbers x and y may obey four mutually exclusive relations: $x \langle y, x=y, x \rangle y$, or x and y are not ordered. The latter case occurs exactly when either operand is NaN, and this relation is denoted by the symbol ?. Note that a NaN is distinct from any value, even another NaN, hence $x = x$ is not true for a NaN. To test if a value is NaN, compare it to an arbitrary number with the “not ordered” relation.

```

\fp_compare:nNnTF { <value> } ? { 0 }
{ } % <value> is nan
{ } % <value> is not nan

```

<code>\fp_compare_p:n</code> ★	<code>\fp_compare_p:n</code>
<code>\fp_compare:nTF</code> ★	<code>{</code>
Updated: 2012-12-14	<code> <fpexpr₁> <relation₁></code>
	<code> ...</code>
	<code> <fpexpr_N> <relation_N></code>
	<code> <fpexpr_{N+1}></code>
	<code>}</code>
	<code>\fp_compare:nTF</code>
	<code>{</code>
	<code> <fpexpr₁> <relation₁></code>
	<code> ...</code>
	<code> <fpexpr_N> <relation_N></code>
	<code> <fpexpr_{N+1}></code>
	<code>}</code>
	<code>{<true code>} {<false code>}</code>

Evaluates the $\langle floating point expressions \rangle$ as described for `\fp_eval:n` and compares consecutive result using the corresponding $\langle relation \rangle$, namely it compares $\langle intexpr_1 \rangle$ and $\langle intexpr_2 \rangle$ using the $\langle relation_1 \rangle$, then $\langle intexpr_2 \rangle$ and $\langle intexpr_3 \rangle$ using the $\langle relation_2 \rangle$, until finally comparing $\langle intexpr_N \rangle$ and $\langle intexpr_{N+1} \rangle$ using the $\langle relation_N \rangle$. The test yields **true** if all comparisons are **true**. Each $\langle floating point expression \rangle$ is evaluated only once. Contrarily to `\int_compare:nTF`, all $\langle floating point expressions \rangle$ are computed, even if one comparison is **false**. Two floating point numbers x and y may obey four mutually exclusive relations: $x \langle y, x=y, x \rangle y$, or x and y are not ordered. The latter case occurs exactly when one of the operands is NaN, and this relation is denoted by the symbol ?. Each $\langle relation \rangle$ can be any (non-empty) combination of $<$, $=$, $>$, and $?$, plus an optional leading ! (which negates the $\langle relation \rangle$), with the restriction that the $\langle relation \rangle$ may not start with $?$, as this symbol has a different meaning (in combination with $:$) within floatin point expressions. The comparison $x \langle relation \rangle y$ is then **true** if the $\langle relation \rangle$ does not start with ! and the actual relation ($<$, $=$, $>$, or $?$) between x and y appears within the $\langle relation \rangle$, or on the contrary if the $\langle relation \rangle$ starts with ! and the relation between x and y does not appear within the $\langle relation \rangle$. Common choices of $\langle relation \rangle$ include $>=$ (greater or equal), $!=$ (not equal), $!?$ or $<=>$ (comparable).

5 Floating point expression loops

<code>\fp_do_until:nNnn</code> ☆	<code>\fp_do_until:nNnn {<fpexpr₁>} <relation> {<fpexpr₂>} {<code>}</code>
New: 2012-08-16	Places the <i><code></i> in the input stream for T _E X to process, and then evaluates the relationship between the two <i><floating point expressions></i> as described for <code>\fp_compare:nNnTF</code> . If the test is <code>false</code> then the <i><code></i> will be inserted into the input stream again and a loop will occur until the <i><relation></i> is <code>true</code> .
<code>\fp_do_while:nNnn</code> ☆	<code>\fp_do_while:nNnn {<fpexpr₁>} <relation> {<fpexpr₂>} {<code>}</code>
New: 2012-08-16	Places the <i><code></i> in the input stream for T _E X to process, and then evaluates the relationship between the two <i><floating point expressions></i> as described for <code>\fp_compare:nNnTF</code> . If the test is <code>true</code> then the <i><code></i> will be inserted into the input stream again and a loop will occur until the <i><relation></i> is <code>false</code> .
<code>\fp_until_do:nNnn</code> ☆	<code>\fp_until_do:nNnn {<fpexpr₁>} <relation> {<fpexpr₂>} {<code>}</code>
New: 2012-08-16	Evaluates the relationship between the two <i><floating point expressions></i> as described for <code>\fp_compare:nNnTF</code> , and then places the <i><code></i> in the input stream if the <i><relation></i> is <code>false</code> . After the <i><code></i> has been processed by T _E X the test will be repeated, and a loop will occur until the test is <code>true</code> .
<code>\fp_while_do:nNnn</code> ☆	<code>\fp_while_do:nNnn {<fpexpr₁>} <relation> {<fpexpr₂>} {<code>}</code>
New: 2012-08-16	Evaluates the relationship between the two <i><floating point expressions></i> as described for <code>\fp_compare:nNnTF</code> , and then places the <i><code></i> in the input stream if the <i><relation></i> is <code>true</code> . After the <i><code></i> has been processed by T _E X the test will be repeated, and a loop will occur until the test is <code>false</code> .
<code>\fp_do_until:nn</code> ☆	<code>\fp_do_until:nn { <fpexpr₁> <relation> <fpexpr₂> } {<code>}</code>
New: 2012-08-16	Places the <i><code></i> in the input stream for T _E X to process, and then evaluates the relationship between the two <i><floating point expressions></i> as described for <code>\fp_compare:nTF</code> . If the test is <code>false</code> then the <i><code></i> will be inserted into the input stream again and a loop will occur until the <i><relation></i> is <code>true</code> .
<code>\fp_do_while:nn</code> ☆	<code>\fp_do_while:nn { <fpexpr₁> <relation> <fpexpr₂> } {<code>}</code>
New: 2012-08-16	Places the <i><code></i> in the input stream for T _E X to process, and then evaluates the relationship between the two <i><floating point expressions></i> as described for <code>\fp_compare:nTF</code> . If the test is <code>true</code> then the <i><code></i> will be inserted into the input stream again and a loop will occur until the <i><relation></i> is <code>false</code> .
<code>\fp_until_do:nn</code> ☆	<code>\fp_until_do:nn { <fpexpr₁> <relation> <fpexpr₂> } {<code>}</code>
New: 2012-08-16	Evaluates the relationship between the two <i><floating point expressions></i> as described for <code>\fp_compare:nTF</code> , and then places the <i><code></i> in the input stream if the <i><relation></i> is <code>false</code> . After the <i><code></i> has been processed by T _E X the test will be repeated, and a loop will occur until the test is <code>true</code> .

<hr/> <code>\fp_while_do:nn</code> ☆ <hr/>	<code>\fp_while_do:nn { <fpexpr₁> <relation> <fpexpr₂> } {<code>}</code>
<hr/> New: 2012-08-16 <hr/>	Evaluates the relationship between the two <i><floating point expressions></i> as described for <code>\fp_compare:nTF</code> , and then places the <i><code></i> in the input stream if the <i><relation></i> is true . After the <i><code></i> has been processed by T _E X the test will be repeated, and a loop will occur until the test is false .

6 Some useful constants, and scratch variables

<hr/> <code>\c_zero_fp</code> <code>\c_minus_zero_fp</code> <hr/>	Zero, with either sign.
<hr/> New: 2012-05-08 <hr/>	
<hr/> <code>\c_one_fp</code> <hr/>	One as an fp : useful for comparisons in some places.
<hr/> New: 2012-05-08 <hr/>	
<hr/> <code>\c_inf_fp</code> <code>\c_minus_inf_fp</code> <hr/>	Infinity, with either sign. These can be input directly in a floating point expression as inf and -inf .
<hr/> New: 2012-05-08 <hr/>	
<hr/> <code>\c_e_fp</code> <hr/>	The value of the base of the natural logarithm, $e = \exp(1)$.
<hr/> Updated: 2012-05-08 <hr/>	
<hr/> <code>\c_pi_fp</code> <hr/>	The value of π . This can be input directly in a floating point expression as pi .
<hr/> Updated: 2013-11-17 <hr/>	
<hr/> <code>\c_one_degree_fp</code> <hr/>	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 .
<hr/> New: 2012-05-08 Updated: 2013-11-17 <hr/>	
<hr/> <code>\l_tmpa_fp</code> <code>\l_tmpb_fp</code> <hr/>	Scratch floating points for local assignment. These are never used by the kernel code, and so are safe for use with any L ^A T _E X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<hr/> <code>\g_tmpa_fp</code> <code>\g_tmpb_fp</code> <hr/>	Scratch floating points for global assignment. These are never used by the kernel code, and so are safe for use with any L ^A T _E X3-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^{9999} . The IEEE standard defines 5 types of exceptions.

- *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 almost any operation involving a NaN. This normally results in a NaN, except for conversion functions whose target type does not have a notion of NaN (e.g., `\fp_to_dim:n`).
- *Division by zero* occurs when dividing a non-zero number by 0, or when evaluating e.g., $\ln(0)$ or $\cot(0)$. This results in $\pm\infty$.
- *Inexact* occurs whenever the result of a computation is not exact, in other words, almost always. At the moment, this exception is entirely ignored in L^AT_EX3.

To each exception is associated a “flag”, which can be either *on* or *off*. By default, the “invalid operation” exception triggers an (expandable) error, and raises the corresponding flag. Other exceptions only raise the corresponding flag. The state of the flag can be tested and modified. The behaviour when an exception occurs can be modified (using `\fp_trap:nn`) to either produce an error and turn the flag on, or only turn the flag on, or do nothing at all.

`\fp_if_flag_on_p:n` ★
`\fp_if_flag_on:nTF` ★
 New: 2012-08-08

`\fp_if_flag_on_p:n {<exception>}`
`\fp_if_flag_on:nTF {<exception>} {<true code>} {<false code>}`
 Tests if the flag for the `<exception>` is on, which normally means the given `<exception>` has occurred. *This function is experimental, and may be altered or removed.*

`\fp_flag_off:n`
 New: 2012-08-08

`\fp_flag_off:n {<exception>}`
 Locally turns off the flag which indicates whether the `<exception>` has occurred. *This function is experimental, and may be altered or removed.*

`\fp_flag_on:n` ★
 New: 2012-08-08

`\fp_flag_on:n {<exception>}`
 Locally turns on the flag to indicate (or pretend) that the `<exception>` has occurred. Note that this function is expandable: it is used internally by l3fp to signal when exceptions do occur. *This function is experimental, and may be altered or removed.*

`\fp_trap:nn`
 New: 2012-07-19
 Updated: 2012-08-08

`\fp_trap:nn {⟨exception⟩} {⟨trap type⟩}`

All occurrences of the *⟨exception⟩* (`invalid_operation`, `division_by_zero`, `overflow`, or `underflow`) 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 T_EX run and display some information about the current operation in the terminal.

This function is experimental, and may be altered or removed.

8 Viewing floating points

`\fp_show:N`
`\fp_show:c`
`\fp_show:n`
 New: 2012-05-08
 Updated: 2012-08-14

`\fp_show:N ⟨fp var⟩`

`\fp_show:n {⟨floating point expression⟩}`

Evaluates the *⟨floating point expression⟩* and displays the result in the terminal.

9 Floating point expressions

9.1 Input of floating point numbers

We support four types of floating point numbers:

- $\pm 0.d_1d_2 \dots d_{16} \cdot 10^n$, a normal floating point number, with $d_i \in [0, 9]$, $d_1 \neq 0$, and $|n| \leq 10000$;
- ± 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);

(*not yet*) subnormal numbers $\pm 0.d_1d_2 \dots d_{16} \cdot 10^{-10000}$ with $d_1 = 0$.

Normal floating point numbers are stored in base 10, with 16 significant figures.

On input, a normal floating point number consists of:

- *⟨sign⟩*: a possibly empty string of + and - characters;
- *⟨significand⟩*: a non-empty string of digits together with zero or one dot;
- *⟨exponent⟩* 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 0 characters, and an optional . character), 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.

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 will be ignored.
- Any unrecognizable string triggers an error, and produces a NaN.

Note that **e-1** is not a representation of 10^{-1} , because it could be mistaken with the difference of “e” and 1. This is consistent with several other programming languages. However, in order to avoid confusions, **e-1** is not considered to be this difference either. To input the base of natural logarithms, use **exp(1)** or **\c_e_fp**.

9.2 Precedence of operators

We list here all the operations supported in floating point expressions, in order of decreasing precedence: operations listed earlier bind more tightly than operations listed below them.

- Function calls (**sin**, **ln**, *etc*).
- Binary ****** and **^** (right associative).
- Unary **+**, **-**, **!**.
- Binary *****, **/**, and implicit multiplication by juxtaposition (**2pi**, **3(4+5)**, *etc*).
- Binary **+** and **-**.
- Comparisons **>=**, **!=**, **<?**, *etc*.
- Logical **and**, denoted by **&&**.
- Logical **or**, denoted by **||**.
- Ternary operator **?:** (right associative).

The precedence of operations can be overridden using parentheses. In particular, those precedences imply that

$$\begin{aligned}\sin 2\pi &= \sin(2\pi) = 0, \\ 2^{2\max(3,4)} &= 2^{2\max(3,4)} = 256.\end{aligned}$$

Functions are called on the value of their argument, contrarily to \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**.

```
?: \fp_eval:n { <operand1> ? <operand2> : <operand3> }
```

The ternary operator `?:` results in $\langle operand_2 \rangle$ if $\langle operand_1 \rangle$ is true, and $\langle operand_3 \rangle$ if it is false (equal to ± 0). All three $\langle operands \rangle$ are evaluated in all cases. The operator is right associative, hence

```
\fp_eval:n
{
  1 + 3 > 4 ? 1 :
  2 + 4 > 5 ? 2 :
  3 + 5 > 6 ? 3 : 4
}
```

first tests whether $1 + 3 > 4$; since this isn't true, the branch following `:` is taken, and $2 + 4 > 5$ is compared; since this is true, the branch before `:` is taken, and everything else is (evaluated then) ignored. That allows testing for various cases in a concise manner, with the drawback that all computations are made in all cases.

```
|| \fp_eval:n { <operand1> <operand2> }
```

If $\langle operand_1 \rangle$ is true (non-zero), use that value, otherwise the value of $\langle operand_2 \rangle$. Both $\langle operands \rangle$ are evaluated in all cases.

```
&& \fp_eval:n { <operand1> && <operand2> }
```

If $\langle operand_1 \rangle$ is false (equal to ± 0), use that value, otherwise the value of $\langle operand_2 \rangle$. Both $\langle operands \rangle$ are evaluated in all cases.

```

<      \fp_eval:n
=      {
>      \langle operand_1 \rangle \langle relation_1 \rangle
?      ...
Updated: 2013-12-14 \langle operand_N \rangle \langle relation_N \rangle
                    \langle operand_{N+1} \rangle
                    }

```

Each $\langle relation \rangle$ consists of a non-empty string of $<$, $=$, $>$, and $?$, optionally preceded by $!$, and may not start with $?$. This evaluates to $+1$ if all comparisons $\langle operand_i \rangle \langle relation_j \rangle$ are true, and $+0$ otherwise. All $\langle operands \rangle$ are evaluated in all cases. See `\fp_compare:nTF` for details.

```

+ \fp_eval:n { \langle operand_1 \rangle + \langle operand_2 \rangle }
- \fp_eval:n { \langle operand_1 \rangle - \langle operand_2 \rangle }

```

Computes the sum or the difference of its two $\langle operands \rangle$. The “invalid operation” exception occurs for $\infty - \infty$. “Underflow” and “overflow” occur when appropriate.

```

* \fp_eval:n { \langle operand_1 \rangle * \langle operand_2 \rangle }
/ \fp_eval:n { \langle operand_1 \rangle / \langle operand_2 \rangle }

```

Computes the product or the ratio of its two $\langle operands \rangle$. 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.

```

+ \fp_eval:n { + \langle operand \rangle }
- \fp_eval:n { - \langle operand \rangle }
! \fp_eval:n { ! \langle operand \rangle }

```

The unary $+$ does nothing, the unary $-$ changes the sign of the $\langle operand \rangle$, and $!$ $\langle operand \rangle$ evaluates to 1 if $\langle operand \rangle$ is false and 0 otherwise (this is the `not` boolean function). Those operations never raise exceptions.

```

** \fp_eval:n { \langle operand_1 \rangle ** \langle operand_2 \rangle }
^ \fp_eval:n { \langle operand_1 \rangle ^ \langle operand_2 \rangle }

```

Raises $\langle operand_1 \rangle$ to the power $\langle operand_2 \rangle$. This operation is right associative, hence $2 ** 2 ** 3$ equals $2^{2^3} = 256$. The “invalid operation” exception occurs if $\langle operand_1 \rangle$ is negative or -0 , and $\langle operand_2 \rangle$ is not an integer, unless the result is zero (in that case, the sign is chosen arbitrarily to be $+0$). “Division by zero” occurs when raising ± 0 to a strictly negative power. “Underflow” and “overflow” occur when appropriate.

```

abs \fp_eval:n { abs( \langle fpexpr \rangle ) }

```

Computes the absolute value of the $\langle fpexpr \rangle$. This function does not raise any exception beyond those raised when computing its operand $\langle fpexpr \rangle$. See also `\fp_abs:n`.

```

exp \fp_eval:n { exp( \langle fpexpr \rangle ) }

```

Computes the exponential of the $\langle fpexpr \rangle$. “Underflow” and “overflow” occur when appropriate.

ln	<code>\fp_eval:n { ln(<fpexpr>) }</code>
-----------	--

Computes the natural logarithm of the $\langle fpexpr \rangle$. Negative numbers have no (real) logarithm, hence the “invalid operation” is raised in that case, including for $\ln(-0)$. “Division by zero” occurs when evaluating $\ln(+0) = -\infty$. “Underflow” and “overflow” occur when appropriate.

max	<code>\fp_eval:n { max(<fpexpr₁> , <fpexpr₂> , ...) }</code>
min	<code>\fp_eval:n { min(<fpexpr₁> , <fpexpr₂> , ...) }</code>

Evaluates each $\langle fpexpr \rangle$ and computes the largest (smallest) of those. If any of the $\langle fpexpr \rangle$ is a NaN, the result is NaN. Those operations do not raise exceptions.

round	<code>\fp_eval:n { round (<fpexpr>) }</code>
trunc	<code>\fp_eval:n { round (<fpexpr₁> , <fpexpr₂>) }</code>

Evaluates $\langle fpexpr_1 \rangle = x$ and $\langle fpexpr_2 \rangle = n$, 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 is neither $\pm\infty$ nor an integer, then an “invalid operation” exception is raised. When $\langle fpexpr_2 \rangle$ is omitted, $n = 0$, *i.e.*, $\langle fpexpr_1 \rangle$ is rounded to an integer. The rounding direction depends on the function:

- **round** yields the multiple of 10^{-n} closest to x , and if x is half-way between two such multiples, the even multiple is chosen (“ties to even”);
- **floor**, or the deprecated **round-**, yields the largest multiple of 10^{-n} smaller or equal to x (“round towards negative infinity”);
- **ceil**, or the deprecated **round+**, yields the smallest multiple of 10^{-n} greater or equal to x (“round towards positive infinity”);
- **trunc**, or the deprecated **round0**, yields a multiple of 10^{-n} with the same sign as x and with the largest absolute value less than that of x (“round towards zero”).

“Overflow” occurs if x is finite and the result is infinite (this can only happen if $\langle fpexpr_2 \rangle < -9984$).

sin	<code>\fp_eval:n { sin(<fpexpr>) }</code>
cos	<code>\fp_eval:n { cos(<fpexpr>) }</code>
tan	<code>\fp_eval:n { tan(<fpexpr>) }</code>
cot	<code>\fp_eval:n { cot(<fpexpr>) }</code>
csc	<code>\fp_eval:n { csc(<fpexpr>) }</code>
sec	<code>\fp_eval:n { sec(<fpexpr>) }</code>

Updated: 2013-11-17

Computes the sine, cosine, tangent, cotangent, cosecant, or secant of the $\langle fpexpr \rangle$ given in radians. For arguments given in degrees, see **sind**, **cosd**, *etc.* Note that since π is irrational, $\sin(8\pi)$ is not quite zero, while its analog $\text{sind}(8 \times 180)$ is exactly zero. The trigonometric functions are undefined for an argument of $\pm\infty$, leading to the “invalid operation” exception. Additionally, evaluating tangent, cotangent, cosecant, or secant at one of their poles leads to a “division by zero” exception. “Underflow” and “overflow” occur when appropriate.

<code>sind</code>	<code>\fp_eval:n { sind(<fpexpr>) }</code>
<code>cosd</code>	<code>\fp_eval:n { cosd(<fpexpr>) }</code>
<code>tand</code>	<code>\fp_eval:n { tand(<fpexpr>) }</code>
<code>cotd</code>	<code>\fp_eval:n { cotd(<fpexpr>) }</code>
<code>cscd</code>	<code>\fp_eval:n { cscd(<fpexpr>) }</code>
<code>secd</code>	<code>\fp_eval:n { secd(<fpexpr>) }</code>

New: 2013-11-02

Computes the sine, cosine, tangent, cotangent, cosecant, or secant of the $\langle fpexpr \rangle$ given in degrees. For arguments given in radians, see `sin`, `cos`, *etc.* Note that since π is irrational, $\sin(8\pi)$ is not quite zero, while its analog $\text{sind}(8 \times 180)$ is exactly zero. The trigonometric functions are undefined for an argument of $\pm\infty$, leading to the “invalid operation” exception. Additionally, evaluating tangent, cotangent, cosecant, or secant at one of their poles leads to a “division by zero” exception. “Underflow” and “overflow” occur when appropriate.

<code>asin</code>	<code>\fp_eval:n { asin(<fpexpr>) }</code>
<code>acos</code>	<code>\fp_eval:n { acos(<fpexpr>) }</code>
<code>acsc</code>	<code>\fp_eval:n { acsc(<fpexpr>) }</code>
<code>asec</code>	<code>\fp_eval:n { asec(<fpexpr>) }</code>

New: 2013-11-02

Computes the arcsine, arccosine, arccosecant, or arcsecant of the $\langle fpexpr \rangle$ and returns the result in radians, in the range $[-\pi/2, \pi/2]$ for `asin` and `acsc` and $[0, \pi]$ for `acos` and `asec`. For a result in degrees, use `asind`, *etc.* If the argument of `asin` or `acos` lies outside the range $[-1, 1]$, or the argument of `acsc` or `asec` inside the range $(-1, 1)$, an “invalid operation” exception is raised. “Underflow” and “overflow” occur when appropriate.

<code>asind</code>	<code>\fp_eval:n { asind(<fpexpr>) }</code>
<code>acosd</code>	<code>\fp_eval:n { acosd(<fpexpr>) }</code>
<code>acscd</code>	<code>\fp_eval:n { acscd(<fpexpr>) }</code>
<code>asecd</code>	<code>\fp_eval:n { asecd(<fpexpr>) }</code>

New: 2013-11-02

Computes the arcsine, arccosine, arccosecant, or arcsecant of the $\langle fpexpr \rangle$ and returns the result in degrees, in the range $[-90, 90]$ for `asin` and `acsc` and $[0, 180]$ for `acos` and `asec`. For a result in radians, use `asin`, *etc.* If the argument of `asin` or `acos` lies outside the range $[-1, 1]$, or the argument of `acsc` or `asec` inside the range $(-1, 1)$, an “invalid operation” exception is raised. “Underflow” and “overflow” occur when appropriate.

atan	<code>\fp_eval:n { atan(<fpexpr>) }</code>
acot	<code>\fp_eval:n { atan(<fpexpr₁> , <fpexpr₂>) }</code>
	<code>\fp_eval:n { acot(<fpexpr>) }</code>
New: 2013-11-02	<code>\fp_eval:n { acot(<fpexpr₁> , <fpexpr₂>) }</code>

Those functions yield an angle in radians: **atand** and **acotd** are their analogs in degrees. The one-argument versions compute the arctangent or arccotangent of the $\langle fpexpr \rangle$: arctangent takes values in the range $[-\pi/2, \pi/2]$, and arccotangent in the range $[0, \pi]$. The two-argument arctangent computes the angle in polar coordinates of the point with Cartesian coordinates $(\langle fpexpr_2 \rangle, \langle fpexpr_1 \rangle)$: this is the arctangent of $\langle fpexpr_1 \rangle / \langle fpexpr_2 \rangle$, possibly shifted by 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. Only the “underflow” exception can occur.

atand	<code>\fp_eval:n { atand(<fpexpr>) }</code>
acotd	<code>\fp_eval:n { atand(<fpexpr₁> , <fpexpr₂>) }</code>
	<code>\fp_eval:n { acotd(<fpexpr>) }</code>
New: 2013-11-02	<code>\fp_eval:n { acotd(<fpexpr₁> , <fpexpr₂>) }</code>

Those functions yield an angle in degrees: **atand** and **acotd** are their analogs in radians. The one-argument versions compute the arctangent or arccotangent of the $\langle fpexpr \rangle$: arctangent takes values in the range $[-90, 90]$, and arccotangent in the range $[0, 180]$. The two-argument arctangent computes the angle in polar coordinates of the point with Cartesian coordinates $(\langle fpexpr_2 \rangle, \langle fpexpr_1 \rangle)$: this is the arctangent of $\langle fpexpr_1 \rangle / \langle fpexpr_2 \rangle$, possibly shifted by 180 depending on the signs of $\langle fpexpr_1 \rangle$ and $\langle fpexpr_2 \rangle$. The two-argument arccotangent computes the angle in polar coordinates of the point $(\langle fpexpr_1 \rangle, \langle fpexpr_2 \rangle)$, equal to the arccotangent of $\langle fpexpr_1 \rangle / \langle fpexpr_2 \rangle$, possibly shifted by 180. Both two-argument functions take values in the wider range $[-180, 180]$. The ratio $\langle fpexpr_1 \rangle / \langle fpexpr_2 \rangle$ need not be defined for the two-argument arctangent: when both expressions yield ± 0 , or when both yield $\pm \infty$, the resulting angle is one of $\{\pm 45, \pm 135\}$ depending on signs. Only the “underflow” exception can occur.

sqrt	<code>\fp_eval:n { sqrt(<fpexpr>) }</code>
-------------	--

New: 2013-12-14 Computes the square root of the $\langle fpexpr \rangle$. The “invalid operation” is raised when the $\langle fpexpr \rangle$ is negative; no other exception can occur. Special values yield $\sqrt{-0} = -0$, $\sqrt{+0} = +0$, $\sqrt{+\infty} = +\infty$ and $\sqrt{\text{NaN}} = \text{NaN}$.

inf 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	Those units of measurement are equal to their values in pt, namely
ex	
in	$1\text{in} = 72.27\text{pt}$
pt	$1\text{pt} = 1\text{pt}$
pc	$1\text{pc} = 12\text{pt}$
cm	
mm	$1\text{cm} = \frac{1}{2.54}\text{in} = 28.45275590551181\text{pt}$
dd	
cc	$1\text{mm} = \frac{1}{25.4}\text{in} = 2.845275590551181\text{pt}$
nd	
nc	$1\text{dd} = 0.376065\text{mm} = 1.07000856496063\text{pt}$
bp	$1\text{cc} = 12\text{dd} = 12.84010277952756\text{pt}$
sp	$1\text{nd} = 0.375\text{mm} = 1.066978346456693\text{pt}$
—	
	$1\text{nc} = 12\text{nd} = 12.80374015748031\text{pt}$
	$1\text{bp} = \frac{1}{72}\text{in} = 1.00375\text{pt}$
	$1\text{sp} = 2^{-16}\text{pt} = 1.52587890625e - 5\text{pt}.$

The values of the (font-dependent) units `em` and `ex` are gathered from \TeX when the surrounding floating point expression is evaluated.

—	
true	Other names for 1 and +0.
false	
—	
<code>\fp_abs:n</code> ★	<code>\fp_abs:n {⟨floating point expression⟩}</code>
New: 2012-05-14	Evaluates the <i>⟨floating point expression⟩</i> as described for <code>\fp_eval:n</code> and leaves the
Updated: 2012-07-08	absolute value of the result in the input stream. This function does not raise any exception
	beyond those raised when evaluating its argument. Within floating point expressions,
	<code>abs()</code> can be used.
—	
<code>\fp_max:nn</code> ★	<code>\fp_max:nn {⟨fp expression 1⟩} {⟨fp expression 2⟩}</code>
<code>\fp_min:nn</code> ★	Evaluates the <i>⟨floating point expressions⟩</i> as described for <code>\fp_eval:n</code> and leaves the
New: 2012-09-26	resulting larger (<code>max</code>) or smaller (<code>min</code>) value in the input stream. This function does not
	raise any exception beyond those raised when evaluating its argument. Within floating
	point expressions, <code>max()</code> and <code>min()</code> can be used.

10 Disclaimer and roadmap

The package may break down if the escape character is among `0123456789_+`; 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.

- Decide what exponent range to consider.

- Support signalling `nan`.
- Modulo and remainder, and rounding functions `quantize`, `quantize0`, `quantize+`, `quantize-`, `quantize=`, `round=`. Should the modulo also be provided as (catcode 12) `%`?
- `\fp_format:nn {<fpepr>} {<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`.
- Random numbers (`pgfmath` provides `rnd`, `rand`, `random`), with seed reset at every `\fp_set:Nn`.
- Factorial (not with `!`), gamma function.
- Improve coefficients of the `sin` and `tan` series.
- Treat upper and lower case letters identically in identifiers, and ignore underscores.
- Add an `array(1,2,3)` and `i=complex(0,1)`.
- Provide an experimental `map` function? Perhaps easier to implement if it is a single character, `@sin(1,2)`?
- Provide `\fp_if_nan:nTF`, and an `isnan` function?
- Support keyword arguments?

`Pgfmath` also provides box-measurements (depth, height, width), but boxes are not possible expandably.

Bugs. (Exclamation points mark important bugs.)

- Check that functions are monotonic when they should.
- Add exceptions to `?:`, `!<=>?`, `&&`, `||`, and `!`.
- Logarithms of numbers very close to 1 are inaccurate.
- When rounding towards $-\infty$, `\dim_to_fp:n {Opt}` should return -0 , not $+0$.
- The result of $(\pm 0) + (\pm 0)$, of $x + (-x)$, and of $(-x) + x$ should depend on the rounding mode.

- `0e9999999999` gives a T_EX “number too large” error.
- Subnormals are not implemented.
- The overflow trap receives the wrong argument in `l3fp-expo` (see `exp(1e5678)` in `m3fp-traps001`).

Possible optimizations/improvements.

- Document that `l3trial/l3fp-types` introduces tools for adding new types.
- In subsection 9.1, write a grammar.
- Fix the `TWO BARS` business with the index.
- 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 T_EX fp packages, the international standards,...
- Also take into account the “inexact” exception?
- Support multi-character prefix operators (*e.g.*, `@/` or whatever)? Perhaps for including comments inside the computation itself??

Part XXIII

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 a 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

`\cs_log:N`

`\cs_log:c`

New: 2014-08-22

`\cs_log:N` $\langle control\ sequence \rangle$

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

`_kernel_register_log:N`

`_kernel_register_log:c`

`_kernel_register_log:N` $\langle register \rangle$

Used to write the contents of a TeX register to the log file in a form similar to `_kernel_register_show:N`.

3 Additions to l3box

3.1 Affine transformations

Affine transformations are changes which (informally) preserve straight lines. Simple translations are affine transformations, but are better handled in T_EX 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.

<code>\box_resize:Nnn</code>	<code>\box_resize:Nnn <box> {<x-size>} {<y-size>}</code>
<code>\box_resize:cnn</code>	

Resize the $\langle box \rangle$ to $\langle x-size \rangle$ horizontally and $\langle y-size \rangle$ vertically (both of the sizes are dimension expressions). The $\langle y-size \rangle$ is the vertical size (height plus depth) of the box. The updated $\langle box \rangle$ will be an hbox, irrespective of the nature of the $\langle box \rangle$ before the resizing is applied. Negative sizes will cause the material in the $\langle box \rangle$ to be reversed in direction, but the reference point of the $\langle box \rangle$ will be unchanged. Thus negative y -sizes will result in a box a depth dependent on the height of the original box a height dependent on the depth. The resizing applies within the current T_EX group level.

<code>\box_resize_to_ht_plus_dp:Nn</code>	<code>\box_resize_to_ht_plus_dp:Nn <box> {<y-size>}</code>
<code>\box_resize_to_ht_plus_dp:cn</code>	

Resize the $\langle box \rangle$ to $\langle y-size \rangle$ vertically, scaling the horizontal size by the same amount ($\langle y-size \rangle$ is a dimension expression). The $\langle y-size \rangle$ is the vertical size (height plus depth) of the box. The updated $\langle box \rangle$ will be an hbox, irrespective of the nature of the $\langle box \rangle$ before the resizing is applied. A negative size will cause the material in the $\langle box \rangle$ to be reversed in direction, but the reference point of the $\langle box \rangle$ will be unchanged. Thus negative y -sizes will result in a box with depth dependent on the height of the original box and height dependent on the depth of the original. The resizing applies within the current T_EX group level.

<code>\box_resize_to_ht:Nn</code>	<code>\box_resize_to_ht:Nn <box> {<y-size>}</code>
<code>\box_resize_to_ht:cn</code>	

Resize the $\langle box \rangle$ to $\langle y-size \rangle$ vertically, scaling the horizontal size by the same amount ($\langle y-size \rangle$ is a dimension expression). The $\langle y-size \rangle$ is the height only, not including depth, of the box. The updated $\langle box \rangle$ will be an hbox, irrespective of the nature of the $\langle box \rangle$ before the resizing is applied. A negative size will cause the material in the $\langle box \rangle$ to be reversed in direction, but the reference point of the $\langle box \rangle$ will be unchanged. Thus negative y -sizes will result in a box with depth dependent on the height of the original box and height dependent on the depth of the original. The resizing applies within the current T_EX group level.

<code>\box_resize_to_wd:Nn</code>	<code>\box_resize_to_wd:Nn <box> {<x-size>}</code>
<code>\box_resize_to_wd:cn</code>	

Resize the $\langle box \rangle$ to $\langle x-size \rangle$ horizontally, scaling the vertical size by the same amount ($\langle x-size \rangle$ is a dimension expression). The updated $\langle box \rangle$ will be an hbox, irrespective of the nature of the $\langle box \rangle$ before the resizing is applied. A negative size will cause the material in the $\langle box \rangle$ to be reversed in direction, but the reference point of the $\langle box \rangle$ will be unchanged. Thus negative y -sizes will result in a box a depth dependent on the height of the original box a height dependent on the depth. The resizing applies within the current \TeX group level.

<code>\box_resize_to_wd_and_ht:Nnn</code>	<code>\box_resize_to_wd_and_ht:Nnn <box> {<x-size>} {<y-size>}</code>
<code>\box_resize_to_wd_and_ht:cnn</code>	

New: 2014-07-03

Resize the $\langle box \rangle$ to a *height* of $\langle x-size \rangle$ horizontally and $\langle y-size \rangle$ vertically (both of the sizes are dimension expressions). The $\langle y-size \rangle$ is the *height* of the box, ignoring any depth. The updated $\langle box \rangle$ will be an hbox, irrespective of the nature of the $\langle box \rangle$ before the resizing is applied. Negative sizes will cause the material in the $\langle box \rangle$ to be reversed in direction, but the reference point of the $\langle box \rangle$ will be unchanged.

<code>\box_rotate:Nn</code>	<code>\box_rotate:Nn <box> {<angle>}</code>
<code>\box_rotate:cn</code>	

Rotates the $\langle box \rangle$ by $\langle angle \rangle$ (in degrees) anti-clockwise about its reference point. The reference point of the updated box will be moved horizontally such that it is at the left side of the smallest rectangle enclosing the rotated material. The updated $\langle box \rangle$ will be an hbox, irrespective of the nature of the $\langle box \rangle$ before the rotation is applied. The rotation applies within the current \TeX group level.

<code>\box_scale:Nnn</code>	<code>\box_scale:Nnn <box> {<x-scale>} {<y-scale>}</code>
<code>\box_scale:cnn</code>	

Scales the $\langle box \rangle$ by factors $\langle x-scale \rangle$ and $\langle y-scale \rangle$ in the horizontal and vertical directions, respectively (both scales are integer expressions). The updated $\langle box \rangle$ will be an hbox, irrespective of the nature of the $\langle box \rangle$ before the scaling is applied. Negative scalings will cause the material in the $\langle box \rangle$ to be reversed in direction, but the reference point of the $\langle box \rangle$ will be unchanged. Thus negative y -scales will result in a box a depth dependent on the height of the original box a height dependent on the depth. The resizing applies within the current \TeX group level.

3.2 Viewing part of a box

<code>\box_clip:N</code>	<code>\box_clip:N <box></code>
<code>\box_clip:c</code>	

Clips the $\langle box \rangle$ in the output so that only material inside the bounding box is displayed in the output. The updated $\langle box \rangle$ will be an hbox, irrespective of the nature of the $\langle box \rangle$ before the clipping is applied. The clipping applies within the current T_EX group level.

These functions require the L^AT_EX3 native drivers: they will not work with the L^AT_EX 2_ε graphics drivers!

T_EXhackers note: Clipping is implemented by the driver, and as such the full content of the box is placed in the output file. Thus clipping does not remove any information from the raw output, and hidden material can therefore be viewed by direct examination of the file.

<code>\box_trim:Nnnnn</code>	<code>\box_trim:Nnnnn <box> {\left} {\bottom} {\right} {\top}</code>
<code>\box_trim:cnnnn</code>	

Adjusts the bounding box of the $\langle box \rangle$ $\langle left \rangle$ is removed from the left-hand edge of the bounding box, $\langle right \rangle$ from the right-hand edge and so fourth. All adjustments are *dimension expressions*. Material output of the bounding box will still be displayed in the output unless `\box_clip:N` is subsequently applied. The updated $\langle box \rangle$ will be an hbox, irrespective of the nature of the $\langle box \rangle$ before the trim operation is applied. The adjustment applies within the current T_EX group level. The behavior of the operation where the trims requested is greater than the size of the box is undefined.

<code>\box_viewport:Nnnnn</code>	<code>\box_viewport:Nnnnn <box> {\llx} {\lly} {\urx} {\ury}</code>
<code>\box_viewport:cnnnn</code>	

Adjusts the bounding box of the $\langle box \rangle$ such that it has lower-left co-ordinates ($\langle llx \rangle$, $\langle lly \rangle$) and upper-right co-ordinates ($\langle urx \rangle$, $\langle ury \rangle$). All four co-ordinate positions are *dimension expressions*. Material output of the bounding box will still be displayed in the output unless `\box_clip:N` is subsequently applied. The updated $\langle box \rangle$ will be an hbox, irrespective of the nature of the $\langle box \rangle$ before the viewport operation is applied. The adjustment applies within the current T_EX group level.

3.3 Internal variables

<code>\l__box_angle_fp</code>

The angle through which a box is rotated by `\box_rotate:Nn`, given in degrees counter-clockwise. This value is required by the underlying driver code in `l3driver` to carry out the driver-dependent part of box rotation.

<code>\l__box_cos_fp</code>
<code>\l__box_sin_fp</code>

The sine and cosine of the angle through which a box is rotated by `\box_rotate:Nn`: the values refer to the angle counter-clockwise. These values are required by the underlying driver code in `l3driver` to carry out the driver-dependent part of box rotation.

<hr/> <code>\l__box_scale_x_fp</code> <hr/>	The scaling factors by which a box is scaled by <code>\box_scale:Nnn</code> or <code>\box_resize:Nnn</code> . These values are required by the underlying driver code in <code>l3driver</code> to carry out the driver-dependent part of box rotation.
<code>\l__box_scale_y_fp</code> <hr/>	

<hr/> <code>\l__box_internal_box</code> <hr/>	Box used for affine transformations, which is used to contain rotated material when applying <code>\box_rotate:Nn</code> . This box must be correctly constructed for the driver-dependent code in <code>l3driver</code> to function correctly.
---	---

4 Additions to `l3clist`

<hr/> <code>\clist_log:N</code> <hr/>	<code>\clist_log:N</code> <i><comma list></i>
<code>\clist_log:c</code> <hr/>	Writes the entries in the <i><comma list></i> in the log file. See also <code>\clist_show:N</code> which displays the result in the terminal.
New: 2014-08-22	

<hr/> <code>\clist_log:n</code> <hr/>	<code>\clist_log:n</code> <i>{<tokens>}</i>
New: 2014-08-22	Writes the entries in the comma list in the log file. See also <code>\clist_show:n</code> which displays the result in the terminal.

5 Additions to `l3coffins`

<hr/> <code>\coffin_resize:Nnn</code> <hr/>	<code>\coffin_resize:Nnn</code> <i><coffin></i> <i>{<width>}</i> <i>{<total-height>}</i>
<code>\coffin_resize:cnn</code> <hr/>	Resized the <i><coffin></i> to <i><width></i> and <i><total-height></i> , both of which should be given as dimension expressions.

<hr/> <code>\coffin_rotate:Nn</code> <hr/>	<code>\coffin_rotate:Nn</code> <i><coffin></i> <i>{<angle>}</i>
<code>\coffin_rotate:cn</code> <hr/>	Rotates the <i><coffin></i> by the given <i><angle></i> (given in degrees counter-clockwise). This process will rotate both the coffin content and poles. Multiple rotations will not result in the bounding box of the coffin growing unnecessarily.

<hr/> <code>\coffin_scale:Nnn</code> <hr/>	<code>\coffin_scale:Nnn</code> <i><coffin></i> <i>{<x-scale>}</i> <i>{<y-scale>}</i>
<code>\coffin_scale:cnn</code> <hr/>	Scales the <i><coffin></i> by a factors <i><x-scale></i> and <i><y-scale></i> in the horizontal and vertical directions, respectively. The two scale factors should be given as real numbers.

<hr/> <code>\coffin_log_structure:N</code> <hr/>	<code>\coffin_log_structure:N</code> <i><coffin></i>
<code>\coffin_log_structure:c</code> <hr/>	This function writes the structural information about the <i><coffin></i> in the log file. The width, height and depth of the typeset material are given, along with the location of all of the poles of the coffin. See also <code>\coffin_show_structure:N</code> which displays the result in the terminal.
New: 2014-08-22	

6 Additions to l3file

`\file_if_exist_input:nTF`

New: 2014-07-02

`\file_if_exist_input:n {⟨file name⟩}`
`\file_if_exist_input:nTF {⟨file name⟩} {⟨true code⟩} {⟨false code⟩}`

Searches for `⟨file name⟩` using the current `TeX` search path and the additional paths controlled by `\file_path_include:n`. If found, inserts the `⟨true code⟩` then reads in the file as additional `LaTeX` source as described for `\file_input:n`. Note that `\file_if_exist_input:n` does not raise an error if the file is not found, in contrast to `\file_input:n`.

`\ior_map_inline:Nn`

New: 2012-02-11

`\ior_map_inline:Nn ⟨stream⟩ {⟨inline function⟩}`

Applies the `⟨inline function⟩` to `⟨lines⟩` obtained by reading one or more lines (until an equal number of left and right braces are found) from the `⟨stream⟩`. The `⟨inline function⟩` should consist of code which will receive 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_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 will receive 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_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 will normally take 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 will lead to low level `TeX` errors.

TeXhackers note: When the mapping is broken, additional tokens may be inserted by the internal macro `__prg_break_point:Nn` before further items are taken from the input stream. This will depend on the design of the mapping function.

\ior_map_break:n

New: 2012-06-29

\ior_map_break:n {<tokens>}

Used to terminate a **\ior_map_...** function before all lines in the <stream> have been processed, inserting the <tokens> after the mapping has ended. This will normally take place within a conditional statement, for example

```
\ior_map_inline:Nn \l_my_ior
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \ior_map_break:n { <tokens> } }
  {
    % Do something useful
  }
}
```

Use outside of a **\ior_map_...** scenario will lead to low level TeX errors.

TeXhackers note: When the mapping is broken, additional tokens may be inserted by the internal macro **__prg_break_point:Nn** before the <tokens> are inserted into the input stream. This will depend on the design of the mapping function.

\ior_log_streams:**\iow_log_streams:**

New: 2014-08-22

\ior_log_streams:**\iow_log_streams:**

Writes in the log file a list of the file names associated with each open stream: intended for tracking down problems.

7 Additions to l3fp

\fp_log:N**\fp_log:c****\fp_log:n**

New: 2014-08-22

\fp_log:N <fp var>**\fp_log:n** {<floating point expression>}

Evaluates the <floating point expression> and writes the result in the log file.

8 Additions to l3int

\int_log:N**\int_log:c**

New: 2014-08-22

\int_log:N <integer>

Writes the value of the <integer> in the log file.

\int_log:n

New: 2014-08-22

\int_log:n {<integer expression>}

Writes the result of evaluating the <integer expression> in the log file.

9 Additions to l3keys

<hr/> <code>\keys_log:nn</code> <hr/>	<code>\keys_log:nn {<module>} {<key>}</code>
<hr/> <small>New: 2014-08-22</small> <hr/>	Writes in the log file the function which is used to actually implement a <i><key></i> for a <i><module></i> .

10 Additions to l3msg

<hr/> <code>_msg_log:nnn</code> <hr/>	<code>_msg_log:nnn {<module>} {<message>} {<arg one>}</code>
<hr/> <small>New: 2014-08-22</small> <hr/>	Writes the <i><message></i> from <i><module></i> in the log file without formatting. Used in messages which print complex variable contents completely.

<hr/> <code>_msg_log_variable:Nnn</code> <hr/>	<code>_msg_log_variable:Nnn <variable> {<type>} {<formatted content>}</code>
<hr/> <small>New: 2014-08-22</small> <hr/>	Writes the <i><formatted content></i> of the <i><variable></i> of <i><type></i> in the log file. The <i><formatted content></i> will be processed as the first argument in a call to <code>\iow_wrap:nnnN</code> , hence <code>\</code> , <code>_</code> and other formatting sequences can be used. Once expanded and processed, the <i><formatted content></i> must either be empty or contain <code>></code> ; everything until the first <code>></code> will be removed.

<hr/> <code>_msg_log_wrap:n</code> <hr/>	<code>_msg_log_wrap:n {<formatted text>}</code>
<hr/> <small>New: 2014-08-22</small> <hr/>	Writes the <i><formatted text></i> in the log file. After expansion, unless it is empty, the <i><formatted text></i> must contain <code>></code> , and the part of <i><formatted text></i> before the first <code>></code> is removed. Failure to do so causes low-level TeX errors.

<hr/> <code>_msg_log_value:n</code> <code>_msg_log_value:x</code> <hr/>	<code>_msg_log_value:n {<tokens>}</code>
<hr/> <small>New: 2014-08-22</small> <hr/>	Writes <code>>_<tokens></code> . in the log file.

11 Additions to l3prg

<hr/> <code>\bool_log:N</code> <code>\bool_log:C</code> <hr/>	<code>\bool_log:N <boolean></code>
<hr/> <small>New: 2014-08-22</small> <hr/>	Writes the logical truth of the <i><boolean></i> in the log file.

<hr/> <code>\bool_log:n</code> <hr/>	<code>\bool_log:n {<boolean expression>}</code>
<hr/> <small>New: 2014-08-22</small> <hr/>	Writes the logical truth of the <i><boolean expression></i> in the log file.

12 Additions to l3prop

`\prop_map_tokens:Nn` ☆
`\prop_map_tokens:cn` ☆

`\prop_map_tokens:Nn` $\langle property\ list \rangle$ $\{\langle code \rangle\}$

Analogue of `\prop_map_function:NN` which maps several tokens instead of a single function. The $\langle code \rangle$ receives each key–value pair in the $\langle property\ list \rangle$ as two trailing brace groups. For instance,

`\prop_map_tokens:Nn \l_my_prop { \str_if_eq:nnT { mykey } }`

will expand to the value corresponding to `mykey`: for each pair in `\l_my_prop` the function `\str_if_eq:nnT` receives `mykey`, the $\langle key \rangle$ and the $\langle value \rangle$ as its three arguments. For that specific task, `\prop_item:Nn` is faster.

`\prop_log:N`
`\prop_log:c`
 New: 2014-08-12

`\prop_log:N` $\langle property\ list \rangle$

Writes the entries in the $\langle property\ list \rangle$ in the log file.

13 Additions to l3seq

`\seq_mapthread_function:NNN` ☆
`\seq_mapthread_function:(NcN|cNN|ccN)` ☆

`\seq_mapthread_function:NNN` $\langle seq_1 \rangle$ $\langle seq_2 \rangle$ $\langle function \rangle$

Applies $\langle function \rangle$ to every pair of items $\langle seq_1\text{-}item \rangle$ – $\langle seq_2\text{-}item \rangle$ from the two sequences, returning items from both sequences from left to right. The $\langle function \rangle$ will receive two `n`-type arguments for each iteration. The mapping will terminate 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` $\langle sequence_1 \rangle$ $\langle sequence_2 \rangle$ $\{\langle inline\ boolexpr \rangle\}$

Evaluates the $\langle inline\ boolexpr \rangle$ for every $\langle item \rangle$ stored within the $\langle sequence_2 \rangle$. The $\langle inline\ boolexpr \rangle$ will receive the $\langle item \rangle$ as `#1`. The sequence of all $\langle items \rangle$ for which the $\langle inline\ boolexpr \rangle$ evaluated to `true` is assigned to $\langle sequence_1 \rangle$.

T_EXhackers note: Contrarily to other mapping functions, `\seq_map_break` cannot be used in this function, and will lead to low-level T_EX errors.

`\seq_set_map:NNn`
`\seq_gset_map:NNn`

New: 2011-12-22

`\seq_set_map:NNn` $\langle sequence_1 \rangle$ $\langle sequence_2 \rangle$ $\{ \langle inline function \rangle \}$

Applies $\langle inline function \rangle$ to every $\langle item \rangle$ stored within the $\langle sequence_2 \rangle$. The $\langle inline function \rangle$ should consist of code which will receive the $\langle item \rangle$ as #1. The sequence resulting from x-expanding $\langle inline function \rangle$ applied to each $\langle item \rangle$ is assigned to $\langle sequence_1 \rangle$. As such, the code in $\langle inline function \rangle$ should be expandable.

T_EXhackers note: Contrarily to other mapping functions, `\seq_map_break:` cannot be used in this function, and will lead to low-level T_EX errors.

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

New: 2014-08-12

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

Writes the entries in the $\langle sequence \rangle$ in the log file.

14 Additions to l3skip

`\skip_split_finite_else_action:nnNN`

`\skip_split_finite_else_action:nnNN` $\{ \langle skipexpr \rangle \}$ $\{ \langle action \rangle \}$
 $\langle dimen_1 \rangle$ $\langle dimen_2 \rangle$

Checks if the $\langle skipexpr \rangle$ contains finite glue. If it does then it assigns $\langle dimen_1 \rangle$ the stretch component and $\langle dimen_2 \rangle$ the shrink component. If it contains infinite glue set $\langle dimen_1 \rangle$ and $\langle dimen_2 \rangle$ to 0pt and place #2 into the input stream: this is usually an error or warning message of some sort.

`\dim_log:N`
`\dim_log:c`

New: 2014-08-22

`\dim_log:N` $\langle dimension \rangle$

Writes the value of the $\langle dimension \rangle$ in the log file.

`\dim_log:n`

New: 2014-08-22

`\dim_log:n` $\{ \langle dimension expression \rangle \}$

Writes the result of evaluating the $\langle dimension expression \rangle$ in the log file.

`\skip_log:N`
`\skip_log:c`

New: 2014-08-22

`\skip_log:N` $\langle skip \rangle$

Writes the value of the $\langle skip \rangle$ in the log file.

`\skip_log:n`

New: 2014-08-22

`\skip_log:n` $\{ \langle skip expression \rangle \}$

Writes the result of evaluating the $\langle skip expression \rangle$ in the log file.

`\muskip_log:N`
`\muskip_log:c`

New: 2014-08-22

`\muskip_log:N` $\langle muskip \rangle$

Writes the value of the $\langle muskip \rangle$ in the log file.

<hr/> <code>\muskip_log:n</code> <hr/>	<code>\muskip_log:n {⟨<i>muskip expression</i>⟩}</code>
<code>New: 2014-08-22</code>	Writes the result of evaluating the $\langle muskip expression \rangle$ in the log file.

15 Additions to l3tl

<hr/> <code>\tl_if_single_token_p:n</code> ★	<code>\tl_if_single_token_p:n {⟨<i>token list</i>⟩}</code>
<code>\tl_if_single_token:nTF</code> ★	<code>\tl_if_single_token:nTF {⟨<i>token list</i>⟩} {⟨<i>true code</i>⟩} {⟨<i>false code</i>⟩}</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 ($\{\dots\}$) are not single tokens.

<hr/> <code>\tl_reverse_tokens:n</code> ★	<code>\tl_reverse_tokens:n {⟨<i>tokens</i>⟩}</code>
---	---

This function, which works directly on T_EX tokens, reverses the order of the $\langle tokens \rangle$: the first will be the last and the last will become first. Spaces are preserved. The reversal also operates within brace groups, but the braces themselves are not exchanged, as this would lead to an unbalanced token list. For instance, `\tl_reverse_tokens:n {a~{b()}}` leaves $\{ \} (b) \sim a$ in the input stream. This function requires two steps of expansion.

T_EXhackers note: The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the token list will not expand further when appearing in an x-type argument expansion.

<hr/> <code>\tl_count_tokens:n</code> ★	<code>\tl_count_tokens:n {⟨<i>tokens</i>⟩}</code>
---	---

Counts the number of T_EX tokens in the $\langle tokens \rangle$ and leaves this information in the input stream. Every token, including spaces and braces, contributes one to the total; thus for instance, the token count of `a~{bc}` is 6. This function requires three expansions, giving an $\langle integer denotation \rangle$.

<hr/> <code>\tl_expandable_uppercase:n</code> ★	<code>\tl_expandable_uppercase:n {⟨<i>tokens</i>⟩}</code>
<code>\tl_expandable_lowercase:n</code> ★	<code>\tl_expandable_lowercase:n {⟨<i>tokens</i>⟩}</code>

The `\tl_expandable_uppercase:n` function works through all of the $\langle tokens \rangle$, replacing characters in the range a–z (with arbitrary category code) by the corresponding letter in the range A–Z, with category code 11 (letter). Similarly, `\tl_expandable_lowercase:n` replaces characters in the range A–Z by letters in the range a–z, and leaves other tokens unchanged. This function requires two steps of expansion.

T_EXhackers note: Begin-group and end-group characters are normalized and become `{` and `}`, respectively. The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the token list will not expand further when appearing in an x-type argument expansion.

<code>\tl_lower_case:n</code>	☆	<code>\tl_upper_case:n</code>	{ $\langle tokens \rangle$ }
<code>\tl_lower_case:nn</code>	☆	<code>\tl_upper_case:nn</code>	{ $\langle language \rangle$ } { $\langle tokens \rangle$ }
<code>\tl_upper_case:n</code>	☆		
<code>\tl_upper_case:nn</code>	☆		
<code>\tl_mixed_case:n</code>	☆		
<code>\tl_mixed_case:nn</code>	☆		

New: 2014-06-30

These functions are intended to be applied to input which may be regarded broadly as “text”. They traverse the $\langle tokens \rangle$ and change the case of characters as discussed below. The character code of the characters replaced may be arbitrary: the replacement characters will have stand document-level category codes (11 for letters, 12 for letter-like characters which can also be case-changed).

The functions are x-type expandable: tokens are returned protected from further expansion where appropriate. Begin-group and end-group characters in the $\langle tokens \rangle$ are normalized and become { and }, respectively. Any tokens within such a group will *not* be case-changed, and thus for example

```
\tl_upper_case:n { Some~text~{$y = mx + c$}~with~{Protection} }
```

will become

```
SOME-TEXT~{$y = mx + c$}~WITH~{Protection}
```

‘Mixed’ case conversion may be regarded informally as converting the first character of the $\langle tokens \rangle$ to upper case and the rest to lower case. However, the process is more complex than this as there are some cases 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 $\langle tokens \rangle$ are ignored when finding the first “letter” for conversion, while a brace group will terminate this search. For example

```
\tl_mixed_case:n { hello~WORLD }    % => "Hello world"
\tl_mixed_case:n { ~hello~WORLD }    % => " Hello world"
\tl_mixed_case:n { {hello}~WORLD }    % => "{hello} world"
```

where the brace group is retained. (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.)

As is generally true for expl3, these functions are designed to work with Unicode input only. As such, when used with pdfTeX *only* the characters a–zA–Z are modified. 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`. Note that in some cases, pdfTeX can interpret the input to a case change but not generate the correct output (for example in the mapping *i* to *I*-dot in Turkish): in these cases the input is left unchanged.

Context-sensitive mappings are enabled: language-dependent cases are discussed below. The “final sigma” rule for Greek letters is enabled and active for all inputs. It is implemented here in a modified form which takes account of the requirements of the likely real use cases, performance and expandability. Thus a capital sigma will map to a final-sigma if it is followed by a space or one of the characters: `!'),.,:;?]`. (Feedback on this area is very welcome.)

Language-sensitive conversions are enabled using the $\langle language \rangle$ 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.
- 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).

<hr/> $\backslash\mathrm{tl_set_from_file:Nnn}$ $\backslash\mathrm{tl_set_from_file:cnn}$ $\backslash\mathrm{tl_gset_from_file:Nnn}$ $\backslash\mathrm{tl_gset_from_file:cnn}$ <hr/>	$\backslash\mathrm{tl_set_from_file:Nnn} \langle\mathrm{tl}\rangle \{\langle\mathrm{setup}\rangle\} \{\langle\mathrm{filename}\rangle\}$ Defines $\langle\mathrm{tl}\rangle$ to the contents of $\langle\mathrm{filename}\rangle$. Category codes may need to be set appropriately via the $\langle\mathrm{setup}\rangle$ argument.
<hr/> New: 2014-06-25	
<hr/> $\backslash\mathrm{tl_set_from_file_x:Nnn}$ $\backslash\mathrm{tl_set_from_file_x:cnn}$ $\backslash\mathrm{tl_gset_from_file_x:Nnn}$ $\backslash\mathrm{tl_gset_from_file_x:cnn}$ <hr/>	$\backslash\mathrm{tl_set_from_file_x:Nnn} \langle\mathrm{tl}\rangle \{\langle\mathrm{setup}\rangle\} \{\langle\mathrm{filename}\rangle\}$ Defines $\langle\mathrm{tl}\rangle$ to the contents of $\langle\mathrm{filename}\rangle$, expanding the contents of the file as it is read. Category codes and other definitions may need to be set appropriately via the $\langle\mathrm{setup}\rangle$ argument.
<hr/> New: 2014-06-25	
<hr/> $\backslash\mathrm{tl_log:N}$ $\backslash\mathrm{tl_log:c}$ <hr/>	$\backslash\mathrm{tl_log:N} \langle\mathrm{tl} \mathrm{var}\rangle$ Writes the content of the $\langle\mathrm{tl} \mathrm{var}\rangle$ in the log file. See also $\backslash\mathrm{tl_show:N}$ which displays the result in the terminal.
<hr/> New: 2014-08-22	
<hr/> $\backslash\mathrm{tl_log:n}$ <hr/>	$\backslash\mathrm{tl_log:n} \langle\mathrm{token} \mathrm{list}\rangle$ Writes the $\langle\mathrm{token} \mathrm{list}\rangle$ in the log file. See also $\backslash\mathrm{tl_show:n}$ which displays the result in the terminal.
<hr/> New: 2014-08-22	

16 Additions to l3tokens

`\char_set_active:Npn`
`\char_set_active:Npx`

`\char_set_active:Npn` $\langle char \rangle$ $\langle parameters \rangle$ $\{\langle code \rangle\}$

Makes $\langle char \rangle$ an active character to expand to $\langle code \rangle$ as replacement text. Within the $\langle code \rangle$, the $\langle parameters \rangle$ ($\#1$, $\#2$, *etc.*) will be replaced by those absorbed. The $\langle char \rangle$ is made active within the current TeX group level, and the definition is also local.

`\char_gset_active:Npn`
`\char_gset_active:Npx`

`\char_gset_active:Npn` $\langle char \rangle$ $\langle parameters \rangle$ $\{\langle code \rangle\}$

Makes $\langle char \rangle$ an active character to expand to $\langle code \rangle$ as replacement text. Within the $\langle code \rangle$, the $\langle parameters \rangle$ ($\#1$, $\#2$, *etc.*) will be replaced by those absorbed. The $\langle char \rangle$ is made active within the current TeX group level, but the definition is global. This function is therefore suited to cases where an active character definition should be applied only in some context (where the $\langle char \rangle$ is again made active).

`\char_set_active_eq:NN`

`\char_set_active_eq:NN` $\langle char \rangle$ $\langle function \rangle$

Makes $\langle char \rangle$ an active character equivalent in meaning to the $\langle function \rangle$ (which may itself be an active character). The $\langle char \rangle$ is made active within the current TeX group level, and the definition is also local.

`\char_gset_active_eq:NN`

`\char_gset_active_eq:NN` $\langle char \rangle$ $\langle function \rangle$

Makes $\langle char \rangle$ an active character equivalent in meaning to the $\langle function \rangle$ (which may itself be an active character). The $\langle char \rangle$ is made active within the current TeX group level, but the definition is global. This function is therefore suited to cases where an active character definition should be applied only in some context (where the $\langle char \rangle$ is again made active).

`\peek_N_type:TF`

Updated: 2012-12-20

`\peek_N_type:TF` $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

Tests if the next $\langle token \rangle$ in the input stream can be safely grabbed as an N-type argument. The test will be $\langle false \rangle$ if the next $\langle token \rangle$ is either an explicit or implicit begin-group or end-group token (with any character code), or an explicit or implicit space character (with character code 32 and category code 10), or an outer token (never used in L^AT_EX3) and $\langle true \rangle$ in all other cases. Note that a $\langle true \rangle$ result ensures that the next $\langle token \rangle$ is a valid N-type argument. However, if the next $\langle token \rangle$ is for instance `\c_space_token`, the test will take the $\langle false \rangle$ branch, even though the next $\langle token \rangle$ is in fact a valid N-type argument. The $\langle token \rangle$ will be left in the input stream after the $\langle true code \rangle$ or $\langle false code \rangle$ (as appropriate to the result of the test).

Part XXIV

The l3drivers package

Drivers

TeX relies on drivers in order to carry out a number of tasks, such as using color, including graphics and setting up hyper-links. The nature of the code required depends on the exact driver in use. Currently, L^AT_EX3 is aware of the following drivers:

- **pdfmode**: The “driver” for direct PDF output by *both* pdfTeX and LuaTeX (no separate driver is used in this case: the engine deals with PDF creation itself).
- **dvips**: The dvips program, which works in conjugation with pdfTeX or LuaTeX in DVI mode.
- **dvipdfmx**: The dvipdfmx program, which works in conjugation with pdfTeX or LuaTeX in DVI mode.
- **xdvipdfmx**: The driver used by X_YTeX.

The code here is all very low-level, and should not in general be used outside of the kernel. It is also important to note that many of the functions here are closely tied to the immediate level “up”: several variable values must be in the correct locations for the driver code to function.

1 Box clipping

`_driver_box_use_clip:N`

New: 2011-11-11

`_driver_box_use_clip:N` $\langle box \rangle$

Inserts the content of the $\langle box \rangle$ at the current insertion point such that any material outside of the bounding box will not be displayed by the driver. The material in the $\langle box \rangle$ is still placed in the output stream: the clipping takes place at a driver level.

This function should only be used within a surrounding horizontal box construct.

2 Box rotation and scaling

<code>__driver_box_rotate_begin:</code>	<code>__driver_box_rotate_begin:</code>
<code>__driver_box_rotate_end:</code>	<code>\box_use:N \l__box_internal_box</code>
	<code>__driver_box_rotate_end:</code>

New: 2011-09-01

Updated: 2013-12-27

Rotates the $\langle box material \rangle$ anti-clockwise around the current insertion point. The angle of rotation (in degrees counter-clockwise) and the sine and cosine of this angle should be stored in `\l__box_angle_fp`, `\l__box_sin_fp` and `\l__box_cos_fp`, respectively. Typically, the box material inserted between the beginning and end markers will be stored in `\l__box_internal_box`: this fact is required by some drivers to obtain the correct output.

<code>__driver_box_scale_begin:</code>	<code>__driver_box_scale_begin:</code>
<code>__driver_box_scale_end:</code>	$\langle box material \rangle$
	<code>__driver_box_scale_end:</code>

New: 2011-09-02

Updated: 2013-12-27

Scales the $\langle box material \rangle$ (which should be either a `\box_use:N` or `\hbox:n` construct). The $\langle box material \rangle$ is scaled by the values stored in `\l__box_scale_x_fp` and `\l__box_scale_y_fp` in the horizontal and vertical directions, respectively. This function is also reused when resizing boxes: at a driver level, only scalings are supported and so the higher-level code must convert the absolute sizes to scale factors.

3 Color support

<code>__driver_color_ensure_current:</code>	<code>__driver_color_ensure_current:</code>
--	--

New: 2011-09-03

Updated: 2012-05-18

Ensures that the color used to typeset material is that which was set when the material was placed in a box. This function is therefore required inside any “color safe” box to ensure that the box may be inserted in a location where the foreground color has been altered, while preserving the color used in the box.

Part XXV

Implementation

1 l3bootstrap implementation

¹ $\langle *initex | package \rangle$
² $\langle @@=expl \rangle$

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.

```
3 <*initex>
4 \catcode '\{ = 1 \relax
5 \catcode '\} = 2 \relax
6 \catcode '\# = 6 \relax
7 \catcode '\^ = 7 \relax
8 </initex>
```

Tab characters should not show up in the code, but to be on the safe side.

```
9 <*initex>
10 \catcode '\^^I = 10 \relax
11 </initex>
```

For `LuaTeX`, the extra primitives need to be enabled. This is not needed in package mode: plain `TeX` and `ConTeXt` have the primitives enabled while `LATeX 2ε` has them with the prefix `luatex` (which is handled in `l3names`).

```
12 <*initex>
13 \begingroup\expandafter\expandafter\expandafter\endgroup
14 \expandafter\ifx\csname directlua\endcsname\relax
15 \else
16 \directlua{tex.enableprimitives ('', tex.extraprimitives ( ))}
17 \fi
18 </initex>
```

1.2 The `\pdfstrcmp` primitive with `XYTeX` and `LuaTeX`

Only `pdfTeX` has a primitive called `\pdfstrcmp`. The `XYTeX` version is just `\strcmp`, so there is some shuffling to do. As this is still a real primitive, using the `pdfTeX` name is “safe”.

```
19 \begingroup\expandafter\expandafter\expandafter\endgroup
20 \expandafter\ifx\csname pdfstrcmp\endcsname\relax
21 \let\pdfstrcmp\strcmp
22 \fi
```

If `LuaTeX` is in use then no primitive `\pdfstrcmp` is available. However, it can be emulated using some Lua code. In earlier versions of the code, the `pdftexcmds` package was loaded to do this task. However, that raises some issues in “generic” (it fails with `ConTeXt MkIV`), and also adds a hardly-needed dependency. Note that `LuaTeX` prior to version 0.36 is not supported by `expl3`: here that means simply skipping the definition, which will then be picked up later. This definition may need to be done twice: one “now” and once at the start of every job. The latter can occur in package mode if for example a custom format is being constructed. To achieve this while not requiring a separate file, the Lua code is saved into a macro then used twice. (In the long term, the Lua code here may be best moved to a separate file.)

No macro definition is given just yet: that is left until `l3basics`.

```
23 \begingroup
```

```

24 \expandafter\ifx\csname directlua\endcsname\relax
25 \else
26   \ifnum\luatexversion<36 %
27   \else
28     \catcode'\_ =11 %
29     \catcode'\:=11 %
30     \def\tempa
31     {%
32       l3kernel = l3kernel or { }
33       function l3kernel.strcmp (A, B)
34         if A == B then
35           tex.write ("0")
36         elseif A < B then
37           tex.write ("-1")
38         else
39           tex.write ("1")
40         end
41       end
42     }
43     \directlua{\tempa}

```

A test for Lua_{TEX} in Ini_{TEX} mode.

```

44   \ifnum 0%
45   \directlua
46   {%
47     if status.ini_version then
48       tex.write("1")
49     end
50   }>0 %
51   \global\everyjob\expandafter
52   {%
53     \the\expandafter\everyjob
54     \expandafter\luatex_directlua:D\expandafter{\tempa}%
55   }
56   \fi
57   \fi
58   \fi
59 \endgroup

```

1.3 Engine requirements

The code currently requires functionality equivalent to `\pdfstrcmp` in addition to ε -_{TEX}. This is picked up by testing for the `\pdfstrcmp` primitive or a version of Lua_{TEX} capable of emulating it.

```

60 \begingroup
61 \def\next{\endgroup}
62 \def\ShortText{Required primitives not found}%
63 \def\LongText%
64   {%

```

```

65 LaTeX3 requires the e-TeX primitives and \string\pdfstrcmp.\LineBreak
66 \LineBreak
67 These are available in engine versions:\LineBreak
68 - pdfTeX 1.30\LineBreak
69 - XeTeX 0.9994\LineBreak
70 - LuaTeX 0.40\LineBreak
71 or later.\LineBreak
72 \LineBreak
73 }%
74 \expandafter\ifx\csname pdfstrcmp\endcsname\relax
75 \expandafter\ifx\csname directlua\endcsname\relax
76 \else
77 \ifnum\luatexversion<36 %
78 \newlinechar'\^^J\relax
79 (*initex)
80 \def\LineBreak{^^J}%
81 \edef\next
82 {%
83 \errhelp
84 {%
85 \LongText
86 For pdfTeX and XeTeX the '-etex' command-line switch is also
87 needed.\LineBreak
88 \LineBreak
89 Format building will abort!\LineBreak
90 }%
91 \errmessage{\ShortText}%
92 \endgroup
93 \noexpand\end
94 }%
95 </initex>
96 (*package)
97 \def\LineBreak{\noexpand\MessageBreak}%
98 \expandafter\ifx\csname PackageError\endcsname\relax
99 \def\LineBreak{^^J}%
100 \def\PackageError#1#2#3%
101 {%
102 \errhelp{#3}%
103 \errmessage{#1 Error: #2!}%
104 }%
105 \fi
106 \edef\next
107 {%
108 \noexpand\PackageError{expl3}{\ShortText}
109 {\LongText Loading of expl3 will abort!}%
110 \endgroup
111 \noexpand\endinput
112 }%
113 </package>
114 \fi

```

```

115     \fi
116     \fi
117 \next

```

1.4 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 $\varepsilon\text{-}\TeX$ has been around since 1997 in the `etex` package.

Loading this support is delayed until here as we are now sure that the $\varepsilon\text{-}\TeX$ 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 only, load `etex` as otherwise we are likely to get into trouble with registers. 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.

```

118 <*package>
119 \begingroup
120   \def\@tempa{LaTeX2e}
121   \def\next{}
122   \ifx\fmtname\@tempa
123     \def\next
124       {%
125         \RequirePackage{etex}%
126         \csname reserveinserts\endcsname{32}%
127       }
128   \fi
129 \expandafter\endgroup
130 \next
131 </package>

```

1.5 The \LaTeX 3 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` will be a “do nothing” command until `\ExplSyntaxOn` is used. For format mode, there is no need to save category codes so that step is skipped.

```

132 \protected\def\ExplSyntaxOff{}
133 <*package>
134 \protected\edef\ExplSyntaxOff
135   {%

```

```

136 \protected\def\ExplSyntaxOff{%
137 \catcode 9 = \the\catcode 9\relax
138 \catcode 32 = \the\catcode 32\relax
139 \catcode 34 = \the\catcode 34\relax
140 \catcode 38 = \the\catcode 38\relax
141 \catcode 58 = \the\catcode 58\relax
142 \catcode 94 = \the\catcode 94\relax
143 \catcode 95 = \the\catcode 95\relax
144 \catcode 124 = \the\catcode 124\relax
145 \catcode 126 = \the\catcode 126\relax
146 \endlinechar = \the\endlinechar\relax
147 \chardef\csname\detokenize{l__kernel_expl_bool}\endcsname = 0\relax
148 }
149 \</package>

```

(End definition for `\ExplSyntaxOff`. This function is documented on page 7.)

The code environment is now set up.

```

150 \catcode 9 = 9\relax
151 \catcode 32 = 9\relax
152 \catcode 34 = 12\relax
153 \catcode 58 = 11\relax
154 \catcode 94 = 7\relax
155 \catcode 95 = 11\relax
156 \catcode 124 = 12\relax
157 \catcode 126 = 10\relax
158 \endlinechar = 32\relax

```

`\l__kernel_expl_bool` The status for experimental code syntax: this is on at present.

```

159 \chardef\l__kernel_expl_bool = 1 ~

```

(End definition for `\l__kernel_expl_bool`. This variable is documented on page 8.)

`\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` will alter the definition of `\ExplSyntaxOff` and so in package mode this function should not be used until after the end of the loading process!

```

160 \protected \def \ExplSyntaxOn
161 {
162   \bool_if:NF \l__kernel_expl_bool
163   {
164     \cs_set_protected_nopar:Npx \ExplSyntaxOff
165     {
166       \char_set_catcode:nn { 9 } { \char_value_catcode:n { 9 } }
167       \char_set_catcode:nn { 32 } { \char_value_catcode:n { 32 } }
168       \char_set_catcode:nn { 34 } { \char_value_catcode:n { 34 } }
169       \char_set_catcode:nn { 38 } { \char_value_catcode:n { 38 } }
170       \char_set_catcode:nn { 58 } { \char_value_catcode:n { 58 } }
171       \char_set_catcode:nn { 94 } { \char_value_catcode:n { 94 } }
172       \char_set_catcode:nn { 95 } { \char_value_catcode:n { 95 } }
173       \char_set_catcode:nn { 124 } { \char_value_catcode:n { 124 } }

```

```

174         \char_set_catcode:nn { 126 } { \char_value_catcode:n { 126 } }
175         \tex_endlinechar:D =
176         \tex_the:D \tex_endlinechar:D \scan_stop:
177         \bool_set_false:N \l__kernel_expl_bool
178         \cs_set_protected_nopar:Npn \ExplSyntaxOff { }
179     }
180 }
181 \char_set_catcode_ignore:n { 9 } % tab
182 \char_set_catcode_ignore:n { 32 } % space
183 \char_set_catcode_other:n { 34 } % double quote
184 \char_set_catcode_alignment:n { 38 } % ampersand
185 \char_set_catcode_letter:n { 58 } % colon
186 \char_set_catcode_math_superscript:n { 94 } % circumflex
187 \char_set_catcode_letter:n { 95 } % underscore
188 \char_set_catcode_other:n { 124 } % pipe
189 \char_set_catcode_space:n { 126 } % tilde
190 \tex_endlinechar:D = 32 \scan_stop:
191 \bool_set_true:N \l__kernel_expl_bool
192 }

```

(End definition for `\ExplSyntaxOn`. This function is documented on page 7.)

```

193 </initex | package>

```

2 l3names implementation

```

194 <*initex | package>

```

No prefix substitution here.

```

195 <@@=>

```

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).

`\tex_undefined:D` This function does not exist at all, but is the name used by the plain $\text{T}_{\text{E}}\text{X}$ format for an undefined function. So it should be marked here as “taken”.

(End definition for `\tex_undefined:D`. This function is documented on page ??.)

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.

```

196 \let \tex_global:D \global
197 \let \tex_let:D \let

```

Everything is inside a (rather long) group, which keeps `__kernel_primitive:NN` trapped.

```

198 \begingroup

```

`__kernel_primitive:NN` A temporary function to actually do the renaming. This also allows the original names to be removed in format mode.

```

199 \long \def \__kernel_primitive:NN #1#2

```

```

200     {
201       \tex_global:D \tex_let:D #2 #1
202     }*initex
203     \tex_global:D \tex_let:D #1 \tex_undefined:D
204   }/initex
205 }

```

(End definition for `_kernel_primitive:NN`.)

To allow extracting “just the names”, a bit of DocStrip fiddling.

```

206 }/initex | package)
207 }*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.

```

208 \_kernel_primitive:NN \           \tex_space:D
209 \_kernel_primitive:NN \/         \tex_italiccorrection:D
210 \_kernel_primitive:NN \-         \tex_hyphen:D

```

Now all the other primitives.

```

211 \_kernel_primitive:NN \let       \tex_let:D
212 \_kernel_primitive:NN \def       \tex_def:D
213 \_kernel_primitive:NN \edef      \tex_edef:D
214 \_kernel_primitive:NN \gdef      \tex_gdef:D
215 \_kernel_primitive:NN \xdef      \tex_xdef:D
216 \_kernel_primitive:NN \chardef   \tex_chardef:D
217 \_kernel_primitive:NN \countdef  \tex_countdef:D
218 \_kernel_primitive:NN \dimendef  \tex_dimendef:D
219 \_kernel_primitive:NN \skipdef   \tex_skipdef:D
220 \_kernel_primitive:NN \muskipdef \tex_muskipdef:D
221 \_kernel_primitive:NN \mathchardef \tex_mathchardef:D
222 \_kernel_primitive:NN \toksdef   \tex_toksdef:D
223 \_kernel_primitive:NN \futurelet \tex_futurelet:D
224 \_kernel_primitive:NN \advance   \tex_advance:D
225 \_kernel_primitive:NN \divide    \tex_divide:D
226 \_kernel_primitive:NN \multiply  \tex_multiply:D
227 \_kernel_primitive:NN \font      \tex_font:D
228 \_kernel_primitive:NN \fam       \tex_fam:D
229 \_kernel_primitive:NN \global    \tex_global:D
230 \_kernel_primitive:NN \long      \tex_long:D
231 \_kernel_primitive:NN \outer     \tex_outer:D
232 \_kernel_primitive:NN \setlanguage \tex_setlanguage:D
233 \_kernel_primitive:NN \globaldefs \tex_globaldefs:D
234 \_kernel_primitive:NN \afterassignment \tex_afterassignment:D
235 \_kernel_primitive:NN \aftergroup \tex_aftergroup:D
236 \_kernel_primitive:NN \expandafter \tex_expandafter:D
237 \_kernel_primitive:NN \noexpand  \tex_noexpand:D
238 \_kernel_primitive:NN \begingroup \tex_begingroup:D
239 \_kernel_primitive:NN \endgroup  \tex_endgroup:D

```

240	_kernel_primitive:NN	\halign	\tex_halign:D
241	_kernel_primitive:NN	\valign	\tex_valign:D
242	_kernel_primitive:NN	\cr	\tex_cr:D
243	_kernel_primitive:NN	\crcr	\tex_crcr:D
244	_kernel_primitive:NN	\noalign	\tex_noalign:D
245	_kernel_primitive:NN	\omit	\tex_omit:D
246	_kernel_primitive:NN	\span	\tex_span:D
247	_kernel_primitive:NN	\tabskip	\tex_tabskip:D
248	_kernel_primitive:NN	\everycr	\tex_everycr:D
249	_kernel_primitive:NN	\if	\tex_if:D
250	_kernel_primitive:NN	\ifcase	\tex_ifcase:D
251	_kernel_primitive:NN	\ifcat	\tex_ifcat:D
252	_kernel_primitive:NN	\ifnum	\tex_ifnum:D
253	_kernel_primitive:NN	\ifodd	\tex_ifodd:D
254	_kernel_primitive:NN	\ifdim	\tex_ifdim:D
255	_kernel_primitive:NN	\ifeof	\tex_ifeof:D
256	_kernel_primitive:NN	\ifhbox	\tex_ifhbox:D
257	_kernel_primitive:NN	\ifvbox	\tex_ifvbox:D
258	_kernel_primitive:NN	\ifvoid	\tex_ifvoid:D
259	_kernel_primitive:NN	\ifx	\tex_ifx:D
260	_kernel_primitive:NN	\iffalse	\tex_iffalse:D
261	_kernel_primitive:NN	\iftrue	\tex_iftrue:D
262	_kernel_primitive:NN	\ifhmode	\tex_ifhmode:D
263	_kernel_primitive:NN	\ifmmode	\tex_ifmmode:D
264	_kernel_primitive:NN	\ifvmode	\tex_ifvmode:D
265	_kernel_primitive:NN	\ifinner	\tex_ifinner:D
266	_kernel_primitive:NN	\else	\tex_else:D
267	_kernel_primitive:NN	\fi	\tex_fi:D
268	_kernel_primitive:NN	\or	\tex_or:D
269	_kernel_primitive:NN	\immediate	\tex_immediate:D
270	_kernel_primitive:NN	\closeout	\tex_closeout:D
271	_kernel_primitive:NN	\openin	\tex_openin:D
272	_kernel_primitive:NN	\openout	\tex_openout:D
273	_kernel_primitive:NN	\read	\tex_read:D
274	_kernel_primitive:NN	\write	\tex_write:D
275	_kernel_primitive:NN	\closein	\tex_closein:D
276	_kernel_primitive:NN	\newlinechar	\tex_newlinechar:D
277	_kernel_primitive:NN	\input	\tex_input:D
278	_kernel_primitive:NN	\endinput	\tex_endinput:D
279	_kernel_primitive:NN	\inputlineno	\tex_inputlineno:D
280	_kernel_primitive:NN	\errmessage	\tex_errmessage:D
281	_kernel_primitive:NN	\message	\tex_message:D
282	_kernel_primitive:NN	\show	\tex_show:D
283	_kernel_primitive:NN	\showthe	\tex_showthe:D
284	_kernel_primitive:NN	\showbox	\tex_showbox:D
285	_kernel_primitive:NN	\showlists	\tex_showlists:D
286	_kernel_primitive:NN	\errhelp	\tex_errhelp:D
287	_kernel_primitive:NN	\errorcontextlines	\tex_errorcontextlines:D
288	_kernel_primitive:NN	\tracingcommands	\tex_tracingcommands:D
289	_kernel_primitive:NN	\tracinglostchars	\tex_tracinglostchars:D

290	_kernel_primitive:NN	\tracingmacros	\tex_tracingmacros:D
291	_kernel_primitive:NN	\tracingonline	\tex_tracingonline:D
292	_kernel_primitive:NN	\tracingoutput	\tex_tracingoutput:D
293	_kernel_primitive:NN	\tracingpages	\tex_tracingpages:D
294	_kernel_primitive:NN	\tracingparagraphs	\tex_tracingparagraphs:D
295	_kernel_primitive:NN	\tracingrestores	\tex_tracingrestores:D
296	_kernel_primitive:NN	\tracingstats	\tex_tracingstats:D
297	_kernel_primitive:NN	\pausing	\tex_pausing:D
298	_kernel_primitive:NN	\showboxbreadth	\tex_showboxbreadth:D
299	_kernel_primitive:NN	\showboxdepth	\tex_showboxdepth:D
300	_kernel_primitive:NN	\batchmode	\tex_batchmode:D
301	_kernel_primitive:NN	\errorstopmode	\tex_errorstopmode:D
302	_kernel_primitive:NN	\nonstopmode	\tex_nonstopmode:D
303	_kernel_primitive:NN	\scrollmode	\tex_scrollmode:D
304	_kernel_primitive:NN	\end	\tex_end:D
305	_kernel_primitive:NN	\csname	\tex_csname:D
306	_kernel_primitive:NN	\endcsname	\tex_endcsname:D
307	_kernel_primitive:NN	\ignorespaces	\tex_ignorespaces:D
308	_kernel_primitive:NN	\relax	\tex_relax:D
309	_kernel_primitive:NN	\the	\tex_the:D
310	_kernel_primitive:NN	\mag	\tex_mag:D
311	_kernel_primitive:NN	\language	\tex_language:D
312	_kernel_primitive:NN	\mark	\tex_mark:D
313	_kernel_primitive:NN	\topmark	\tex_topmark:D
314	_kernel_primitive:NN	\firstmark	\tex_firstmark:D
315	_kernel_primitive:NN	\botmark	\tex_botmark:D
316	_kernel_primitive:NN	\splitfirstmark	\tex_splitfirstmark:D
317	_kernel_primitive:NN	\splitbotmark	\tex_splitbotmark:D
318	_kernel_primitive:NN	\fontname	\tex_fontname:D
319	_kernel_primitive:NN	\escapechar	\tex_escapechar:D
320	_kernel_primitive:NN	\endlinechar	\tex_endlinechar:D
321	_kernel_primitive:NN	\mathchoice	\tex_mathchoice:D
322	_kernel_primitive:NN	\delimiter	\tex_delimiter:D
323	_kernel_primitive:NN	\mathaccent	\tex_mathaccent:D
324	_kernel_primitive:NN	\mathchar	\tex_mathchar:D
325	_kernel_primitive:NN	\mskip	\tex_mskip:D
326	_kernel_primitive:NN	\radical	\tex_radical:D
327	_kernel_primitive:NN	\vcenter	\tex_vcenter:D
328	_kernel_primitive:NN	\mkern	\tex_mkern:D
329	_kernel_primitive:NN	\above	\tex_above:D
330	_kernel_primitive:NN	\abovewithdelims	\tex_abovewithdelims:D
331	_kernel_primitive:NN	\atop	\tex_atop:D
332	_kernel_primitive:NN	\atopwithdelims	\tex_atopwithdelims:D
333	_kernel_primitive:NN	\over	\tex_over:D
334	_kernel_primitive:NN	\overwithdelims	\tex_overwithdelims:D
335	_kernel_primitive:NN	\displaystyle	\tex_displaystyle:D
336	_kernel_primitive:NN	\textstyle	\tex_textstyle:D
337	_kernel_primitive:NN	\scriptstyle	\tex_scriptstyle:D
338	_kernel_primitive:NN	\scriptscriptstyle	\tex_scriptscriptstyle:D
339	_kernel_primitive:NN	\nonscript	\tex_nonscript:D

340	_kernel_primitive:NN	\eqno	\tex_eqno:D
341	_kernel_primitive:NN	\leqno	\tex_leqno:D
342	_kernel_primitive:NN	\abovedisplayshortskip	\tex_abovedisplayshortskip:D
343	_kernel_primitive:NN	\abovedisplayskip	\tex_abovedisplayskip:D
344	_kernel_primitive:NN	\belowdisplayshortskip	\tex_belowdisplayshortskip:D
345	_kernel_primitive:NN	\belowdisplayskip	\tex_belowdisplayskip:D
346	_kernel_primitive:NN	\displaywidowpenalty	\tex_displaywidowpenalty:D
347	_kernel_primitive:NN	\displayindent	\tex_displayindent:D
348	_kernel_primitive:NN	\displaywidth	\tex_displaywidth:D
349	_kernel_primitive:NN	\everydisplay	\tex_everydisplay:D
350	_kernel_primitive:NN	\predisplaysize	\tex_predisplaysize:D
351	_kernel_primitive:NN	\predisplaypenalty	\tex_predisplaypenalty:D
352	_kernel_primitive:NN	\postdisplaypenalty	\tex_postdisplaypenalty:D
353	_kernel_primitive:NN	\mathbin	\tex_mathbin:D
354	_kernel_primitive:NN	\mathclose	\tex_mathclose:D
355	_kernel_primitive:NN	\mathinner	\tex_mathinner:D
356	_kernel_primitive:NN	\mathop	\tex_mathop:D
357	_kernel_primitive:NN	\displaylimits	\tex_displaylimits:D
358	_kernel_primitive:NN	\limits	\tex_limits:D
359	_kernel_primitive:NN	\nolimits	\tex_nolimits:D
360	_kernel_primitive:NN	\mathopen	\tex_mathopen:D
361	_kernel_primitive:NN	\mathord	\tex_mathord:D
362	_kernel_primitive:NN	\mathpunct	\tex_mathpunct:D
363	_kernel_primitive:NN	\mathrel	\tex_mathrel:D
364	_kernel_primitive:NN	\overline	\tex_overline:D
365	_kernel_primitive:NN	\underline	\tex_underline:D
366	_kernel_primitive:NN	\left	\tex_left:D
367	_kernel_primitive:NN	\right	\tex_right:D
368	_kernel_primitive:NN	\binoppenalty	\tex_binoppenalty:D
369	_kernel_primitive:NN	\relpenalty	\tex_relpenalty:D
370	_kernel_primitive:NN	\delimitershortfall	\tex_delimitershortfall:D
371	_kernel_primitive:NN	\delimiterfactor	\tex_delimiterfactor:D
372	_kernel_primitive:NN	\nullldelimiterspace	\tex_nullldelimiterspace:D
373	_kernel_primitive:NN	\everymath	\tex_everymath:D
374	_kernel_primitive:NN	\mathsurround	\tex_mathsurround:D
375	_kernel_primitive:NN	\medmuskip	\tex_medmuskip:D
376	_kernel_primitive:NN	\thinmuskip	\tex_thinmuskip:D
377	_kernel_primitive:NN	\thickmuskip	\tex_thickmuskip:D
378	_kernel_primitive:NN	\scriptspace	\tex_scriptspace:D
379	_kernel_primitive:NN	\noboundary	\tex_noboundary:D
380	_kernel_primitive:NN	\accent	\tex_accent:D
381	_kernel_primitive:NN	\char	\tex_char:D
382	_kernel_primitive:NN	\discretionary	\tex_discretionary:D
383	_kernel_primitive:NN	\hfil	\tex_hfil:D
384	_kernel_primitive:NN	\hfilneg	\tex_hfilneg:D
385	_kernel_primitive:NN	\hfill	\tex_hfill:D
386	_kernel_primitive:NN	\hskip	\tex_hskip:D
387	_kernel_primitive:NN	\hss	\tex_hss:D
388	_kernel_primitive:NN	\vfil	\tex_vfil:D
389	_kernel_primitive:NN	\vfilneg	\tex_vfilneg:D

390	_kernel_primitive:NN \vfill	\tex_vfill:D
391	_kernel_primitive:NN \vskip	\tex_vskip:D
392	_kernel_primitive:NN \vss	\tex_vss:D
393	_kernel_primitive:NN \unskip	\tex_unskip:D
394	_kernel_primitive:NN \kern	\tex_kern:D
395	_kernel_primitive:NN \unkern	\tex_unkern:D
396	_kernel_primitive:NN \hrule	\tex_hrule:D
397	_kernel_primitive:NN \vrule	\tex_vrule:D
398	_kernel_primitive:NN \leaders	\tex_leaders:D
399	_kernel_primitive:NN \cleaders	\tex_cleaders:D
400	_kernel_primitive:NN \xleaders	\tex_xleaders:D
401	_kernel_primitive:NN \lastkern	\tex_lastkern:D
402	_kernel_primitive:NN \lastskip	\tex_lastskip:D
403	_kernel_primitive:NN \indent	\tex_indent:D
404	_kernel_primitive:NN \par	\tex_par:D
405	_kernel_primitive:NN \noindent	\tex_noindent:D
406	_kernel_primitive:NN \vadjust	\tex_vadjust:D
407	_kernel_primitive:NN \baselineskip	\tex_baselineskip:D
408	_kernel_primitive:NN \lineskip	\tex_lineskip:D
409	_kernel_primitive:NN \lineskiplimit	\tex_lineskiplimit:D
410	_kernel_primitive:NN \clubpenalty	\tex_clubpenalty:D
411	_kernel_primitive:NN \widowpenalty	\tex_widowpenalty:D
412	_kernel_primitive:NN \exhyphenpenalty	\tex_exhyphenpenalty:D
413	_kernel_primitive:NN \hyphenpenalty	\tex_hyphenpenalty:D
414	_kernel_primitive:NN \linepenalty	\tex_linepenalty:D
415	_kernel_primitive:NN \doublehyphendemerits	\tex_doublehyphendemerits:D
416	_kernel_primitive:NN \finalhyphendemerits	\tex_finalhyphendemerits:D
417	_kernel_primitive:NN \adjdemerits	\tex_adjdemerits:D
418	_kernel_primitive:NN \hangafter	\tex_hangafter:D
419	_kernel_primitive:NN \hangindent	\tex_hangindent:D
420	_kernel_primitive:NN \parshape	\tex_parshape:D
421	_kernel_primitive:NN \hsize	\tex_hsize:D
422	_kernel_primitive:NN \lefthyphenmin	\tex_lefthyphenmin:D
423	_kernel_primitive:NN \righthyphenmin	\tex_righthyphenmin:D
424	_kernel_primitive:NN \leftskip	\tex_leftskip:D
425	_kernel_primitive:NN \rightskip	\tex_rightskip:D
426	_kernel_primitive:NN \looseness	\tex_looseness:D
427	_kernel_primitive:NN \parskip	\tex_parskip:D
428	_kernel_primitive:NN \parindent	\tex_parindent:D
429	_kernel_primitive:NN \uchyph	\tex_uchyph:D
430	_kernel_primitive:NN \emergencystretch	\tex_emergencystretch:D
431	_kernel_primitive:NN \pretolerance	\tex_pretolerance:D
432	_kernel_primitive:NN \tolerance	\tex_tolerance:D
433	_kernel_primitive:NN \spaceskip	\tex_spaceskip:D
434	_kernel_primitive:NN \xspaceskip	\tex_xspaceskip:D
435	_kernel_primitive:NN \parfillskip	\tex_parfillskip:D
436	_kernel_primitive:NN \everypar	\tex_everypar:D
437	_kernel_primitive:NN \prevgraf	\tex_prevgraf:D
438	_kernel_primitive:NN \spacefactor	\tex_spacefactor:D
439	_kernel_primitive:NN \shipout	\tex_shipout:D

440	_kernel_primitive:NN	\vsize	\tex_vsize:D
441	_kernel_primitive:NN	\interlinepenalty	\tex_interlinepenalty:D
442	_kernel_primitive:NN	\brokenpenalty	\tex_brokenpenalty:D
443	_kernel_primitive:NN	\topskip	\tex_topskip:D
444	_kernel_primitive:NN	\maxdeadcycles	\tex_maxdeadcycles:D
445	_kernel_primitive:NN	\maxdepth	\tex_maxdepth:D
446	_kernel_primitive:NN	\output	\tex_output:D
447	_kernel_primitive:NN	\deadcycles	\tex_deadcycles:D
448	_kernel_primitive:NN	\pagedepth	\tex_pagedepth:D
449	_kernel_primitive:NN	\pagestretch	\tex_pagestretch:D
450	_kernel_primitive:NN	\pagefilstretch	\tex_pagefilstretch:D
451	_kernel_primitive:NN	\pagefillstretch	\tex_pagefillstretch:D
452	_kernel_primitive:NN	\pagefilllstretch	\tex_pagefilllstretch:D
453	_kernel_primitive:NN	\pageshrink	\tex_pageshrink:D
454	_kernel_primitive:NN	\pagegoal	\tex_pagegoal:D
455	_kernel_primitive:NN	\pagetotal	\tex_pagetotal:D
456	_kernel_primitive:NN	\outputpenalty	\tex_outputpenalty:D
457	_kernel_primitive:NN	\hoffset	\tex_hoffset:D
458	_kernel_primitive:NN	\voffset	\tex_voffset:D
459	_kernel_primitive:NN	\insert	\tex_insert:D
460	_kernel_primitive:NN	\holdinginserts	\tex_holdinginserts:D
461	_kernel_primitive:NN	\floatingpenalty	\tex_floatingpenalty:D
462	_kernel_primitive:NN	\insertpenalties	\tex_insertpenalties:D
463	_kernel_primitive:NN	\lower	\tex_lower:D
464	_kernel_primitive:NN	\moveleft	\tex_moveleft:D
465	_kernel_primitive:NN	\moveright	\tex_moveright:D
466	_kernel_primitive:NN	\raise	\tex_raise:D
467	_kernel_primitive:NN	\copy	\tex_copy:D
468	_kernel_primitive:NN	\lastbox	\tex_lastbox:D
469	_kernel_primitive:NN	\vsplit	\tex_vsplit:D
470	_kernel_primitive:NN	\unhbox	\tex_unhbox:D
471	_kernel_primitive:NN	\unhcopy	\tex_unhcopy:D
472	_kernel_primitive:NN	\unvbox	\tex_unvbox:D
473	_kernel_primitive:NN	\unvcopy	\tex_unvcopy:D
474	_kernel_primitive:NN	\setbox	\tex_setbox:D
475	_kernel_primitive:NN	\hbox	\tex_hbox:D
476	_kernel_primitive:NN	\vbox	\tex_vbox:D
477	_kernel_primitive:NN	\vtop	\tex_vtop:D
478	_kernel_primitive:NN	\prevdepth	\tex_prevdepth:D
479	_kernel_primitive:NN	\badness	\tex_badness:D
480	_kernel_primitive:NN	\hbadness	\tex_hbadness:D
481	_kernel_primitive:NN	\vbadness	\tex_vbadness:D
482	_kernel_primitive:NN	\hfuzz	\tex_hfuzz:D
483	_kernel_primitive:NN	\vfuzz	\tex_vfuzz:D
484	_kernel_primitive:NN	\overfullrule	\tex_overfullrule:D
485	_kernel_primitive:NN	\boxmaxdepth	\tex_boxmaxdepth:D
486	_kernel_primitive:NN	\splitmaxdepth	\tex_splitmaxdepth:D
487	_kernel_primitive:NN	\splittopskip	\tex_splittopskip:D
488	_kernel_primitive:NN	\everyhbox	\tex_everyhbox:D
489	_kernel_primitive:NN	\everyvbox	\tex_everyvbox:D

490	_kernel_primitive:NN	\nullfont	\tex_nullfont:D
491	_kernel_primitive:NN	\textfont	\tex_textfont:D
492	_kernel_primitive:NN	\scriptfont	\tex_scriptfont:D
493	_kernel_primitive:NN	\scriptscriptfont	\tex_scriptscriptfont:D
494	_kernel_primitive:NN	\fontdimen	\tex_fontdimen:D
495	_kernel_primitive:NN	\hyphenchar	\tex_hyphenchar:D
496	_kernel_primitive:NN	\skewchar	\tex_skewchar:D
497	_kernel_primitive:NN	\defaultthyphenchar	\tex_defaultthyphenchar:D
498	_kernel_primitive:NN	\defaultskewchar	\tex_defaultskewchar:D
499	_kernel_primitive:NN	\number	\tex_number:D
500	_kernel_primitive:NN	\romannumeral	\tex_romannumeral:D
501	_kernel_primitive:NN	\string	\tex_string:D
502	_kernel_primitive:NN	\lowercase	\tex_lowercase:D
503	_kernel_primitive:NN	\uppercase	\tex_uppercase:D
504	_kernel_primitive:NN	\meaning	\tex_meaning:D
505	_kernel_primitive:NN	\penalty	\tex_penalty:D
506	_kernel_primitive:NN	\unpenalty	\tex_unpenalty:D
507	_kernel_primitive:NN	\lastpenalty	\tex_lastpenalty:D
508	_kernel_primitive:NN	\special	\tex_special:D
509	_kernel_primitive:NN	\dump	\tex_dump:D
510	_kernel_primitive:NN	\patterns	\tex_patterns:D
511	_kernel_primitive:NN	\hyphenation	\tex_hyphenation:D
512	_kernel_primitive:NN	\time	\tex_time:D
513	_kernel_primitive:NN	\day	\tex_day:D
514	_kernel_primitive:NN	\month	\tex_month:D
515	_kernel_primitive:NN	\year	\tex_year:D
516	_kernel_primitive:NN	\jobname	\tex_jobname:D
517	_kernel_primitive:NN	\everyjob	\tex_everyjob:D
518	_kernel_primitive:NN	\count	\tex_count:D
519	_kernel_primitive:NN	\dimen	\tex_dimen:D
520	_kernel_primitive:NN	\skip	\tex_skip:D
521	_kernel_primitive:NN	\toks	\tex_toks:D
522	_kernel_primitive:NN	\muskip	\tex_muskip:D
523	_kernel_primitive:NN	\box	\tex_box:D
524	_kernel_primitive:NN	\wd	\tex_wd:D
525	_kernel_primitive:NN	\ht	\tex_ht:D
526	_kernel_primitive:NN	\dp	\tex_dp:D
527	_kernel_primitive:NN	\catcode	\tex_catcode:D
528	_kernel_primitive:NN	\delcode	\tex_delcode:D
529	_kernel_primitive:NN	\sfcode	\tex_sfcode:D
530	_kernel_primitive:NN	\lccode	\tex_lccode:D
531	_kernel_primitive:NN	\uccode	\tex_uccode:D
532	_kernel_primitive:NN	\mathcode	\tex_mathcode:D

Since L^AT_EX3 requires at least the ε -T_EX extensions, we also rename the additional primitives. These are all given the prefix `\etex_`.

533	_kernel_primitive:NN	\ifdefined	\etex_ifdefined:D
534	_kernel_primitive:NN	\ifcsname	\etex_ifcsname:D
535	_kernel_primitive:NN	\unless	\etex_unless:D
536	_kernel_primitive:NN	\eTeXversion	\etex_eTeXversion:D

537	_kernel_primitive:NN	\eTeXrevision	\etex_eTeXrevision:D
538	_kernel_primitive:NN	\marks	\etex_marks:D
539	_kernel_primitive:NN	\topmarks	\etex_topmarks:D
540	_kernel_primitive:NN	\firstmarks	\etex_firstmarks:D
541	_kernel_primitive:NN	\botmarks	\etex_botmarks:D
542	_kernel_primitive:NN	\splitfirstmarks	\etex_splitfirstmarks:D
543	_kernel_primitive:NN	\splitbotmarks	\etex_splitbotmarks:D
544	_kernel_primitive:NN	\unexpanded	\etex_unexpanded:D
545	_kernel_primitive:NN	\detokenize	\etex_detokenize:D
546	_kernel_primitive:NN	\scantokens	\etex_scantokens:D
547	_kernel_primitive:NN	\showtokens	\etex_showtokens:D
548	_kernel_primitive:NN	\readline	\etex_readline:D
549	_kernel_primitive:NN	\tracingassigns	\etex_tracingassigns:D
550	_kernel_primitive:NN	\tracingscantokens	\etex_tracingscantokens:D
551	_kernel_primitive:NN	\tracingnesting	\etex_tracingnesting:D
552	_kernel_primitive:NN	\tracingifs	\etex_tracingifs:D
553	_kernel_primitive:NN	\currentiflevel	\etex_currentiflevel:D
554	_kernel_primitive:NN	\currentifbranch	\etex_currentifbranch:D
555	_kernel_primitive:NN	\currentifttype	\etex_currentifttype:D
556	_kernel_primitive:NN	\tracinggroups	\etex_tracinggroups:D
557	_kernel_primitive:NN	\currentgrouplevel	\etex_currentgrouplevel:D
558	_kernel_primitive:NN	\currentgrouptype	\etex_currentgrouptype:D
559	_kernel_primitive:NN	\showgroups	\etex_showgroups:D
560	_kernel_primitive:NN	\showifs	\etex_showifs:D
561	_kernel_primitive:NN	\interactionmode	\etex_interactionmode:D
562	_kernel_primitive:NN	\lastnodetype	\etex_lastnodetype:D
563	_kernel_primitive:NN	\iffontchar	\etex_iffontchar:D
564	_kernel_primitive:NN	\fontcharht	\etex_fontcharht:D
565	_kernel_primitive:NN	\fontchardp	\etex_fontchardp:D
566	_kernel_primitive:NN	\fontcharwd	\etex_fontcharwd:D
567	_kernel_primitive:NN	\fontcharic	\etex_fontcharic:D
568	_kernel_primitive:NN	\parshapeindent	\etex_parshapeindent:D
569	_kernel_primitive:NN	\parshapelength	\etex_parshapelength:D
570	_kernel_primitive:NN	\parshapedimen	\etex_parshapedimen:D
571	_kernel_primitive:NN	\numexpr	\etex_numexpr:D
572	_kernel_primitive:NN	\dimexpr	\etex_dimexpr:D
573	_kernel_primitive:NN	\glueexpr	\etex_glueexpr:D
574	_kernel_primitive:NN	\muexpr	\etex_muexpr:D
575	_kernel_primitive:NN	\gluestretch	\etex_gluestretch:D
576	_kernel_primitive:NN	\glueshrink	\etex_glueshrink:D
577	_kernel_primitive:NN	\gluestretchorder	\etex_gluestretchorder:D
578	_kernel_primitive:NN	\glueshrinkorder	\etex_glueshrinkorder:D
579	_kernel_primitive:NN	\gluetomu	\etex_gluetomu:D
580	_kernel_primitive:NN	\mutoglua	\etex_mutoglua:D
581	_kernel_primitive:NN	\lastlinefit	\etex_lastlinefit:D
582	_kernel_primitive:NN	\interlinepenalties	\etex_interlinepenalties:D
583	_kernel_primitive:NN	\clubpenalties	\etex_clubpenalties:D
584	_kernel_primitive:NN	\widowpenalties	\etex_widowpenalties:D
585	_kernel_primitive:NN	\displaywidowpenalties	\etex_displaywidowpenalties:D
586	_kernel_primitive:NN	\middle	\etex_middle:D

587	<code>__kernel_primitive:NN \savinghyphcodes</code>	<code>\etex_savinghyphcodes:D</code>
588	<code>__kernel_primitive:NN \savingvdiscards</code>	<code>\etex_savingvdiscards:D</code>
589	<code>__kernel_primitive:NN \pagediscards</code>	<code>\etex_pagediscards:D</code>
590	<code>__kernel_primitive:NN \splitdiscards</code>	<code>\etex_splitdiscards:D</code>
591	<code>__kernel_primitive:NN \TeXeTstate</code>	<code>\etex_TeXeTstate:D</code>
592	<code>__kernel_primitive:NN \beginL</code>	<code>\etex_beginL:D</code>
593	<code>__kernel_primitive:NN \endL</code>	<code>\etex_endL:D</code>
594	<code>__kernel_primitive:NN \beginR</code>	<code>\etex_beginR:D</code>
595	<code>__kernel_primitive:NN \endR</code>	<code>\etex_endR:D</code>
596	<code>__kernel_primitive:NN \predisplaydirection</code>	<code>\etex_predisplaydirection:D</code>
597	<code>__kernel_primitive:NN \everyeof</code>	<code>\etex_everyeof:D</code>
598	<code>__kernel_primitive:NN \protected</code>	<code>\etex_protected:D</code>

The newer primitives are more complex: there are an awful lot of them, and we don't use them all at the moment. So the following is selective. In the case of the pdfTeX primitives, we retain pdf at the start of the names *only* for directly PDF-related primitives, as there are a lot of pdfTeX primitives that start `\pdf...` but are not related to PDF output. These ones related to PDF output.

599	<code>__kernel_primitive:NN \pdfcreationdate</code>	<code>\pdftex_pdfcreationdate:D</code>
600	<code>__kernel_primitive:NN \pdfcolorstack</code>	<code>\pdftex_pdfcolorstack:D</code>
601	<code>__kernel_primitive:NN \pdfcompresslevel</code>	<code>\pdftex_pdfcompresslevel:D</code>
602	<code>__kernel_primitive:NN \pdfdecimaldigits</code>	<code>\pdftex_pdfdecimaldigits:D</code>
603	<code>__kernel_primitive:NN \pdfhorigin</code>	<code>\pdftex_pdfhorigin:D</code>
604	<code>__kernel_primitive:NN \pdfinfo</code>	<code>\pdftex_pdfinfo:D</code>
605	<code>__kernel_primitive:NN \pdflastxform</code>	<code>\pdftex_pdflastxform:D</code>
606	<code>__kernel_primitive:NN \pdfliteral</code>	<code>\pdftex_pdfliteral:D</code>
607	<code>__kernel_primitive:NN \pdfminorversion</code>	<code>\pdftex_pdfminorversion:D</code>
608	<code>__kernel_primitive:NN \pdfobjcompresslevel</code>	<code>\pdftex_pdfobjcompresslevel:D</code>
609	<code>__kernel_primitive:NN \pdfoutput</code>	<code>\pdftex_pdfoutput:D</code>
610	<code>__kernel_primitive:NN \pdfrefxform</code>	<code>\pdftex_pdfrefxform:D</code>
611	<code>__kernel_primitive:NN \pdfrestore</code>	<code>\pdftex_pdfrestore:D</code>
612	<code>__kernel_primitive:NN \pdfsave</code>	<code>\pdftex_pdfsave:D</code>
613	<code>__kernel_primitive:NN \pdfsetmatrix</code>	<code>\pdftex_pdfsetmatrix:D</code>
614	<code>__kernel_primitive:NN \pdfpkresolution</code>	<code>\pdftex_pdfpkresolution:D</code>
615	<code>__kernel_primitive:NN \pdftexrevision</code>	<code>\pdftex_pdftextrevision:D</code>
616	<code>__kernel_primitive:NN \pdfvorigin</code>	<code>\pdftex_pdfvorigin:D</code>
617	<code>__kernel_primitive:NN \pdfxform</code>	<code>\pdftex_pdfxform:D</code>

While these are not.

618	<code>__kernel_primitive:NN \pdfstrcmp</code>	<code>\pdftex_strcmp:D</code>
-----	--	-------------------------------

X_YTeX-specific primitives. Note that X_YTeX's `\strcmp` is handled earlier and is “rolled up” into `\pdfstrcmp`.

619	<code>__kernel_primitive:NN \XeTeXversion</code>	<code>\xetex_XeTeXversion:D</code>
-----	---	------------------------------------

Primitives from LuaTeX.

620	<code>__kernel_primitive:NN \catcodetable</code>	<code>\luatex_catcodetable:D</code>
621	<code>__kernel_primitive:NN \directlua</code>	<code>\luatex_directlua:D</code>
622	<code>__kernel_primitive:NN \expanded</code>	<code>\luatex_expanded:D</code>
623	<code>__kernel_primitive:NN \initcatcodetable</code>	<code>\luatex_initcatcodetable:D</code>
624	<code>__kernel_primitive:NN \latelua</code>	<code>\luatex_latelua:D</code>

```

625 \__kernel_primitive:NN \luaescapestring \luatex_luaescapestring:D
626 \__kernel_primitive:NN \luatexversion \luatex luatexversion:D
627 \__kernel_primitive:NN \savecatcodetable \luatex_savecatcodetable:D
628 \__kernel_primitive:NN \Uchar \luatex_Uchar:D

```

Slightly more awkward are the directional primitives in LuaTeX. These come from Omega *via* Aleph, but we do not support those engines and so it seems most sensible to treat them as LuaTeX primitives for prefix purposes.

```

629 \__kernel_primitive:NN \bodydir \luatex_bodydir:D
630 \__kernel_primitive:NN \mathdir \luatex_mathdir:D
631 \__kernel_primitive:NN \pagedir \luatex_pagedir:D
632 \__kernel_primitive:NN \pardir \luatex_pardir:D
633 \__kernel_primitive:NN \textdir \luatex_textdir:D

```

End of the “just the names” part of the source.

```

634 </initex | names | package>
635 <*initex | package>

```

The job is done: close the group (using the primitive renamed!).

```

636 \tex_endgroup:D

```

L^AT_εX 2_ε will have moved a few primitives, so these are sorted out. A convenient test for L^AT_εX 2_ε is the \@@end saved primitive.

```

637 <*package>
638 \etex_ifdefined:D \@@end
639 \tex_let:D \tex_end:D \@@end
640 \tex_let:D \tex_everydisplay:D \frozen@everydisplay
641 \tex_let:D \tex_everymath:D \frozen@everymath
642 \tex_let:D \tex_hyphen:D \@@hyph
643 \tex_let:D \tex_input:D \@@input
644 \tex_let:D \tex_italiccorrection:D \@@italiccorr
645 \tex_let:D \tex_underline:D \@@underline

```

That is also true for the LuaTeX primitives under L^AT_εX 2_ε.

```

646 \tex_let:D \luatex_catcodetable:D \luatexcatcodetable
647 \tex_let:D \luatex_initcatcodetable:D \luatexinitcatcodetable
648 \tex_let:D \luatex_latelua:D \luatexlatelua
649 \tex_let:D \luatex_luaescapestring:D \luatexluaescapestring
650 \tex_let:D \luatex_savecatcodetable:D \luatexsavecatcodetable
651 \tex_let:D \luatex_Uchar:D \luatexUchar

```

Which also covers those slightly odd ones.

```

652 \tex_let:D \luatex_bodydir:D \luatexbodydir
653 \tex_let:D \luatex_mathdir:D \luatexmathdir
654 \tex_let:D \luatex_pagedir:D \luatexpagedir
655 \tex_let:D \luatex_pardir:D \luatexpardir
656 \tex_let:D \luatex_textdir:D \luatexttextdir
657 \tex_fi:D

```

For ConT_εXt, 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.

```

658 \etex_ifdefined:D \normalend
659 \tex_let:D \tex_end:D \normalend
660 \tex_let:D \tex_everyjob:D \normaleveryjob
661 \tex_let:D \tex_input:D \normalinput
662 \tex_let:D \tex_language:D \normallanguage
663 \tex_let:D \tex_mathop:D \normalmathop
664 \tex_let:D \tex_month:D \normalmonth
665 \tex_let:D \tex_outer:D \normalouter
666 \tex_let:D \tex_over:D \normalover
667 \tex_let:D \tex_vcenter:D \normalvcenter
668 \tex_let:D \etex_unexpanded:D \normalunexpanded
669 \tex_let:D \luatex_expanded:D \normalexpanded
670 \tex_fi:D
671 \etex_ifdefined:D \normalitaliccorrection
672 \tex_let:D \tex_hoffset:D \normalhoffset
673 \tex_let:D \tex_italiccorrection:D \normalitaliccorrection
674 \tex_let:D \tex_voffset:D \normalvoffset
675 \tex_let:D \etex_showtokens:D \normalshowtokens
676 \tex_let:D \luatex_bodydir:D \spac_directions_normal_body_dir
677 \tex_let:D \luatex_pagedir:D \spac_directions_normal_page_dir
678 \tex_fi:D
679 \etex_ifdefined:D \normalleft
680 \tex_let:D \tex_left:D \normalleft
681 \tex_let:D \tex_middle:D \normalmiddle
682 \tex_let:D \tex_right:D \normalright
683 \tex_fi:D
684 \</package>
685 \</initex | package>

```

3 l3basics implementation

```

686 \<*initex | package>

```

3.1 Renaming some T_EX primitives (again)

Having given all the T_EX 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 do a few now, just to get started.²

```

\if_true: Then some conditionals.
\if_false: 687 \tex_let:D \if_true: \tex_iftrue:D
\or: 688 \tex_let:D \if_false: \tex_iffalse:D
\else: 689 \tex_let:D \or: \tex_or:D
\fi: 690 \tex_let:D \else: \tex_else:D

\reverse_if:N
\if:w
\if_charcode:w
\if_catcode:w
\if_meaning:w

```

²This 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.

```

691 \tex_let:D \fi:                \tex_fi:D
692 \tex_let:D \reverse_if:N       \etex_unless:D
693 \tex_let:D \if:w               \tex_if:D
694 \tex_let:D \if_charcode:w      \tex_if:D
695 \tex_let:D \if_catcode:w       \tex_ifcat:D
696 \tex_let:D \if_meaning:w       \tex_ifx:D

```

(End definition for `\if_true:` and others. These functions are documented on page 24.)

```

\if_mode_math:  TEX lets us detect some if its modes.
\if_mode_horizontal: 697 \tex_let:D \if_mode_math:      \tex_ifmmode:D
\if_mode_vertical:  698 \tex_let:D \if_mode_horizontal:  \tex_ifhmode:D
\if_mode_inner:     699 \tex_let:D \if_mode_vertical:    \tex_ifvmode:D
                    700 \tex_let:D \if_mode_inner:      \tex_ifinner:D

```

(End definition for `\if_mode_math:` and others. These functions are documented on page 24.)

```

\if_cs_exist:N   Building csnames and testing if control sequences exist.
\if_cs_exist:w   701 \tex_let:D \if_cs_exist:N       \etex_ifdefined:D
                  \cs:w   702 \tex_let:D \if_cs_exist:w       \etex_ifcsname:D
                  \cs_end: 703 \tex_let:D \cs:w           \tex_csname:D
                  704 \tex_let:D \cs_end:       \tex_endcsname:D

```

(End definition for `\if_cs_exist:N` and others. These functions are documented on page 24.)

```

\exp_after:wN   The three \exp_ functions are used in the l3expan module where they are described.
\exp_not:N      705 \tex_let:D \exp_after:wN       \tex_expandafter:D
\exp_not:n      706 \tex_let:D \exp_not:N        \tex_noexpand:D
                  707 \tex_let:D \exp_not:n        \etex_unexpanded:D

```

(End definition for `\exp_after:wN`, `\exp_not:N`, and `\exp_not:n`. These functions are documented on page 32.)

```

\token_to_meaning:N Examining a control sequence or token.
\token_to_str:N      708 \tex_let:D \token_to_meaning:N \tex_meaning:D
\cs_meaning:N         709 \tex_let:D \token_to_str:N   \tex_string:D
                     710 \tex_let:D \cs_meaning:N     \tex_meaning:D

```

(End definition for `\token_to_meaning:N`, `\token_to_str:N`, and `\cs_meaning:N`. These functions are documented on page 54.)

```

\scan_stop:      The next three are basic functions for which there also exist versions that are safe inside
\group_begin:    alignments. These safe versions are defined in the l3prg module.
\group_end:      711 \tex_let:D \scan_stop:        \tex_relax:D
                  712 \tex_let:D \group_begin:      \tex_begingroup:D
                  713 \tex_let:D \group_end:        \tex_endgroup:D

```

(End definition for `\scan_stop:`, `\group_begin:`, and `\group_end:`. These functions are documented on page 10.)

`\if_int_compare:w` For integers.

`__int_to_roman:w` 714 `\tex_let:D \if_int_compare:w \tex_ifnum:D`
715 `\tex_let:D __int_to_roman:w \tex_romannumeral:D`

(End definition for `\if_int_compare:w` and `__int_to_roman:w`. These functions are documented on page 74.)

`\group_insert_after:N` Adding material after the end of a group.

716 `\tex_let:D \group_insert_after:N \tex_aftergroup:D`

(End definition for `\group_insert_after:N`. This function is documented on page 10.)

`\exp_args:Nc` Discussed in `l3expan`, but needed much earlier.

`\exp_args:cc` 717 `\tex_long:D \tex_def:D \exp_args:Nc #1#2`
718 `{ \exp_after:wN #1 \cs:w #2 \cs_end: }`
719 `\tex_long:D \tex_def:D \exp_args:cc #1#2`
720 `{ \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` A small number of variants defined by hand. Some of the necessary functions (`\use_i:nn`, `\use_ii:nn`, and `\exp_args:Nc`) 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.

`\token_to_str:c`
`\cs_meaning:c` 721 `\tex_def:D \token_to_str:c { \exp_args:Nc \token_to_str:N }`
722 `\tex_long:D \tex_def:D \cs_meaning:c #1`
723 `{`
724 `\if_cs_exist:w #1 \cs_end:`
725 `\exp_after:wN \use_i:nn`
726 `\else:`
727 `\exp_after:wN \use_ii:nn`
728 `\fi:`
729 `{ \exp_args:Nc \cs_meaning:N {#1} }`
730 `{ \tl_to_str:n {undefined} }`
731 `}`
732 `\tex_let:D \token_to_meaning:c = \cs_meaning:c`

(End definition for `\token_to_meaning:c`, `\token_to_str:c`, and `\cs_meaning:c`. These functions are documented on page ??.)

3.2 Defining some constants

`\c_minus_one` We need the constants `\c_minus_one` and `\c_sixteen` now for writing information to the log and the terminal and `\c_zero` 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! The actual allocation mechanism is in `l3alloc`, and works such that the first available count register is 10.

```

733 <*package>
734 \tex_let:D \c_minus_one \m@ne
735 </package>
736 <*initex>
737 \tex_countdef:D \c_minus_one = 10 ~
738 \c_minus_one = -1 ~
739 </initex>
740 \tex_chardef:D \c_sixteen = 16 ~
741 \tex_chardef:D \c_zero = 0 ~

```

(End definition for `\c_minus_one`, `\c_zero`, and `\c_sixteen`. These variables are documented on page 73.)

`\c_max_register_int` This is here as this particular integer is needed both in package mode and to bootstrap `\lalloc`, and is documented in `\l3int`.

```

742 \etex_ifdefined:D \luatex luatexversion:D
743 \tex_chardef:D \c_max_register_int = 65 535 ~
744 \tex_else:D
745 \tex_mathchardef:D \c_max_register_int = 32 767 ~
746 \tex_fi:D

```

(End definition for `\c_max_register_int`. This variable is documented on page 73.)

3.3 Defining functions

We start by providing functions for the typical definition functions. First the local ones.

```

\cs_set_nopar:Npn All assignment functions in LATEX3 should be naturally protected; after all, the TEX
\cs_set_nopar:Npx primitives for assignments are and it can be a cause of problems if others aren't.
\cs_set:Npn 747 \tex_let:D \cs_set_nopar:Npn \tex_def:D
\cs_set:Npx 748 \tex_let:D \cs_set_nopar:Npx \tex_edef:D
\cs_set_protected_nopar:Npn 749 \etex_protected:D \cs_set_nopar:Npn \cs_set:Npn
\cs_set_protected_nopar:Npx 750 { \tex_long:D \cs_set_nopar:Npn }
\cs_set_protected:Npn 751 \etex_protected:D \cs_set_nopar:Npn \cs_set:Npx
\cs_set_protected:Npx 752 { \tex_long:D \cs_set_nopar:Npx }
753 \etex_protected:D \cs_set_nopar:Npn \cs_set_protected_nopar:Npn
754 { \etex_protected:D \cs_set_nopar:Npn }
755 \etex_protected:D \cs_set_nopar:Npn \cs_set_protected_nopar:Npx
756 { \etex_protected:D \cs_set_nopar:Npx }
757 \cs_set_protected_nopar:Npn \cs_set_protected:Npn
758 { \etex_protected:D \tex_long:D \cs_set_nopar:Npn }
759 \cs_set_protected_nopar:Npn \cs_set_protected:Npx
760 { \etex_protected:D \tex_long:D \cs_set_nopar:Npx }

```

(End definition for `\cs_set_nopar:Npn` and others. These functions are documented on page 13.)

```

\cs_gset_nopar:Npn Global versions of the above functions.
\cs_gset_nopar:Npx 761 \tex_let:D \cs_gset_nopar:Npn \tex_gdef:D
\cs_gset:Npn 762 \tex_let:D \cs_gset_nopar:Npx \tex_xdef:D
\cs_gset:Npx 763 \cs_set_protected_nopar:Npn \cs_gset:Npn
\cs_gset_protected_nopar:Npn
\cs_gset_protected_nopar:Npx
\cs_gset_protected:Npn
\cs_gset_protected:Npx

```

```

764 { \tex_long:D \cs_gset_nopar:Npn }
765 \cs_set_protected_nopar:Npn \cs_gset:Npx
766 { \tex_long:D \cs_gset_nopar:Npx }
767 \cs_set_protected_nopar:Npn \cs_gset_protected_nopar:Npn
768 { \etex_protected:D \cs_gset_nopar:Npn }
769 \cs_set_protected_nopar:Npn \cs_gset_protected_nopar:Npx
770 { \etex_protected:D \cs_gset_nopar:Npx }
771 \cs_set_protected_nopar:Npn \cs_gset_protected:Npn
772 { \etex_protected:D \tex_long:D \cs_gset_nopar:Npn }
773 \cs_set_protected_nopar:Npn \cs_gset_protected:Npx
774 { \etex_protected:D \tex_long:D \cs_gset_nopar:Npx }

```

(End definition for `\cs_gset_nopar:Npn` and others. These functions are documented on page 13.)

3.4 Selecting tokens

`\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.

```

775 \cs_set_nopar:Npn \l__exp_internal_tl { }

```

(End definition for `\l__exp_internal_tl`. This variable is documented on page 34.)

`\use:c` This macro grabs its argument and returns a csname from it.

```

776 \cs_set:Npn \use:c #1 { \cs:w #1 \cs_end: }

```

(End definition for `\use:c`. This function is documented on page 18.)

`\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`.

```

777 \cs_set_protected:Npn \use:x #1
778 {
779   \cs_set_nopar:Npx \l__exp_internal_tl {#1}
780   \l__exp_internal_tl
781 }

```

(End definition for `\use:x`. This function is documented on page 21.)

`\use:n` These macros grab their arguments and returns them back to the input (with outer braces removed).

```

\use:nnn 782 \cs_set:Npn \use:n #1 {#1}
\use:nnnn 783 \cs_set:Npn \use:nn #1#2 {#1#2}
784 \cs_set:Npn \use:nnn #1#2#3 {#1#2#3}
785 \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` The equivalent to L^AT_EX 2_ε's `\@firstoftwo` and `\@secondoftwo`.

```

\use_ii:nn 786 \cs_set:Npn \use_i:nn #1#2 {#1}
787 \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 20.)

`\use_i:nnn` We also need something for picking up arguments from a longer list.

```

\use_ii:nnn      788 \cs_set:Npn \use_i:nnn      #1#2#3 {#1}
\use_iii:nnn     789 \cs_set:Npn \use_ii:nnn     #1#2#3 {#2}
\use_i_ii:nnn    790 \cs_set:Npn \use_iii:nnn    #1#2#3 {#3}
\use_i:nnnn      791 \cs_set:Npn \use_i_ii:nnn    #1#2#3 {#1#2}
\use_ii:nnnn     792 \cs_set:Npn \use_i:nnnn     #1#2#3#4 {#1}
\use_iii:nnnn    793 \cs_set:Npn \use_ii:nnnn    #1#2#3#4 {#2}
\use_iv:nnnn     794 \cs_set:Npn \use_iii:nnnn   #1#2#3#4 {#3}
                  795 \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 20.)

`\use_none_delimit_by_q_nil:w` Functions that gobble everything until they see either `\q_nil`, `\q_stop`, or `\q_recursion_stop`, respectively.

```

\use_none_delimit_by_q_stop:w
\use_none_delimit_by_q_recursion_stop:w
796 \cs_set:Npn \use_none_delimit_by_q_nil:w #1 \q_nil { }
797 \cs_set:Npn \use_none_delimit_by_q_stop:w #1 \q_stop { }
798 \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` 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.

```

799 \cs_set:Npn \use_i_delimit_by_q_nil:nw #1#2 \q_nil {#1}
800 \cs_set:Npn \use_i_delimit_by_q_stop:nw #1#2 \q_stop {#1}
801 \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.)

3.5 Gobbling tokens from input

`\use_none:n` 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 will take care of gobbling all the tokens in one go.

```

\use_none:n      802 \cs_set:Npn \use_none:n      #1          { }
\use_none:nn     803 \cs_set:Npn \use_none:nn     #1#2        { }
\use_none:nnn    804 \cs_set:Npn \use_none:nnn    #1#2#3       { }
\use_none:nnnn   805 \cs_set:Npn \use_none:nnnn   #1#2#3#4      { }
\use_none:nnnnn  806 \cs_set:Npn \use_none:nnnnn  #1#2#3#4#5     { }
\use_none:nnnnnn 807 \cs_set:Npn \use_none:nnnnnn #1#2#3#4#5#6    { }
\use_none:nnnnnnn 808 \cs_set:Npn \use_none:nnnnnnn #1#2#3#4#5#6#7   { }
\use_none:nnnnnnnn 809 \cs_set:Npn \use_none:nnnnnnnn #1#2#3#4#5#6#7#8  { }
\use_none:nnnnnnnnn 810 \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 21.)

3.6 Conditional processing and definitions

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 T_EX 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 T_EX 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 T_EX programmer to prove that he/she knows the $2^n - 1$ table. We therefore provide the simpler interface.

`\prg_return_true:` The idea here is that `__int_to_roman:w` will expand fully any `\else:` and the `\fi:` that are waiting to be discarded, before reaching the `\c_zero` which will leave the expansion null. 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.

```
811 \cs_set_nopar:Npn \prg_return_true:
812   { \exp_after:wN \use_i:nn \__int_to_roman:w }
813 \cs_set_nopar:Npn \prg_return_false:
814   { \exp_after:wN \use_ii:nn \__int_to_roman: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 will work.

(End definition for `\prg_return_true:` and `\prg_return_false:`. These functions are documented on page 37.)

`\prg_set_conditional:Npnn` 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.

```
815 \cs_set_protected_nopar:Npn \prg_set_conditional:Npnn
816   { \__prg_generate_conditional_parm:nnNpnn { set } { } }
817 \cs_set_protected_nopar:Npn \prg_new_conditional:Npnn
818   { \__prg_generate_conditional_parm:nnNpnn { new } { } }
819 \cs_set_protected_nopar:Npn \prg_set_protected_conditional:Npnn
```

```

820 { \prg_generate_conditional_parm:nnNpnn { set } { _protected } }
821 \cs_set_protected_nopar:Npn \prg_new_protected_conditional:Npnn
822 { \prg_generate_conditional_parm:nnNpnn { new } { _protected } }
823 \cs_set_protected:Npn \prg_generate_conditional_parm:nnNpnn #1#2#3#4#
824 {
825   \cs_split_function:NN #3 \prg_generate_conditional:nnNnnnnn
826   {#1} {#2} {#4}
827 }

```

(End definition for `\prg_set_conditional:Npnn` and others. These functions are documented on page 35.)

```

\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 $\langle name \rangle$ $\langle signature \rangle$ $\langle boolean \rangle$ $\langle set \text{ or } new \rangle$ $\langle maybe \text{ protected } \rangle$ $\langle parameters \rangle$ $\langle TF, \dots \rangle$ $\langle code \rangle$ to the auxiliary function responsible for defining all conditionals. If the $\langle signature \rangle$ has more than 9 letters, the definition is aborted since T_EX macros have at most 9 arguments. The erroneous case where the function name contains no colon is captured later.

```

828 \cs_set_protected_nopar:Npn \prg_set_conditional:Nnn
829 { \prg_generate_conditional_count:nnNnn { set } { } }
830 \cs_set_protected_nopar:Npn \prg_new_conditional:Nnn
831 { \prg_generate_conditional_count:nnNnn { new } { } }
832 \cs_set_protected_nopar:Npn \prg_set_protected_conditional:Nnn
833 { \prg_generate_conditional_count:nnNnn { set } { _protected } }
834 \cs_set_protected_nopar:Npn \prg_new_protected_conditional:Nnn
835 { \prg_generate_conditional_count:nnNnn { new } { _protected } }
836 \cs_set_protected:Npn \prg_generate_conditional_count:nnNnn #1#2#3
837 {
838   \cs_split_function:NN #3 \prg_generate_conditional_count:nnNnnnn
839   {#1} {#2}
840 }
841 \cs_set_protected:Npn \prg_generate_conditional_count:nnNnnnn #1#2#3#4#5
842 {
843   \cs_parm_from_arg_count:nnF
844   { \prg_generate_conditional:nnNnnnnn {#1} {#2} #3 {#4} {#5} }
845   { \tl_count:n {#2} }
846   {
847     \msg_kernel_error:nxx { kernel } { bad-number-of-arguments }
848     { \token_to_str:c { #1 : #2 } }
849     { \tl_count:n {#2} }
850     \use_none:nn
851   }
852 }

```

(End definition for `\prg_set_conditional:Nnn` and others. These functions are documented on page 35.)

`__prg_generate_conditional:nnNnnnnn`
`__prg_generate_conditional:nnnnnnnw`

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 `\etex_detokenize:D` makes the later loop more robust.

```

853 \cs_set_protected:Npn \__prg_generate_conditional:nnNnnnnn #1#2#3#4#5#6#7#8
854 {
855   \if_meaning:w \c_false_bool #3
856     \__msg_kernel_error:nxx { kernel } { missing-colon }
857     { \token_to_str:c {#1} }
858     \exp_after:wN \use_none:nn
859   \fi:
860   \use:x
861   {
862     \exp_not:N \__prg_generate_conditional:nnnnnnnw
863     \exp_not:n { {#4} {#5} {#1} {#2} {#6} {#8} }
864     \etex_detokenize:D {#7}
865     \exp_not:n { , \q_recursion_tail , \q_recursion_stop }
866   }
867 }

```

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:nnnnnnn` cleans up. Otherwise, the error message is removed by the variant form.

```

868 \cs_set_protected:Npn \__prg_generate_conditional:nnnnnnnw #1#2#3#4#5#6#7 ,
869 {
870   \if_meaning:w \q_recursion_tail #7
871     \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
872   \fi:
873   \use:c { __prg_generate_ #7 _form:wnnnnnnn }
874   \tl_if_empty:nF {#7}
875   {
876     \__msg_kernel_error:nxxx
877     { kernel } { conditional-form-unknown }
878     {#7} { \token_to_str:c { #3 : #4 } }
879   }
880   \use_none:nnnnnnn
881   \q_stop
882   {#1} {#2} {#3} {#4} {#5} {#6}
883   \__prg_generate_conditional:nnnnnnnw {#1} {#2} {#3} {#4} {#5} {#6}
884 }

```

(End definition for `__prg_generate_conditional:nnNnnnnn` and `__prg_generate_conditional:nnnnnnnw`.)

`_prg_generate_p_form:wnnnnnn`
`_prg_generate_TF_form:wnnnnnn`
`_prg_generate_T_form:wnnnnnn`
`_prg_generate_F_form:wnnnnnn`

How to generate the various forms. Those functions take the following arguments: 1: **set** or **new**, 2: empty or `_protected`, 3: function name 4: signature, 5: parameter text (or empty), 6: replacement. Remember that the logic-returning functions expect two arguments to be present after `\c_zero`: notice the construction of the different variants relies on this, and that the TF variant 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.

```

885 \cs_set_protected:Npn \_prg_generate_p_form:wnnnnnn
886   #1 \q_stop #2#3#4#5#6#7
887   {
888     \if_meaning:w \scan_stop: #3 \scan_stop:
889     \exp_after:wN \use_i:nn
890   \else:
891     \exp_after:wN \use_ii:nn
892   \fi:
893   {
894     \exp_args:cc { cs_ #2 #3 :Npn } { #4 _p: #5 } #6
895     { #7 \c_zero \c_true_bool \c_false_bool }
896   }
897   {
898     \_msg_kernel_error:nxx { kernel } { protected-predicate }
899     { \token_to_str:c { #4 _p: #5 } }
900   }
901 }
902 \cs_set_protected:Npn \_prg_generate_T_form:wnnnnnn
903   #1 \q_stop #2#3#4#5#6#7
904   {
905     \exp_args:cc { cs_ #2 #3 :Npn } { #4 : #5 T } #6
906     { #7 \c_zero \use:n \use_none:n }
907   }
908 \cs_set_protected:Npn \_prg_generate_F_form:wnnnnnn
909   #1 \q_stop #2#3#4#5#6#7
910   {
911     \exp_args:cc { cs_ #2 #3 :Npn } { #4 : #5 F } #6
912     { #7 \c_zero { } }
913   }
914 \cs_set_protected:Npn \_prg_generate_TF_form:wnnnnnn
915   #1 \q_stop #2#3#4#5#6#7
916   {
917     \exp_args:cc { cs_ #2 #3 :Npn } { #4 : #5 TF } #6
918     { #7 \c_zero }
919   }

```

(End definition for `_prg_generate_p_form:wnnnnnn` and others.)

`\prg_set_eq_conditional:NNn`
`\prg_new_eq_conditional:NNn`
`_prg_set_eq_conditional:NNn`

The setting-equal functions. Split both functions and feed $\{\langle name_1 \rangle\} \{\langle signature_1 \rangle\}$ $\langle boolean_1 \rangle \{\langle name_2 \rangle\} \{\langle signature_2 \rangle\} \langle boolean_2 \rangle \langle copying\ function \rangle \langle conditions \rangle$, `\q_recursion_tail`, `\q_recursion_stop` to a first auxiliary.

```

920 \cs_set_protected_nopar:Npn \prg_set_eq_conditional:NNn

```

```

921 { \prg_set_eq_conditional:NNNn \cs_set_eq:cc }
922 \cs_set_protected_nopar:Npn \prg_new_eq_conditional:NNn
923 { \prg_set_eq_conditional:NNNn \cs_new_eq:cc }
924 \cs_set_protected:Npn \prg_set_eq_conditional:NNNn #1#2#3#4
925 {
926   \use:x
927   {
928     \exp_not:N \prg_set_eq_conditional:nnNnnNNw
929     \cs_split_function:NN #2 \prg_do_nothing:
930     \cs_split_function:NN #3 \prg_do_nothing:
931     \exp_not:N #1
932     \etex_detokenize:D {#4}
933     \exp_not:n { , \q_recursion_tail , \q_recursion_stop }
934   }
935 }

```

(End definition for `\prg_set_eq_conditional:NNn` and `\prg_new_eq_conditional:NNn`. These functions are documented on page 37.)

```

\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 $\{\langle name_1 \rangle\} \{\langle signature_1 \rangle\} \{\langle name_2 \rangle\} \{\langle signature_2 \rangle\}$ $\langle copying\ function \rangle$ 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.

```

936 \cs_set_protected:Npn \prg_set_eq_conditional:nnNnnNNw #1#2#3#4#5#6
937 {
938   \if_meaning:w \c_false_bool #3
939     \msg_kernel_error:nnx { kernel } { missing-colon }
940     { \token_to_str:c {#1} }
941     \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
942   \fi:
943   \if_meaning:w \c_false_bool #6
944     \msg_kernel_error:nnx { kernel } { missing-colon }
945     { \token_to_str:c {#4} }
946     \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
947   \fi:
948   \prg_set_eq_conditional_loop:nnnnNw {#1} {#2} {#4} {#5}
949 }
950 \cs_set_protected:Npn \prg_set_eq_conditional_loop:nnnnNw #1#2#3#4#5#6 ,
951 {
952   \if_meaning:w \q_recursion_tail #6
953     \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
954   \fi:
955   \use:c { \prg_set_eq_conditional_ #6 _form:wNnnnn }
956   \tl_if_empty:nF {#6}
957   {
958     \msg_kernel_error:nnxx
959     { kernel } { conditional-form-unknown }

```

```

960         {#6} { \token_to_str:c { #1 : #2 } }
961     }
962     \use_none:nnnnnn
963     \q_stop
964     #5 {#1} {#2} {#3} {#4}
965     \__prg_set_eq_conditional_loop:nnnnNw {#1} {#2} {#3} {#4} #5
966 }
967 \cs_set:Npn \__prg_set_eq_conditional_p_form:wNnnnn #1 \q_stop #2#3#4#5#6
968 {
969     \__chk_if_exist_cs:c { #5 _p : #6 }
970     #2 { #3 _p : #4 } { #5 _p : #6 }
971 }
972 \cs_set:Npn \__prg_set_eq_conditional_TF_form:wNnnnn #1 \q_stop #2#3#4#5#6
973 {
974     \__chk_if_exist_cs:c { #5 : #6 TF }
975     #2 { #3 : #4 TF } { #5 : #6 TF }
976 }
977 \cs_set:Npn \__prg_set_eq_conditional_T_form:wNnnnn #1 \q_stop #2#3#4#5#6
978 {
979     \__chk_if_exist_cs:c { #5 : #6 T }
980     #2 { #3 : #4 T } { #5 : #6 T }
981 }
982 \cs_set:Npn \__prg_set_eq_conditional_F_form:wNnnnn #1 \q_stop #2#3#4#5#6
983 {
984     \__chk_if_exist_cs:c { #5 : #6 F }
985     #2 { #3 : #4 F } { #5 : #6 F }
986 }

```

(End definition for `__prg_set_eq_conditional:nnNnnNNw` and `__prg_set_eq_conditional_loop:nnnnNw`.)

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 Here are the canonical boolean values.
\c_false_bool
987 \tex_chardef:D \c_true_bool = 1 ~
988 \tex_chardef:D \c_false_bool = 0 ~

```

(End definition for `\c_true_bool` and `\c_false_bool`. These variables are documented on page 22.)

3.7 Dissecting a control sequence

```

\cs_to_str:N This converts a control sequence into the character string of its name, removing the
\__cs_to_str:N leading escape character. This turns out to be a non-trivial matter as there are different
\__cs_to_str:w 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 `__int_to_roman:w`. 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 `__int_to_roman:w` with `\c_zero`. 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` to the character 0. The initial `__int_to_roman:w` then sees 0, which is not a terminated number, followed by the escape character, a space, which is removed, terminating the argument of `__int_to_roman:w`. In all three cases, `\cs_to_str:N` takes two expansion steps to be fully expanded.

```

989 \cs_set_nopar:Npn \cs_to_str:N
990 {
991   \__int_to_roman:w
992   \if:w \token_to_str:N \ \__cs_to_str:w \fi:
993   \exp_after:wN \__cs_to_str:N \token_to_str:N
994 }
995 \cs_set:Npn \__cs_to_str:N #1 { \c_zero }
996 \cs_set:Npn \__cs_to_str:w #1 \__cs_to_str:N
997 { - \__int_value:w \fi: \exp_after:wN \c_zero }

```

(End definition for `\cs_to_str:N`. This function is documented on page 19.)

```

\__cs_split_function:NN
\__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. Lastly, the second argument of `__cs_split_function:NN` is supposed to be a function taking three variables, one for name, one for signature, and one for the boolean. For example, `__cs_split_function:NN \foo_bar:cnx \use_i:nnn` as input becomes `\use_i:nnn {foo_bar} {cnx} \c_true_bool`.

We can't use a literal `:` because it has the wrong catcode here, so it's transformed from `@` with `\tex_lowercase:D`.

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. In both cases, #5 is the *<processor>*. The second auxiliary trims the trailing `\q_mark` from the function name if present (that is, if the original function had no colon).

```

998 \group_begin:
999 \tex_lccode:D '\@ = '\: \scan_stop:
1000 \tex_catcode:D '\@ = 12 ~
1001 \tex_lowercase:D
1002 {
1003   \group_end:
1004   \cs_set:Npn \__cs_split_function:NN #1
1005     {
1006       \exp_after:wN \exp_after:wN
1007       \exp_after:wN \__cs_split_function_auxi:w
1008       \cs_to_str:N #1 \q_mark \c_true_bool
1009       @ \q_mark \c_false_bool
1010       \q_stop
1011     }
1012   \cs_set:Npn \__cs_split_function_auxi:w #1 @ #2 \q_mark #3#4 \q_stop #5
1013     { \__cs_split_function_auxii:w #5 #1 \q_mark \q_stop {#2} #3 }
1014   \cs_set:Npn \__cs_split_function_auxii:w #1#2 \q_mark #3 \q_stop
1015     { #1 {#2} }
1016 }

```

(End definition for `__cs_split_function:NN`.)

`__cs_get_function_name:N` Simple wrappers.

```

\__cs_get_function_signature:N
1017 \cs_set:Npn \__cs_get_function_name:N #1
1018   { \__cs_split_function:NN #1 \use_i:nnn }
1019 \cs_set:Npn \__cs_get_function_signature:N #1
1020   { \__cs_split_function:NN #1 \use_ii:nnn }

```

(End definition for `__cs_get_function_name:N` and `__cs_get_function_signature:N`.)

3.8 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` 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 T_EX will only ever skip input in case the token tested against is `\scan_stop:.`

```

\cs_if_exist:NTF
\cs_if_exist:cTF
1021 \prg_set_conditional:Npnn \cs_if_exist:N #1 { p , T , F , TF }
1022 {
1023   \if_meaning:w #1 \scan_stop:
1024     \prg_return_false:
1025   \else:

```

```

1026     \if_cs_exist:N #1
1027     \prg_return_true:
1028   \else:
1029     \prg_return_false:
1030   \fi:
1031 \fi:
1032 }

```

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.

```

1033 \prg_set_conditional:Npnn \cs_if_exist:c #1 { p , T , F , TF }
1034 {
1035   \if_cs_exist:w #1 \cs_end:
1036   \exp_after:wN \use_i:nn
1037 \else:
1038   \exp_after:wN \use_ii:nn
1039 \fi:
1040 {
1041   \exp_after:wN \if_meaning:w \cs:w #1 \cs_end: \scan_stop:
1042   \prg_return_false:
1043 \else:
1044   \prg_return_true:
1045 \fi:
1046 }
1047 \prg_return_false:
1048 }

```

(End definition for `\cs_if_exist:NTF` and `\cs_if_exist:cTF`. These functions are documented on page 23.)

`\cs_if_free_p:N` The logical reversal of the above.

```

\cs_if_free_p:c
\cs_if_free:NTF
\cs_if_free:cTF
1049 \prg_set_conditional:Npnn \cs_if_free:N #1 { p , T , F , TF }
1050 {
1051   \if_meaning:w #1 \scan_stop:
1052   \prg_return_true:
1053 \else:
1054   \if_cs_exist:N #1
1055   \prg_return_false:
1056 \else:
1057   \prg_return_true:
1058 \fi:
1059 \fi:
1060 }
1061 \prg_set_conditional:Npnn \cs_if_free:c #1 { p , T , F , TF }
1062 {
1063   \if_cs_exist:w #1 \cs_end:
1064   \exp_after:wN \use_i:nn

```

```

1065     \else:
1066         \exp_after:wN \use_ii:nn
1067     \fi:
1068     {
1069         \exp_after:wN \if_meaning:w \cs:w #1 \cs_end: \scan_stop:
1070         \prg_return_true:
1071     \else:
1072         \prg_return_false:
1073     \fi:
1074 }
1075 { \prg_return_true: }
1076 }

```

(End definition for `\cs_if_free:NTF` and `\cs_if_free:cTF`. These functions are documented on page 23.)

`\cs_if_exist_use:NTF` The `\cs_if_exist_use:...` functions cannot be implemented as conditionals because
`\cs_if_exist_use:cTF` the true branch must leave both the control sequence itself and the true code in the input
`\cs_if_exist_use:N` stream. For the c variants, we are careful not to put the control sequence in the hash
`\cs_if_exist_use:c` table if it does not exist.

```

1077 \cs_set:Npn \cs_if_exist_use:NTF #1#2
1078 { \cs_if_exist:NTF #1 { #1 #2 } }
1079 \cs_set:Npn \cs_if_exist_use:NF #1
1080 { \cs_if_exist:NTF #1 { #1 } }
1081 \cs_set:Npn \cs_if_exist_use:NT #1 #2
1082 { \cs_if_exist:NTF #1 { #1 #2 } { } }
1083 \cs_set:Npn \cs_if_exist_use:N #1
1084 { \cs_if_exist:NTF #1 { #1 } { } }
1085 \cs_set:Npn \cs_if_exist_use:cTF #1#2
1086 { \cs_if_exist:cTF {#1} { \use:c {#1} #2 } }
1087 \cs_set:Npn \cs_if_exist_use:cF #1
1088 { \cs_if_exist:cTF {#1} { \use:c {#1} } }
1089 \cs_set:Npn \cs_if_exist_use:cT #1#2
1090 { \cs_if_exist:cTF {#1} { \use:c {#1} #2 } { } }
1091 \cs_set:Npn \cs_if_exist_use:c #1
1092 { \cs_if_exist:cTF {#1} { \use:c {#1} } { } }

```

(End definition for `\cs_if_exist_use:NTF` and `\cs_if_exist_use:cTF`. These functions are documented on page 18.)

3.9 Defining and checking (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 definitions here are only temporary, they will be redefined later on.

```
\iow_log:x We define a routine to write only to the log file. And a similar one for writing to both
\iow_term:x the log file and the terminal. These will be redefined later by l3io.
```

```

1093 \cs_set_protected_nopar:Npn \iow_log:x
1094   { \tex_immediate:D \tex_write:D \c_minus_one }
1095 \cs_set_protected_nopar:Npn \iow_term:x
1096   { \tex_immediate:D \tex_write:D \c_sixteen }

```

(End definition for \iow_log:x and \iow_term:x. These functions are documented on page ??.)

<pre> __msg_kernel_error:nxx __msg_kernel_error:nxx __msg_kernel_error:nn </pre>	<p>If an internal error occurs before L^AT_EX 3 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 T_EX.</p>
---	---

```

1097 \cs_set_protected:Npn \__msg_kernel_error:nxxx #1#2#3#4
1098 {
1099   \tex_newlinechar:D = '\^^J \tex_relax:D
1100   \tex_errmessage:D
1101   {
1102     !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!~! ^^J
1103     Argh,~internal~LaTeX3~error! ^^J ^^J
1104     Module ~ #1 , ~ message~name~"#2": ^^J
1105     Arguments~'~#3'~and~'~#4' ^^J ^^J
1106     This~is~one~for~The~LaTeX3~Project::~bailing~out
1107   }
1108   \tex_end:D
1109 }
1110 \cs_set_protected:Npn \__msg_kernel_error:nxx #1#2#3
1111 { \__msg_kernel_error:nxxx {#1} {#2} {#3} { } }
1112 \cs_set_protected:Npn \__msg_kernel_error:nn #1#2
1113 { \__msg_kernel_error:nxxx {#1} {#2} { } { } }

```

(End definition for `__msg_kernel_error:nxxx`, `__msg_kernel_error:nxx`, and `__msg_kernel_error:nn`.)

`\msg_line_context:` Another one from `l3msg` which will be altered later.

```

1114 \cs_set_nopar:Npn \msg_line_context:
1115   { on~line~ \tex_the:D \tex_inputlineno:D }

```

(End definition for `\msg_line_context`:: This function is documented on page 148.)

`__chk_if_free_cs:N` 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!

```

1116 \cs_set_protected:Npn \__chk_if_free_cs:N #1
1117 {
1118   \cs_if_free:NF #1
1119   {
1120     \__msg_kernel_error:nxxx { kernel } { command-already-defined }

```

```

1121         { \token_to_str:N #1 } { \token_to_meaning:N #1 }
1122     }
1123 }
1124 \*package>
1125 \tex_ifodd:D \l@expl@log@functions@bool
1126 \cs_set_protected:Npn \__chk_if_free_cs:N #1
1127 {
1128     \cs_if_free:NF #1
1129     {
1130         \__msg_kernel_error:nxxx { kernel } { command-already-defined }
1131         { \token_to_str:N #1 } { \token_to_meaning:N #1 }
1132     }
1133     \iow_log:x { Defining~\token_to_str:N #1~ \msg_line_context: }
1134 }
1135 \fi:
1136 \*package>
1137 \cs_set_protected_nopar:Npn \__chk_if_free_cs:c
1138 { \exp_args:Nc \__chk_if_free_cs:N }

```

(End definition for __chk_if_free_cs:N and __chk_if_free_cs:c.)

__chk_if_exist_var:N Create the checking function for variable definitions when the option is set.

```

1139 \*package>
1140 \tex_ifodd:D \l@expl@check@declarations@bool
1141 \cs_set_protected:Npn \__chk_if_exist_var:N #1
1142 {
1143     \cs_if_exist:NF #1
1144     {
1145         \__msg_kernel_error:nxx { check } { non-declared-variable }
1146         { \token_to_str:N #1 }
1147     }
1148 }
1149 \fi:
1150 \*package>

```

(End definition for __chk_if_exist_var:N.)

__chk_if_exist_cs:N This function issues an error message when the control sequence in its argument does not exist.

__chk_if_exist_cs:c

```

1151 \cs_set_protected:Npn \__chk_if_exist_cs:N #1
1152 {
1153     \cs_if_exist:NF #1
1154     {
1155         \__msg_kernel_error:nxx { kernel } { command-not-defined }
1156         { \token_to_str:N #1 }
1157     }
1158 }
1159 \cs_set_protected_nopar:Npn \__chk_if_exist_cs:c
1160 { \exp_args:Nc \__chk_if_exist_cs:N }

```

(End definition for __chk_if_exist_cs:N and __chk_if_exist_cs:c.)

3.10 More new definitions

Function which check that the control sequence is free before defining it.

```

\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
1161 \cs_set:Npn \__cs_tmp:w #1#2
1162 {
1163   \cs_set_protected:Npn #1 ##1
1164   {
1165     \__chk_if_free_cs:N ##1
1166     #2 ##1
1167   }
1168 }
1169 __cs_tmp:w \cs_new_nopar:Npn          \cs_gset_nopar:Npn
1170 __cs_tmp:w \cs_new_nopar:Npx          \cs_gset_nopar:Npx
1171 __cs_tmp:w \cs_new:Npn                \cs_gset:Npn
1172 __cs_tmp:w \cs_new:Npx                \cs_gset:Npx
1173 __cs_tmp:w \cs_new_protected_nopar:Npn \cs_gset_protected_nopar:Npn
1174 __cs_tmp:w \cs_new_protected_nopar:Npx \cs_gset_protected_nopar:Npx
1175 __cs_tmp:w \cs_new_protected:Npn       \cs_gset_protected:Npn
1176 __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 12.)

\cs_set_nopar:cpn 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 \cs_set_nopar:cpn⟨string⟩⟨rep-text⟩ will turn ⟨string⟩ into a csname and then assign ⟨rep-text⟩ to it by using \cs_set_nopar:Npn. This means that there might be a parameter string between the two arguments.

```

1177 \cs_set:Npn \__cs_tmp:w #1#2
1178 { \cs_new_protected_nopar:Npn #1 { \exp_args:Nc #2 } }
1179 __cs_tmp:w \cs_set_nopar:cpn \cs_set_nopar:Npn
1180 __cs_tmp:w \cs_set_nopar:cpx \cs_set_nopar:Npx
1181 __cs_tmp:w \cs_gset_nopar:cpn \cs_gset_nopar:Npn
1182 __cs_tmp:w \cs_gset_nopar:cpx \cs_gset_nopar:Npx
1183 __cs_tmp:w \cs_new_nopar:cpn \cs_new_nopar:Npn
1184 __cs_tmp:w \cs_new_nopar:cpx \cs_new_nopar:Npx

```

(End definition for \cs_set_nopar:cpn and others. These functions are documented on page ??.)

\cs_set:cpn Variants of the \cs_set:Npn versions which make a csname out of the first arguments.

\cs_set:cpx We may also do this globally.

```

\cs_gset:cpn
\cs_gset:cpx
\cs_new:cpn
\cs_new:cpx
1185 __cs_tmp:w \cs_set:cpn \cs_set:Npn
1186 __cs_tmp:w \cs_set:cpx \cs_set:Npx
1187 __cs_tmp:w \cs_gset:cpn \cs_gset:Npn
1188 __cs_tmp:w \cs_gset:cpx \cs_gset:Npx
1189 __cs_tmp:w \cs_new:cpn \cs_new:Npn
1190 __cs_tmp:w \cs_new:cpx \cs_new:Npx

```

(End definition for \cs_set:cpn and others. These functions are documented on page ??.)

`\cs_set_protected_nopar:cpn` 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_set_protected_nopar:cpx
\cs_gset_protected_nopar:cpn
\cs_gset_protected_nopar:cpx
\cs_new_protected_nopar:cpn
\cs_new_protected_nopar:cpx
1191 \__cs_tmp:w \cs_set_protected_nopar:cpn \cs_set_protected_nopar:Npn
1192 \__cs_tmp:w \cs_set_protected_nopar:cpx \cs_set_protected_nopar:Npx
1193 \__cs_tmp:w \cs_gset_protected_nopar:cpn \cs_gset_protected_nopar:Npn
1194 \__cs_tmp:w \cs_gset_protected_nopar:cpx \cs_gset_protected_nopar:Npx
1195 \__cs_tmp:w \cs_new_protected_nopar:cpn \cs_new_protected_nopar:Npn
1196 \__cs_tmp:w \cs_new_protected_nopar:cpx \cs_new_protected_nopar:Npx

```

(End definition for `\cs_set_protected_nopar:cpn` and others. These functions are documented on page ??.)

`\cs_set_protected:cpn` Variants of the `\cs_set_protected:Npn` versions which make a csname out of the first arguments. We may also do this globally.

```

\cs_set_protected:cpx
\cs_gset_protected:cpn
\cs_gset_protected:cpx
\cs_new_protected:cpn
\cs_new_protected:cpx
1197 \__cs_tmp:w \cs_set_protected:cpn \cs_set_protected:Npn
1198 \__cs_tmp:w \cs_set_protected:cpx \cs_set_protected:Npx
1199 \__cs_tmp:w \cs_gset_protected:cpn \cs_gset_protected:Npn
1200 \__cs_tmp:w \cs_gset_protected:cpx \cs_gset_protected:Npx
1201 \__cs_tmp:w \cs_new_protected:cpn \cs_new_protected:Npn
1202 \__cs_tmp:w \cs_new_protected:cpx \cs_new_protected:Npx

```

(End definition for `\cs_set_protected:cpn` and others. These functions are documented on page ??.)

3.11 Copying definitions

`\cs_set_eq:NN` These macros allow us to copy the definition of a control sequence to another control sequence.

`\cs_set_eq:cN` The = sign allows us to define funny char tokens like = itself or `_` with this function.

`\cs_set_eq:Nc` For the definition of `\c_space_char{~}` to work we need the ~ after the =.

`\cs_set_eq:cc` `\cs_set_eq:NN` is long to avoid problems with a literal argument of `\par`. While

`\cs_gset_eq:NN` `\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_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
1203 \cs_new_protected:Npn \cs_set_eq:NN #1 { \tex_let:D #1 =~ }
1204 \cs_new_protected_nopar:Npn \cs_set_eq:cN { \exp_args:Nc \cs_set_eq:NN }
1205 \cs_new_protected_nopar:Npn \cs_set_eq:Nc { \exp_args:Nnc \cs_set_eq:NN }
1206 \cs_new_protected_nopar:Npn \cs_set_eq:cc { \exp_args:Ncc \cs_set_eq:NN }
1207 \cs_new_protected_nopar:Npn \cs_gset_eq:NN { \tex_global:D \cs_set_eq:NN }
1208 \cs_new_protected_nopar:Npn \cs_gset_eq:Nc { \exp_args:Nnc \cs_gset_eq:NN }
1209 \cs_new_protected_nopar:Npn \cs_gset_eq:cN { \exp_args:Nc \cs_gset_eq:NN }
1210 \cs_new_protected_nopar:Npn \cs_gset_eq:cc { \exp_args:Ncc \cs_gset_eq:NN }
1211 \cs_new_protected:Npn \cs_new_eq:NN #1
1212 {
1213   \__chk_if_free_cs:N #1
1214   \tex_global:D \cs_set_eq:NN #1
1215 }
1216 \cs_new_protected_nopar:Npn \cs_new_eq:cN { \exp_args:Nc \cs_new_eq:NN }
1217 \cs_new_protected_nopar:Npn \cs_new_eq:Nc { \exp_args:Nnc \cs_new_eq:NN }
1218 \cs_new_protected_nopar:Npn \cs_new_eq:cc { \exp_args:Ncc \cs_new_eq:NN }

```

(End definition for `\cs_set_eq:NN` and others. These functions are documented on page 17.)

3.12 Undefining functions

`\cs_undefine:N` 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 $\mathrm{T}_{\mathrm{E}}\mathrm{X}$ conditionals in case `#1` is unbalanced in this matter.

```

1219 \cs_new_protected:Npn \cs_undefine:N #1
1220 { \cs_gset_eq:NN #1 \tex_undefined:D }
1221 \cs_new_protected:Npn \cs_undefine:c #1
1222 {
1223   \if_cs_exist:w #1 \cs_end:
1224     \exp_after:wN \use:n
1225   \else:
1226     \exp_after:wN \use_none:n
1227   \fi:
1228   { \cs_gset_eq:cN {#1} \tex_undefined:D }
1229 }

```

(End definition for `\cs_undefine:N` and `\cs_undefine:c`. These functions are documented on page 17.)

3.13 Generating parameter text from argument count

`_cs_parm_from_arg_count:n` L^AT_EX3 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.

```

1230 \cs_set_protected:Npn \__cs_parm_from_arg_count:nnF #1#2
1231 {
1232     \exp_args:Nx \__cs_parm_from_arg_count_test:nnF
1233     {
1234         \exp_after:wN \exp_not:n
1235         \if_case:w \__int_eval:w #2 \__int_eval_end:
1236             { }
1237         \or: { ##1 }
1238         \or: { ##1##2 }
1239         \or: { ##1##2##3 }
1240         \or: { ##1##2##3##4 }
1241         \or: { ##1##2##3##4##5 }
1242         \or: { ##1##2##3##4##5##6 }
1243         \or: { ##1##2##3##4##5##6##7 }
1244         \or: { ##1##2##3##4##5##6##7##8 }
1245         \or: { ##1##2##3##4##5##6##7##8##9 }
1246         \else: { \c_false_bool }
1247         \fi:
1248     }

```

```

1249     {#1}
1250   }
1251   \cs_set_protected:Npn \__cs_parm_from_arg_count_test:nnF #1#2
1252   {
1253     \if_meaning:w \c_false_bool #1
1254     \exp_after:wN \use_ii:nn
1255   \else:
1256     \exp_after:wN \use_i:nn
1257   \fi:
1258   { #2 {#1} }
1259 }

```

(End definition for `__cs_parm_from_arg_count:nnF`.)

3.14 Defining functions from a given number of arguments

`__cs_count_signature:N` 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.

```

1260 \cs_new:Npn \__cs_count_signature:N #1
1261 { \int_eval:n { \__cs_split_function:NN #1 \__cs_count_signature:nnN } }
1262 \cs_new:Npn \__cs_count_signature:nnN #1#2#3
1263 {
1264   \if_meaning:w \c_true_bool #3
1265   \tl_count:n {#2}
1266 \else:
1267   \c_minus_one
1268 \fi:
1269 }
1270 \cs_new_nopar:Npn \__cs_count_signature:c
1271 { \exp_args:Nc \__cs_count_signature:N }

```

(End definition for `__cs_count_signature:N` and `__cs_count_signature:c`.)

`\cs_generate_from_arg_count:NNnn` 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

```

1272 \cs_new_protected:Npn \cs_generate_from_arg_count:NNnn #1#2#3#4
1273 {
1274   \__cs_parm_from_arg_count:nnF { \use:nnn #2 #1 } {#3}
1275   {
1276     \_msg_kernel_error:nnxx { kernel } { bad-number-of-arguments }
1277     { \token_to_str:N #1 } { \int_eval:n {#3} }
1278   }

```

```

1279     {#4}
1280 }

```

A variant form we need right away, plus one which is used elsewhere but which is most logically created here.

```

1281 \cs_new_protected_nopar:Npn \cs_generate_from_arg_count:cNnn
1282 { \exp_args:Nc \cs_generate_from_arg_count:NNnn }
1283 \cs_new_protected_nopar:Npn \cs_generate_from_arg_count:Ncnn
1284 { \exp_args:NNc \cs_generate_from_arg_count:NNnn }

```

(End definition for `\cs_generate_from_arg_count:NNnn`, `\cs_generate_from_arg_count:cNnn`, and `\cs_generate_from_arg_count:Ncnn`. These functions are documented on page 16.)

3.15 Using the signature to define functions

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}`.

We want to define `\cs_set:Nn` as

```

\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_set_protected:Npn \cs_set:Nn #1#2
{
  \cs_generate_from_arg_count:NNnn #1 \cs_set:Npn
  { \__cs_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: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_set_protected:Npn \__cs_tmp:w #1#2#3
{
  \cs_new_protected_nopar: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:Nx
\cs_new:Nn
\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
\cs_new_protected:Npn \__cs_generate_from_signature:NNn #1#2
{
  \__cs_split_function:NN #2 \__cs_generate_from_signature:nnNNnn
  #1 #2
}
\cs_new_protected:Npn \__cs_generate_from_signature:nnNNnn #1#2#3#4#5#6
{
  \bool_if:NTF #3
  {
    \cs_generate_from_arg_count:NNnn
    #5 #4 { \tl_count:n {#2} } {#6}
  }
}

```

```

1305     {
1306         \_msg_kernel_error:nxx { kernel } { missing-colon }
1307         { \token_to_str:N #5 }
1308     }
1309 }

```

Then we define the 24 variants beginning with N.

```

1310 \_cs_tmp:w { set } { Nn } { Npn }
1311 \_cs_tmp:w { set } { Nx } { Npx }
1312 \_cs_tmp:w { set_nopar } { Nn } { Npn }
1313 \_cs_tmp:w { set_nopar } { Nx } { Npx }
1314 \_cs_tmp:w { set_protected } { Nn } { Npn }
1315 \_cs_tmp:w { set_protected } { Nx } { Npx }
1316 \_cs_tmp:w { set_protected_nopar } { Nn } { Npn }
1317 \_cs_tmp:w { set_protected_nopar } { Nx } { Npx }
1318 \_cs_tmp:w { gset } { Nn } { Npn }
1319 \_cs_tmp:w { gset } { Nx } { Npx }
1320 \_cs_tmp:w { gset_nopar } { Nn } { Npn }
1321 \_cs_tmp:w { gset_nopar } { Nx } { Npx }
1322 \_cs_tmp:w { gset_protected } { Nn } { Npn }
1323 \_cs_tmp:w { gset_protected } { Nx } { Npx }
1324 \_cs_tmp:w { gset_protected_nopar } { Nn } { Npn }
1325 \_cs_tmp:w { gset_protected_nopar } { Nx } { Npx }
1326 \_cs_tmp:w { new } { Nn } { Npn }
1327 \_cs_tmp:w { new } { Nx } { Npx }
1328 \_cs_tmp:w { new_nopar } { Nn } { Npn }
1329 \_cs_tmp:w { new_nopar } { Nx } { Npx }
1330 \_cs_tmp:w { new_protected } { Nn } { Npn }
1331 \_cs_tmp:w { new_protected } { Nx } { Npx }
1332 \_cs_tmp:w { new_protected_nopar } { Nn } { Npn }
1333 \_cs_tmp:w { new_protected_nopar } { Nx } { Npx }

```

(End definition for \cs_set:Nn and others. These functions are documented on page 15.)

```

\cs_set:cn The 24 c variants simply use \exp_args:Nc.
\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

```

```

1349 \__cs_tmp:w { set_protected_nopar } { x }
1350 \__cs_tmp:w { gset } { n }
1351 \__cs_tmp:w { gset } { x }
1352 \__cs_tmp:w { gset_nopar } { n }
1353 \__cs_tmp:w { gset_nopar } { x }
1354 \__cs_tmp:w { gset_protected } { n }
1355 \__cs_tmp:w { gset_protected } { x }
1356 \__cs_tmp:w { gset_protected_nopar } { n }
1357 \__cs_tmp:w { gset_protected_nopar } { x }
1358 \__cs_tmp:w { new } { n }
1359 \__cs_tmp:w { new } { x }
1360 \__cs_tmp:w { new_nopar } { n }
1361 \__cs_tmp:w { new_nopar } { x }
1362 \__cs_tmp:w { new_protected } { n }
1363 \__cs_tmp:w { new_protected } { x }
1364 \__cs_tmp:w { new_protected_nopar } { n }
1365 \__cs_tmp:w { new_protected_nopar } { x }

```

(End definition for \cs_set:cn and others. These functions are documented on page ??.)

3.16 Checking control sequence equality

```

\cs_if_eq_p:NN Check if two control sequences are identical.
\cs_if_eq_p:cN 1366 \prg_new_conditional:Npnn \cs_if_eq:NN #1#2 { p , T , F , TF }
\cs_if_eq_p:Nc 1367 {
\cs_if_eq_p:cc 1368     \if_meaning:w #1#2
\cs_if_eq:NNTF 1369     \prg_return_true: \else: \prg_return_false: \fi:
\cs_if_eq:cNTF 1370 }
\cs_if_eq:NcTF 1371 \cs_new_nopar:Npn \cs_if_eq_p:cN { \exp_args:Nc \cs_if_eq_p:NN }
\cs_if_eq:ccTF 1372 \cs_new_nopar:Npn \cs_if_eq:cNTF { \exp_args:Nc \cs_if_eq:NNTF }
\cs_if_eq:ccTF 1373 \cs_new_nopar:Npn \cs_if_eq:cNT { \exp_args:Nc \cs_if_eq:NNT }
1374 \cs_new_nopar:Npn \cs_if_eq:cNF { \exp_args:Nc \cs_if_eq:NNF }
1375 \cs_new_nopar:Npn \cs_if_eq_p:Nc { \exp_args:NNc \cs_if_eq_p:NN }
1376 \cs_new_nopar:Npn \cs_if_eq:NcTF { \exp_args:NNc \cs_if_eq:NNTF }
1377 \cs_new_nopar:Npn \cs_if_eq:NcT { \exp_args:NNc \cs_if_eq:NNT }
1378 \cs_new_nopar:Npn \cs_if_eq:NcF { \exp_args:NNc \cs_if_eq:NNF }
1379 \cs_new_nopar:Npn \cs_if_eq_p:cc { \exp_args:Ncc \cs_if_eq_p:NN }
1380 \cs_new_nopar:Npn \cs_if_eq:ccTF { \exp_args:Ncc \cs_if_eq:NNTF }
1381 \cs_new_nopar:Npn \cs_if_eq:ccT { \exp_args:Ncc \cs_if_eq:NNT }
1382 \cs_new_nopar:Npn \cs_if_eq:ccF { \exp_args:Ncc \cs_if_eq:NNF }

```

(End definition for \cs_if_eq:NNTF and others. These functions are documented on page 23.)

3.17 Diagnostic functions

__kernel_register_show:N Check that the variable exists, then apply the \showthe primitive to the variable. The odd-looking \use:n gives a nicer output.

```

1383 \cs_new_protected:Npn \__kernel_register_show:N #1
1384 {

```

```

1385 \cs_if_exist:NTF #1
1386 { \tex_showthe:D \use:n {#1} }
1387 {
1388   \__msg_kernel_error:nxx { kernel } { variable-not-defined }
1389   { \token_to_str:N #1 }
1390 }
1391 }
1392 \cs_new_protected_nopar:Npn \__kernel_register_show:c
1393 { \exp_args:Nc \__kernel_register_show:N }

```

(End definition for `__kernel_register_show:N` and `__kernel_register_show:c`.)

`\cs_show:N` 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: a line-break is added after the first colon in the meaning (this is what TeX does for macros and five `\...mark` primitives). Then the re-built string is given to `\iow_wrap:nnnN` for line-wrapping. The `\cs_show:c` command converts its argument to a control sequence within a group to avoid showing `\relax` for undefined control sequences.

```

1394 \group_begin:
1395 \tex_lccode:D '?' = ': \scan_stop:
1396 \tex_catcode:D '?' = 12 \scan_stop:
1397 \tex_lowercase:D
1398 {
1399   \group_end:
1400   \cs_new_protected:Npn \cs_show:N #1
1401   {
1402     \__msg_show_variable:n
1403     {
1404       > ~ \token_to_str:N #1 =
1405       \exp_after:wN \__cs_show:www \cs_meaning:N #1
1406       \use_none:nn ? \prg_do_nothing:
1407     }
1408   }
1409   \cs_new:Npn \__cs_show:www #1 ? { #1 ? \ }
1410 }
1411 \cs_new_protected_nopar:Npn \cs_show:c
1412 { \group_begin: \exp_args:NNc \group_end: \cs_show:N }

```

(End definition for `\cs_show:N` and `\cs_show:c`. These functions are documented on page 17.)

3.18 Engine specific definitions

`\xetex_if_engine_p:` In some cases it will be useful to know which engine we're running. This can all be hard-coded for speed.

```

\luatex_if_engine_p:
\pdfTeX_if_engine_p:
1413 \cs_new_eq:NN \luatex_if_engine:T \use_none:n
1414 \cs_new_eq:NN \luatex_if_engine:F \use:n
1415 \cs_new_eq:NN \luatex_if_engine:TF \use_ii:nn
1416 \cs_new_eq:NN \pdfTeX_if_engine:T \use:n

```

```

1417 \cs_new_eq:NN \pdfTeX_if_engine:F \use_none:n
1418 \cs_new_eq:NN \pdfTeX_if_engine:TF \use_i:nn
1419 \cs_new_eq:NN \xetex_if_engine:T \use_none:n
1420 \cs_new_eq:NN \xetex_if_engine:F \use:n
1421 \cs_new_eq:NN \xetex_if_engine:TF \use_ii:nn
1422 \cs_new_eq:NN \luatex_if_engine_p: \c_false_bool
1423 \cs_new_eq:NN \pdfTeX_if_engine_p: \c_true_bool
1424 \cs_new_eq:NN \xetex_if_engine_p: \c_false_bool
1425 \cs_if_exist:NT \xetex_XeTeXversion:D
1426 {
1427     \cs_gset_eq:NN \pdfTeX_if_engine:T \use_none:n
1428     \cs_gset_eq:NN \pdfTeX_if_engine:F \use:n
1429     \cs_gset_eq:NN \pdfTeX_if_engine:TF \use_ii:nn
1430     \cs_gset_eq:NN \xetex_if_engine:T \use:n
1431     \cs_gset_eq:NN \xetex_if_engine:F \use_none:n
1432     \cs_gset_eq:NN \xetex_if_engine:TF \use_i:nn
1433     \cs_gset_eq:NN \pdfTeX_if_engine_p: \c_false_bool
1434     \cs_gset_eq:NN \xetex_if_engine_p: \c_true_bool
1435 }
1436 \cs_if_exist:NT \luatex_directlua:D
1437 {
1438     \cs_gset_eq:NN \luatex_if_engine:T \use:n
1439     \cs_gset_eq:NN \luatex_if_engine:F \use_none:n
1440     \cs_gset_eq:NN \luatex_if_engine:TF \use_i:nn
1441     \cs_gset_eq:NN \pdfTeX_if_engine:T \use_none:n
1442     \cs_gset_eq:NN \pdfTeX_if_engine:F \use:n
1443     \cs_gset_eq:NN \pdfTeX_if_engine:TF \use_ii:nn
1444     \cs_gset_eq:NN \luatex_if_engine_p: \c_true_bool
1445     \cs_gset_eq:NN \pdfTeX_if_engine_p: \c_false_bool
1446 }

```

(End definition for `\xetex_if_engine:TF`, `\luatex_if_engine:TF`, and `\pdfTeX_if_engine:TF`. These functions are documented on page 23.)

3.19 Doing nothing functions

`\prg_do_nothing:` This does not fit anywhere else!

```

1447 \cs_new_nopar:Npn \prg_do_nothing: { }

```

(End definition for `\prg_do_nothing:..` This function is documented on page 10.)

3.20 Breaking out of mapping functions

`__prg_break_point: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.

`__prg_map_break:Nn`

```

1448 \cs_new_eq:NN \__prg_break_point:Nn \use_ii:nn
1449 \cs_new:Npn \__prg_map_break:Nn #1#2#3 \__prg_break_point:Nn #4#5
1450 {
1451   #5
1452   \if_meaning:w #1 #4
1453   \exp_after:wN \use_iii:nnn
1454   \fi:
1455   \__prg_map_break:Nn #1 {#2}
1456 }

```

(End definition for `__prg_break_point:Nn` and `__prg_map_break:Nn`. These functions are documented on page 43.)

`__prg_break_point:` Very simple analogues of `__prg_break_point:Nn` and `__prg_map_break:Nn`, for use
`__prg_break:` in fast short-term recursions which are not mappings, do not need to support nesting,
`__prg_break:n` and in which nothing has to be done at the end of the loop.

```

1457 \cs_new_eq:NN \__prg_break_point: \prg_do_nothing:
1458 \cs_new:Npn \__prg_break: #1 \__prg_break_point: { }
1459 \cs_new:Npn \__prg_break:n #1#2 \__prg_break_point: {#1}

```

(End definition for `__prg_break_point:.` This function is documented on page 43.)

```

1460 </initex | package>

```

4 l3expan implementation

```

1461 <*initex | package>
1462 <@@=exp>

```

`\exp_after:wN` These are defined in `l3basics`.

`\exp_not:N`
`\exp_not:n`

(End definition for `\exp_after:wN`. This function is documented on page 32.)

4.1 General expansion

In this section a general mechanism for defining functions to handle argument handling 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 L^AT_EX3 names for `\cs_set_nopar:Npx` at some point, and so is never going to be expandable.)

The definition of expansion functions with this technique happens in section 4.3. In section 4.2 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`, as it is needed “early”. This is just a reminder that is the case!

(End definition for `\l_exp_internal_tl`. This variable is documented on page 34.)

This code uses internal functions with names that start with `\::` to perform the expansions. All macros are **long** as this turned out to be desirable 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` `#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 will require 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.

```
1463 \cs_new:Npn \_exp_arg_next:nnn #1#2#3 { #2 \::: { #3 {#1} } }
1464 \cs_new:Npn \_exp_arg_next:Nnn #1#2#3 { #2 \::: { #3 #1 } }
```

(End definition for `_exp_arg_next:nnn`.)

`\:::` The end marker is just another name for the identity function.

```
1465 \cs_new:Npn \::: #1 {#1}
```

(End definition for `\:::`.)

`\::n` This function is used to skip an argument that doesn't need to be expanded.

```
1466 \cs_new:Npn \::n #1 \::: #2#3 { #1 \::: { #2 {#3} } }
```

(End definition for `\::n`.)

`\::N` This function is used to skip an argument that consists of a single token and doesn't need to be expanded.

```
1467 \cs_new:Npn \::N #1 \::: #2#3 { #1 \::: {#2#3} }
```

(End definition for `\::N`.)

`\::p` This function is used to skip an argument that is delimited by a left brace and doesn't need to be expanded. It should not be wrapped in braces in the result.

```
1468 \cs_new:Npn \::p #1 \::: #2#3# { #1 \::: {#2#3} }
```

(End definition for `\::p`.)

`\::c` This function is used to skip an argument that is turned into a control sequence without expansion.

```
1469 \cs_new:Npn \::c #1 \::: #2#3
1470 { \exp_after:wN \_exp_arg_next:Nnn \cs:w #3 \cs_end: {#1} {#2} }
```

(End definition for `\::c`.)

\::o This function is used to expand an argument once.

```

1471 \cs_new:Npn \::o #1 \:: #2#3
1472 { \exp_after:wN \_exp_arg_next:nnn \exp_after:wN {#3} {#1} {#2} }

```

(End definition for \::o.)

\::f This function is used to expand a token list until the first unexpandable token is found.
\exp_stop_f: The underlying `\romannumeral -'0` expands everything in its way to find something terminating the number and thereby expands the function in front of it. This scanning procedure is terminated once the expansion hits something non-expandable or a space. We introduce `\exp_stop_f:` to mark such an end of expansion marker; in case the scanner hits a number, this number also terminates the scanning and is left untouched. In the example shown earlier the scanning was stopped once \TeX had fully expanded `\cs_set_eq:Nc \aaa { b \l_tmpa_tl b }` into `\cs_set_eq:NN \aaa = \blurb` which then turned out to contain the non-expandable token `\cs_set_eq:NN`. Since the expansion of `\romannumeral -'0` is $\langle null \rangle$, 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.

```

1473 \cs_new:Npn \::f #1 \:: #2#3
1474 {
1475   \exp_after:wN \_exp_arg_next:nnn
1476   \exp_after:wN { \tex_romannumeral:D -'0 #3 }
1477   {#1} {#2}
1478 }
1479 \use:nn { \cs_new_eq:NN \exp_stop_f: } { ~ }

```

(End definition for \::f.)

\::x This function is used to expand an argument fully.

```

1480 \cs_new_protected:Npn \::x #1 \:: #2#3
1481 {
1482   \cs_set_nopar:Npx \l__exp_internal_tl { {#3} }
1483   \exp_after:wN \_exp_arg_next:nnn \l__exp_internal_tl {#1} {#2}
1484 }

```

(End definition for \::x.)

\::v These functions return the value of a register, i.e., one of `tl`, `clist`, `int`, `skip`, `dim`
\::V and `muskip`. 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 primitive `\romannumeral` sets off an expansion similar to an `f` type expansion, which we will terminate using `\c_zero`. The argument is returned in braces.

```

1485 \cs_new:Npn \::V #1 \:: #2#3
1486 {
1487   \exp_after:wN \_exp_arg_next:nnn
1488   \exp_after:wN { \tex_romannumeral:D \_exp_eval_register:N #3 }
1489   {#1} {#2}
1490 }
1491 \cs_new:Npn \::v # 1\:: #2#3

```

```

1492 {
1493   \exp_after:wN \exp_arg_next:nnn
1494   \exp_after:wN { \tex_romannumeral:D \exp_eval_register:c {#3} }
1495   {#1} {#2}
1496 }

```

(End definition for \::v.)

`\exp_eval_register:N` 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 do here is try to find out whether the token will expand to something else when hit with `\exp_after:wN`. The technique is to compare the meaning of the register in question when it has been prefixed with `\exp_not:N` and the register itself. If it is a macro, the prefixed `\exp_not:N` will temporarily turn it into the primitive `\scan_stop:`.

```

1497 \cs_new:Npn \exp_eval_register:N #1
1498 {
1499   \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.

```

1500   \if_meaning:w \scan_stop: #1
1501   \exp_eval_error_msg:w
1502   \fi:

```

The next bit requires some explanation. The function must be initiated by the primitive `\romannumeral` and we want to terminate this expansion chain by inserting the `\c_zero` integer constant. 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 \c_zero \tex_the:D #1` and if it is a macro we need to execute `\exp_after:wN \c_zero #1`. We therefore issue the longer of the two sequences and if the register is a macro, we remove the `\tex_the:D`.

```

1503   \else:
1504     \exp_after:wN \use_i_ii:nnn
1505     \fi:
1506     \exp_after:wN \c_zero \tex_the:D #1
1507   }
1508 \cs_new:Npn \exp_eval_register:c #1
1509 { \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!
1.55 \tl_set:Nv \l_tmpa_tl {undefined_tl}

1510 \cs_new:Npn \__exp_eval_error_msg:w #1 \tex_the:D #2
1511 {
1512     \fi:
1513     \fi:
1514     \__msg_kernel_expandable_error:nnn { kernel } { bad-variable } {#2}
1515     \c_zero
1516 }

(End definition for \__exp_eval_register:N and \__exp_eval_register:c.)

```

4.2 Hand-tuned definitions

One of the most important features of these functions is that they are fully expandable and therefore allow to prefix them with `\tex_global:D` for example.

`\exp_args:No` Those lovely runs of expansion!

```

1517 \cs_new:Npn \exp_args:No #1#2 { \exp_after:wN #1 \exp_after:wN {#2} }
1518 \cs_new:Npn \exp_args:NNo #1#2#3
1519 { \exp_after:wN #1 \exp_after:wN #2 \exp_after:wN {#3} }
1520 \cs_new:Npn \exp_args:NNNo #1#2#3#4
1521 { \exp_after:wN #1 \exp_after:wN#2 \exp_after:wN #3 \exp_after:wN {#4} }

(End definition for \exp_args:No. This function is documented on page 29.)

```

`\exp_args:Nc` In l3basics.

`\exp_args:cc` (End definition for `\exp_args:Nc` and `\exp_args:cc`. These functions are documented on page 29.)

`\exp_args:NNc` Here are the functions that turn their argument into csnames but are expandable.

`\exp_args:Ncc`

`\exp_args:Nccc`

```

1522 \cs_new:Npn \exp_args:NNc #1#2#3
1523 { \exp_after:wN #1 \exp_after:wN #2 \cs:w # 3\cs_end: }
1524 \cs_new:Npn \exp_args:Ncc #1#2#3
1525 { \exp_after:wN #1 \cs:w #2 \exp_after:wN \cs_end: \cs:w #3 \cs_end: }
1526 \cs_new:Npn \exp_args:Nccc #1#2#3#4
1527 {
1528     \exp_after:wN #1
1529     \cs:w #2 \exp_after:wN \cs_end:
1530     \cs:w #3 \exp_after:wN \cs_end:
1531     \cs:w #4 \cs_end:
1532 }

(End definition for \exp_args:NNc, \exp_args:Ncc, and \exp_args:Nccc. These functions are documented on page 30.)

```

`\exp_args:Nf`
`\exp_args:Nv`
`\exp_args:Nv`

```

1533 \cs_new:Npn \exp_args:Nf #1#2
1534 { \exp_after:wN #1 \exp_after:wN { \tex_romannumeral:D -'0 #2 } }
1535 \cs_new:Npn \exp_args:Nv #1#2
1536 {
1537   \exp_after:wN #1 \exp_after:wN
1538   { \tex_romannumeral:D \__exp_eval_register:c {#2} }
1539 }
1540 \cs_new:Npn \exp_args:NV #1#2
1541 {
1542   \exp_after:wN #1 \exp_after:wN
1543   { \tex_romannumeral:D \__exp_eval_register:N #2 }
1544 }

```

(End definition for `\exp_args:Nf`, `\exp_args:Nv`, and `\exp_args:Nv`. These functions are documented on page 30.)

`\exp_args:NNV` Some more hand-tuned function with three arguments. If we forced that an `o` argument
`\exp_args:NNv` always has braces, we could implement `\exp_args:Nco` with less tokens and only two
`\exp_args:NNf` arguments.

`\exp_args:NVV`
`\exp_args:Ncf`
`\exp_args:Nco`

```

1545 \cs_new:Npn \exp_args:NNf #1#2#3
1546 {
1547   \exp_after:wN #1
1548   \exp_after:wN #2
1549   \exp_after:wN { \tex_romannumeral:D -'0 #3 }
1550 }
1551 \cs_new:Npn \exp_args:NNv #1#2#3
1552 {
1553   \exp_after:wN #1
1554   \exp_after:wN #2
1555   \exp_after:wN { \tex_romannumeral:D \__exp_eval_register:c {#3} }
1556 }
1557 \cs_new:Npn \exp_args:NNV #1#2#3
1558 {
1559   \exp_after:wN #1
1560   \exp_after:wN #2
1561   \exp_after:wN { \tex_romannumeral:D \__exp_eval_register:N #3 }
1562 }
1563 \cs_new:Npn \exp_args:Nco #1#2#3
1564 {
1565   \exp_after:wN #1
1566   \cs:w #2 \exp_after:wN \cs_end:
1567   \exp_after:wN {#3}
1568 }
1569 \cs_new:Npn \exp_args:Ncf #1#2#3
1570 {
1571   \exp_after:wN #1
1572   \cs:w #2 \exp_after:wN \cs_end:
1573   \exp_after:wN { \tex_romannumeral:D -'0 #3 }
1574 }

```

```

1575 \cs_new:Npn \exp_args:NVV #1#2#3
1576 {
1577   \exp_after:wN #1
1578   \exp_after:wN { \tex_romannumeral:D \exp_after:wN
1579     \__exp_eval_register:N \exp_after:wN #2 \exp_after:wN }
1580   \exp_after:wN { \tex_romannumeral:D \__exp_eval_register:N #3 }
1581 }

```

(End definition for `\exp_args:NNV` and others. These functions are documented on page ??.)

`\exp_args:Ncco` A few more that we can hand-tune.

```

\exp_args:NcNc 1582 \cs_new:Npn \exp_args:NNNV #1#2#3#4
\exp_args:NcNo 1583 {
\exp_args:NNNV 1584   \exp_after:wN #1
1585   \exp_after:wN #2
1586   \exp_after:wN #3
1587   \exp_after:wN { \tex_romannumeral:D \__exp_eval_register:N #4 }
1588 }
1589 \cs_new:Npn \exp_args:NcNc #1#2#3#4
1590 {
1591   \exp_after:wN #1
1592   \cs:w #2 \exp_after:wN \cs_end:
1593   \exp_after:wN #3
1594   \cs:w #4 \cs_end:
1595 }
1596 \cs_new:Npn \exp_args:NcNo #1#2#3#4
1597 {
1598   \exp_after:wN #1
1599   \cs:w #2 \exp_after:wN \cs_end:
1600   \exp_after:wN #3
1601   \exp_after:wN {#4}
1602 }
1603 \cs_new:Npn \exp_args:Ncco #1#2#3#4
1604 {
1605   \exp_after:wN #1
1606   \cs:w #2 \exp_after:wN \cs_end:
1607   \cs:w #3 \exp_after:wN \cs_end:
1608   \exp_after:wN {#4}
1609 }

```

(End definition for `\exp_args:Ncco` and others. These functions are documented on page ??.)

4.3 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 are all not long: they don't actually take any arguments themselves.

`\exp_args:Nx`

```

1610 \cs_new_protected_nopar:Npn \exp_args:Nx { \::x \::: }

```

(End definition for `\exp_args:Nx`. This function is documented on page 30.)

Here are the actual function definitions, using the helper functions above.

```

\exp_args:Nnc 1611 \cs_new_nopar:Npn \exp_args:Nnc { \::n \::c \::: }
\exp_args:Nfo 1612 \cs_new_nopar:Npn \exp_args:Nfo { \::f \::o \::: }
\exp_args:Nff 1613 \cs_new_nopar:Npn \exp_args:Nff { \::f \::f \::: }
\exp_args:Nnf 1614 \cs_new_nopar:Npn \exp_args:Nnf { \::n \::f \::: }
\exp_args:Nno 1615 \cs_new_nopar:Npn \exp_args:Nno { \::n \::o \::: }
\exp_args:NnV 1616 \cs_new_nopar:Npn \exp_args:NnV { \::n \::V \::: }
\exp_args:Noo 1617 \cs_new_nopar:Npn \exp_args:Noo { \::o \::o \::: }
\exp_args:Nof 1618 \cs_new_nopar:Npn \exp_args:Nof { \::o \::f \::: }
\exp_args:Noc 1619 \cs_new_nopar:Npn \exp_args:Noc { \::o \::c \::: }
\exp_args:NNx 1620 \cs_new_protected_nopar:Npn \exp_args:NNx { \::N \::x \::: }
\exp_args:Ncx 1621 \cs_new_protected_nopar:Npn \exp_args:Ncx { \::c \::x \::: }
\exp_args:Nnx 1622 \cs_new_protected_nopar:Npn \exp_args:Nnx { \::n \::x \::: }
\exp_args:Nox 1623 \cs_new_protected_nopar:Npn \exp_args:Nox { \::o \::x \::: }
\exp_args:Nxo 1624 \cs_new_protected_nopar:Npn \exp_args:Nxo { \::x \::o \::: }
\exp_args:Nxx 1625 \cs_new_protected_nopar:Npn \exp_args:Nxx { \::x \::x \::: }

```

(End definition for `\exp_args:Nnc` and others. These functions are documented on page ??.)

```

\exp_args:NNno 1626 \cs_new_nopar:Npn \exp_args:NNno { \::N \::n \::o \::: }
\exp_args:NNoo 1627 \cs_new_nopar:Npn \exp_args:NNoo { \::N \::o \::o \::: }
\exp_args:NNnc 1628 \cs_new_nopar:Npn \exp_args:NNnc { \::n \::n \::c \::: }
\exp_args:NNno 1629 \cs_new_nopar:Npn \exp_args:NNno { \::n \::n \::o \::: }
\exp_args:NNnx 1630 \cs_new_nopar:Npn \exp_args:NNnx { \::o \::o \::o \::: }
\exp_args:NNox 1631 \cs_new_protected_nopar:Npn \exp_args:NNnx { \::N \::n \::x \::: }
\exp_args:NNox 1632 \cs_new_protected_nopar:Npn \exp_args:NNox { \::N \::o \::x \::: }
\exp_args:NNnx 1633 \cs_new_protected_nopar:Npn \exp_args:NNnx { \::n \::n \::x \::: }
\exp_args:NNox 1634 \cs_new_protected_nopar:Npn \exp_args:NNox { \::n \::o \::x \::: }
\exp_args:Nccx 1635 \cs_new_protected_nopar:Npn \exp_args:Nccx { \::c \::c \::x \::: }
\exp_args:Ncnx 1636 \cs_new_protected_nopar:Npn \exp_args:Ncnx { \::c \::n \::x \::: }
\exp_args:Noox 1637 \cs_new_protected_nopar:Npn \exp_args:Noox { \::o \::o \::x \::: }

```

(End definition for `\exp_args:NNno` and others. These functions are documented on page ??.)

4.4 Last-unbraced versions

There are a few places where the last argument needs to be available unbraced. First some helper macros.

```

\__exp_arg_last_unbraced:nn 1638 \cs_new:Npn \__exp_arg_last_unbraced:nn #1#2 { #2#1 }
\::f_unbraced 1639 \cs_new:Npn \::f_unbraced \::: #1#2
\::o_unbraced 1640 {
\::V_unbraced 1641 \exp_after:wN \__exp_arg_last_unbraced:nn
\::v_unbraced 1642 \exp_after:wN { \tex_romannumeral:D -'0 #2 } {#1}
\::x_unbraced 1643 }
1644 \cs_new:Npn \::o_unbraced \::: #1#2
1645 { \exp_after:wN \__exp_arg_last_unbraced:nn \exp_after:wN {#2} {#1} }
1646 \cs_new:Npn \::V_unbraced \::: #1#2

```

```

1647 {
1648   \exp_after:wN \__exp_arg_last_unbraced:nn
1649   \exp_after:wN { \tex_romannumeral:D \__exp_eval_register:N #2 } {#1}
1650 }
1651 \cs_new:Npn \::v_unbraced \::: #1#2
1652 {
1653   \exp_after:wN \__exp_arg_last_unbraced:nn
1654   \exp_after:wN { \tex_romannumeral:D \__exp_eval_register:c {#2} } {#1}
1655 }
1656 \cs_new_protected:Npn \::x_unbraced \::: #1#2
1657 {
1658   \cs_set_nopar:Npx \l__exp_internal_tl { \exp_not:n {#1} #2 }
1659   \l__exp_internal_tl
1660 }

```

(End definition for __exp_arg_last_unbraced:nn.)

\exp_last_unbraced:NV Now the business end: most of these are hand-tuned for speed, but the general system is in place.

```

\exp_last_unbraced:Nf 1661 \cs_new:Npn \exp_last_unbraced:NV #1#2
\exp_last_unbraced:Nv 1662 { \exp_after:wN #1 \tex_romannumeral:D \__exp_eval_register:N #2 }
\exp_last_unbraced:NcV 1663 \cs_new:Npn \exp_last_unbraced:Nv #1#2
\exp_last_unbraced:NNV 1664 { \exp_after:wN #1 \tex_romannumeral:D \__exp_eval_register:c {#2} }
\exp_last_unbraced:NNNo 1665 \cs_new:Npn \exp_last_unbraced:No #1#2 { \exp_after:wN #1 #2 }
\exp_last_unbraced:Nco 1666 \cs_new:Npn \exp_last_unbraced:Nf #1#2
\exp_last_unbraced:Nfo 1667 { \exp_after:wN #1 \tex_romannumeral:D -'0 #2 }
\exp_last_unbraced:NnNo 1668 \cs_new:Npn \exp_last_unbraced:Nco #1#2#3
\exp_last_unbraced:Nx 1669 { \exp_after:wN #1 \cs:w #2 \exp_after:wN \cs_end: #3 }
1670 \cs_new:Npn \exp_last_unbraced:NcV #1#2#3
1671 {
1672   \exp_after:wN #1
1673   \cs:w #2 \exp_after:wN \cs_end:
1674   \tex_romannumeral:D \__exp_eval_register:N #3
1675 }
1676 \cs_new:Npn \exp_last_unbraced:NNV #1#2#3
1677 {
1678   \exp_after:wN #1
1679   \exp_after:wN #2
1680   \tex_romannumeral:D \__exp_eval_register:N #3
1681 }
1682 \cs_new:Npn \exp_last_unbraced:NNo #1#2#3
1683 { \exp_after:wN #1 \exp_after:wN #2 #3 }
1684 \cs_new:Npn \exp_last_unbraced:NNNV #1#2#3#4
1685 {
1686   \exp_after:wN #1
1687   \exp_after:wN #2
1688   \exp_after:wN #3
1689   \tex_romannumeral:D \__exp_eval_register:N #4
1690 }
1691 \cs_new:Npn \exp_last_unbraced:NNNo #1#2#3#4

```

```

1692 { \exp_after:wN #1 \exp_after:wN #2 \exp_after:wN #3 #4 }
1693 \cs_new_nopar:Npn \exp_last_unbraced:Nno { \::n \::o_unbraced \:: }
1694 \cs_new_nopar:Npn \exp_last_unbraced:Noo { \::o \::o_unbraced \:: }
1695 \cs_new_nopar:Npn \exp_last_unbraced:Nfo { \::f \::o_unbraced \:: }
1696 \cs_new_nopar:Npn \exp_last_unbraced:NnNo { \::n \::N \::o_unbraced \:: }
1697 \cs_new_protected_nopar:Npn \exp_last_unbraced:Nx { \::x_unbraced \:: }

```

(End definition for `\exp_last_unbraced:NV`. This function is documented on page ??.)

`\exp_last_two_unbraced:Noo` If #2 is a single token then this can be implemented as

```

\__exp_last_two_unbraced:noN
\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.

```

1698 \cs_new:Npn \exp_last_two_unbraced:Noo #1#2#3
1699 { \exp_after:wN \__exp_last_two_unbraced:noN \exp_after:wN {#3} {#2} #1 }
1700 \cs_new:Npn \__exp_last_two_unbraced:noN #1#2#3
1701 { \exp_after:wN #3 #2 #1 }

```

(End definition for `\exp_last_two_unbraced:Noo`. This function is documented on page 32.)

4.5 Preventing expansion

```

\exp_not:o
\exp_not:c
\exp_not:f
\exp_not:V
\exp_not:v
1702 \cs_new:Npn \exp_not:o #1 { \etex_unexpanded:D \exp_after:wN {#1} }
1703 \cs_new:Npn \exp_not:c #1 { \exp_after:wN \exp_not:N \cs:w #1 \cs_end: }
1704 \cs_new:Npn \exp_not:f #1
1705 { \etex_unexpanded:D \exp_after:wN { \tex_romannumeral:D -'0 #1 } }
1706 \cs_new:Npn \exp_not:V #1
1707 {
1708   \etex_unexpanded:D \exp_after:wN
1709   { \tex_romannumeral:D \__exp_eval_register:N #1 }
1710 }
1711 \cs_new:Npn \exp_not:v #1
1712 {
1713   \etex_unexpanded:D \exp_after:wN
1714   { \tex_romannumeral:D \__exp_eval_register:c {#1} }
1715 }

```

(End definition for `\exp_not:o`. This function is documented on page 33.)

4.6 Defining function variants

```

1716 <@@=cs>

```

`\cs_generate_variant:Nn` #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_nopar:Npx` or `\cs_new_protected_nopar: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.

```

1717 \cs_new_protected:Npn \cs_generate_variant:Nn #1#2
1718 {
1719   \__chk_if_exist_cs:N #1
1720   \__cs_generate_variant:N #1
1721   \exp_after:wN \__cs_split_function:NN
1722   \exp_after:wN #1
1723   \exp_after:wN \__cs_generate_variant:nnNN
1724   \exp_after:wN #1
1725   \etex_detokenize:D {#2} , \scan_stop: , \q_recursion_stop
1726 }
```

(End definition for `\cs_generate_variant:Nn`. This function is documented on page 28.)

```

\__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 all primitive T_EX conditionals are expandable.

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 first 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_nopar:Npx`, otherwise it is `\cs_new_nopar:Npx`.

```

1727 \group_begin:
1728   \tex_catcode:D '\M = 12 \scan_stop:
1729   \tex_catcode:D '\A = 12 \scan_stop:
1730   \tex_catcode:D '\P = 12 \scan_stop:
1731   \tex_catcode:D '\R = 12 \scan_stop:
1732   \tex_lowercase:D
1733   {
1734     \group_end:
1735     \cs_new_protected:Npn \__cs_generate_variant:N #1
1736     {
1737       \exp_after:wN \if_meaning:w \exp_not:N #1 #1
1738       \cs_set_eq:NN \__cs_tmp:w \cs_new_protected_nopar:Npx
1739       \else:
1740       \exp_after:wN \__cs_generate_variant:ww
```

```

1741         \token_to_meaning:N #1 MA \q_mark
1742         \q_mark \cs_new_protected_nopar:Npx
1743         PR
1744         \q_mark \cs_new_nopar:Npx
1745         \q_stop
1746     \fi:
1747 }
1748 \cs_new_protected:Npn \__cs_generate_variant:ww #1 MA #2 \q_mark
1749 { \__cs_generate_variant:wwNw #1 }
1750 \cs_new_protected:Npn \__cs_generate_variant:wwNw
1751 #1 PR #2 \q_mark #3 #4 \q_stop
1752 {
1753     \cs_set_eq:NN \__cs_tmp:w #3
1754 }
1755 }

```

(End definition for __cs_generate_variant:N.)

__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.

```

1756 \cs_new_protected:Npn \__cs_generate_variant:nnNN #1#2#3#4
1757 {
1758     \if_meaning:w \c_false_bool #3
1759     \__msg_kernel_error:nnx { kernel } { missing-colon }
1760     { \token_to_str:c {#1} }
1761     \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
1762     \fi:
1763     \__cs_generate_variant:Nnnw #4 {#1}{#2}
1764 }

```

(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}`, it would be better to 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` should be defined using `\exp_args:Nxx`, not `\exp_args:Nox`, to avoid double o expansion.
- Lastly, `\cs_generate_variant:Nn \foo:on {xn}` should trigger an error, because we do not have a means to replace o-expansion by x-expansion.

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 two cases: `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` 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, followed by some clean-up code (`\use_none:nnnn`).

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`.

```

1765 \cs_new_protected:Npn \__cs_generate_variant:Nnnw #1#2#3#4 ,
1766 {
1767   \if_meaning:w \scan_stop: #4
1768     \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
1769   \fi:
1770   \use:x
1771   {
1772     \exp_not:N \__cs_generate_variant:wwNN
1773     \__cs_generate_variant_loop:nNwN { }
1774     #4
1775     \__cs_generate_variant_loop_end:nwwwNNnn
1776     \q_mark
1777     #3 ~
1778     { ~ { } \fi: \__cs_generate_variant_loop_long:wNNnn } ~
1779     { }
1780     \q_stop
1781     \exp_not:N #1 {#2} {#4}
1782   }
1783   \__cs_generate_variant:Nnnw #1 {#2} {#3}
1784 }

```

(End definition for `__cs_generate_variant:Nnnw`.)

<code>__cs_generate_variant_loop:nNwN</code> <code>__cs_generate_variant_loop_same:w</code> <code>__cs_generate_variant_loop_end:nwwwNNnn</code> <code>__cs_generate_variant_loop_long:wNNnn</code> <code>__cs_generate_variant_loop_invalid:NNwNNnn</code>	<p>#1 : Last few (consecutive) letters common between the base and variant (in fact, <code>__cs_generate_variant_same:N</code> <code><letter></code> for each letter).</p> <p>#2 : Next variant letter.</p>
--	--

#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 with a base letter of N or n. 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 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 neither n nor N. Again, 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.

```
1785 \cs_new:Npn \__cs_generate_variant_loop:nNwN #1#2#3 \q_mark #4
1786 {
1787   \if:w #2 #4
1788     \exp_after:wN \__cs_generate_variant_loop_same:w
1789   \else:
1790     \if:w N #4 \else:
1791       \if:w n #4 \else:
1792         \__cs_generate_variant_loop_invalid:NNwNNnn #4#2
1793       \fi:
1794     \fi:
1795   \fi:
1796   #1
1797   \prg_do_nothing:
```

```

1798     #2
1799     \_cs_generate_variant_loop:nNwN { } #3 \q_mark
1800   }
1801   \cs_new:Npn \_cs_generate_variant_loop_same:w
1802     #1 \prg_do_nothing: #2#3#4
1803   {
1804     #3 { #1 \_cs_generate_variant_same:N #2 }
1805   }
1806   \cs_new:Npn \_cs_generate_variant_loop_end:nwwwNNnn
1807     #1#2 \q_mark #3 ~ #4 \q_stop #5#6#7#8
1808   {
1809     \scan_stop: \scan_stop: \fi:
1810     \exp_not:N \q_mark
1811     \exp_not:N \q_stop
1812     \exp_not:N #6
1813     \exp_not:c { #7 : #8 #1 #3 }
1814   }
1815   \cs_new:Npn \_cs_generate_variant_loop_long:wNNnn #1 \q_stop #2#3#4#5
1816   {
1817     \exp_not:n
1818     {
1819       \q_mark
1820       \_msg_kernel_error:nnxx { kernel } { variant-too-long }
1821       {#5} { \token_to_str:N #3 }
1822       \use_none:nnnn
1823       \q_stop
1824       #3
1825       #3
1826     }
1827   }
1828   \cs_new:Npn \_cs_generate_variant_loop_invalid:NNwNNnn
1829     #1#2 \fi: \fi: \fi: #3 \q_stop #4#5#6#7
1830   {
1831     \fi: \fi: \fi:
1832     \exp_not:n
1833     {
1834       \q_mark
1835       \_msg_kernel_error:nnxxxx { kernel } { invalid-variant }
1836       {#7} { \token_to_str:N #5 } {#1} {#2}
1837       \use_none:nnnn
1838       \q_stop
1839       #5
1840       #5
1841     }
1842   }

```

(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.

```

1843 \cs_new:Npn \__cs_generate_variant_same:N #1
1844 {
1845   \if:w N #1
1846     N
1847   \else:
1848     \if:w p #1
1849       p
1850     \else:
1851       n
1852     \fi:
1853   \fi:
1854 }

```

(End definition for `__cs_generate_variant_same:N`.)

`__cs_generate_variant:wwNN` If the variant form has already been defined, log its existence. 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_nopar:Npx`. Then define the variant by combining the `\exp_args:N #3` variant and the base function.

```

1855 \cs_new_protected:Npn \__cs_generate_variant:wwNN
1856   #1 \q_mark #2 \q_stop #3#4
1857 {
1858   #2
1859   \cs_if_free:NTF #4
1860   {
1861     \group_begin:
1862     \__cs_generate_internal_variant:n {#1}
1863     \__cs_tmp:w #4 { \exp_not:c { exp_args:N #1 } \exp_not:N #3 }
1864     \group_end:
1865   }
1866   {
1867     \iow_log:x
1868     {
1869       Variant~\token_to_str:N #4~%
1870       already~defined;~ not~ changing~ it~on~line~%
1871       \tex_the:D \tex_inputlineno:D
1872     }
1873   }
1874 }

```

(End definition for `__cs_generate_variant:wwNN`.)

`__cs_generate_internal_variant:n`
`__cs_generate_internal_variant:wwnw`
`__cs_generate_internal_variant_loop:n`

Test if `\exp_args:N #1` is already defined and if not define it via the `\: :` commands using the chars in `#1`. If `#1` contains an `x` (this is the place where having converted the original comma-list argument to a string is very important), the result should be protected, and the next variant to be defined using that internal variant should be protected.

```

1875 \group_begin:
1876 \tex_catcode:D '\X = 12 \scan_stop:

```

```

1877 \tex_lccode:D ‘\N = ‘\N \scan_stop:
1878 \tex_lowercase:D
1879 {
1880   \group_end:
1881   \cs_new_protected:Npn \__cs_generate_internal_variant:n #1
1882   {
1883     \__cs_generate_internal_variant:wnNwnn
1884     #1 \q_mark
1885     { \cs_set_eq:NN \__cs_tmp:w \cs_new_protected_nopar:Npx }
1886     \cs_new_protected_nopar:cpx
1887     X \q_mark
1888     { }
1889     \cs_new_nopar:cpx
1890     \q_stop
1891     { exp_args:N #1 }
1892     { \__cs_generate_internal_variant_loop:n #1 { : \use_i:nn } }
1893   }
1894   \cs_new_protected:Npn \__cs_generate_internal_variant:wnNwnn
1895   #1 X #2 \q_mark #3 #4 #5 \q_stop #6 #7
1896   {
1897     #3
1898     \cs_if_free:cT {#6} { #4 {#6} {#7} }
1899   }
1900 }

```

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.

```

1901 \cs_new:Npn \__cs_generate_internal_variant_loop:n #1
1902 {
1903   \exp_after:wN \exp_not:N \cs:w :: #1 \cs_end:
1904   \__cs_generate_internal_variant_loop:n
1905 }

```

(End definition for `__cs_generate_internal_variant:n`.)

```

1906 </initex | package>

```

5 l3prg implementation

The following test files are used for this code: *m3prg001.lvt*, *m3prg002.lvt*, *m3prg003.lvt*.

```

1907 < *initex | package>

```

5.1 Primitive conditionals

`\if_bool:N` Those two primitive T_EX conditionals are synonyms. They should not be used outside the kernel code.

```

1908 \tex_let:D \if_bool:N          \tex_ifodd:D

```

```
1909 \tex_let:D \if_predicate:w \tex_ifodd:D
```

(End definition for `\if_bool:N`. This function is documented on page 42.)

5.2 Defining a set of conditional functions

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 35.)

5.3 The boolean data type

```
1910 <@@=bool>
```

Boolean variables have to be initiated when they are created. Other than that there is not much to say here.

```
1911 \cs_new_protected:Npn \bool_new:N #1 { \cs_new_eq:NN #1 \c_false_bool }
1912 \cs_generate_variant:Nn \bool_new:N { c }
```

(End definition for `\bool_new:N` and `\bool_new:c`. These functions are documented on page 37.)

Setting is already pretty easy.

```
1913 \cs_new_protected:Npn \bool_set_true:N #1
1914 { \cs_set_eq:NN #1 \c_true_bool }
1915 \cs_new_protected:Npn \bool_set_false:N #1
1916 { \cs_set_eq:NN #1 \c_false_bool }
1917 \cs_new_protected:Npn \bool_gset_true:N #1
1918 { \cs_gset_eq:NN #1 \c_true_bool }
1919 \cs_new_protected:Npn \bool_gset_false:N #1
1920 { \cs_gset_eq:NN #1 \c_false_bool }
1921 \cs_generate_variant:Nn \bool_set_true:N { c }
1922 \cs_generate_variant:Nn \bool_set_false:N { c }
1923 \cs_generate_variant:Nn \bool_gset_true:N { c }
1924 \cs_generate_variant:Nn \bool_gset_false:N { c }
```

(End definition for `\bool_set_true:N` and others. These functions are documented on page 38.)

The usual copy code.

```
1925 \cs_new_eq:NN \bool_set_eq:NN \cs_set_eq:NN
1926 \cs_new_eq:NN \bool_set_eq:Nc \cs_set_eq:Nc
1927 \cs_new_eq:NN \bool_set_eq:cN \cs_set_eq:cN
1928 \cs_new_eq:NN \bool_set_eq:cc \cs_set_eq:cc
1929 \cs_new_eq:NN \bool_gset_eq:NN \cs_gset_eq:NN
1930 \cs_new_eq:NN \bool_gset_eq:Nc \cs_gset_eq:Nc
1931 \cs_new_eq:NN \bool_gset_eq:cN \cs_gset_eq:cN
1932 \cs_new_eq:NN \bool_gset_eq:cc \cs_gset_eq:cc
```

(End definition for `\bool_set_eq:NN` and others. These functions are documented on page 38.)

`\bool_set:Nn` This function evaluates a boolean expression and assigns the first argument the meaning
`\bool_set:cn` `\c_true_bool` or `\c_false_bool`.
`\bool_gset:Nn`
`\bool_gset:cn`

```

1933 \cs_new_protected:Npn \bool_set:Nn #1#2
1934 { \tex_chardef:D #1 = \bool_if_p:n {#2} }
1935 \cs_new_protected:Npn \bool_gset:Nn #1#2
1936 { \tex_global:D \tex_chardef:D #1 = \bool_if_p:n {#2} }
1937 \cs_generate_variant:Nn \bool_set:Nn { c }
1938 \cs_generate_variant:Nn \bool_gset:Nn { c }

```

(End definition for `\bool_set:Nn` and `\bool_set:cn`. These functions are documented on page 38.)

Booleans are not based on token lists but do need checking: this code complements similar material in `l3tl`.

```

1939 (*package)
1940 \tex_ifodd:D \l@expl@check@declarations@bool
1941 \cs_set_protected:Npn \bool_set_true:N #1
1942 {
1943   \__chk_if_exist_var:N #1
1944   \cs_set_eq:NN #1 \c_true_bool
1945 }
1946 \cs_set_protected:Npn \bool_set_false:N #1
1947 {
1948   \__chk_if_exist_var:N #1
1949   \cs_set_eq:NN #1 \c_false_bool
1950 }
1951 \cs_set_protected:Npn \bool_gset_true:N #1
1952 {
1953   \__chk_if_exist_var:N #1
1954   \cs_gset_eq:NN #1 \c_true_bool
1955 }
1956 \cs_set_protected:Npn \bool_gset_false:N #1
1957 {
1958   \__chk_if_exist_var:N #1
1959   \cs_gset_eq:NN #1 \c_false_bool
1960 }
1961 \cs_set_protected:Npn \bool_set_eq:NN #1
1962 {
1963   \__chk_if_exist_var:N #1
1964   \cs_set_eq:NN #1
1965 }
1966 \cs_set_protected:Npn \bool_gset_eq:NN #1
1967 {
1968   \__chk_if_exist_var:N #1
1969   \cs_gset_eq:NN #1
1970 }
1971 \cs_set_protected:Npn \bool_set:Nn #1#2
1972 {
1973   \__chk_if_exist_var:N #1
1974   \tex_chardef:D #1 = \bool_if_p:n {#2}
1975 }

```

```

1976 \cs_set_protected:Npn \bool_gset:Nn #1#2
1977 {
1978   \__chk_if_exist_var:N #1
1979   \tex_global:D \tex_chardef:D #1 = \bool_if_p:n {#2}
1980 }
1981 \tex_fi:D
1982 </package>

```

`\bool_if_p:N` Straight forward here. We could optimize here if we wanted to as the boolean can just be input directly.

```

\bool_if_p:c
\bool_if:NTF
\bool_if:cTF
1983 \prg_new_conditional:Npnn \bool_if:N #1 { p , T , F , TF }
1984 {
1985   \if_meaning:w \c_true_bool #1
1986   \prg_return_true:
1987   \else:
1988   \prg_return_false:
1989   \fi:
1990 }
1991 \cs_generate_variant:Nn \bool_if_p:N { c }
1992 \cs_generate_variant:Nn \bool_if:N { NT }
1993 \cs_generate_variant:Nn \bool_if:N { NF }
1994 \cs_generate_variant:Nn \bool_if:N { NTF }

```

(End definition for `\bool_if:N` and `\bool_if:c`. These functions are documented on page 38.)

`\bool_show:N` Show the truth value of the boolean, as true or false. We use `__msg_show_variable:n` to get a better output; this function requires its argument to start with `>~`.

```

\bool_show:c
\bool_show:n
1995 \cs_new_protected:Npn \bool_show:N #1
1996 {
1997   \bool_if_exist:NTF #1
1998   { \bool_show:n {#1} }
1999   {
2000     \__msg_kernel_error:nnx { kernel } { variable-not-defined }
2001     { \token_to_str:N #1 }
2002   }
2003 }
2004 \cs_new_protected:Npn \bool_show:n #1
2005 {
2006   \bool_if:nTF {#1}
2007   { \__msg_show_variable:n { > ~ true } }
2008   { \__msg_show_variable:n { > ~ false } }
2009 }
2010 \cs_generate_variant:Nn \bool_show:N { c }

```

(End definition for `\bool_show:N`, `\bool_show:c`, and `\bool_show:n`. These functions are documented on page 38.)

`\l_tmpa_bool` A few booleans just if you need them.

```

\l_tmpb_bool
\g_tmpa_bool
\g_tmpb_bool
2011 \bool_new:N \l_tmpa_bool
2012 \bool_new:N \l_tmpb_bool

```

```

2013 \bool_new:N \g_tmpa_bool
2014 \bool_new:N \g_tmpb_bool

```

(End definition for `\l_tmpa_bool` and others. These variables are documented on page 38.)

```

\bool_if_exist_p:N Copies of the cs functions defined in l3basics.
\bool_if_exist_p:c 2015 \prg_new_eq_conditional:NNn \bool_if_exist:N \cs_if_exist:N
\bool_if_exist:NTF 2016 { TF , T , F , p }
\bool_if_exist:cTF 2017 \prg_new_eq_conditional:NNn \bool_if_exist:c \cs_if_exist:c
2018 { TF , T , F , p }

```

(End definition for `\bool_if_exist:N` and `\bool_if_exist:c`. These functions are documented on page 38.)

5.4 Boolean expressions

`\bool_if_p:n` 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”. 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 `GetNotNext` function, which eventually reverses the logic compared to `GetNext`.
- 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 evaluating the predicates within this sub-expression and break to the nearest Close. Then return `<false>`.

<true>Or Current truth value is true, logical Or seen, stop evaluating the predicates within this sub-expression and break to 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>`.

$\langle false \rangle$ Close Current truth value is false, Close seen, return $\langle false \rangle$.

We introduce an additional Stop operation with the same semantics as the Close operation.

$\langle true \rangle$ Stop Current truth value is true, return $\langle true \rangle$.

$\langle false \rangle$ Stop Current truth value is false, return $\langle false \rangle$.

The reasons for this follow below.

```

2019 \prg_new_conditional:Npnn \bool_if:n #1 { T , F , TF }
2020 {
2021   \if_predicate:w \bool_if_p:n {#1}
2022   \prg_return_true:
2023   \else:
2024   \prg_return_false:
2025   \fi:
2026 }
```

(End definition for `\bool_if:nTF`. This function is documented on page 39.)

```

\bool_if_p:n
\_bool_if_left_parentheses:wwn
\_bool_if_right_parentheses:wwn
\_bool_if_or:wwn
```

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 $\text{T}_{\text{E}}\text{X}$. This will be closed at the end of the expression parsing (see S below).

Minimal (“short-circuit”) evaluation of boolean expressions requires skipping to the end of the current parenthesized group when $\langle true \rangle ||$ is seen, but to the next `||` or closing parenthesis when $\langle false \rangle \&\&$ is seen. To avoid having separate functions for the two cases, we transform the boolean expression by doubling each parenthesis and adding parenthesis around each `||`. This ensures that `&&` will bind tighter than `||`.

The replacement is done in three passes, for left and right parentheses and for `||`. At each pass, the part of the expression that has been transformed is stored before `\q_nil`, the rest lies until the first `\q_mark`, followed by an empty brace group. A trailing marker ensures that the auxiliaries’ delimited arguments will not run-away. As long as the delimiter matches inside the expression, material is moved before `\q_nil` and we continue. Afterwards, the trailing marker is taken as a delimiter, `#4` is the next auxiliary, immediately followed by a new `\q_nil` delimiter, which indicates that nothing has been treated at this pass. The last step calls `_bool_if_parse:NNNww` which cleans up and triggers the evaluation of the expression itself.

```

2027 \cs_new:Npn \bool_if_p:n #1
2028 {
2029   \group_align_safe_begin:
2030   \_bool_if_left_parentheses:wwn \q_nil
2031   #1 \q_mark { }
2032   ( \q_mark { \_bool_if_right_parentheses:wwn \q_nil }
2033   ) \q_mark { \_bool_if_or:wwn \q_nil }
2034   || \q_mark \_bool_if_parse:NNNww
2035   \q_stop
2036 }
2037 \cs_new:Npn \_bool_if_left_parentheses:wwn #1 \q_nil #2 ( #3 \q_mark #4
```

```

2038 { #4 \__bool_if_left_parentheses:wwn #1 #2 (( \q_nil #3 \q_mark {#4} }
2039 \cs_new:Npn \__bool_if_right_parentheses:wwn #1 \q_nil #2 ) #3 \q_mark #4
2040 { #4 \__bool_if_right_parentheses:wwn #1 #2 )) \q_nil #3 \q_mark {#4} }
2041 \cs_new:Npn \__bool_if_or:wwn #1 \q_nil #2 || #3 \q_mark #4
2042 { #4 \__bool_if_or:wwn #1 #2 )||( \q_nil #3 \q_mark {#4} }

```

(End definition for \bool_if_p:n. This function is documented on page ??.)

`__bool_if_parse:NNNww` After removing extra tokens from the transformation phase, start evaluating. At the end, we will need to finish the special `align_safe` group before finally returning a `\c_true_bool` or `\c_false_bool` as there might otherwise be something left in front in the input stream. For this we call the Stop operation, denoted simply by a `S` following the last Close operation.

```

2043 \cs_new:Npn \__bool_if_parse:NNNww #1#2#3#4 \q_mark #5 \q_stop
2044 {
2045   \__bool_get_next:NN \use_i:nn (( #4 )) S
2046 }

```

(End definition for __bool_if_parse:NNNww.)

`__bool_get_next:NN` The GetNext operation. This is a switch: if what follows is neither `!` nor `(`, we assume it is a predicate. The first argument is `\use_ii:nn` if the logic must eventually be reversed (after a `!`), otherwise it is `\use_i:nn`. 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.

```

2047 \cs_new:Npn \__bool_get_next:NN #1#2
2048 {
2049   \use:c
2050   {
2051     \__bool_
2052     \if_meaning:w !#2 ! \else: \if_meaning:w (#2 ( \else: p \fi: \fi:
2053     :Nw
2054   }
2055   #1 #2
2056 }

```

(End definition for __bool_get_next:NN.)

`__bool_!:Nw` The Not operation reverses the logic: discard the `!` token and call the GetNext operation with its first argument reversed.

```

2057 \cs_new:cpn { __bool_!:Nw } #1#2
2058 { \exp_after:wN \__bool_get_next:NN #1 \use_ii:nn \use_i:nn }

```

(End definition for __bool_!:Nw.)

`__bool_(Nw` The Open operation starts a sub-expression after discarding the token. This is done by calling GetNext, with a post-processing step which looks for And, Or or Close afterwards.

```

2059 \cs_new:cpn { __bool_(Nw } #1#2
2060 {
2061   \exp_after:wN \__bool_choose:NNN \exp_after:wN #1

```

```

2062     \__int_value:w \__bool_get_next:NN \use_i:nn
2063 }

```

(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.

```

2064 \cs_new:cpn { __bool_p:Nw } #1
2065 { \exp_after:wN \__bool_choose:NNN \exp_after:wN #1 \__int_value:w }

```

(End definition for __bool_p:Nw.)

__bool_choose:NNN Branching the eight-way switch. The arguments are 1: \use_i:nn or \use_ii:nn, 2: 0 or 1 encoding the current truth value, 3: the next operation, And, Or, Close or Stop. If #1 is \use_ii:nn, the logic of #2 must be reversed.

```

2066 \cs_new:Npn \__bool_choose:NNN #1#2#3
2067 {
2068   \use:c
2069   {
2070     __bool_ #3 _
2071     #1 #2 { \if_meaning:w 0 #2 1 \else: 0 \fi: }
2072     :w
2073   }
2074 }

```

(End definition for __bool_choose:NNN.)

__bool_)_0:w Closing a group is just about returning the result. The Stop operation is similar except it closes the special alignment group before returning the boolean.

```

\__bool_)_1:w
\__bool_S_0:w 2075 \cs_new_nopar:cpn { __bool_)_0:w } { \c_false_bool }
\__bool_S_1:w 2076 \cs_new_nopar:cpn { __bool_)_1:w } { \c_true_bool }
2077 \cs_new_nopar:cpn { __bool_S_0:w } { \group_align_safe_end: \c_false_bool }
2078 \cs_new_nopar:cpn { __bool_S_1:w } { \group_align_safe_end: \c_true_bool }

```

(End definition for __bool_)_0:w and others.)

__bool_&_1:w Two cases where we simply continue scanning. We must remove the second & or |.

```

\__bool_|_0:w 2079 \cs_new_nopar:cpn { __bool_&_1:w } & { \__bool_get_next:NN \use_i:nn }
2080 \cs_new_nopar:cpn { __bool_|_0:w } | { \__bool_get_next:NN \use_i:nn }

```

(End definition for __bool_&_1:w.)

__bool_&_0:w When the truth value has already been decided, we have to throw away the remainder of the current group as we are doing minimal evaluation. This is slightly tricky as there are no braces so we have to play match the () manually.

```

\__bool_|_1:w
\__bool_eval_skip_to_end_auxi:Nw 2081 \cs_new_nopar:cpn { __bool_&_0:w } &
\__bool_eval_skip_to_end_auxii:Nw 2082 { \__bool_eval_skip_to_end_auxi:Nw \c_false_bool }
\__bool_eval_skip_to_end_auxiii:Nw 2083 \cs_new_nopar:cpn { __bool_|_1:w } |
2084 { \__bool_eval_skip_to_end_auxi:Nw \c_true_bool }

```

There is always at least one `)` waiting, namely the outer one. However, we are facing the problem that there may be more than one that need to be finished off and we have to detect the correct number of them. Here is a complicated example showing how this is done. After evaluating the following, we realize we must skip everything after the first `And`. Note the extra `Close` at the end.

```
\c_false_bool  && ((abc) && xyz) && ((xyz) && (def)))
```

First read up to the first `Close`. This gives us the list we first read up until the first right parenthesis so we are looking at the token list

```
((abc
```

This contains two `Open` markers so we must remove two groups. Since no evaluation of the contents is to be carried out, it doesn't matter how we remove the groups as long as we wind up with the correct result. We therefore first remove a `()` pair and what preceded the `Open` – but leave the contents as it may contain `Open` tokens itself – leaving

```
(abc && xyz) && ((xyz) && (def)))
```

Another round of this gives us

```
(abc && xyz
```

which still contains an `Open` so we remove another `()` pair, giving us

```
abc && xyz && ((xyz) && (def)))
```

Again we read up to a `Close` and again find `Open` tokens:

```
abc && xyz && ((xyz
```

Further reduction gives us

```
(xyz && (def)))
```

and then

```
(xyz && (def
```

with reduction to

```
xyz && (def))
```

and ultimately we arrive at no `Open` tokens being skipped and we can finally close the group nicely.

```
2085 %% (
2086 \cs_new:Npn \__bool_eval_skip_to_end_auxi:Nw #1#2 )
2087 {
2088   \__bool_eval_skip_to_end_auxii:Nw #1#2 ( % )
2089   \q_no_value \q_stop
2090   {#2}
2091 }
```

If no right parenthesis, then #3 is no_value and we are done, return the boolean #1. If there is, we need to grab a () pair and then recurse

```

2092 \cs_new:Npn \__bool_eval_skip_to_end_auxii:Nw #1#2 ( #3#4 \q_stop #5 % )
2093 {
2094   \quark_if_no_value:NTF #3
2095   {#1}
2096   { \__bool_eval_skip_to_end_auxiii:Nw #1 #5 }
2097 }

```

Keep the boolean, throw away anything up to the (as it is irrelevant, remove a () pair but remember to reinsert #3 as it may contain (tokens!

```

2098 \cs_new:Npn \__bool_eval_skip_to_end_auxiii:Nw #1#2 ( #3 )
2099 { % (
2100   \__bool_eval_skip_to_end_auxi:Nw #1#3 )
2101 }

```

(End definition for __bool_&_0:w.)

\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.

```

2102 \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 40.)

\bool_xor_p:nn Exclusive or. If the boolean expressions have same truth value, return false, otherwise return true.

```

2103 \cs_new:Npn \bool_xor_p:nn #1#2
2104 {
2105   \int_compare:nNnTF { \bool_if_p:n {#1} } = { \bool_if_p:n {#2} }
2106   \c_false_bool
2107   \c_true_bool
2108 }

```

(End definition for \bool_xor_p:nn. This function is documented on page 40.)

5.5 Logical loops

\bool_while_do:Nn 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.

\bool_while_do:cn
\bool_until_do:Nn
\bool_until_do:cn

```

2109 \cs_new:Npn \bool_while_do:Nn #1#2
2110 { \bool_if:NT #1 { #2 \bool_while_do:Nn #1 {#2} } }
2111 \cs_new:Npn \bool_until_do:Nn #1#2
2112 { \bool_if:NF #1 { #2 \bool_until_do:Nn #1 {#2} } }
2113 \cs_generate_variant:Nn \bool_while_do:Nn { c }
2114 \cs_generate_variant:Nn \bool_until_do:Nn { c }

```

(End definition for \bool_while_do:Nn and \bool_while_do:cn. These functions are documented on page 40.)

\bool_do_while:Nn 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.

\bool_do_while:cn

\bool_do_until:Nn

\bool_do_until:cn

```

2115 \cs_new:Npn \bool_do_while:Nn #1#2
2116 { #2 \bool_if:NT #1 { \bool_do_while:Nn #1 {#2} } }
2117 \cs_new:Npn \bool_do_until:Nn #1#2
2118 { #2 \bool_if:NF #1 { \bool_do_until:Nn #1 {#2} } }
2119 \cs_generate_variant:Nn \bool_do_while:Nn { c }
2120 \cs_generate_variant:Nn \bool_do_until:Nn { c }

```

(End definition for \bool_do_while:Nn and \bool_do_while:cn. These functions are documented on page 40.)

\bool_while_do:nn Loop functions with the test either before or after the first body expansion.

\bool_do_while:nn

\bool_until_do:nn

\bool_do_until:nn

```

2121 \cs_new:Npn \bool_while_do:nn #1#2
2122 {
2123   \bool_if:nT {#1}
2124   {
2125     #2
2126     \bool_while_do:nn {#1} {#2}
2127   }
2128 }
2129 \cs_new:Npn \bool_do_while:nn #1#2
2130 {
2131   #2
2132   \bool_if:nT {#1} { \bool_do_while:nn {#1} {#2} }
2133 }
2134 \cs_new:Npn \bool_until_do:nn #1#2
2135 {
2136   \bool_if:nF {#1}
2137   {
2138     #2
2139     \bool_until_do:nn {#1} {#2}
2140   }
2141 }
2142 \cs_new:Npn \bool_do_until:nn #1#2
2143 {
2144   #2
2145   \bool_if:nF {#1} { \bool_do_until:nn {#1} {#2} }
2146 }

```

(End definition for \bool_while_do:nn and others. These functions are documented on page 41.)

5.6 Producing multiple copies

2147 <@@=prg>

\prg_replicate:nn This function uses a cascading csname technique by David Kastrup (who else :-)

__prg_replicate:N 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

__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

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 `__int_to_roman: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 will severely affect 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 `__int_to_roman: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.

```

2148 \cs_new:Npn \prg_replicate:nn #1
2149 {
2150   \__int_to_roman:w
2151   \exp_after:wN \__prg_replicate_first:N
2152   \__int_value:w \__int_eval:w #1 \__int_eval_end:
2153   \cs_end:
2154 }
2155 \cs_new:Npn \__prg_replicate:N #1
2156 { \cs:w __prg_replicate_#1 :n \__prg_replicate:N }
2157 \cs_new:Npn \__prg_replicate_first:N #1
2158 { \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.

```

2159 \cs_new:Npn \__prg_replicate_ :n #1 { \cs_end: }
2160 \cs_new:cpn { __prg_replicate_0:n } #1
2161 { \cs_end: {#1#1#1#1#1#1#1#1#1#1} }
2162 \cs_new:cpn { __prg_replicate_1:n } #1
2163 { \cs_end: {#1#1#1#1#1#1#1#1#1#1} #1 }
2164 \cs_new:cpn { __prg_replicate_2:n } #1
2165 { \cs_end: {#1#1#1#1#1#1#1#1#1#1} #1#1 }
2166 \cs_new:cpn { __prg_replicate_3:n } #1
2167 { \cs_end: {#1#1#1#1#1#1#1#1#1#1} #1#1#1 }
2168 \cs_new:cpn { __prg_replicate_4:n } #1
2169 { \cs_end: {#1#1#1#1#1#1#1#1#1#1} #1#1#1#1 }
2170 \cs_new:cpn { __prg_replicate_5:n } #1
2171 { \cs_end: {#1#1#1#1#1#1#1#1#1#1} #1#1#1#1#1 }
2172 \cs_new:cpn { __prg_replicate_6:n } #1
2173 { \cs_end: {#1#1#1#1#1#1#1#1#1#1} #1#1#1#1#1#1 }
2174 \cs_new:cpn { __prg_replicate_7:n } #1
2175 { \cs_end: {#1#1#1#1#1#1#1#1#1#1} #1#1#1#1#1#1#1 }
2176 \cs_new:cpn { __prg_replicate_8:n } #1

```

Users shouldn't ask for something to be replicated once or even not at all but...

End definition for \prg_replicate:nn. This function is documented on page 41.)

5.7 Detecting T_FX's mode

End definition for \mode_if_vertical:TF. This function is documented on page 41.)

End definition for \mode_if_horizontal:TF. This function is documented on page 41.)

End definition for \mode_if_inner:TF. This function is documented on page 41.)

End definition for \mode_if_math:TF. This function is documented on page 41.)

5.8 Internal programming functions

`\group_align_safe_begin:` T_EX’s alignment structures present many problems. As Knuth says himself in *T_EX: 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 will get some sort of weird error message because the underlying `\futurelet` will store 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 T_EX 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 T_EXbook*... 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.

```
2203 \cs_new_nopar:Npn \group_align_safe_begin:
2204 { \if_int_compare:w \if_false: { \fi: ‘} = \c_zero \fi: }
2205 \cs_new_nopar:Npn \group_align_safe_end:
2206 { \if_int_compare:w ‘{ = \c_zero } \fi: }
```

(End definition for `\group_align_safe_begin:` and `\group_align_safe_end:.`)

`\scan_align_safe_stop:` When T_EX is in the beginning of an align cell (right after the `\cr` or `&`) it is in a somewhat strange mode as it is looking ahead to find an `\omit` or `\noalign` and hasn’t looked at the preamble yet. Thus an `\ifmmode` test at the start of an array cell (where math mode is introduced by the preamble, not in the cell itself) will always fail unless we stop T_EX from scanning ahead. With ε -T_EX’s first version, this required inserting `\scan_stop:`, but not in all cases (see below). This is no longer needed with a newer ε -T_EX, since protected macros are not expanded anymore at the beginning of an alignment cell. We can thus use an empty protected macro to stop T_EX.

```
2207 \cs_new_protected_nopar:Npn \scan_align_safe_stop: { }
```

Let us now explain the earlier version. We don’t want to insert a `\scan_stop:` every time as that will destroy kerning between letters³ Unfortunately there is no way to detect if we’re in the beginning of an alignment cell as they have different characteristics depending on column number, *etc.* However we *can* detect if we’re in an alignment cell by checking the current group type and we can also check if the previous node was a character or ligature. What is done here is that `\scan_stop:` is only inserted if an only if a) we’re in the outer part of an alignment cell and b) the last node *wasn’t* a char node or a ligature node. Thus an older definition here was

```
\cs_new_nopar:Npn \scan_align_safe_stop:
{
  \int_compare:nNnT \etex_currentgrouptype:D = \c_six
  {
    \int_compare:nNnF \etex_lastnodetype:D = \c_zero
```

³Unless we enforce an extra pass with an appropriate value of `\pretolerance`.

```

        {
          \int_compare:nNnF \etex_lastnodetype:D = \c_seven
            { \scan_stop: }
        }
      }
    }
  }

```

However, this is not truly expandable, as there are places where the `\scan_stop:` ends up in the result.

(End definition for `\scan_align_safe_stop:.`)

2208 `<@@=prg>`

`__prg_variable_get_scope:N` Expandable functions to find the type of a variable, and to return `g` if the variable is global. The trick for `__prg_variable_get_scope:N` is the same as that in `__cs_split_function:NN`, but it can be simplified as the requirements here are less complex.

```

\__prg_variable_get_scope:w
\__prg_variable_get_type:N
\__prg_variable_get_type:w
2209 \group_begin:
2210   \tex_lccode:D '*' = 'g \scan_stop:
2211   \tex_catcode:D '*' = \c_twelve
2212   \tl_to_lowercase:n
2213   {
2214     \group_end:
2215     \cs_new:Npn \__prg_variable_get_scope:N #1
2216       {
2217         \exp_after:wN \exp_after:wN
2218         \exp_after:wN \__prg_variable_get_scope:w
2219         \cs_to_str:N #1 \exp_stop_f: \q_stop
2220       }
2221     \cs_new:Npn \__prg_variable_get_scope:w #1#2 \q_stop
2222       { \token_if_eq_meaning:NNT * #1 { g } }
2223   }
2224 \group_begin:
2225   \tex_lccode:D '*' = '_' \scan_stop:
2226   \tex_catcode:D '*' = \c_twelve
2227   \tl_to_lowercase:n
2228   {
2229     \group_end:
2230     \cs_new:Npn \__prg_variable_get_type:N #1
2231       {
2232         \exp_after:wN \__prg_variable_get_type:w
2233         \token_to_str:N #1 * a \q_stop
2234       }
2235     \cs_new:Npn \__prg_variable_get_type:w #1 * #2#3 \q_stop
2236       {
2237         \token_if_eq_meaning:NNTF a #2
2238         {#1}
2239         { \__prg_variable_get_type:w #2#3 \q_stop }
2240       }
2241   }

```

(End definition for `_prg_variable_get_scope:N`.)

`\g__prg_map_int` A nesting counter for mapping.

2242 `\int_new:N \g__prg_map_int`

(End definition for `\g__prg_map_int`. This variable is documented on page 43.)

`__prg_break_point:Nn` These are defined in `l3basics`, as they are needed “early”. This is just a reminder that is the case!
`__prg_map_break:Nn`

(End definition for `__prg_break_point:Nn`. This function is documented on page 43.)

`__prg_break_point:` Also done in `l3basics` as in format mode these are needed within `l3alloc`.

`__prg_break:`

`__prg_break:n` (End definition for `__prg_break_point:.` This function is documented on page 43.)

2243 `</initex | package>`

6 l3quark implementation

The following test files are used for this code: `m3quark001.lvt`.

2244 `<*initex | package>`

6.1 Quarks

2245 `<@@=quark>`

`\quark_new:N` Allocate a new quark.

2246 `\cs_new_protected:Npn \quark_new:N #1 { \tl_const:Nn #1 {#1} }`

(End definition for `\quark_new:N`. This function is documented on page 45.)

`\q_nil` 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.

`\q_mark`

`\q_no_value`

`\q_stop`

2247 `\quark_new:N \q_nil`

2248 `\quark_new:N \q_mark`

2249 `\quark_new:N \q_no_value`

2250 `\quark_new:N \q_stop`

(End definition for `\q_nil` and others. These variables are documented on page 45.)

`\q_recursion_tail` 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.

`\q_recursion_stop`

2251 `\quark_new:N \q_recursion_tail`

2252 `\quark_new:N \q_recursion_stop`

(End definition for `\q_recursion_tail` and `\q_recursion_stop`. These variables are documented on page 46.)

`\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.

```

2253 \cs_new:Npn \quark_if_recursion_tail_stop:N #1
2254 {
2255   \if_meaning:w \q_recursion_tail #1
2256   \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
2257   \fi:
2258 }
2259 \cs_new:Npn \quark_if_recursion_tail_stop_do:Nn #1
2260 {
2261   \if_meaning:w \q_recursion_tail #1
2262   \exp_after:wN \use_i_delimit_by_q_recursion_stop:nw
2263   \else:
2264   \exp_after:wN \use_none:n
2265   \fi:
2266 }
```

(End definition for `\quark_if_recursion_tail_stop:N`. This function is documented on page 46.)

`\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`.

```

2267 \cs_new:Npn \quark_if_recursion_tail_stop:n #1
2268 {
2269   \tl_if_empty:oTF
2270   { \__quark_if_recursion_tail:w {} #1 {} ?! \q_recursion_tail ??? }
2271   { \use_none_delimit_by_q_recursion_stop:w }
2272   { }
2273 }
2274 \cs_new:Npn \quark_if_recursion_tail_stop_do:nn #1
2275 {
2276   \tl_if_empty:oTF
2277   { \__quark_if_recursion_tail:w {} #1 {} ?! \q_recursion_tail ??? }
2278   { \use_i_delimit_by_q_recursion_stop:nw }
2279   { \use_none:n }
2280 }
2281 \cs_new:Npn \__quark_if_recursion_tail:w
2282 #1 \q_recursion_tail #2 ? #3 ?! { #1 #2 }
2283 \cs_generate_variant:Nn \quark_if_recursion_tail_stop:n { o }
2284 \cs_generate_variant:Nn \quark_if_recursion_tail_stop_do:nn { o }
```

(End definition for `\quark_if_recursion_tail_stop:n` and `\quark_if_recursion_tail_stop:o`. These functions are documented on page 46.)

`_quark_if_recursion_tail_break:MN`
`_quark_if_recursion_tail_break:nN`

Analog of the `\quark_if_recursion_tail_stop...` functions. Break the mapping using #2.

```

2285 \cs_new:Npn \__quark_if_recursion_tail_break:NN #1#2
2286 {
2287   \if_meaning:w \q_recursion_tail #1
2288   \exp_after:wN #2
2289   \fi:
2290 }
2291 \cs_new:Npn \__quark_if_recursion_tail_break:nN #1#2
2292 {
2293   \tl_if_empty:oTF
2294   { \__quark_if_recursion_tail:w {} #1 {} ?! \q_recursion_tail ??! }
2295   {#2}
2296   { }
2297 }

```

(End definition for `__quark_if_recursion_tail_break:NN`. This function is documented on page 47.)

`\quark_if_nil_p:N` Here we test if we found a special quark as the first argument. We better start with `\quark_if_nil:NTF` `\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.⁴

```

\quark_if_no_value_p:N
\quark_if_no_value_p:c
\quark_if_no_value:NTF
\quark_if_no_value:cTF
2298 \prg_new_conditional:Nnn \quark_if_nil:N { p, T, F, TF }
2299 {
2300   \if_meaning:w \q_nil #1
2301   \prg_return_true:
2302   \else:
2303   \prg_return_false:
2304   \fi:
2305 }
2306 \prg_new_conditional:Nnn \quark_if_no_value:N { p, T, F, TF }
2307 {
2308   \if_meaning:w \q_no_value #1
2309   \prg_return_true:
2310   \else:
2311   \prg_return_false:
2312   \fi:
2313 }
2314 \cs_generate_variant:Nn \quark_if_no_value_p:N { c }
2315 \cs_generate_variant:Nn \quark_if_no_value:NT { c }
2316 \cs_generate_variant:Nn \quark_if_no_value:NF { c }
2317 \cs_generate_variant:Nn \quark_if_no_value:NTF { c }

```

(End definition for `\quark_if_nil:NTF`. This function is documented on page 45.)

`\quark_if_nil_p:n` Let us explain `\quark_if_nil:n(TF)`. Expanding `__quark_if_nil:w` once is safe
`\quark_if_nil_p:V` thanks to the trailing `\q_nil ?!.` The result of expanding once is empty if and only
`\quark_if_nil_p:o` if both delimited arguments #1 and #2 are empty and #3 is delimited by the last to-
`\quark_if_nil:nTF` kens ?!. Thanks to the leading `{}`, the argument #1 is empty if and only if the argument
`\quark_if_nil:VTF` of `\quark_if_nil:n` starts with `\q_nil`. The argument #2 is empty if and only if this
`\quark_if_nil:oTF` `\q_nil` is followed immediately by `?` or by `{}`?, coming either from the trailing tokens in

⁴It may still loop in special circumstances however!

```

\__quark_if_nil:w
\__quark_if_no_value:w

```

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`.

```

2318 \prg_new_conditional:Nnn \quark_if_nil:n { p, T , F , TF }
2319 {
2320   \__tl_if_empty_return:o
2321   { \__quark_if_nil:w {} #1 {} ? ! \q_nil ? ? ! }
2322 }
2323 \cs_new:Npn \__quark_if_nil:w #1 \q_nil #2 ? #3 ? ! { #1 #2 }
2324 \prg_new_conditional:Nnn \quark_if_no_value:n { p, T , F , TF }
2325 {
2326   \__tl_if_empty_return:o
2327   { \__quark_if_no_value:w {} #1 {} ? ! \q_no_value ? ? ! }
2328 }
2329 \cs_new:Npn \__quark_if_no_value:w #1 \q_no_value #2 ? #3 ? ! { #1 #2 }
2330 \cs_generate_variant:Nn \quark_if_nil_p:n { V , o }
2331 \cs_generate_variant:Nn \quark_if_nil:nTF { V , o }
2332 \cs_generate_variant:Nn \quark_if_nil:nT { V , o }
2333 \cs_generate_variant:Nn \quark_if_nil:nF { V , o }

```

(End definition for `\quark_if_nil:nTF`, `\quark_if_nil:VTF`, and `\quark_if_nil:oTF`. These functions are documented on page 45.)

`\q__tl_act_mark` These private quarks are needed by `l3tl`, but that is loaded before the quark module, hence their definition is deferred.

```

\q__tl_act_stop
2334 \quark_new:N \q__tl_act_mark
2335 \quark_new:N \q__tl_act_stop

```

(End definition for `\q__tl_act_mark` and `\q__tl_act_stop`. These variables are documented on page ??.)

6.2 Scan marks

```

2336 <@@=scan>

```

`\g__scan_marks_tl` The list of all scan marks currently declared.

```

2337 \tl_new:N \g__scan_marks_tl

```

(End definition for `\g__scan_marks_tl`. This variable is documented on page ??.)

`__scan_new:N` Check whether the variable is already a scan mark, then declare it to be equal to `\scan_stop`: globally.

```

2338 \cs_new_protected:Npn \__scan_new:N #1
2339 {
2340   \tl_if_in:NnTF \g__scan_marks_tl { #1 }
2341   {
2342     \__msg_kernel_error:nnx { kernel } { scanmark-already-defined }
2343     { \token_to_str:N #1 }
2344   }

```

```

2345     {
2346       \tl_gput_right:Nn \g__scan_marks_tl {#1}
2347       \cs_new_eq:NN #1 \scan_stop:
2348     }
2349   }

```

(End definition for __scan_new:N.)

\s__stop We only declare one scan mark here, more can be defined by specific modules.

```

2350 \__scan_new:N \s__stop

```

(End definition for \s__stop. This variable is documented on page 48.)

__use_none_delimit_by_s__stop:w Similar to \use_none_delimit_by_q_stop:w.

```

2351 \cs_new:Npn \__use_none_delimit_by_s__stop:w #1 \s__stop { }

```

(End definition for __use_none_delimit_by_s__stop:w.)

\s__seq This private scan mark is needed by l3seq, but that is loaded before the quark module, hence its definition is deferred.

```

2352 \__scan_new:N \s__seq

```

(End definition for \s__seq. This variable is documented on page 117.)

6.3 Deprecated quark functions

\quark_if_recursion_tail_break:N It's not clear what breaking function we should be using here, so I'm picking one somewhat arbitrarily.

```

2353 \cs_new:Npn \quark_if_recursion_tail_break:N #1
2354 { \__quark_if_recursion_tail_break:NN #1 \prg_break: }
2355 \cs_new:Npn \quark_if_recursion_tail_break:n #1
2356 { \__quark_if_recursion_tail_break:nN {#1} \prg_break: }

```

(End definition for \quark_if_recursion_tail_break:N and \quark_if_recursion_tail_break:n. These functions are documented on page ??.)

```

2357 </initex | package>

```

7 l3token implementation

```

2358 <*initex | package>

```

```

2359 <@@=token>

```

7.1 Character tokens

\char_set_catcode:nn Category code changes.

```

\char_value_catcode:n
\char_show_value_catcode:n
2360 \cs_new_protected:Npn \char_set_catcode:nn #1#2
2361 { \tex_catcode:D #1 = \__int_eval:w #2 \__int_eval_end: }
2362 \cs_new:Npn \char_value_catcode:n #1
2363 { \tex_the:D \tex_catcode:D \__int_eval:w #1 \__int_eval_end: }
2364 \cs_new_protected:Npn \char_show_value_catcode:n #1
2365 { \int_show:n { \char_value_catcode:n {#1} } }

```

(End definition for `\char_set_catcode:nn`. This function is documented on page 51.)

```

\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

2366 \cs_new_protected:Npn \char_set_catcode_escape:N #1
2367 { \char_set_catcode:nn { '#1 } \c_zero }
2368 \cs_new_protected:Npn \char_set_catcode_group_begin:N #1
2369 { \char_set_catcode:nn { '#1 } \c_one }
2370 \cs_new_protected:Npn \char_set_catcode_group_end:N #1
2371 { \char_set_catcode:nn { '#1 } \c_two }
2372 \cs_new_protected:Npn \char_set_catcode_math_toggle:N #1
2373 { \char_set_catcode:nn { '#1 } \c_three }
2374 \cs_new_protected:Npn \char_set_catcode_alignment:N #1
2375 { \char_set_catcode:nn { '#1 } \c_four }
2376 \cs_new_protected:Npn \char_set_catcode_end_line:N #1
2377 { \char_set_catcode:nn { '#1 } \c_five }
2378 \cs_new_protected:Npn \char_set_catcode_parameter:N #1
2379 { \char_set_catcode:nn { '#1 } \c_six }
2380 \cs_new_protected:Npn \char_set_catcode_math_superscript:N #1
2381 { \char_set_catcode:nn { '#1 } \c_seven }
2382 \cs_new_protected:Npn \char_set_catcode_math_subscript:N #1
2383 { \char_set_catcode:nn { '#1 } \c_eight }
2384 \cs_new_protected:Npn \char_set_catcode_ignore:N #1
2385 { \char_set_catcode:nn { '#1 } \c_nine }
2386 \cs_new_protected:Npn \char_set_catcode_space:N #1
2387 { \char_set_catcode:nn { '#1 } \c_ten }
2388 \cs_new_protected:Npn \char_set_catcode_letter:N #1
2389 { \char_set_catcode:nn { '#1 } \c_eleven }
2390 \cs_new_protected:Npn \char_set_catcode_other:N #1
2391 { \char_set_catcode:nn { '#1 } \c_twelve }
2392 \cs_new_protected:Npn \char_set_catcode_active:N #1
2393 { \char_set_catcode:nn { '#1 } \c_thirteen }
2394 \cs_new_protected:Npn \char_set_catcode_comment:N #1
2395 { \char_set_catcode:nn { '#1 } \c_fourteen }
2396 \cs_new_protected:Npn \char_set_catcode_invalid:N #1
2397 { \char_set_catcode:nn { '#1 } \c_fifteen }

```

(End definition for `\char_set_catcode_escape:N` and others. These functions are documented on page 50.)

```

\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

2398 \cs_new_protected:Npn \char_set_catcode_escape:n #1
2399 { \char_set_catcode:nn {#1} \c_zero }
2400 \cs_new_protected:Npn \char_set_catcode_group_begin:n #1
2401 { \char_set_catcode:nn {#1} \c_one }
2402 \cs_new_protected:Npn \char_set_catcode_group_end:n #1
2403 { \char_set_catcode:nn {#1} \c_two }
2404 \cs_new_protected:Npn \char_set_catcode_math_toggle:n #1
2405 { \char_set_catcode:nn {#1} \c_three }
2406 \cs_new_protected:Npn \char_set_catcode_alignment:n #1
2407 { \char_set_catcode:nn {#1} \c_four }

```

```

2408 \cs_new_protected:Npn \char_set_catcode_end_line:n #1
2409 { \char_set_catcode:nn {#1} \c_five }
2410 \cs_new_protected:Npn \char_set_catcode_parameter:n #1
2411 { \char_set_catcode:nn {#1} \c_six }
2412 \cs_new_protected:Npn \char_set_catcode_math_superscript:n #1
2413 { \char_set_catcode:nn {#1} \c_seven }
2414 \cs_new_protected:Npn \char_set_catcode_math_subscript:n #1
2415 { \char_set_catcode:nn {#1} \c_eight }
2416 \cs_new_protected:Npn \char_set_catcode_ignore:n #1
2417 { \char_set_catcode:nn {#1} \c_nine }
2418 \cs_new_protected:Npn \char_set_catcode_space:n #1
2419 { \char_set_catcode:nn {#1} \c_ten }
2420 \cs_new_protected:Npn \char_set_catcode_letter:n #1
2421 { \char_set_catcode:nn {#1} \c_eleven }
2422 \cs_new_protected:Npn \char_set_catcode_other:n #1
2423 { \char_set_catcode:nn {#1} \c_twelve }
2424 \cs_new_protected:Npn \char_set_catcode_active:n #1
2425 { \char_set_catcode:nn {#1} \c_thirteen }
2426 \cs_new_protected:Npn \char_set_catcode_comment:n #1
2427 { \char_set_catcode:nn {#1} \c_fourteen }
2428 \cs_new_protected:Npn \char_set_catcode_invalid:n #1
2429 { \char_set_catcode:nn {#1} \c_fifteen }

```

(End definition for `\char_set_catcode_escape:n` and others. These functions are documented on page 50.)

```

\char_set_mathcode:nn Pretty repetitive, but necessary!
\char_value_mathcode:n 2430 \cs_new_protected:Npn \char_set_mathcode:nn #1#2
\char_show_value_mathcode:n 2431 { \tex_mathcode:D #1 = \__int_eval:w #2 \__int_eval_end: }
\char_set_lccode:nn 2432 \cs_new:Npn \char_value_mathcode:n #1
\char_value_lccode:n 2433 { \tex_the:D \tex_mathcode:D \__int_eval:w #1\__int_eval_end: }
\char_show_value_lccode:n 2434 \cs_new_protected:Npn \char_show_value_mathcode:n #1
\char_set_uccode:nn 2435 { \int_show:n { \char_value_mathcode:n {#1} } }
\char_value_uccode:n 2436 \cs_new_protected:Npn \char_set_lccode:nn #1#2
\char_show_value_uccode:n 2437 { \tex_lccode:D #1 = \__int_eval:w #2 \__int_eval_end: }
\char_set_sfcode:nn 2438 \cs_new:Npn \char_value_lccode:n #1
\char_value_sfcode:n 2439 { \tex_the:D \tex_lccode:D \__int_eval:w #1\__int_eval_end: }
\char_show_value_sfcode:n 2440 \cs_new_protected:Npn \char_show_value_lccode:n #1
2441 { \int_show:n { \char_value_lccode:n {#1} } }
2442 \cs_new_protected:Npn \char_set_uccode:nn #1#2
2443 { \tex_uccode:D #1 = \__int_eval:w #2 \__int_eval_end: }
2444 \cs_new:Npn \char_value_uccode:n #1
2445 { \tex_the:D \tex_uccode:D \__int_eval:w #1\__int_eval_end: }
2446 \cs_new_protected:Npn \char_show_value_uccode:n #1
2447 { \int_show:n { \char_value_uccode:n {#1} } }
2448 \cs_new_protected:Npn \char_set_sfcode:nn #1#2
2449 { \tex_sfcode:D #1 = \__int_eval:w #2 \__int_eval_end: }
2450 \cs_new:Npn \char_value_sfcode:n #1
2451 { \tex_the:D \tex_sfcode:D \__int_eval:w #1\__int_eval_end: }
2452 \cs_new_protected:Npn \char_show_value_sfcode:n #1

```

```
2453 { \int_show:n { \char_value_sfcode:n {#1} } }
```

(End definition for `\char_set_mathcode:nn`. This function is documented on page 52.)

7.2 Generic tokens

`\token_to_meaning:N` These are all defined in `l3basics`, as they are needed “early”. This is just a reminder!

`\token_to_meaning:c`

`\token_to_str:N`

`\token_to_str:c`

`\token_new:Nn`

(End definition for `\token_to_meaning:N` and `\token_to_meaning:c`. These functions are documented on page 54.)

Creates a new token.

```
2454 \cs_new_protected:Npn \token_new:Nn #1#2 { \cs_new_eq:NN #1 #2 }
```

(End definition for `\token_new:Nn`. This function is documented on page 53.)

`\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 `__chk_if_free_cs:N` check.

```
2455 \group_begin:
2456   \__chk_if_free_cs:N \c_group_begin_token
2457   \tex_global:D \tex_let:D \c_group_begin_token {
2458     \__chk_if_free_cs:N \c_group_end_token
2459     \tex_global:D \tex_let:D \c_group_end_token }
2460   \char_set_catcode_math_toggle:N \*
2461   \cs_new_eq:NN \c_math_toggle_token *
2462   \char_set_catcode_alignment:N \*
2463   \cs_new_eq:NN \c_alignment_token *
2464   \cs_new_eq:NN \c_parameter_token #
2465   \cs_new_eq:NN \c_math_superscript_token ^
2466   \char_set_catcode_math_subscript:N \*
2467   \cs_new_eq:NN \c_math_subscript_token *
2468   \__chk_if_free_cs:N \c_space_token
2469   \use:n { \tex_global:D \tex_let:D \c_space_token = ~ } ~
2470   \cs_new_eq:NN \c_catcode_letter_token a
2471   \cs_new_eq:NN \c_catcode_other_token 1
2472 \group_end:
```

(End definition for `\c_group_begin_token` and others. These functions are documented on page 53.)

`\c_catcode_active_tl` Not an implicit token!

```
2473 \group_begin:
2474   \char_set_catcode_active:N \*
2475   \tl_const:Nn \c_catcode_active_tl { \exp_not:N * }
2476 \group_end:
```

(End definition for `\c_catcode_active_tl`. This variable is documented on page 53.)

`\l_char_active_seq` Two sequences for dealing with special characters. The first is characters which may be active, and contains the active characters themselves to allow easy redefinition. The second longer list is for “special” characters more generally, and these 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`). The only complication is dealing with `_`, which requires the use of `\use:n` and `\use:nn`.

```

2477 \seq_new:N \l_char_active_seq
2478 \use:n
2479 {
2480   \group_begin:
2481   \char_set_catcode_active:N \"
2482   \char_set_catcode_active:N \$
2483   \char_set_catcode_active:N &
2484   \char_set_catcode_active:N ^
2485   \char_set_catcode_active:N _
2486   \char_set_catcode_active:N ~
2487   \use:nn
2488   {
2489     \group_end:
2490     \seq_set_split:Nnn \l_char_active_seq { }
2491   }
2492 }
2493 { { " $ & ^ _ ~ } } %$
2494 \seq_new:N \l_char_special_seq
2495 \seq_set_split:Nnn \l_char_special_seq { }
2496 { \ \ " \# \$ \% \& \\ \^ \_ \{ \} \~ }
```

(End definition for `\l_char_active_seq` and `\l_char_special_seq`. These variables are documented on page 53.)

7.3 Token conditionals

`\token_if_group_begin_p:N` Check if token is a begin group token. We use the constant `\c_group_begin_token` for this.
`\token_if_group_begin:NTF`

```

2497 \prg_new_conditional:Npnn \token_if_group_begin:N #1 { p , T , F , TF }
2498 {
2499   \if_catcode:w \exp_not:N #1 \c_group_begin_token
2500   \prg_return_true: \else: \prg_return_false: \fi:
2501 }
```

(End definition for `\token_if_group_begin:NTF`. This function is documented on page 54.)

`\token_if_group_end_p:N` Check if token is an end group token. We use the constant `\c_group_end_token` for this.
`\token_if_group_end:NTF`

```

2502 \prg_new_conditional:Npnn \token_if_group_end:N #1 { p , T , F , TF }
2503 {
2504   \if_catcode:w \exp_not:N #1 \c_group_end_token
2505   \prg_return_true: \else: \prg_return_false: \fi:
2506 }
```

(End definition for `\token_if_group_end:NTF`. This function is documented on page 54.)

`\token_if_math_toggle_p:N` Check if token is a math shift token. We use the constant `\c_math_toggle_token` for this.
`\token_if_math_toggle:NTF`

```

2507 \prg_new_conditional:Npnn \token_if_math_toggle:N #1 { p , T , F , TF }
2508 {
2509     \if_catcode:w \exp_not:N #1 \c_math_toggle_token
2510     \prg_return_true: \else: \prg_return_false: \fi:
2511 }

```

(End definition for `\token_if_math_toggle:NTF`. This function is documented on page 54.)

`\token_if_alignment_p:N` Check if token is an alignment tab token. We use the constant `\c_alignment_token` for this.
`\token_if_alignment:NTF`

```

2512 \prg_new_conditional:Npnn \token_if_alignment:N #1 { p , T , F , TF }
2513 {
2514     \if_catcode:w \exp_not:N #1 \c_alignment_token
2515     \prg_return_true: \else: \prg_return_false: \fi:
2516 }

```

(End definition for `\token_if_alignment:NTF`. This function is documented on page 54.)

`\token_if_parameter_p:N` Check if token is a parameter token. We use the constant `\c_parameter_token` for this.
`\token_if_parameter:NTF` 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 will remain after the group.

```

2517 \group_begin:
2518 \cs_set_eq:NN \c_parameter_token \scan_stop:
2519 \prg_new_conditional:Npnn \token_if_parameter:N #1 { p , T , F , TF }
2520 {
2521     \if_catcode:w \exp_not:N #1 \c_parameter_token
2522     \prg_return_true: \else: \prg_return_false: \fi:
2523 }
2524 \group_end:

```

(End definition for `\token_if_parameter:NTF`. This function is documented on page 55.)

`\token_if_math_superscript_p:N` Check if token is a math superscript token. We use the constant `\c_math_superscript_token` for this.
`\token_if_math_superscript:NTF`

```

2525 \prg_new_conditional:Npnn \token_if_math_superscript:N #1
2526 { p , T , F , TF }
2527 {
2528     \if_catcode:w \exp_not:N #1 \c_math_superscript_token
2529     \prg_return_true: \else: \prg_return_false: \fi:
2530 }

```

(End definition for `\token_if_math_superscript:NTF`. This function is documented on page 55.)

`\token_if_math_subscript_p:N` Check if token is a math subscript token. We use the constant `\c_math_subscript_token` for this.
`\token_if_math_subscript:NTF`

```

2531 \prg_new_conditional:Npnn \token_if_math_subscript:N #1 { p , T , F , TF }
2532 {

```

```

2533     \if_catcode:w \exp_not:N #1 \c_math_subscript_token
2534     \prg_return_true: \else: \prg_return_false: \fi:
2535 }

```

(End definition for `\token_if_math_subscript:NTF`. This function is documented on page 55.)

`\token_if_space_p:N` Check if token is a space token. We use the constant `\c_space_token` for this.

```

\token_if_space:NTF
2536 \prg_new_conditional:Npnn \token_if_space:N #1 { p , T , F , TF }
2537 {
2538     \if_catcode:w \exp_not:N #1 \c_space_token
2539     \prg_return_true: \else: \prg_return_false: \fi:
2540 }

```

(End definition for `\token_if_space:NTF`. This function is documented on page 55.)

`\token_if_letter_p:N` Check if token is a letter token. We use the constant `\c_catcode_letter_token` for this.

```

\token_if_letter:NTF
2541 \prg_new_conditional:Npnn \token_if_letter:N #1 { p , T , F , TF }
2542 {
2543     \if_catcode:w \exp_not:N #1 \c_catcode_letter_token
2544     \prg_return_true: \else: \prg_return_false: \fi:
2545 }

```

(End definition for `\token_if_letter:NTF`. This function is documented on page 55.)

`\token_if_other_p:N` Check if token is an other char token. We use the constant `\c_catcode_other_token` for this.

```

2546 \prg_new_conditional:Npnn \token_if_other:N #1 { p , T , F , TF }
2547 {
2548     \if_catcode:w \exp_not:N #1 \c_catcode_other_token
2549     \prg_return_true: \else: \prg_return_false: \fi:
2550 }

```

(End definition for `\token_if_other:NTF`. This function is documented on page 55.)

`\token_if_active_p:N` 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.

```

2551 \prg_new_conditional:Npnn \token_if_active:N #1 { p , T , F , TF }
2552 {
2553     \if_catcode:w \exp_not:N #1 \c_catcode_active_tl
2554     \prg_return_true: \else: \prg_return_false: \fi:
2555 }

```

(End definition for `\token_if_active:NTF`. This function is documented on page 55.)

`\token_if_eq_meaning_p:NN` Check if the tokens #1 and #2 have same meaning.

```

\token_if_eq_meaning:NNTF
2556 \prg_new_conditional:Npnn \token_if_eq_meaning:NN #1#2 { p , T , F , TF }
2557 {
2558     \if_meaning:w #1 #2
2559     \prg_return_true: \else: \prg_return_false: \fi:
2560 }

```

(End definition for `\token_if_eq_meaning:NNTF`. This function is documented on page 56.)

```
\token_if_eq_catcode_p:NN Check if the tokens #1 and #2 have same category code.
\token_if_eq_catcode:NNTF 2561 \prg_new_conditional:Npnn \token_if_eq_catcode:NN #1#2 { p , T , F , TF }
                           2562 {
                           2563   \if_catcode:w \exp_not:N #1 \exp_not:N #2
                           2564     \prg_return_true: \else: \prg_return_false: \fi:
                           2565   }
```

(End definition for `\token_if_eq_catcode:NNTF`. This function is documented on page 55.)

```
\token_if_eq_charcode_p:NN Check if the tokens #1 and #2 have same character code.
\token_if_eq_charcode:NNTF 2566 \prg_new_conditional:Npnn \token_if_eq_charcode:NN #1#2 { p , T , F , TF }
                           2567 {
                           2568   \if_charcode:w \exp_not:N #1 \exp_not:N #2
                           2569     \prg_return_true: \else: \prg_return_false: \fi:
                           2570   }
```

(End definition for `\token_if_eq_charcode:NNTF`. This function is documented on page 55.)

```
\token_if_macro_p:N When a token is a macro, \token_to_meaning:N will always output something like
\token_if_macro:NNTF \long macro:#1->#1 so we could naively check to see if the meaning contains ->.
\_token_if_macro_p:w 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 L^AT_EX3) 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), and we achieve using the standard lowercasing technique.

```
2571 \group_begin:
2572 \char_set_catcode_other:N \M
2573 \char_set_catcode_other:N \A
2574 \char_set_lccode:nn { '\; } { '\: }
2575 \char_set_lccode:nn { '\T } { '\T }
2576 \char_set_lccode:nn { '\F } { '\F }
2577 \tl_to_lowercase:n
2578 {
2579   \group_end:
2580   \prg_new_conditional:Npnn \token_if_macro:N #1 { p , T , F , TF }
2581   {
2582     \exp_after:wN \_token_if_macro_p:w
2583     \token_to_meaning:N #1 MA; \q_stop
2584   }
```

```

2585 \cs_new:Npn \__token_if_macro_p:w #1 MA #2 ; #3 \q_stop
2586 {
2587   \if_int_compare:w \__str_if_eq_x:nn { #2 } { cro } = \c_zero
2588   \prg_return_true:
2589   \else:
2590     \prg_return_false:
2591   \fi:
2592 }
2593 }

```

(End definition for `\token_if_macro:NTF`. This function is documented on page 56.)

`\token_if_cs_p:N` Check if token has same catcode as a control sequence. This follows the same pattern as
`\token_if_cs:NTF` for `\token_if_letter:N` etc. We use `\scan_stop:` for this.

```

2594 \prg_new_conditional:Npnn \token_if_cs:N #1 { p , T , F , TF }
2595 {
2596   \if_catcode:w \exp_not:N #1 \scan_stop:
2597   \prg_return_true: \else: \prg_return_false: \fi:
2598 }

```

(End definition for `\token_if_cs:NTF`. This function is documented on page 56.)

`\token_if_expandable_p:N` Check if token is expandable. We use the fact that T_EX will temporarily convert `\exp_not:N`
`\token_if_expandable:NTF` `\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 T_EX's conditional apparatus).

```

2599 \prg_new_conditional:Npnn \token_if_expandable:N #1 { p , T , F , TF }
2600 {
2601   \exp_after:wN \if_meaning:w \exp_not:N #1 #1
2602   \prg_return_false:
2603   \else:
2604     \if_cs_exist:N #1
2605     \prg_return_true:
2606     \else:
2607       \prg_return_false:
2608     \fi:
2609   \fi:
2610 }

```

(End definition for `\token_if_expandable:NTF`. This function is documented on page 56.)

`\token_if_chardef_p:N` Most of these functions have to check the meaning of the token in question so we need to
`\token_if_mathchardef_p:N` do some checkups on which characters are output by `\token_to_meaning:N`. As usual,
`\token_if_dim_register_p:N` these characters have catcode 12 so we must do some serious substitutions in the code
`\token_if_int_register_p:N` below...

```

2611 \group_begin:
2612 \char_set_lccode:nn { 'T } { 'T }
2613 \char_set_lccode:nn { 'F } { 'F }
2614 \char_set_lccode:nn { 'X } { 'n }
2615 \char_set_lccode:nn { 'Y } { 't }

```

```

\token_if_chardef:N
\token_if_mathchardef:N
\token_if_dim_register:N
\token_if_int_register:N
\token_if_muskip_register:N
\token_if_skip_register:N
\token_if_toks_register:N
\token_if_long_macro:N
\token_if_protected_macro:N
\token_if_protected_long_macro:N
\token_if_chardef:N
\token_if_mathchardef:N
\token_if_dim_register:N
\token_if_int_register:N
\token_if_muskip_register:N
\token_if_skip_register:N
\token_if_toks_register:N
\token_if_long_macro:N
\token_if_protected_macro:N

```

```

2616 \char_set_lccode:nn { 'Z } { 'd }
2617 \tl_map_inline:nn { A C E G H I K L M O P R S U X Y Z R " }
2618 { \char_set_catcode:nn { '#1 } \c_twelve }

```

We convert the token list to lower case and restore the catcode and lowercase code changes.

```

2619 \tl_to_lowercase:n
2620 {
2621   \group_end:

```

First up is checking if something has been defined with `\chardef` or `\mathchardef`. This is easy since \TeX thinks of such tokens as hexadecimal so it stores them as `\char"<hex number>` or `\mathchar"<hex number>`. Grab until the first occurrence of `char"`, and compare what precedes with `\` or `\math`. In fact, the escape character may not be a backslash, so we compare with the result of converting some other control sequence to a string, namely `\char` or `\mathchar` (the auxiliary adds the `char` back).

```

2622 \prg_new_conditional:Npnn \token_if_chardef:N #1 { p , T , F , TF }
2623 {
2624   \__str_if_eq_x_return:nn
2625   {
2626     \exp_after:wN \__token_if_chardef:w
2627     \token_to_meaning:N #1 CHAR" \q_stop
2628   }
2629   { \token_to_str:N \char }
2630 }
2631 \prg_new_conditional:Npnn \token_if_mathchardef:N #1 { p , T , F , TF }
2632 {
2633   \__str_if_eq_x_return:nn
2634   {
2635     \exp_after:wN \__token_if_chardef:w
2636     \token_to_meaning:N #1 CHAR" \q_stop
2637   }
2638   { \token_to_str:N \mathchar }
2639 }
2640 \cs_new:Npn \__token_if_chardef:w #1 CHAR" #2 \q_stop { #1 CHAR }

```

Dim registers are a bit more difficult since their `\meaning` has the form `\dimen<number>`, and we must take care of the two primitives `\dimen` and `\dimendef`.

```

2641 \prg_new_conditional:Npnn \token_if_dim_register:N #1 { p , T , F , TF }
2642 {
2643   \if_meaning:w \tex_dimen:D #1
2644   \prg_return_false:
2645   \else:
2646     \if_meaning:w \tex_dimendef:D #1
2647     \prg_return_false:
2648     \else:
2649       \__str_if_eq_x_return:nn
2650       {
2651         \exp_after:wN \__token_if_dim_register:w
2652         \token_to_meaning:N #1 ZIMEX \q_stop

```

```

2653     }
2654     { \token_to_str:N \ }
2655     \fi:
2656   \fi:
2657 }
2658 \cs_new:Npn \__token_if_dim_register:w #1 ZIMEX #2 \q_stop { #1 ~ }

```

Integer registers are one step harder since constants are implemented differently from variables, and we also have to take care of the primitives `\count` and `\countdef`.

```

2659 \prg_new_conditional:Npnn \token_if_int_register:N #1 { p , T , F , TF }
2660 {
2661   % \token_if_chardef:NTF #1 { \prg_return_true: }
2662   % {
2663   %   \token_if_mathchardef:NTF #1 { \prg_return_true: }
2664   %   {
2665   \if_meaning:w \tex_count:D #1
2666   \prg_return_false:
2667   \else:
2668   \if_meaning:w \tex_countdef:D #1
2669   \prg_return_false:
2670   \else:
2671   \__str_if_eq_x_return:nn
2672   {
2673     \exp_after:wN \__token_if_int_register:w
2674     \token_to_meaning:N #1 COUXY \q_stop
2675   }
2676   { \token_to_str:N \ }
2677   \fi:
2678   \fi:
2679   % }
2680   % }
2681 }
2682 \cs_new:Npn \__token_if_int_register:w #1 COUXY #2 \q_stop { #1 ~ }

```

Muskip registers are done the same way as the dimension registers.

```

2683 \prg_new_conditional:Npnn \token_if_muskip_register:N #1
2684 { p , T , F , TF }
2685 {
2686   \if_meaning:w \tex_muskip:D #1
2687   \prg_return_false:
2688   \else:
2689   \if_meaning:w \tex_muskipdef:D #1
2690   \prg_return_false:
2691   \else:
2692   \__str_if_eq_x_return:nn
2693   {
2694     \exp_after:wN \__token_if_muskip_register:w
2695     \token_to_meaning:N #1 MUSKIP \q_stop
2696   }
2697   { \token_to_str:N \ }

```

```

2698         \fi:
2699     \fi:
2700 }
2701 \cs_new:Npn \__token_if_muskip_register:w #1 MUSKIP #2 \q_stop { #1 ~ }

```

Skip registers.

```

2702 \prg_new_conditional:Npnn \token_if_skip_register:N #1
2703 { p , T , F , TF }
2704 {
2705     \if_meaning:w \tex_skip:D #1
2706     \prg_return_false:
2707 \else:
2708     \if_meaning:w \tex_skipdef:D #1
2709     \prg_return_false:
2710 \else:
2711     \__str_if_eq_x_return:nn
2712     {
2713         \exp_after:wN \__token_if_skip_register:w
2714         \token_to_meaning:N #1 SKIP \q_stop
2715     }
2716     { \token_to_str:N \ }
2717     \fi:
2718 \fi:
2719 }
2720 \cs_new:Npn \__token_if_skip_register:w #1 SKIP #2 \q_stop { #1 ~ }

```

Toks registers.

```

2721 \prg_new_conditional:Npnn \token_if_toks_register:N #1
2722 { p , T , F , TF }
2723 {
2724     \if_meaning:w \tex_toks:D #1
2725     \prg_return_false:
2726 \else:
2727     \if_meaning:w \tex_toksdef:D #1
2728     \prg_return_false:
2729 \else:
2730     \__str_if_eq_x_return:nn
2731     {
2732         \exp_after:wN \__token_if_toks_register:w
2733         \token_to_meaning:N #1 YOKS \q_stop
2734     }
2735     { \token_to_str:N \ }
2736     \fi:
2737 \fi:
2738 }
2739 \cs_new:Npn \__token_if_toks_register:w #1 YOKS #2 \q_stop { #1 ~ }

```

Protected macros.

```

2740 \prg_new_conditional:Npnn \token_if_protected_macro:N #1
2741 { p , T , F , TF }
2742 {

```

```

2743     \__str_if_eq_x_return:nn
2744     {
2745         \exp_after:wN \__token_if_protected_macro:w
2746         \token_to_meaning:N #1 PROYECYEZ~MACRO \q_stop
2747     }
2748     { \token_to_str:N \ }
2749 }
2750 \cs_new:Npn \__token_if_protected_macro:w
2751 #1 PROYECYEZ~MACRO #2 \q_stop { #1 ~ }

```

Long macros and protected long macros share an auxiliary.

```

2752 \prg_new_conditional:Npnn \token_if_long_macro:N #1 { p , T , F , TF }
2753 {
2754     \__str_if_eq_x_return:nn
2755     {
2756         \exp_after:wN \__token_if_long_macro:w
2757         \token_to_meaning:N #1 LOXG~MACRO \q_stop
2758     }
2759     { \token_to_str:N \ }
2760 }
2761 \prg_new_conditional:Npnn \token_if_protected_long_macro:N #1
2762 { p , T , F , TF }
2763 {
2764     \__str_if_eq_x_return:nn
2765     {
2766         \exp_after:wN \__token_if_long_macro:w
2767         \token_to_meaning:N #1 LOXG~MACRO \q_stop
2768     }
2769     { \token_to_str:N \protected \token_to_str:N \ }
2770 }
2771 \cs_new:Npn \__token_if_long_macro:w #1 LOXG~MACRO #2 \q_stop { #1 ~ }

```

Finally the `\tl_to_lowercase:n` ends!

```

2772 }

```

(End definition for `\token_if_chardef:NTF` and others. These functions are documented on page 56.)

```

\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 inexistent 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 $\langle letters \rangle : \langle user material \rangle$. 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.

```

2773 \tex_chardef:D \c_token_A_int = 'A ~ %
2774 \group_begin:
2775 \char_set_catcode_other:N \;
2776 \char_set_lccode:nn { '\; } { '\: }
2777 \char_set_lccode:nn { '\T } { '\T }
2778 \char_set_lccode:nn { '\F } { '\F }
2779 \tl_to_lowercase:n {
2780   \group_end:
2781   \prg_new_conditional:Npnn \token_if_primitive:N #1 { p , T , F , TF }
2782   {
2783     \token_if_macro:NTF #1
2784     \prg_return_false:
2785     {
2786       \exp_after:wN \__token_if_primitive:NNw
2787       \token_to_meaning:N #1 ; ; ; \q_stop #1
2788     }
2789   }
2790   \cs_new:Npn \__token_if_primitive:NNw #1#2 #3 ; #4 \q_stop
2791   {
2792     \tl_if_empty:oTF { \__token_if_primitive_space:w #3 ~ }
2793     { \__token_if_primitive_loop:N #3 ; \q_stop }
2794     { \__token_if_primitive_nullfont:N }
2795   }
2796 }
2797 \cs_new:Npn \__token_if_primitive_space:w #1 ~ { }
2798 \cs_new:Npn \__token_if_primitive_nullfont:N #1
2799 {
2800   \if_meaning:w \tex_nullfont:D #1
2801   \prg_return_true:
2802   \else:
2803     \prg_return_false:
2804   \fi:
2805 }
2806 \cs_new:Npn \__token_if_primitive_loop:N #1
2807 {
2808   \if_int_compare:w '#1 < \c_token_A_int %

```

```

2809     \exp_after:wN \__token_if_primitive:Nw
2810     \exp_after:wN #1
2811   \else:
2812     \exp_after:wN \__token_if_primitive_loop:N
2813   \fi:
2814 }
2815 \cs_new:Npn \__token_if_primitive:Nw #1 #2 \q_stop
2816 {
2817   \if:w : #1
2818     \exp_after:wN \__token_if_primitive_undefined:N
2819   \else:
2820     \prg_return_false:
2821     \exp_after:wN \use_none:n
2822   \fi:
2823 }
2824 \cs_new:Npn \__token_if_primitive_undefined:N #1
2825 {
2826   \if_cs_exist:N #1
2827     \prg_return_true:
2828   \else:
2829     \prg_return_false:
2830   \fi:
2831 }

```

(End definition for `\token_if_primitive:NTF`. This function is documented on page 57.)

7.4 Peeking ahead at the next token

2832 `<@@=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` Storage tokens which are publicly documented: the token peeked.

`\g_peek_token` 2833 `\cs_new_eq:NN \l_peek_token ?`
 2834 `\cs_new_eq:NN \g_peek_token ?`

(End definition for `\l_peek_token`. This variable is documented on page 58.)

`\l__peek_search_token` The token to search for as an implicit token: cf. `\l__peek_search_tl`.

2835 `\cs_new_eq:NN \l__peek_search_token ?`

(End definition for `\l__peek_search_token`. This variable is documented on page ??.)

`\l__peek_search_tl` The token to search for as an explicit token: *cf.* `\l__peek_search_token`.

```
2836 \tl_new:N \l__peek_search_tl
```

(End definition for `\l__peek_search_tl`. This variable is documented on page ??.)

`__peek_true:w` Functions used by the branching and space-stripping code.

```
\__peek_true_aux:w 2837 \cs_new_nopar:Npn \__peek_true:w { }
\__peek_false:w     2838 \cs_new_nopar:Npn \__peek_true_aux:w { }
\__peek_tmp:w       2839 \cs_new_nopar:Npn \__peek_false:w { }
                    2840 \cs_new:Npn \__peek_tmp:w { }
```

(End definition for `__peek_true:w` and others.)

`\peek_after:Nw` Simple wrappers for `\futurelet`: no arguments absorbed here.

```
\peek_gafter:Nw 2841 \cs_new_protected_nopar:Npn \peek_after:Nw
                2842 { \tex_futurelet:D \l__peek_token }
                2843 \cs_new_protected_nopar:Npn \peek_gafter:Nw
                2844 { \tex_global:D \tex_futurelet:D \g_peek_token }
```

(End definition for `\peek_after:Nw`. This function is documented on page 58.)

`__peek_true_remove:w` A function to remove the next token and then regain control.

```
2845 \cs_new_protected:Npn \__peek_true_remove:w
2846 {
2847   \group_align_safe_end:
2848   \tex_afterassignment:D \__peek_true_aux:w
2849   \cs_set_eq:NN \__peek_tmp:w
2850 }
```

(End definition for `__peek_true_remove:w`.)

`__peek_token_generic:NNTF` The generic function stores 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.

```
2851 \cs_new_protected:Npn \__peek_token_generic:NNTF #1#2#3#4
2852 {
2853   \cs_set_eq:NN \l__peek_search_token #2
2854   \tl_set:Nn \l__peek_search_tl {#2}
2855   \cs_set_nopar:Npx \__peek_true:w
2856   {
2857     \exp_not:N \group_align_safe_end:
2858     \exp_not:n {#3}
2859   }
2860   \cs_set_nopar:Npx \__peek_false:w
2861   {
2862     \exp_not:N \group_align_safe_end:
2863     \exp_not:n {#4}
2864   }
2865   \group_align_safe_begin:
2866   \peek_after:Nw #1
```

```

2867 }
2868 \cs_new_protected:Npn \__peek_token_generic:NNT #1#2#3
2869 { \__peek_token_generic:NNTF #1 #2 {#3} { } }
2870 \cs_new_protected:Npn \__peek_token_generic:NNF #1#2#3
2871 { \__peek_token_generic:NNTF #1 #2 { } {#3} }

```

(End definition for __peek_token_generic:NNTF. This function is documented on page ??.)

__peek_token_remove_generic:NNTF For token removal there needs to be a call to the auxiliary function which does the work.

```

2872 \cs_new_protected:Npn \__peek_token_remove_generic:NNTF #1#2#3#4
2873 {
2874   \cs_set_eq:NN \l__peek_search_token #2
2875   \tl_set:Nn \l__peek_search_tl {#2}
2876   \cs_set_eq:NN \__peek_true:w \__peek_true_remove:w
2877   \cs_set_nopar:Npx \__peek_true_aux:w { \exp_not:n {#3} }
2878   \cs_set_nopar:Npx \__peek_false:w
2879   {
2880     \exp_not:N \group_align_safe_end:
2881     \exp_not:n {#4}
2882   }
2883   \group_align_safe_begin:
2884   \peek_after:Nw #1
2885 }
2886 \cs_new_protected:Npn \__peek_token_remove_generic:NNT #1#2#3
2887 { \__peek_token_remove_generic:NNTF #1 #2 {#3} { } }
2888 \cs_new_protected:Npn \__peek_token_remove_generic:NNF #1#2#3
2889 { \__peek_token_remove_generic:NNTF #1 #2 { } {#3} }

```

(End definition for __peek_token_remove_generic:NNTF. This function is documented on page ??.)

__peek_execute_branches_meaning: The meaning test is straight forward.

```

2890 \cs_new_nopar:Npn \__peek_execute_branches_meaning:
2891 {
2892   \if_meaning:w \l__peek_token \l__peek_search_token
2893   \exp_after:wN \__peek_true:w
2894   \else:
2895     \exp_after:wN \__peek_false:w
2896   \fi:
2897 }

```

(End definition for __peek_execute_branches_meaning:. This function is documented on page ??.)

__peek_execute_branches_catcode: The catcode and charcode tests are very similar, and in order to use the same auxiliaries
 __peek_execute_branches_charcode: we do something a little bit odd, firing \if_catcode:w and \if_charcode:w before
 __peek_execute_branches_catcode_aux: finding the operands for those tests, which will only be given in the auxii:N and auxiii:
 __peek_execute_branches_catcode_auxii:N auxiliaries. For our purposes, three kinds of tokens may follow the peeking function:
 __peek_execute_branches_catcode_auxiii:

- 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 T_EX'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-L^AT_EX3 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.

```

2898 \cs_new_nopar:Npn \__peek_execute_branches_catcode:
2899 { \if_catcode:w \__peek_execute_branches_catcode_aux: }
2900 \cs_new_nopar:Npn \__peek_execute_branches_charcode:
2901 { \if_charcode:w \__peek_execute_branches_catcode_aux: }
2902 \cs_new_nopar:Npn \__peek_execute_branches_catcode_aux:
2903 {
2904     \if_catcode:w \exp_not:N \l_peek_token \scan_stop:
2905         \exp_after:wN \exp_after:wN
2906         \exp_after:wN \__peek_execute_branches_catcode_auxii:N
2907         \exp_after:wN \exp_not:N
2908     \else:
2909         \exp_after:wN \__peek_execute_branches_catcode_auxiii:
2910     \fi:
2911 }
2912 \cs_new:Npn \__peek_execute_branches_catcode_auxii:N #1
2913 {
2914     \exp_not:N #1
2915     \exp_after:wN \exp_not:N \l__peek_search_tl
2916     \exp_after:wN \__peek_true:w
2917 \else:
2918     \exp_after:wN \__peek_false:w
2919 \fi:
2920 #1
2921 }
2922 \cs_new_nopar:Npn \__peek_execute_branches_catcode_auxiii:
2923 {
2924     \exp_not:N \l_peek_token
2925     \exp_after:wN \exp_not:N \l__peek_search_tl
2926     \exp_after:wN \__peek_true:w
2927 \else:
2928     \exp_after:wN \__peek_false:w
2929 \fi:
2930 }

```

(End definition for `__peek_execute_branches_catcode:` and `__peek_execute_branches_charcode:`. These functions are documented on page ??.)

`_peek_ignore_spaces_execute_branches:` This function removes one space token at a time, and calls `_peek_execute_branches:` when encountering the first non-space token. We directly use the primitive meaning test rather than `\token_if_eq_meaning:NNTF` because `\l_peek_token` may be an outer macro (coming from non-L^AT_EX3 packages). Spaces are removed using a side-effect of f-expansion: `\tex_romannumeral:D -‘0` removes one space.

```

2931 \cs_new_protected_nopar:Npn \_peek_ignore_spaces_execute_branches:
2932 {
2933   \if_meaning:w \l_peek_token \c_space_token
2934     \exp_after:wN \peek_after:Nw
2935     \exp_after:wN \_peek_ignore_spaces_execute_branches:
2936     \tex_romannumeral:D -‘0
2937   \else:
2938     \exp_after:wN \_peek_execute_branches:
2939   \fi:
2940 }

```

(End definition for `_peek_ignore_spaces_execute_branches:`. This function is documented on page ??.)

`_peek_def:nnnn` The public functions themselves cannot be defined using `\prg_new_conditional:Npnn` and so a couple of auxiliary functions are used. As a result, everything is done inside a group. As a result things are a bit complicated.

`_peek_def:nnnnn`

```

2941 \group_begin:
2942 \cs_set:Npn \_peek_def:nnnn #1#2#3#4
2943 {
2944   \_peek_def:nnnnn {#1} {#2} {#3} {#4} { TF }
2945   \_peek_def:nnnnn {#1} {#2} {#3} {#4} { T }
2946   \_peek_def:nnnnn {#1} {#2} {#3} {#4} { F }
2947 }
2948 \cs_set:Npn \_peek_def:nnnnn #1#2#3#4#5
2949 {
2950   \cs_new_protected_nopar:cpx { #1 #5 }
2951   {
2952     \tl_if_empty:nF {#2}
2953       { \exp_not:n { \cs_set_eq:NN \_peek_execute_branches: #2 } }
2954     \exp_not:c { #3 #5 }
2955     \exp_not:n {#4}
2956   }
2957 }

```

(End definition for `_peek_def:nnnnn`.)

`\peek_catcode:NTF` With everything in place the definitions can take place. First for category codes.

`\peek_catcode_ignore_spaces:NTF`

`\peek_catcode_remove:NTF`

`\peek_catcode_remove_ignore_spaces:NTF`

```

2958 \_peek_def:nnnn { peek_catcode:N }
2959 { }
2960 { \_peek_token_generic:NN }
2961 { \_peek_execute_branches_catcode: }
2962 \_peek_def:nnnn { peek_catcode_ignore_spaces:N }
2963 { \_peek_execute_branches_catcode: }
2964 { \_peek_token_generic:NN }

```

```

2965     { \__peek_ignore_spaces_execute_branches: }
2966 \__peek_def:nnnn { peek_catcode_remove:N }
2967     { }
2968     { __peek_token_remove_generic:NN }
2969     { \__peek_execute_branches_catcode: }
2970 \__peek_def:nnnn { peek_catcode_remove_ignore_spaces:N }
2971     { \__peek_execute_branches_catcode: }
2972     { __peek_token_remove_generic:NN }
2973     { \__peek_ignore_spaces_execute_branches: }

```

(End definition for \peek_catcode:NTF and others. These functions are documented on page 58.)

\peek_charcode:NTF Then for character codes.

```

\peek_charcode_ignore_spaces:NTF 2974 \__peek_def:nnnn { peek_charcode:N }
\peek_charcode_remove:NTF        2975     { }
\peek_charcode_remove_ignore_spaces:NTF 2976     { __peek_token_remove_generic:NN }
2977     { \__peek_execute_branches_charcode: }
2978 \__peek_def:nnnn { peek_charcode_ignore_spaces:N }
2979     { \__peek_execute_branches_charcode: }
2980     { __peek_token_remove_generic:NN }
2981     { \__peek_ignore_spaces_execute_branches: }
2982 \__peek_def:nnnn { peek_charcode_remove:N }
2983     { }
2984     { __peek_token_remove_generic:NN }
2985     { \__peek_execute_branches_charcode: }
2986 \__peek_def:nnnn { peek_charcode_remove_ignore_spaces:N }
2987     { \__peek_execute_branches_charcode: }
2988     { __peek_token_remove_generic:NN }
2989     { \__peek_ignore_spaces_execute_branches: }

```

(End definition for \peek_charcode:NTF and others. These functions are documented on page 59.)

\peek_meaning:NTF Finally for meaning, with the group closed to remove the temporary definition functions.

```

\peek_meaning_ignore_spaces:NTF 2990 \__peek_def:nnnn { peek_meaning:N }
\peek_meaning_remove:NTF        2991     { }
\peek_meaning_remove_ignore_spaces:NTF 2992     { __peek_token_remove_generic:NN }
2993     { \__peek_execute_branches_meaning: }
2994 \__peek_def:nnnn { peek_meaning_ignore_spaces:N }
2995     { \__peek_execute_branches_meaning: }
2996     { __peek_token_remove_generic:NN }
2997     { \__peek_ignore_spaces_execute_branches: }
2998 \__peek_def:nnnn { peek_meaning_remove:N }
2999     { }
3000     { __peek_token_remove_generic:NN }
3001     { \__peek_execute_branches_meaning: }
3002 \__peek_def:nnnn { peek_meaning_remove_ignore_spaces:N }
3003     { \__peek_execute_branches_meaning: }
3004     { __peek_token_remove_generic:NN }
3005     { \__peek_ignore_spaces_execute_branches: }
3006 \group_end:

```

(End definition for \peek_meaning:NTF and others. These functions are documented on page 60.)

7.5 Decomposing a macro definition

`\token_get_prefix_spec:N` 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.

```

3007 \exp_args:Nno \use:nn
3008 { \cs_new:Npn \__peek_get_prefix_arg_replacement:wN #1 }
3009 { \tl_to_str:n { macro : } #2 -> #3 \q_stop #4 }
3010 { #4 {#1} {#2} {#3} }
3011 \cs_new:Npn \token_get_prefix_spec:N #1
3012 {
3013   \token_if_macro:NTF #1
3014   {
3015     \exp_after:wN \__peek_get_prefix_arg_replacement:wN
3016     \token_to_meaning:N #1 \q_stop \use_i:nnn
3017   }
3018   { \scan_stop: }
3019 }
3020 \cs_new:Npn \token_get_arg_spec:N #1
3021 {
3022   \token_if_macro:NTF #1
3023   {
3024     \exp_after:wN \__peek_get_prefix_arg_replacement:wN
3025     \token_to_meaning:N #1 \q_stop \use_ii:nnn
3026   }
3027   { \scan_stop: }
3028 }
3029 \cs_new:Npn \token_get_replacement_spec:N #1
3030 {
3031   \token_if_macro:NTF #1
3032   {
3033     \exp_after:wN \__peek_get_prefix_arg_replacement:wN
3034     \token_to_meaning:N #1 \q_stop \use_iii:nnn
3035   }
3036   { \scan_stop: }
3037 }

```

(End definition for `\token_get_prefix_spec:N`. This function is documented on page 61.)

```

3038 </initex | package>

```

8 l3int implementation

```

3039 <*initex | package>

```

```

3040 <@@=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 73.)

`__int_to_roman:w` Done in l3basics.

`\if_int_compare:w` (End definition for `__int_to_roman:w`. This function is documented on page 74.)

`\or:` Done in l3basics.

(End definition for `\or:`. This function is documented on page 74.)

`__int_value:w` Here are the remaining primitives for number comparisons and expressions.

```
3041 \cs_new_eq:NN \__int_value:w \tex_number:D
3042 \cs_new_eq:NN \__int_eval:w \etex_numexpr:D
3043 \cs_new_eq:NN \__int_eval_end: \tex_relax:D
3044 \cs_new_eq:NN \if_int_odd:w \tex_ifodd:D
3045 \cs_new_eq:NN \if_case:w \tex_ifcase:D
```

(End definition for `__int_value:w`. This function is documented on page 75.)

8.1 Integer expressions

`\int_eval:n` Wrapper for `__int_eval:w`. Can be used in an integer expression or directly in the input stream. In format mode, there is already a definition in l3alloc for bootstrapping, which is therefore corrected to the “real” version here.

```
3046 <*initex>
3047 \cs_set:Npn \int_eval:n #1
3048 { \__int_value:w \__int_eval:w #1 \__int_eval_end: }
3049 </initex>
3050 <*package>
3051 \cs_new:Npn \int_eval:n #1
3052 { \__int_value:w \__int_eval:w #1 \__int_eval_end: }
3053 </package>
```

(End definition for `\int_eval:n`. This function is documented on page 62.)

`\int_abs:n` 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.

```
\__int_abs:N
3054 \cs_new:Npn \int_abs:n #1
3055 {
3056   \__int_value:w \exp_after:wN \__int_abs:N
3057   \int_use:N \__int_eval:w #1 \__int_eval_end:
3058   \exp_stop_f:
3059 }
3060 \cs_new:Npn \__int_abs:N #1
3061 { \if_meaning:w - #1 \else: \exp_after:wN #1 \fi: }
3062 \cs_set:Npn \int_max:nn #1#2
3063 {
3064   \__int_value:w \exp_after:wN \__int_maxmin:wwN
```

```

3065     \int_use:N \__int_eval:w #1 \exp_after:wN ;
3066     \int_use:N \__int_eval:w #2 ;
3067     >
3068     \exp_stop_f:
3069   }
3070   \cs_set:Npn \int_min:nn #1#2
3071   {
3072     \__int_value:w \exp_after:wN \__int_maxmin:wwN
3073     \int_use:N \__int_eval:w #1 \exp_after:wN ;
3074     \int_use:N \__int_eval:w #2 ;
3075     <
3076     \exp_stop_f:
3077   }
3078   \cs_new:Npn \__int_maxmin:wwN #1 ; #2 ; #3
3079   {
3080     \if_int_compare:w #1 #3 #2 ~
3081       #1
3082     \else:
3083       #2
3084     \fi:
3085   }

```

(End definition for `\int_abs:n`. This function is documented on page 62.)

`\int_div_truncate:nn` 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 $(|\#3\#4| - 1)/2$, 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.

```

3086   \cs_new:Npn \int_div_truncate:nn #1#2
3087   {
3088     \int_use:N \__int_eval:w
3089     \exp_after:wN \__int_div_truncate:NwNw
3090     \int_use:N \__int_eval:w #1 \exp_after:wN ;
3091     \int_use:N \__int_eval:w #2 ;
3092     \__int_eval_end:
3093   }
3094   \cs_new:Npn \__int_div_truncate:NwNw #1#2; #3#4;
3095   {
3096     \if_meaning:w 0 #1
3097       \c_zero
3098     \else:
3099       (
3100         #1#2
3101       \if_meaning:w - #1 + \else: - \fi:

```

```

3102      ( \if_meaning:w - #3 - \fi: #3#4 - \c_one ) / \c_two
3103    )
3104    \fi:
3105    / #3#4
3106  }

```

For the sake of completeness:

```

3107 \cs_new:Npn \int_div_round:nn #1#2
3108 { \__int_value:w \__int_eval:w ( #1 ) / ( #2 ) \__int_eval_end: }

```

Finally there’s the modulus operation.

```

3109 \cs_new:Npn \int_mod:nn #1#2
3110 {
3111   \__int_value:w \__int_eval:w \exp_after:wN \__int_mod:ww
3112   \__int_value:w \__int_eval:w #1 \exp_after:wN ;
3113   \__int_value:w \__int_eval:w #2 ;
3114   \__int_eval_end:
3115 }
3116 \cs_new:Npn \__int_mod:ww #1; #2;
3117 { #1 - ( \__int_div_truncate:NwNw #1 ; #2 ; ) * #2 }

```

(End definition for `\int_div_truncate:nn`. This function is documented on page 63.)

8.2 Creating and initialising integers

`\int_new:N` Two ways to do this: one for the format and one for the L^AT_EX 2_ε package. In plain T_EX, `\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.)

```

3118 <*package>
3119 \cs_new_protected:Npn \int_new:N #1
3120 {
3121   \__chk_if_free_cs:N #1
3122   \cs:w newcount \cs_end: #1
3123 }
3124 </package>
3125 \cs_generate_variant:Nn \int_new:N { c }

```

(End definition for `\int_new:N` and `\int_new:c`. These functions are documented on page 63.)

`\int_const:Nn` 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.

`\int_const:cn`

```

\__int_constdef:Nw
\c__max_constdef_int
3126 \cs_new_protected:Npn \int_const:Nn #1#2
3127 {
3128   \int_compare:nNnTF {#2} > \c_minus_one
3129   {
3130     \int_compare:nNnTF {#2} > \c__max_constdef_int
3131     {
3132       \int_new:N #1
3133       \int_gset:Nn #1 {#2}

```

```

3134     }
3135     {
3136         \__chk_if_free_cs:N #1
3137         \tex_global:D \__int_constdef:Nw #1 =
3138         \__int_eval:w #2 \__int_eval_end:
3139     }
3140 }
3141 {
3142     \int_new:N #1
3143     \int_gset:Nn #1 {#2}
3144 }
3145 }
3146 \cs_generate_variant:Nn \int_const:Nn { c }
3147 \pdfTeX_if_engine:TF
3148 {
3149     \cs_new_eq:NN \__int_constdef:Nw \tex_mathchardef:D
3150     \tex_mathchardef:D \c__max_constdef_int 32 767 ~
3151 }
3152 {
3153     \cs_new_eq:NN \__int_constdef:Nw \tex_chardef:D
3154     \tex_chardef:D \c__max_constdef_int 1 114 111 ~
3155 }

```

(End definition for `\int_const:Nn` and `\int_const:cn`. These functions are documented on page 63.)

`\int_zero:N` Functions that reset an *integer* register to zero.

```

\int_zero:c      3156 \cs_new_protected:Npn \int_zero:N #1 { #1 = \c_zero }
\int_gzero:N     3157 \cs_new_protected:Npn \int_gzero:N #1 { \tex_global:D #1 = \c_zero }
\int_gzero:c     3158 \cs_generate_variant:Nn \int_zero:N { c }
                 3159 \cs_generate_variant:Nn \int_gzero:N { c }

```

(End definition for `\int_zero:N` and `\int_zero:c`. These functions are documented on page 63.)

`\int_zero_new:N` Create a register if needed, otherwise clear it.

```

\int_zero_new:c  3160 \cs_new_protected:Npn \int_zero_new:N #1
\int_gzero_new:N 3161 { \int_if_exist:NTF #1 { \int_zero:N #1 } { \int_new:N #1 } }
\int_gzero_new:c 3162 \cs_new_protected:Npn \int_gzero_new:N #1
                 3163 { \int_if_exist:NTF #1 { \int_gzero:N #1 } { \int_new:N #1 } }
                 3164 \cs_generate_variant:Nn \int_zero_new:N { c }
                 3165 \cs_generate_variant:Nn \int_gzero_new:N { c }

```

(End definition for `\int_zero_new:N` and others. These functions are documented on page 64.)

`\int_set_eq:NN` Setting equal means using one integer inside the set function of another.

```

\int_set_eq:cN   3166 \cs_new_protected:Npn \int_set_eq:NN #1#2 { #1 = #2 }
\int_set_eq:Nc   3167 \cs_generate_variant:Nn \int_set_eq:NN { c }
\int_set_eq:cc   3168 \cs_generate_variant:Nn \int_set_eq:NN { Nc , cc }
\int_gset_eq:NN  3169 \cs_new_protected:Npn \int_gset_eq:NN #1#2 { \tex_global:D #1 = #2 }
\int_gset_eq:cN  3170 \cs_generate_variant:Nn \int_gset_eq:NN { c }
\int_gset_eq:Nc  3171 \cs_generate_variant:Nn \int_gset_eq:NN { Nc , cc }
\int_gset_eq:cc

```

(End definition for `\int_set_eq:Nn` and others. These functions are documented on page 64.)

`\int_if_exist_p:N` Copies of the `cs` functions defined in `l3basics`.
`\int_if_exist_p:c` 3172 `\prg_new_eq_conditional:Nn \int_if_exist:N \cs_if_exist:N`
`\int_if_exist:N` 3173 `{ TF , T , F , p }`
`\int_if_exist:c` 3174 `\prg_new_eq_conditional:Nn \int_if_exist:c \cs_if_exist:c`
3175 `{ TF , T , F , p }`

(End definition for `\int_if_exist:N` and `\int_if_exist:c`. These functions are documented on page 64.)

8.3 Setting and incrementing integers

`\int_add:Nn` Adding and subtracting to and from a counter ...
`\int_add:cn` 3176 `\cs_new_protected:Npn \int_add:Nn #1#2`
`\int_gadd:Nn` 3177 `{ \tex_advance:D #1 by __int_eval:w #2 __int_eval_end: }`
`\int_gadd:cn` 3178 `\cs_new_protected:Npn \int_sub:Nn #1#2`
`\int_sub:Nn` 3179 `{ \tex_advance:D #1 by - __int_eval:w #2 __int_eval_end: }`
`\int_sub:cn` 3180 `\cs_new_protected_nopar:Npn \int_gadd:Nn`
`\int_gsub:Nn` 3181 `{ \tex_global:D \int_add:Nn }`
`\int_gsub:cn` 3182 `\cs_new_protected_nopar:Npn \int_gsub:Nn`
3183 `{ \tex_global:D \int_sub:Nn }`
3184 `\cs_generate_variant:Nn \int_add:Nn { c }`
3185 `\cs_generate_variant:Nn \int_gadd:Nn { c }`
3186 `\cs_generate_variant:Nn \int_sub:Nn { c }`
3187 `\cs_generate_variant:Nn \int_gsub:Nn { c }`

(End definition for `\int_add:Nn` and `\int_add:cn`. These functions are documented on page 64.)

`\int_incr:N` Incrementing and decrementing of integer registers is done with the following functions.
`\int_incr:c` 3188 `\cs_new_protected:Npn \int_incr:N #1`
`\int_gincr:N` 3189 `{ \tex_advance:D #1 \c_one }`
`\int_gincr:c` 3190 `\cs_new_protected:Npn \int_decr:N #1`
`\int_decr:N` 3191 `{ \tex_advance:D #1 \c_minus_one }`
`\int_decr:c` 3192 `\cs_new_protected_nopar:Npn \int_gincr:N`
`\int_gdecr:N` 3193 `{ \tex_global:D \int_incr:N }`
`\int_gdecr:c` 3194 `\cs_new_protected_nopar:Npn \int_gdecr:N`
3195 `{ \tex_global:D \int_decr:N }`
3196 `\cs_generate_variant:Nn \int_incr:N { c }`
3197 `\cs_generate_variant:Nn \int_decr:N { c }`
3198 `\cs_generate_variant:Nn \int_gincr:N { c }`
3199 `\cs_generate_variant:Nn \int_gdecr:N { c }`

(End definition for `\int_incr:N` and `\int_incr:c`. These functions are documented on page 64.)

`\int_set:Nn` As integers are register-based TeX will issue an error if they are not defined. Thus there
`\int_set:cn` is no need for the checking code seen with token list variables.
`\int_gset:Nn` 3200 `\cs_new_protected:Npn \int_set:Nn #1#2`
`\int_gset:cn` 3201 `{ #1 ~ __int_eval:w #2 __int_eval_end: }`
3202 `\cs_new_protected_nopar:Npn \int_gset:Nn { \tex_global:D \int_set:Nn }`

End definition for \int_set:Nn and \int_set:cn. These functions are documented on page 64.)

`\int use:N` Here is how counters are accessed:

(End definition for \int use:N and \int use:c. These functions are documented on page 65.)

`__prg_compare_error:` 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 `__prg_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 `__prg_compare_error:Nw` gets expanded, cleaning up the end of the test and telling the user what the problem was.

(End definition for _prg_compare_error: and _prg_compare_error: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 $\langle comparisons \rangle$ 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 will terminate it. If the argument contains no relation symbol, `__prg_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 will be ended by the two odd-looking items `e` and `{=nd_}`, with a trailing `\q_stop` used to grab the entire argument when necessary.

```

3222 \prg_new_conditional:Npnn \int_compare:n #1 { p , T , F , TF }
3223 {
3224   \exp_after:wN \__int_compare:w
3225   \int_use:N \__int_eval:w #1 \__prg_compare_error:
3226 }
3227 \cs_new:Npn \__int_compare:w #1 \__prg_compare_error:
3228 {
3229   \exp_after:wN \if_false: \__int_value:w
3230   \__int_compare:Nw #1 e { = nd_ } \q_stop
3231 }

```

The goal here is to find an $\langle operand \rangle$ and a $\langle comparison \rangle$. The $\langle operand \rangle$ 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 `__prg_compare_error:Nw` raises an error.

```

3232 \cs_new:Npn \__int_compare:Nw #1#2 \q_stop
3233 {
3234   \exp_after:wN \__int_compare:NNw
3235   \__int_to_roman:w - 0 #2 \q_mark
3236   #1#2 \q_stop
3237 }
3238 \cs_new:Npn \__int_compare:NNw #1#2#3 \q_mark
3239 {
3240   \etex_unexpanded:D
3241   \use:c
3242   {
3243     \__int_compare_ \token_to_str:N #1
3244     \if_meaning:w = #2 = \fi:

```

```

3245         :NNw
3246     }
3247     \__prg_compare_error:Nw #1
3248 }

```

When the last $\langle operand \rangle$ 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 $\langle operand \rangle$, and `#3` is one of `<`, `=`, or `>`. As announced earlier, we leave the $\langle operand \rangle$ 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 $\langle operand \rangle$ `#2` and the comparison `#3`, and call `__int_compare:Nw` to look for additional operands, after evaluating the following expression.

```

3249 \cs_new:cpn { __int_compare_end=:NNw } #1#2#3 e #4 \q_stop
3250 {
3251     {#3} \exp_stop_f:
3252     \prg_return_false: \else: \prg_return_true: \fi:
3253 }
3254 \cs_new:Npn \__int_compare:nnN #1#2#3
3255 {
3256     {#2} \exp_stop_f:
3257     \prg_return_false: \exp_after:wN \use_none_delimit_by_q_stop:w
3258     \fi:
3259     #1 #2 #3 \exp_after:wN \__int_compare:Nw \__int_value:w \__int_eval:w
3260 }

```

The actual comparisons are then simple function calls, using the relation as delimiter for a delimited argument and discarding `__prg_compare_error:Nw` $\langle token \rangle$ responsible for error detection.

```

3261 \cs_new:cpn { __int_compare=:NNw } #1#2#3 =
3262 { \__int_compare:nnN { \reverse_if:N \if_int_compare:w } {#3} = }
3263 \cs_new:cpn { __int_compare:<:NNw } #1#2#3 <
3264 { \__int_compare:nnN { \reverse_if:N \if_int_compare:w } {#3} < }
3265 \cs_new:cpn { __int_compare:>:NNw } #1#2#3 >
3266 { \__int_compare:nnN { \reverse_if:N \if_int_compare:w } {#3} > }
3267 \cs_new:cpn { __int_compare==:NNw } #1#2#3 ==
3268 { \__int_compare:nnN { \reverse_if:N \if_int_compare:w } {#3} = }
3269 \cs_new:cpn { __int_compare!=:NNw } #1#2#3 !=
3270 { \__int_compare:nnN { \if_int_compare:w } {#3} = }
3271 \cs_new:cpn { __int_compare<=:NNw } #1#2#3 <=
3272 { \__int_compare:nnN { \if_int_compare:w } {#3} > }
3273 \cs_new:cpn { __int_compare>=:NNw } #1#2#3 >=
3274 { \__int_compare:nnN { \if_int_compare:w } {#3} < }

```

(End definition for `\int_compare:nTF`. This function is documented on page 66.)

`\int_compare_p:nNn` More efficient but less natural in typing.

`\int_compare:nNnTF` 3275 \prg_new_conditional:Npnn \int_compare:nNn #1#2#3 { p , T , F , TF }

```

3276 {
3277   \if_int_compare:w \__int_eval:w #1 #2 \__int_eval:w #3 \__int_eval_end:
3278     \prg_return_true:
3279   \else:
3280     \prg_return_false:
3281   \fi:
3282 }

```

(End definition for \int_compare:nNnTF. This function is documented on page 65.)

\int_case:nn For integer 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.

```

\__int_case:nnTF
\__int_case:nw
\__int_case_end:nw
3283 \cs_new:Npn \int_case:nnTF #1
3284 {
3285   \tex_romannumeral:D
3286   \exp_args:Nf \__int_case:nnTF { \int_eval:n {#1} }
3287 }
3288 \cs_new:Npn \int_case:nnT #1#2#3
3289 {
3290   \tex_romannumeral:D
3291   \exp_args:Nf \__int_case:nnTF { \int_eval:n {#1} } {#2} {#3} { }
3292 }
3293 \cs_new:Npn \int_case:nnF #1#2
3294 {
3295   \tex_romannumeral:D
3296   \exp_args:Nf \__int_case:nnTF { \int_eval:n {#1} } {#2} { }
3297 }
3298 \cs_new:Npn \int_case:nn #1#2
3299 {
3300   \tex_romannumeral:D
3301   \exp_args:Nf \__int_case:nnTF { \int_eval:n {#1} } {#2} { } { }
3302 }
3303 \cs_new:Npn \__int_case:nnTF #1#2#3#4
3304 { \__int_case:nw {#1} #2 {#1} { } \q_mark {#3} \q_mark {#4} \q_stop }
3305 \cs_new:Npn \__int_case:nw #1#2#3
3306 {
3307   \int_compare:nNnTF {#1} = {#2}
3308     { \__int_case_end:nw {#3} }
3309     { \__int_case:nw {#1} }
3310 }
3311 \cs_new_eq:NN \__int_case_end:nw \__prg_case_end:nw

```

(End definition for \int_case:nn. This function is documented on page ??.)

\int_if_odd_p:n A predicate function.

```

\int_if_odd:nTF
\int_if_even_p:n
\int_if_even:nTF
3312 \prg_new_conditional:Npnn \int_if_odd:n #1 { p , T , F , TF}
3313 {
3314   \if_int_odd:w \__int_eval:w #1 \__int_eval_end:
3315     \prg_return_true:
3316   \else:

```

```

3317     \prg_return_false:
3318     \fi:
3319   }
3320   \prg_new_conditional:Npnn \int_if_even:n #1 { p , T , F , TF}
3321   {
3322     \if_int_odd:w \__int_eval:w #1 \__int_eval_end:
3323     \prg_return_false:
3324     \else:
3325     \prg_return_true:
3326     \fi:
3327   }

```

(End definition for `\int_if_odd:nTF`. This function is documented on page 67.)

8.6 Integer expression loops

`\int_while_do: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.

```

\int_until_do:nn
\int_do_while:nn
\int_do_until:nn
3328 \cs_new:Npn \int_while_do:nn #1#2
3329 {
3330   \int_compare:nT {#1}
3331   {
3332     #2
3333     \int_while_do:nn {#1} {#2}
3334   }
3335 }
3336 \cs_new:Npn \int_until_do:nn #1#2
3337 {
3338   \int_compare:nF {#1}
3339   {
3340     #2
3341     \int_until_do:nn {#1} {#2}
3342   }
3343 }
3344 \cs_new:Npn \int_do_while:nn #1#2
3345 {
3346   #2
3347   \int_compare:nT {#1}
3348   { \int_do_while:nn {#1} {#2} }
3349 }
3350 \cs_new:Npn \int_do_until:nn #1#2
3351 {
3352   #2
3353   \int_compare:nF {#1}
3354   { \int_do_until:nn {#1} {#2} }
3355 }

```

(End definition for `\int_while_do:nn`. This function is documented on page 68.)

`\int_while_do:nNnn` As above but not using the more natural syntax.
`\int_until_do:nNnn`
`\int_do_while:nNnn`
`\int_do_until:nNnn`

```

3356 \cs_new:Npn \int_while_do:nNnn #1#2#3#4
3357 {
3358   \int_compare:nNnT {#1} #2 {#3}
3359   {
3360     #4
3361     \int_while_do:nNnn {#1} #2 {#3} {#4}
3362   }
3363 }
3364 \cs_new:Npn \int_until_do:nNnn #1#2#3#4
3365 {
3366   \int_compare:nNnF {#1} #2 {#3}
3367   {
3368     #4
3369     \int_until_do:nNnn {#1} #2 {#3} {#4}
3370   }
3371 }
3372 \cs_new:Npn \int_do_while:nNnn #1#2#3#4
3373 {
3374   #4
3375   \int_compare:nNnT {#1} #2 {#3}
3376   { \int_do_while:nNnn {#1} #2 {#3} {#4} }
3377 }
3378 \cs_new:Npn \int_do_until:nNnn #1#2#3#4
3379 {
3380   #4
3381   \int_compare:nNnF {#1} #2 {#3}
3382   { \int_do_until:nNnn {#1} #2 {#3} {#4} }
3383 }

```

(End definition for `\int_while_do:nNnn`. This function is documented on page 68.)

8.7 Integer step functions

`\int_step_function:nnnN` 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).

```

3384 \cs_new:Npn \int_step_function:nnnN #1#2#3
3385 {
3386   \exp_after:wN \__int_step:wwwN
3387   \int_use:N \__int_eval:w #1 \exp_after:wN ;
3388   \int_use:N \__int_eval:w #2 \exp_after:wN ;
3389   \int_use:N \__int_eval:w #3 ;
3390 }
3391 \cs_new:Npn \__int_step:wwwN #1; #2; #3; #4
3392 {
3393   \int_compare:nNnTF {#2} > \c_zero
3394   { \__int_step:NnnnN > }

```

```

3395     {
3396         \int_compare:nNnTF {#2} = \c_zero
3397         {
3398             \__msg_kernel_expandable_error:nnn { kernel } { zero-step } {#4}
3399             \use_none:nnnn
3400         }
3401         { \__int_step:NnnnN < }
3402     }
3403     {#1} {#2} {#3} #4
3404 }
3405 \cs_new:Npn \__int_step:NnnnN #1#2#3#4#5
3406 {
3407     \int_compare:nNnF {#2} #1 {#4}
3408     {
3409         #5 {#2}
3410         \exp_args:Nnf \__int_step:NnnnN
3411         #1 { \int_eval:n { #2 + #3 } } {#3} {#4} #5
3412     }
3413 }

```

(End definition for `\int_step_function:nnnN`. This function is documented on page 69.)

```

\int_step_inline: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__prg_map_int` before looking for their own break point. The first argument is `\scan_stop:`, so no breaking function will recognize this break point as its own.

```

3414 \cs_new_protected_nopar:Npn \int_step_inline:nnnn
3415 {
3416     \int_gincr:N \g__prg_map_int
3417     \exp_args:NNc \__int_step:NNnnnn
3418     \cs_gset_nopar:Npn
3419     { __prg_map_ \int_use:N \g__prg_map_int :w }
3420 }
3421 \cs_new_protected:Npn \int_step_variable:nnnNn #1#2#3#4#5
3422 {
3423     \int_gincr:N \g__prg_map_int
3424     \exp_args:NNc \__int_step:NNnnnn
3425     \cs_gset_nopar:Npx
3426     { __prg_map_ \int_use:N \g__prg_map_int :w }
3427     {#1}{#2}{#3}
3428     {
3429         \tl_set:Nn \exp_not:N #4 {##1}
3430         \exp_not:n {#5}
3431     }
3432 }
3433 \cs_new_protected:Npn \__int_step:NNnnnn #1#2#3#4#5#6
3434 {
3435     #1 #2 ##1 {#6}

```

```

3436 \int_step_function:nnnN {#3} {#4} {#5} #2
3437 \__prg_break_point:Nn \scan_stop: { \int_gdecr:N \g__prg_map_int }
3438 }

```

(End definition for `\int_step_inline:nnnn`. This function is documented on page 69.)

8.8 Formatting integers

`\int_to_arabic:n` Nothing exciting here.

```

3439 \cs_new_eq:NN \int_to_arabic:n \int_eval:n

```

(End definition for `\int_to_arabic:n`. This function is documented on page 69.)

`\int_to_symbols:nnn` 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.

`__int_to_symbols:nnnn`

```

3440 \cs_new:Npn \int_to_symbols:nnn #1#2#3
3441 {
3442   \int_compare:nNnTF {#1} > {#2}
3443   {
3444     \exp_args:NNo \exp_args:No \__int_to_symbols:nnnn
3445     {
3446       \int_case:nn
3447       { 1 + \int_mod:nn { #1 - 1 } {#2} }
3448       {#3}
3449     }
3450     {#1} {#2} {#3}
3451   }
3452   { \int_case:nn {#1} {#3} }
3453 }
3454 \cs_new:Npn \__int_to_symbols:nnnn #1#2#3#4
3455 {
3456   \exp_args:Nf \int_to_symbols:nnn
3457   { \int_div_truncate:nn { #2 - 1 } {#3} } {#3} {#4}
3458   #1
3459 }

```

(End definition for `\int_to_symbols:nnn`. This function is documented on page 70.)

`\int_to_alph:n` These both use the above function with input functions that make sense for the alphabet in English.

`\int_to_Alph:n`

```

3460 \cs_new:Npn \int_to_alph:n #1
3461 {
3462   \int_to_symbols:nnn {#1} { 26 }
3463   {

```

```

3464         { 1 } { a }
3465         { 2 } { b }
3466         { 3 } { c }
3467         { 4 } { d }
3468         { 5 } { e }
3469         { 6 } { f }
3470         { 7 } { g }
3471         { 8 } { h }
3472         { 9 } { i }
3473         { 10 } { j }
3474         { 11 } { k }
3475         { 12 } { l }
3476         { 13 } { m }
3477         { 14 } { n }
3478         { 15 } { o }
3479         { 16 } { p }
3480         { 17 } { q }
3481         { 18 } { r }
3482         { 19 } { s }
3483         { 20 } { t }
3484         { 21 } { u }
3485         { 22 } { v }
3486         { 23 } { w }
3487         { 24 } { x }
3488         { 25 } { y }
3489         { 26 } { z }
3490     }
3491 }
3492 \cs_new:Npn \int_to_Alph:n #1
3493 {
3494     \int_to_symbols:nnn {#1} { 26 }
3495     {
3496         { 1 } { A }
3497         { 2 } { B }
3498         { 3 } { C }
3499         { 4 } { D }
3500         { 5 } { E }
3501         { 6 } { F }
3502         { 7 } { G }
3503         { 8 } { H }
3504         { 9 } { I }
3505         { 10 } { J }
3506         { 11 } { K }
3507         { 12 } { L }
3508         { 13 } { M }
3509         { 14 } { N }
3510         { 15 } { O }
3511         { 16 } { P }
3512         { 17 } { Q }
3513         { 18 } { R }

```

```

3514         { 19 } { S }
3515         { 20 } { T }
3516         { 21 } { U }
3517         { 22 } { V }
3518         { 23 } { W }
3519         { 24 } { X }
3520         { 25 } { Y }
3521         { 26 } { Z }
3522     }
3523 }

```

(End definition for `\int_to_alph:n` and `\int_to_Alph:n`. These functions are documented on page 70.)

```

\int_to_base:nn Converting from base ten (#1) to a second base (#2) starts with computing #1: if it is
\int_to_Base:nn a complicated calculation, we shouldn't perform it twice. Then check the sign, store it,
\__int_to_base:nn either - or \c_empty_tl, and feed the absolute value to the next auxiliary function.
\__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
3524 \cs_new:Npn \int_to_base:nn #1
3525 { \exp_args:Nf \__int_to_base:nn { \int_eval:n {#1} } }
3526 \cs_new:Npn \int_to_Base:nn #1
3527 { \exp_args:Nf \__int_to_Base:nn { \int_eval:n {#1} } }
3528 \cs_new:Npn \__int_to_base:nn #1#2
3529 {
3530     \int_compare:nNnTF {#1} < \c_zero
3531     { \exp_args:No \__int_to_base:nnN { \use_none:n #1 } {#2} - }
3532     { \__int_to_base:nnN {#1} {#2} \c_empty_tl }
3533 }
3534 \cs_new:Npn \__int_to_Base:nn #1#2
3535 {
3536     \int_compare:nNnTF {#1} < \c_zero
3537     { \exp_args:No \__int_to_Base:nnN { \use_none:n #1 } {#2} - }
3538     { \__int_to_Base:nnN {#1} {#2} \c_empty_tl }
3539 }

```

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.

```

3540 \cs_new:Npn \__int_to_base:nnN #1#2#3
3541 {
3542     \int_compare:nNnTF {#1} < {#2}
3543     { \exp_last_unbraced:Nf #3 { \__int_to_letter:n {#1} } }
3544     {
3545         \exp_args:Nf \__int_to_base:nnnN
3546         { \__int_to_letter:n { \int_mod:nn {#1} {#2} } }
3547         {#1}
3548         {#2}
3549         #3
3550     }

```

```

3551 }
3552 \cs_new:Npn \__int_to_base:nnnN #1#2#3#4
3553 {
3554   \exp_args:Nf \__int_to_base:nnN
3555     { \int_div_truncate:nn {#2} {#3} }
3556     {#3}
3557     #4
3558     #1
3559 }
3560 \cs_new:Npn \__int_to_Base:nnN #1#2#3
3561 {
3562   \int_compare:nNnTF {#1} < {#2}
3563     { \exp_last_unbraced:Nf #3 { \__int_to_Letter:n {#1} } }
3564     {
3565       \exp_args:Nf \__int_to_Base:nnnN
3566         { \__int_to_Letter:n { \int_mod:nn {#1} {#2} } }
3567         {#1}
3568         {#2}
3569         #3
3570     }
3571 }
3572 \cs_new:Npn \__int_to_Base:nnnN #1#2#3#4
3573 {
3574   \exp_args:Nf \__int_to_Base:nnN
3575     { \int_div_truncate:nn {#2} {#3} }
3576     {#3}
3577     #4
3578     #1
3579 }

```

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:`.

```

3580 \cs_new:Npn \__int_to_letter:n #1
3581 {
3582   \exp_after:wN \exp_after:wN
3583   \if_case:w \__int_eval:w #1 - \c_ten \__int_eval_end:
3584     a
3585     \or: b
3586     \or: c
3587     \or: d
3588     \or: e
3589     \or: f
3590     \or: g
3591     \or: h
3592     \or: i
3593     \or: j

```

```

3594     \or: k
3595     \or: l
3596     \or: m
3597     \or: n
3598     \or: o
3599     \or: p
3600     \or: q
3601     \or: r
3602     \or: s
3603     \or: t
3604     \or: u
3605     \or: v
3606     \or: w
3607     \or: x
3608     \or: y
3609     \or: z
3610     \else: \__int_value:w \__int_eval:w #1 \exp_after:wN \__int_eval_end:
3611     \fi:
3612 }
3613 \cs_new:Npn \__int_to_Letter:n #1
3614 {
3615     \exp_after:wN \exp_after:wN
3616     \if_case:w \__int_eval:w #1 - \c_ten \__int_eval_end:
3617         A
3618     \or: B
3619     \or: C
3620     \or: D
3621     \or: E
3622     \or: F
3623     \or: G
3624     \or: H
3625     \or: I
3626     \or: J
3627     \or: K
3628     \or: L
3629     \or: M
3630     \or: N
3631     \or: O
3632     \or: P
3633     \or: Q
3634     \or: R
3635     \or: S
3636     \or: T
3637     \or: U
3638     \or: V
3639     \or: W
3640     \or: X
3641     \or: Y
3642     \or: Z
3643     \else: \__int_value:w \__int_eval:w #1 \exp_after:wN \__int_eval_end:

```

```

3644     \fi:
3645 }

```

(End definition for `\int_to_base:nn` and `\int_to_Base:nn`. These functions are documented on page 71.)

`\int_to_bin:n` Wrappers around the generic function.

```

\int_to_hex:n      3646 \cs_new:Npn \int_to_bin:n #1
\int_to_Hex:n      3647 { \int_to_base:nn {#1} { 2 } }
\int_to_oct:n      3648 \cs_new:Npn \int_to_hex:n #1
                    3649 { \int_to_base:nn {#1} { 16 } }
                    3650 \cs_new:Npn \int_to_Hex:n #1
                    3651 { \int_to_Base:nn {#1} { 16 } }
                    3652 \cs_new:Npn \int_to_oct:n #1
                    3653 { \int_to_base:nn {#1} { 8 } }

```

(End definition for `\int_to_bin:n` and others. These functions are documented on page 70.)

`\int_to_roman:n` 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 will be terminated by the conversion of the Q.

```

\int_to_Roman:n    \__int_to_roman:N
\__int_to_roman:N  \__int_to_roman:N
\__int_to_roman_i:w 3654 \cs_new:Npn \int_to_roman:n #1
\__int_to_roman_v:w 3655 {
\__int_to_roman_x:w 3656   \exp_after:wN \__int_to_roman:N
\__int_to_roman_l:w 3657   \__int_to_roman:w \int_eval:n {#1} Q
\__int_to_roman_c:w 3658 }
\__int_to_roman_d:w 3659 \cs_new:Npn \__int_to_roman:N #1
\__int_to_roman_m:w 3660 {
\__int_to_roman_Q:w 3661   \use:c { __int_to_roman_ #1 :w }
\__int_to_Roman_i:w 3662   \__int_to_roman:N
\__int_to_Roman_v:w 3663 }
\__int_to_Roman_x:w 3664 \cs_new:Npn \int_to_Roman:n #1
\__int_to_Roman_l:w 3665 {
\__int_to_Roman_c:w 3666   \exp_after:wN \__int_to_Roman_aux:N
\__int_to_Roman_d:w 3667   \__int_to_roman:w \int_eval:n {#1} Q
\__int_to_Roman_m:w 3668 }
\__int_to_Roman_Q:w 3669 \cs_new:Npn \__int_to_Roman_aux:N #1
3670 {
3671   \use:c { __int_to_Roman_ #1 :w }
3672   \__int_to_Roman_aux:N
3673 }
3674 \cs_new_nopar:Npn \__int_to_roman_i:w { i }
3675 \cs_new_nopar:Npn \__int_to_roman_v:w { v }
3676 \cs_new_nopar:Npn \__int_to_roman_x:w { x }
3677 \cs_new_nopar:Npn \__int_to_roman_l:w { l }
3678 \cs_new_nopar:Npn \__int_to_roman_c:w { c }
3679 \cs_new_nopar:Npn \__int_to_roman_d:w { d }
3680 \cs_new_nopar:Npn \__int_to_roman_m:w { m }
3681 \cs_new_nopar:Npn \__int_to_roman_Q:w #1 { }

```

```

3682 \cs_new_nopar:Npn \__int_to_Roman_i:w { I }
3683 \cs_new_nopar:Npn \__int_to_Roman_v:w { V }
3684 \cs_new_nopar:Npn \__int_to_Roman_x:w { X }
3685 \cs_new_nopar:Npn \__int_to_Roman_l:w { L }
3686 \cs_new_nopar:Npn \__int_to_Roman_c:w { C }
3687 \cs_new_nopar:Npn \__int_to_Roman_d:w { D }
3688 \cs_new_nopar:Npn \__int_to_Roman_m:w { M }
3689 \cs_new:Npn \__int_to_Roman_Q:w #1 { }

```

(End definition for `\int_to_roman:n` and `\int_to_Roman:n`. These functions are documented on page 71.)

8.9 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.

```

3690 \cs_new:Npn \__int_pass_signs:wn #1
3691 {
3692   \if:w + \if:w - \exp_not:N #1 + \fi: \exp_not:N #1
3693   \exp_after:wN \__int_pass_signs:wn
3694   \else:
3695     \exp_after:wN \__int_pass_signs_end:wn
3696     \exp_after:wN #1
3697   \fi:
3698 }
3699 \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.

```

3700 \cs_new:Npn \int_from_alph:n #1
3701 {
3702   \int_eval:n
3703   {
3704     \exp_after:wN \__int_pass_signs:wn \tl_to_str:n {#1}
3705     \q_stop { \__int_from_alph:nN { 0 } }
3706     \q_recursion_tail \q_recursion_stop
3707   }
3708 }
3709 \cs_new:Npn \__int_from_alph:nN #1#2
3710 {
3711   \quark_if_recursion_tail_stop_do:Nn #2 {#1}
3712   \exp_args:Nf \__int_from_alph:nN
3713   { \int_eval:n { #1 * 26 + \__int_from_alph:N #2 } }

```

```

3714 }
3715 \cs_new:Npn \__int_from_alph:N #1
3716 { '#1 - \int_compare:nNnTF { '#1 } < { 91 } { 64 } { 96 } }

```

(End definition for \int_from_alph:n. This function is documented on page 71.)

\int_from_base:nn 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.

```

3717 \cs_new:Npn \int_from_base:nn #1#2
3718 {
3719   \int_eval:n
3720   {
3721     \exp_after:wN \__int_pass_signs:wn \tl_to_str:n {#1}
3722     \q_stop { \__int_from_base:nnN { 0 } {#2} }
3723     \q_recursion_tail \q_recursion_stop
3724   }
3725 }
3726 \cs_new:Npn \__int_from_base:nnN #1#2#3
3727 {
3728   \quark_if_recursion_tail_stop_do:Nn #3 {#1}
3729   \exp_args:Nf \__int_from_base:nnN
3730   { \int_eval:n { #1 * #2 + \__int_from_base:N #3 } }
3731   {#2}
3732 }
3733 \cs_new:Npn \__int_from_base:N #1
3734 {
3735   \int_compare:nNnTF { '#1 } < { 58 }
3736   {#1}
3737   { '#1 - \int_compare:nNnTF { '#1 } < { 91 } { 55 } { 87 } }
3738 }

```

(End definition for \int_from_base:nn. This function is documented on page 72.)

\int_from_bin:n Wrappers around the generic function.

\int_from_hex:n

\int_from_oct:n

```

3739 \cs_new:Npn \int_from_bin:n #1
3740 { \int_from_base:nn {#1} \c_two }
3741 \cs_new:Npn \int_from_hex:n #1
3742 { \int_from_base:nn {#1} \c_sixteen }
3743 \cs_new:Npn \int_from_oct:n #1
3744 { \int_from_base:nn {#1} \c_eight }

```

(End definition for \int_from_bin:n, \int_from_hex:n, and \int_from_oct:n. These functions are documented on page 71.)

\c__int_from_roman_i_int Constants used to convert from Roman numerals to integers.

```

\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

```

```

3745 \int_const:cn { c__int_from_roman_i_int } { 1 }
3746 \int_const:cn { c__int_from_roman_v_int } { 5 }

```

```

3747 \int_const:cn { c__int_from_roman_x_int } { 10 }
3748 \int_const:cn { c__int_from_roman_l_int } { 50 }
3749 \int_const:cn { c__int_from_roman_c_int } { 100 }
3750 \int_const:cn { c__int_from_roman_d_int } { 500 }
3751 \int_const:cn { c__int_from_roman_m_int } { 1000 }
3752 \int_const:cn { c__int_from_roman_I_int } { 1 }
3753 \int_const:cn { c__int_from_roman_V_int } { 5 }
3754 \int_const:cn { c__int_from_roman_X_int } { 10 }
3755 \int_const:cn { c__int_from_roman_L_int } { 50 }
3756 \int_const:cn { c__int_from_roman_C_int } { 100 }
3757 \int_const:cn { c__int_from_roman_D_int } { 500 }
3758 \int_const:cn { c__int_from_roman_M_int } { 1000 }

```

(End definition for `\c__int_from_roman_i_int` and others. These variables are documented on page ??.)

```

\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`.

```

3759 \cs_new:Npn \int_from_roman:n #1
3760 {
3761   \int_eval:n
3762   {
3763     (
3764       \c_zero
3765       \exp_after:wN \__int_from_roman:NN \tl_to_str:n {#1}
3766       \q_recursion_tail \q_recursion_tail \q_recursion_stop
3767     )
3768   }
3769 }
3770 \cs_new:Npn \__int_from_roman:NN #1#2
3771 {
3772   \quark_if_recursion_tail_stop:N #1
3773   \int_if_exist:cF { c__int_from_roman_ #1 _int }
3774   { \__int_from_roman_error:w }
3775   \quark_if_recursion_tail_stop_do:Nn #2
3776   { + \use:c { c__int_from_roman_ #1 _int } }
3777   \int_if_exist:cF { c__int_from_roman_ #2 _int }
3778   { \__int_from_roman_error:w }
3779   \int_compare:nNnTF
3780   { \use:c { c__int_from_roman_ #1 _int } }
3781   <
3782   { \use:c { c__int_from_roman_ #2 _int } }
3783   {
3784     + \use:c { c__int_from_roman_ #2 _int }
3785     - \use:c { c__int_from_roman_ #1 _int }
3786     \__int_from_roman:NN
3787   }
3788   {

```

```

3789         + \use:c { c__int_from_roman_ #1 _int }
3790         \__int_from_roman:NN #2
3791     }
3792 }
3793 \cs_new:Npn \__int_from_roman_error:w #1 \q_recursion_stop #2
3794 { #2 * \c_zero - \c_one }

```

(End definition for `\int_from_roman:n`. This function is documented on page 72.)

8.10 Viewing integer

```

\int_show:N
\int_show:c
3795 \cs_new_eq:NN \int_show:N \__kernel_register_show:N
3796 \cs_new_eq:NN \int_show:c \__kernel_register_show:c

```

(End definition for `\int_show:N` and `\int_show:c`. These functions are documented on page 72.)

`\int_show:n` We don't use the \TeX primitive `\showthe` to show integer expressions: this gives a more unified output, since the closing brace is read by the integer expression in all cases.

```

3797 \cs_new_protected:Npn \int_show:n #1
3798 { \etex_showtokens:D \exp_after:wN { \int_use:N \__int_eval:w #1 } }

```

(End definition for `\int_show:n`. This function is documented on page 72.)

8.11 Constant integers

`\c_minus_one` This is needed early, and so is in `l3basics`

(End definition for `\c_minus_one`. This variable is documented on page 73.)

`\c_zero` Again, in `l3basics`

`\c_sixteen` (End definition for `\c_zero` and `\c_sixteen`. These variables are documented on page 73.)

`\c_one` Low-number values not previously defined.

```

\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
3799 \int_const:Nn \c_one { 1 }
3800 \int_const:Nn \c_two { 2 }
3801 \int_const:Nn \c_three { 3 }
3802 \int_const:Nn \c_four { 4 }
3803 \int_const:Nn \c_five { 5 }
3804 \int_const:Nn \c_six { 6 }
3805 \int_const:Nn \c_seven { 7 }
3806 \int_const:Nn \c_eight { 8 }
3807 \int_const:Nn \c_nine { 9 }
3808 \int_const:Nn \c_ten { 10 }
3809 \int_const:Nn \c_eleven { 11 }
3810 \int_const:Nn \c_twelve { 12 }
3811 \int_const:Nn \c_thirteen { 13 }
3812 \int_const:Nn \c_fourteen { 14 }
3813 \int_const:Nn \c_fifteen { 15 }

```

(End definition for `\c_one` and others. These variables are documented on page 73.)

`\c_thirty_two` One middling value.

```
3814 \int_const:Nn \c_thirty_two { 32 }
```

(End definition for `\c_thirty_two`. This variable is documented on page 73.)

`\c_two_hundred_fifty_five` Two classic mid-range integer constants.

```
\c_two_hundred_fifty_six 3815 \int_const:Nn \c_two_hundred_fifty_five { 255 }
3816 \int_const:Nn \c_two_hundred_fifty_six { 256 }
```

(End definition for `\c_two_hundred_fifty_five` and `\c_two_hundred_fifty_six`. These variables are documented on page 73.)

`\c_one_hundred` Simple runs of powers of ten.

```
\c_one_thousand 3817 \int_const:Nn \c_one_hundred { 100 }
\c_ten_thousand 3818 \int_const:Nn \c_one_thousand { 1000 }
3819 \int_const:Nn \c_ten_thousand { 10000 }
```

(End definition for `\c_one_hundred`, `\c_one_thousand`, and `\c_ten_thousand`. These variables are documented on page 73.)

`\c_max_int` The largest number allowed is $2^{31} - 1$

```
3820 \int_const:Nn \c_max_int { 2 147 483 647 }
```

(End definition for `\c_max_int`. This variable is documented on page 73.)

8.12 Scratch integers

`\l_tmpa_int` We provide two local and two global scratch counters, maybe we need more or less.

```
\l_tmpb_int 3821 \int_new:N \l_tmpa_int
\g_tmpa_int 3822 \int_new:N \l_tmpb_int
\g_tmpb_int 3823 \int_new:N \g_tmpa_int
3824 \int_new:N \g_tmpb_int
```

(End definition for `\l_tmpa_int` and `\l_tmpb_int`. These variables are documented on page 73.)

8.13 Deprecated functions

`\int_case:nnn` Deprecated 2013-07-15.

```
3825 \cs_new_eq:NN \int_case:nnn \int_case:nnF
```

(End definition for `\int_case:nnn`. This function is documented on page ??.)

`\int_to_binary:n` Deprecated 2014-02-11.

```
\int_from_binary:n 3826 \cs_new_eq:NN \int_to_binary:n \int_to_bin:n
\int_to_hexadecimal:n 3827 \cs_new_eq:NN \int_to_hexadecimal:n \int_to_Hex:n
\int_from_hexadecimal:n 3828 \cs_new_eq:NN \int_to_octal:n \int_to_oct:n
\int_to_octal:n 3829 \cs_new_eq:NN \int_from_binary:n \int_from_bin:n
\int_from_octal:n 3830 \cs_new_eq:NN \int_from_hexadecimal:n \int_from_hex:n
3831 \cs_new_eq:NN \int_from_octal:n \int_from_oct:n
```

(End definition for `\int_to_binary:n` and `\int_from_binary:n`. These functions are documented on page ??.)

```
3832 </initex | package>
```

9 l3skip implementation

```
3833 <*initex | package>
```

```
3834 <@@=dim>
```

9.1 Length primitives renamed

```

\if_dim:w Primitives renamed.
\__dim_eval:w 3835 \cs_new_eq:NN \if_dim:w \tex_ifdim:D
\__dim_eval_end: 3836 \cs_new_eq:NN \__dim_eval:w \etex_dimexpr:D
3837 \cs_new_eq:NN \__dim_eval_end: \tex_relax:D

```

(End definition for `\if_dim:w`. This function is documented on page 89.)

9.2 Creating and initialising dim variables

```

\dim_new:N Allocating <dim> registers ...
\dim_new:c 3838 <*package>
3839 \cs_new_protected:Npn \dim_new:N #1
3840 {
3841     \__chk_if_free_cs:N #1
3842     \cs:w newdimen \cs_end: #1
3843 }
3844 </package>
3845 \cs_generate_variant:Nn \dim_new:N { c }

\dim_const:Nn Contrarily to integer constants, we cannot avoid using a register, even for constants.
\dim_const:cn 3846 \cs_new_protected:Npn \dim_const:Nn #1
3847 {
3848     \dim_new:N #1
3849     \dim_gset:Nn #1
3850 }
3851 \cs_generate_variant:Nn \dim_const:Nn { c }

```

(End definition for `\dim_new:N` and `\dim_new:c`. These functions are documented on page 76.)

(End definition for `\dim_const:Nn` and `\dim_const:cn`. These functions are documented on page 76.)

```

\dim_zero:N Reset the register to zero.
\dim_zero:c 3852 \cs_new_protected:Npn \dim_zero:N #1 { #1 \c_zero_dim }
\dim_gzero:N 3853 \cs_new_protected:Npn \dim_gzero:N { \tex_global:D \dim_zero:N }
\dim_gzero:c 3854 \cs_generate_variant:Nn \dim_zero:N { c }
3855 \cs_generate_variant:Nn \dim_gzero:N { c }

```

(End definition for `\dim_zero:N` and `\dim_zero:c`. These functions are documented on page 76.)

`\dim_zero_new:N` Create a register if needed, otherwise clear it.

```

\dim_zero_new:c 3856 \cs_new_protected:Npn \dim_zero_new:N #1
\dim_gzero_new:N 3857 { \dim_if_exist:NTF #1 { \dim_zero:N #1 } { \dim_new:N #1 } }
\dim_gzero_new:c 3858 \cs_new_protected:Npn \dim_gzero_new:N #1
3859 { \dim_if_exist:NTF #1 { \dim_gzero:N #1 } { \dim_new:N #1 } }
3860 \cs_generate_variant:Nn \dim_zero_new:N { c }
3861 \cs_generate_variant:Nn \dim_gzero_new:N { c }

```

(End definition for `\dim_zero_new:N` and others. These functions are documented on page 76.)

`\dim_if_exist_p:N` Copies of the `cs` functions defined in `l3basics`.

```

\dim_if_exist_p:c 3862 \prg_new_eq_conditional:NNn \dim_if_exist:N \cs_if_exist:N
\dim_if_exist:NTF 3863 { TF , T , F , p }
\dim_if_exist:cTF 3864 \prg_new_eq_conditional:NNn \dim_if_exist:c \cs_if_exist:c
3865 { TF , T , F , p }

```

(End definition for `\dim_if_exist:NTF` and `\dim_if_exist:cTF`. These functions are documented on page 76.)

9.3 Setting dim variables

`\dim_set:Nn` Setting dimensions is easy enough.

```

\dim_set:cn 3866 \cs_new_protected:Npn \dim_set:Nn #1#2
\dim_gset:Nn 3867 { #1 ~ \__dim_eval:w #2 \__dim_eval_end: }
\dim_gset:cn 3868 \cs_new_protected:Npn \dim_gset:Nn { \tex_global:D \dim_set:Nn }
3869 \cs_generate_variant:Nn \dim_set:Nn { c }
3870 \cs_generate_variant:Nn \dim_gset:Nn { c }

```

(End definition for `\dim_set:Nn` and `\dim_set:cn`. These functions are documented on page 77.)

`\dim_set_eq:NN` All straightforward.

```

\dim_set_eq:cN 3871 \cs_new_protected:Npn \dim_set_eq:NN #1#2 { #1 = #2 }
\dim_set_eq:Nc 3872 \cs_generate_variant:Nn \dim_set_eq:NN { c }
\dim_set_eq:cc 3873 \cs_generate_variant:Nn \dim_set_eq:NN { Nc , cc }
\dim_gset_eq:NN 3874 \cs_new_protected:Npn \dim_gset_eq:NN #1#2 { \tex_global:D #1 = #2 }
\dim_gset_eq:cN 3875 \cs_generate_variant:Nn \dim_gset_eq:NN { c }
\dim_gset_eq:Nc 3876 \cs_generate_variant:Nn \dim_gset_eq:NN { Nc , cc }
\dim_gset_eq:cc

```

(End definition for `\dim_set_eq:NN` and others. These functions are documented on page 77.)

`\dim_add:Nn` Using `by` here deals with the (incorrect) case `\dimen123`.

```

\dim_add:cn 3877 \cs_new_protected:Npn \dim_add:Nn #1#2
\dim_gadd:Nn 3878 { \tex_advance:D #1 by \__dim_eval:w #2 \__dim_eval_end: }
\dim_gadd:cn 3879 \cs_new_protected:Npn \dim_gadd:Nn { \tex_global:D \dim_add:Nn }
\dim_sub:Nn 3880 \cs_generate_variant:Nn \dim_add:Nn { c }
\dim_sub:cn 3881 \cs_generate_variant:Nn \dim_gadd:Nn { c }
\dim_gsub:Nn 3882 \cs_new_protected:Npn \dim_sub:Nn #1#2
3883 { \tex_advance:D #1 by - \__dim_eval:w #2 \__dim_eval_end: }
\dim_gsub:cn 3884 \cs_new_protected:Npn \dim_gsub:Nn { \tex_global:D \dim_sub:Nn }
3885 \cs_generate_variant:Nn \dim_sub:Nn { c }
3886 \cs_generate_variant:Nn \dim_gsub:Nn { c }

```

(End definition for `\dim_add:Nn` and `\dim_add:cn`. These functions are documented on page 77.)

9.4 Utilities for dimension calculations

`\dim_abs:n` Functions for min, max, and absolute value with only one evaluation. The absolute value is evaluated by removing a leading `-` if present.

`__dim_abs:N`

`\dim_max:nn`

`\dim_min:nn`

`__dim_maxmin:wwN`

```

3887 \cs_new:Npn \dim_abs:n #1
3888 {
3889   \exp_after:wN \__dim_abs:N
3890   \dim_use:N \__dim_eval:w #1 \__dim_eval_end:
3891 }
3892 \cs_new:Npn \__dim_abs:N #1
3893 { \if_meaning:w - #1 \else: \exp_after:wN #1 \fi: }
3894 \cs_set:Npn \dim_max:nn #1#2
3895 {
3896   \dim_use:N \__dim_eval:w \exp_after:wN \__dim_maxmin:wwN
3897   \dim_use:N \__dim_eval:w #1 \exp_after:wN ;
3898   \dim_use:N \__dim_eval:w #2 ;
3899   >
3900   \__dim_eval_end:
3901 }
3902 \cs_set:Npn \dim_min:nn #1#2
3903 {
3904   \dim_use:N \__dim_eval:w \exp_after:wN \__dim_maxmin:wwN
3905   \dim_use:N \__dim_eval:w #1 \exp_after:wN ;
3906   \dim_use:N \__dim_eval:w #2 ;
3907   <
3908   \__dim_eval_end:
3909 }
3910 \cs_new:Npn \__dim_maxmin:wwN #1 ; #2 ; #3
3911 {
3912   \if_dim:w #1 #3 #2 ~
3913   #1
3914   \else:
3915   #2
3916   \fi:
3917 }

```

(End definition for `\dim_abs:n`. This function is documented on page 77.)

`\dim_ratio:nn` With dimension expressions, something like `10 pt * (5 pt / 10 pt)` will 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.

`__dim_ratio:n`

```

3918 \cs_new:Npn \dim_ratio:nn #1#2
3919 { \__dim_ratio:n {#1} / \__dim_ratio:n {#2} }
3920 \cs_new:Npn \__dim_ratio:n #1
3921 { \__int_value:w \__dim_eval:w #1 \__dim_eval_end: }

```

(End definition for `\dim_ratio:nn`. This function is documented on page 78.)

9.5 Dimension expression conditionals

```

\dim_compare_p:nNn Simple comparison.
\dim_compare:nNnTF
3922 \prg_new_conditional:Npnn \dim_compare:nNn #1#2#3 { p , T , F , TF }
3923 {
3924   \if_dim:w \__dim_eval:w #1 #2 \__dim_eval:w #3 \__dim_eval_end:
3925   \prg_return_true: \else: \prg_return_false: \fi:
3926 }

```

(End definition for `\dim_compare:nNnTF`. This function is documented on page 78.)

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 `__prg_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 `>`.

```

\dim_compare_p:n
\dim_compare:nTF
  \__dim_compare:w
  \__dim_compare:wNN
  \__dim_compare_=:w
  \__dim_compare_!=:w
  \__dim_compare_<:w
  \__dim_compare_>:w
3927 \prg_new_conditional:Npnn \dim_compare:n #1 { p , T , F , TF }
3928 {
3929   \exp_after:wN \__dim_compare:w
3930   \dim_use:N \__dim_eval:w #1 \__prg_compare_error:
3931 }
3932 \cs_new:Npn \__dim_compare:w #1 \__prg_compare_error:
3933 {
3934   \exp_after:wN \if_false: \tex_romannumeral:D -‘0
3935   \__dim_compare:wNN #1 ? { = \__dim_compare_end:w \else: } \q_stop
3936 }
3937 \exp_args:Nno \use:nn
3938 { \cs_new:Npn \__dim_compare:wNN #1 }
3939 { \tl_to_str:n {pt} }
3940 #2#3
3941 {
3942   \if_meaning:w = #3
3943   \use:c { __dim_compare_#2:w }
3944   \fi:
3945   #1 pt \exp_stop_f:
3946   \prg_return_false:
3947   \exp_after:wN \use_none_delimit_by_q_stop:w
3948   \fi:
3949   \reverse_if:N \if_dim:w #1 pt #2
3950   \exp_after:wN \__dim_compare:wNN
3951   \dim_use:N \__dim_eval:w #3
3952 }
3953 \cs_new:cpn { __dim_compare_ ! :w }
3954 #1 \reverse_if:N #2 ! #3 = { #1 #2 = #3 }
3955 \cs_new:cpn { __dim_compare_ = :w }
3956 #1 \__dim_eval:w = { #1 \__dim_eval:w }
3957 \cs_new:cpn { __dim_compare_ < :w }

```

```

3958     #1 \reverse_if:N #2 < #3 = { #1 #2 > #3 }
3959 \cs_new:cpn { __dim_compare_ > :w }
3960     #1 \reverse_if:N #2 > #3 = { #1 #2 < #3 }
3961 \cs_new:Npn \__dim_compare_end:w #1 \prg_return_false: #2 \q_stop
3962 { #1 \prg_return_false: \else: \prg_return_true: \fi: }

```

(End definition for \dim_compare:nTF. This function is documented on page 79.)

\dim_case:nn 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.

```

\dim_case:nnTF
\__dim_case:nw
\__dim_case_end:nw
3963 \cs_new:Npn \dim_case:nnTF #1
3964 {
3965     \tex_romannumeral:D
3966     \exp_args:Nf \__dim_case:nnTF { \dim_eval:n {#1} }
3967 }
3968 \cs_new:Npn \dim_case:nnT #1#2#3
3969 {
3970     \tex_romannumeral:D
3971     \exp_args:Nf \__dim_case:nnTF { \dim_eval:n {#1} } {#2} {#3} { }
3972 }
3973 \cs_new:Npn \dim_case:nnF #1#2
3974 {
3975     \tex_romannumeral:D
3976     \exp_args:Nf \__dim_case:nnTF { \dim_eval:n {#1} } {#2} { }
3977 }
3978 \cs_new:Npn \dim_case:nn #1#2
3979 {
3980     \tex_romannumeral:D
3981     \exp_args:Nf \__dim_case:nnTF { \dim_eval:n {#1} } {#2} { } { }
3982 }
3983 \cs_new:Npn \__dim_case:nnTF #1#2#3#4
3984 { \__dim_case:nw {#1} #2 {#1} { } \q_mark {#3} \q_mark {#4} \q_stop }
3985 \cs_new:Npn \__dim_case:nw #1#2#3
3986 {
3987     \dim_compare:nNnTF {#1} = {#2}
3988     { \__dim_case_end:nw {#3} }
3989     { \__dim_case:nw {#1} }
3990 }
3991 \cs_new_eq:NN \__dim_case_end:nw \__prg_case_end:nw

```

(End definition for \dim_case:nn. This function is documented on page ??.)

9.6 Dimension expression loops

\dim_while_do:nn while_do and do_while functions for dimensions. Same as for the int type only the names have changed.

```

\dim_until_do:nn
\dim_do_while:nn
\dim_do_until:nn
3992 \cs_set:Npn \dim_while_do:nn #1#2
3993 {
3994     \dim_compare:nT {#1}
3995     {

```

```

3996         #2
3997         \dim_while_do:nn {#1} {#2}
3998     }
3999 }
4000 \cs_set:Npn \dim_until_do:nn #1#2
4001 {
4002     \dim_compare:nF {#1}
4003     {
4004         #2
4005         \dim_until_do:nn {#1} {#2}
4006     }
4007 }
4008 \cs_set:Npn \dim_do_while:nn #1#2
4009 {
4010     #2
4011     \dim_compare:nT {#1}
4012     { \dim_do_while:nn {#1} {#2} }
4013 }
4014 \cs_set:Npn \dim_do_until:nn #1#2
4015 {
4016     #2
4017     \dim_compare:nF {#1}
4018     { \dim_do_until:nn {#1} {#2} }
4019 }

```

(End definition for `\dim_while_do:nn`. This function is documented on page 81.)

`\dim_while_do:nNnn` `while_do` and `do_while` functions for dimensions. Same as for the `int` type only the names have changed.

```

\dim_until_do:nNnn
\dim_do_while:nNnn
\dim_do_until:nNnn
4020 \cs_set:Npn \dim_while_do:nNnn #1#2#3#4
4021 {
4022     \dim_compare:nNnT {#1} #2 {#3}
4023     {
4024         #4
4025         \dim_while_do:nNnn {#1} #2 {#3} {#4}
4026     }
4027 }
4028 \cs_set:Npn \dim_until_do:nNnn #1#2#3#4
4029 {
4030     \dim_compare:nNnF {#1} #2 {#3}
4031     {
4032         #4
4033         \dim_until_do:nNnn {#1} #2 {#3} {#4}
4034     }
4035 }
4036 \cs_set:Npn \dim_do_while:nNnn #1#2#3#4
4037 {
4038     #4
4039     \dim_compare:nNnT {#1} #2 {#3}
4040     { \dim_do_while:nNnn {#1} #2 {#3} {#4} }

```

```

4041 }
4042 \cs_set:Npn \dim_do_until:nNnn #1#2#3#4
4043 {
4044   #4
4045   \dim_compare:nNnF {#1} #2 {#3}
4046   { \dim_do_until:nNnn {#1} #2 {#3} {#4} }
4047 }

```

(End definition for `\dim_while_do:nNnn`. This function is documented on page 81.)

9.7 Using dim expressions and variables

`\dim_eval:n` Evaluating a dimension expression expandably.

```

4048 \cs_new:Npn \dim_eval:n #1
4049 { \dim_use:N \__dim_eval:w #1 \__dim_eval_end: }

```

(End definition for `\dim_eval:n`. This function is documented on page 81.)

`\dim_use:N` Accessing a $\langle dim \rangle$.

```

\dim_use:c 4050 \cs_new_eq:NN \dim_use:N \tex_the:D
4051 \cs_generate_variant:Nn \dim_use:N { c }

```

(End definition for `\dim_use:N` and `\dim_use:c`. These functions are documented on page 82.)

`\dim_to_decimal:n` A function which comes up often enough to deserve a place in the kernel. Evaluate the dimension expression `#1` then remove the trailing `pt`. 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.

```

4052 \cs_new:Npn \dim_to_decimal:n #1
4053 {
4054   \exp_after:wN
4055   \__dim_to_decimal:w \dim_use:N \__dim_eval:w (#1) \__dim_eval_end:
4056 }
4057 \use:x
4058 {
4059   \cs_new:Npn \exp_not:N \__dim_to_decimal:w
4060   ##1 . ##2 \tl_to_str:n { pt }
4061 }
4062 {
4063   \int_compare:nNnTF {#2} > \c_zero
4064   { #1 . #2 }
4065   { #1 }
4066 }

```

(End definition for `\dim_to_decimal:n`. This function is documented on page 82.)

`\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).

```

4067 \cs_new:Npn \dim_to_decimal_in_bp:n #1
4068 { \dim_to_decimal:n { ( #1 ) * 800 / 803 } }

```

(End definition for `\dim_to_decimal_in_bp:n`. This function is documented on page 82.)

`\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.

```

4069 \cs_new:Npn \dim_to_decimal_in_unit:nn #1#2
4070 {
4071   \dim_to_decimal:n
4072   {
4073     1pt *
4074     \dim_ratio:nn {#1} {#2}
4075   }
4076 }
```

(End definition for `\dim_to_decimal_in_unit:nn`. This function is documented on page 82.)

`\dim_to_fp:n` Defined in `l3fp-conver`t, documented here.

(End definition for `\dim_to_fp:n`. This function is documented on page 83.)

9.8 Viewing dim variables

`\dim_show:N` Diagnostics.

```

\dim_show:c 4077 \cs_new_eq:NN \dim_show:N \__kernel_register_show:N
4078 \cs_generate_variant:Nn \dim_show:N { c }
```

(End definition for `\dim_show:N` and `\dim_show:c`. These functions are documented on page 83.)

`\dim_show:n` Diagnostics. We don't use the TeX primitive `\showthe` to show dimension expressions: this gives a more unified output, since the closing brace is read by the dimension expression in all cases.

```

4079 \cs_new_protected:Npn \dim_show:n #1
4080 { \etex_showtokens:D \exp_after:wN { \dim_use:N \__dim_eval:w #1 } }
```

(End definition for `\dim_show:n`. This function is documented on page 83.)

9.9 Constant dimensions

`\c_zero_dim` Constant dimensions: in package mode, a couple of registers can be saved.

```

\c_max_dim 4081 \dim_const:Nn \c_zero_dim { 0 pt }
4082 \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 83.)

9.10 Scratch dimensions

`\l_tmpa_dim` We provide two local and two global scratch registers, maybe we need more or less.

```

\l_tmpb_dim 4083 \dim_new:N \l_tmpa_dim
\g_tmpa_dim 4084 \dim_new:N \l_tmpb_dim
\g_tmpb_dim 4085 \dim_new:N \g_tmpa_dim
4086 \dim_new:N \g_tmpb_dim
```

(End definition for `\l_tmpa_dim` and `\l_tmpb_dim`. These variables are documented on page 83.)

9.11 Creating and initialising skip variables

\skip_new:N Allocation of a new internal registers.

```
\skip_new:c 4087 <*package>
4088 \cs_new_protected:Npn \skip_new:N #1
4089 {
4090     \__chk_if_free_cs:N #1
4091     \cs:w newskip \cs_end: #1
4092 }
4093 </package>
4094 \cs_generate_variant:Nn \skip_new:N { c }
```

(End definition for \skip_new:N and \skip_new:c. These functions are documented on page 84.)

\skip_const:Nn Contrarily to integer constants, we cannot avoid using a register, even for constants.

```
\skip_const:cn 4095 \cs_new_protected:Npn \skip_const:Nn #1
4096 {
4097     \skip_new:N #1
4098     \skip_gset:Nn #1
4099 }
4100 \cs_generate_variant:Nn \skip_const:Nn { c }
```

(End definition for \skip_const:Nn and \skip_const:cn. These functions are documented on page 84.)

\skip_zero:N Reset the register to zero.

```
\skip_zero:c 4101 \cs_new_protected:Npn \skip_zero:N #1 { #1 \c_zero_skip }
\skip_gzero:N 4102 \cs_new_protected:Npn \skip_gzero:N { \tex_global:D \skip_zero:N }
\skip_gzero:c 4103 \cs_generate_variant:Nn \skip_zero:N { c }
4104 \cs_generate_variant:Nn \skip_gzero:N { c }
```

(End definition for \skip_zero:N and \skip_zero:c. These functions are documented on page 84.)

\skip_zero_new:N Create a register if needed, otherwise clear it.

```
\skip_zero_new:c 4105 \cs_new_protected:Npn \skip_zero_new:N #1
\skip_gzero_new:N 4106 { \skip_if_exist:NTF #1 { \skip_zero:N #1 } { \skip_new:N #1 } }
\skip_gzero_new:c 4107 \cs_new_protected:Npn \skip_gzero_new:N #1
4108 { \skip_if_exist:NTF #1 { \skip_gzero:N #1 } { \skip_new:N #1 } }
4109 \cs_generate_variant:Nn \skip_zero_new:N { c }
4110 \cs_generate_variant:Nn \skip_gzero_new:N { c }
```

(End definition for \skip_zero_new:N and others. These functions are documented on page 84.)

\skip_if_exist_p:N Copies of the cs functions defined in l3basics.

```
\skip_if_exist_p:c 4111 \prg_new_eq_conditional:NNn \skip_if_exist:N \cs_if_exist:N
\skip_if_exist:NNTF 4112 { TF , T , F , p }
\skip_if_exist:cTF 4113 \prg_new_eq_conditional:NNn \skip_if_exist:c \cs_if_exist:c
4114 { TF , T , F , p }
```

(End definition for \skip_if_exist:NNTF and \skip_if_exist:cTF. These functions are documented on page 84.)

9.12 Setting skip variables

`\skip_set:Nn` Much the same as for dimensions.

```

\skip_set:cn      4115 \cs_new_protected:Npn \skip_set:Nn #1#2
\skip_gset:Nn     4116 { #1 ~ \etex_glueexpr:D #2 \scan_stop: }
\skip_gset:cn     4117 \cs_new_protected:Npn \skip_gset:Nn { \tex_global:D \skip_set:Nn }
                  4118 \cs_generate_variant:Nn \skip_set:Nn { c }
                  4119 \cs_generate_variant:Nn \skip_gset:Nn { c }

```

(End definition for `\skip_set:Nn` and `\skip_set:cn`. These functions are documented on page 84.)

`\skip_set_eq:NN` All straightforward.

```

\skip_set_eq:cn   4120 \cs_new_protected:Npn \skip_set_eq:NN #1#2 { #1 = #2 }
\skip_set_eq:Nc   4121 \cs_generate_variant:Nn \skip_set_eq:NN { c }
\skip_set_eq:cc   4122 \cs_generate_variant:Nn \skip_set_eq:NN { Nc , cc }
\skip_gset_eq:NN  4123 \cs_new_protected:Npn \skip_gset_eq:NN #1#2 { \tex_global:D #1 = #2 }
\skip_gset_eq:cn  4124 \cs_generate_variant:Nn \skip_gset_eq:NN { c }
\skip_gset_eq:Nc  4125 \cs_generate_variant:Nn \skip_gset_eq:NN { Nc , cc }
\skip_gset_eq:cc

```

(End definition for `\skip_set_eq:NN` and others. These functions are documented on page 85.)

`\skip_add:Nn` Using by here deals with the (incorrect) case `\skip123`.

```

\skip_add:cn      4126 \cs_new_protected:Npn \skip_add:Nn #1#2
\skip_gadd:Nn     4127 { \tex_advance:D #1 by \etex_glueexpr:D #2 \scan_stop: }
\skip_gadd:cn     4128 \cs_new_protected:Npn \skip_gadd:Nn { \tex_global:D \skip_add:Nn }
\skip_sub:Nn      4129 \cs_generate_variant:Nn \skip_add:Nn { c }
\skip_sub:cn      4130 \cs_generate_variant:Nn \skip_gadd:Nn { c }
\skip_gsub:Nn     4131 \cs_new_protected:Npn \skip_sub:Nn #1#2
\skip_gsub:cn     4132 { \tex_advance:D #1 by - \etex_glueexpr:D #2 \scan_stop: }
                  4133 \cs_new_protected:Npn \skip_gsub:Nn { \tex_global:D \skip_sub:Nn }
                  4134 \cs_generate_variant:Nn \skip_sub:Nn { c }
                  4135 \cs_generate_variant:Nn \skip_gsub:Nn { c }

```

(End definition for `\skip_add:Nn` and `\skip_add:cn`. These functions are documented on page 84.)

9.13 Skip expression conditionals

`\skip_if_eq_p:nn` Comparing skips means doing two expansions to make strings, and then testing them.
`\skip_if_eq:nnTF` As a result, only equality is tested.

```

4136 \prg_new_conditional:Npnn \skip_if_eq:nn #1#2 { p , T , F , TF }
4137 {
4138   \if_int_compare:w
4139     \__str_if_eq_x:nn { \skip_eval:n { #1 } } { \skip_eval:n { #2 } }
4140     = \c_zero
4141     \prg_return_true:
4142   \else:
4143     \prg_return_false:
4144   \fi:
4145 }

```

(End definition for `\skip_if_eq:nnTF`. This function is documented on page 85.)

`\skip_if_finite_p:n` 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.

```

4146 \cs_set_protected:Npn \__cs_tmp:w #1
4147 {
4148   \prg_new_conditional:Npnn \skip_if_finite:n ##1 { p , T , F , TF }
4149   {
4150     \exp_after:wN \__skip_if_finite:wwNw
4151     \skip_use:N \etex_glueexpr:D ##1 ; \prg_return_false:
4152     #1 ; \prg_return_true: \q_stop
4153   }
4154   \cs_new:Npn \__skip_if_finite:wwNw ##1 #1 ##2 ; ##3 ##4 \q_stop {##3}
4155 }
4156 \exp_args:No \__cs_tmp:w { \tl_to_str:n { fil } }

```

(End definition for `\skip_if_finite:nTF`. This function is documented on page 85.)

9.14 Using skip expressions and variables

`\skip_eval:n` Evaluating a skip expression expandably.

```

4157 \cs_new:Npn \skip_eval:n #1
4158 { \skip_use:N \etex_glueexpr:D #1 \scan_stop: }

```

(End definition for `\skip_eval:n`. This function is documented on page 85.)

`\skip_use:N` Accessing a $\langle skip \rangle$.

```

\skip_use:c 4159 \cs_new_eq:NN \skip_use:N \tex_the:D
4160 \cs_generate_variant:Nn \skip_use:N { c }

```

(End definition for `\skip_use:N` and `\skip_use:c`. These functions are documented on page 86.)

9.15 Inserting skips into the output

`\skip_horizontal:N` Inserting skips.

```

\skip_horizontal:c 4161 \cs_new_eq:NN \skip_horizontal:N \tex_hskip:D
\skip_horizontal:n 4162 \cs_new:Npn \skip_horizontal:n #1
\skip_vertical:N 4163 { \skip_horizontal:N \etex_glueexpr:D #1 \scan_stop: }
\skip_vertical:c 4164 \cs_new_eq:NN \skip_vertical:N \tex_vskip:D
\skip_vertical:n 4165 \cs_new:Npn \skip_vertical:n #1
4166 { \skip_vertical:N \etex_glueexpr:D #1 \scan_stop: }
4167 \cs_generate_variant:Nn \skip_horizontal:N { c }
4168 \cs_generate_variant:Nn \skip_vertical:N { c }

```

(End definition for `\skip_horizontal:N`, `\skip_horizontal:c`, and `\skip_horizontal:n`. These functions are documented on page 87.)

9.16 Viewing skip variables

`\skip_show:N` Diagnostics.

`\skip_show:c`

```

4169 \cs_new_eq:NN \skip_show:N \__kernel_register_show:N
4170 \cs_generate_variant:Nn \skip_show:N { c }
```

(End definition for \skip_show:N and \skip_show:c. These functions are documented on page 86.)

`\skip_show:n` Diagnostics. We don't use the T_EX primitive `\showthe` to show skip expressions: this gives a more unified output, since the closing brace is read by the skip expression in all cases.

```

4171 \cs_new_protected:Npn \skip_show:n #1
4172 { \etex_showtokens:D \exp_after:wN { \tex_the:D \etex_glueexpr:D #1 } }
```

(End definition for \skip_show:n. This function is documented on page 86.)

9.17 Constant skips

`\c_zero_skip` Skips with no rubber component are just dimensions but need to terminate correctly.

`\c_max_skip`

```

4173 \skip_const:Nn \c_zero_skip { \c_zero_dim }
4174 \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 86.)

9.18 Scratch skips

`\l_tmpa_skip` We provide two local and two global scratch registers, maybe we need more or less.

`\l_tmpb_skip`

```

4175 \skip_new:N \l_tmpa_skip
4176 \skip_new:N \l_tmpb_skip
4177 \skip_new:N \g_tmpa_skip
4178 \skip_new:N \g_tmpb_skip
```

(End definition for \l_tmpa_skip and \l_tmpb_skip. These variables are documented on page 86.)

9.19 Creating and initialising muskip variables

`\muskip_new:N` And then we add muskips.

`\muskip_new:c`

```

4179 <*package>
4180 \cs_new_protected:Npn \muskip_new:N #1
4181 {
4182   \__chk_if_free_cs:N #1
4183   \cs:w newmuskip \cs_end: #1
4184 }
4185 </package>
4186 \cs_generate_variant:Nn \muskip_new:N { c }
```

(End definition for \muskip_new:N and \muskip_new:c. These functions are documented on page 87.)

\muskip_const:Nn Contrarily to integer constants, we cannot avoid using a register, even for constants.

```
\muskip_const:cn
4187 \cs_new_protected:Npn \muskip_const:Nn #1
4188 {
4189   \muskip_new:N #1
4190   \muskip_gset:Nn #1
4191 }
4192 \cs_generate_variant:Nn \muskip_const:Nn { c }
```

(End definition for \muskip_const:Nn and \muskip_const:cn. These functions are documented on page 87.)

\muskip_zero:N Reset the register to zero.

```
\muskip_zero:c
4193 \cs_new_protected:Npn \muskip_zero:N #1
4194 { #1 \c_zero_muskip }
4195 \cs_new_protected:Npn \muskip_gzero:N { \tex_global:D \muskip_zero:N }
4196 \cs_generate_variant:Nn \muskip_zero:N { c }
4197 \cs_generate_variant:Nn \muskip_gzero:N { c }
```

(End definition for \muskip_zero:N and \muskip_zero:c. These functions are documented on page 87.)

\muskip_zero_new:N Create a register if needed, otherwise clear it.

```
\muskip_zero_new:c
4198 \cs_new_protected:Npn \muskip_zero_new:N #1
4199 { \muskip_if_exist:NTF #1 { \muskip_zero:N #1 } { \muskip_new:N #1 } }
4200 \cs_new_protected:Npn \muskip_gzero_new:N #1
4201 { \muskip_if_exist:NTF #1 { \muskip_gzero:N #1 } { \muskip_new:N #1 } }
4202 \cs_generate_variant:Nn \muskip_zero_new:N { c }
4203 \cs_generate_variant:Nn \muskip_gzero_new:N { c }
```

(End definition for \muskip_zero_new:N and others. These functions are documented on page 87.)

\muskip_if_exist_p:N Copies of the cs functions defined in l3basics.

```
\muskip_if_exist_p:c
4204 \prg_new_eq_conditional:NNn \muskip_if_exist:N \cs_if_exist:N
4205 { TF , T , F , p }
4206 \prg_new_eq_conditional:NNn \muskip_if_exist:c \cs_if_exist:c
4207 { TF , T , F , p }
```

(End definition for \muskip_if_exist:N and \muskip_if_exist:c. These functions are documented on page 87.)

9.20 Setting muskip variables

\muskip_set:Nn This should be pretty familiar.

```
\muskip_set:cn
4208 \cs_new_protected:Npn \muskip_set:Nn #1#2
4209 { #1 ~ \etex_muexpr:D #2 \scan_stop: }
4210 \cs_new_protected:Npn \muskip_gset:Nn { \tex_global:D \muskip_set:Nn }
4211 \cs_generate_variant:Nn \muskip_set:Nn { c }
4212 \cs_generate_variant:Nn \muskip_gset:Nn { c }
```

(End definition for \muskip_set:Nn and \muskip_set:cn. These functions are documented on page 88.)

`\muskip_set_eq:NN` All straightforward.

```

\muskip_set_eq:cN 4213 \cs_new_protected:Npn \muskip_set_eq:NN #1#2 { #1 = #2 }
\muskip_set_eq:Nc 4214 \cs_generate_variant:Nn \muskip_set_eq:NN { c }
\muskip_set_eq:cc 4215 \cs_generate_variant:Nn \muskip_set_eq:NN { Nc , cc }
\muskip_gset_eq:NN 4216 \cs_new_protected:Npn \muskip_gset_eq:NN #1#2 { \tex_global:D #1 = #2 }
\muskip_gset_eq:cN 4217 \cs_generate_variant:Nn \muskip_gset_eq:NN { c }
\muskip_gset_eq:Nc 4218 \cs_generate_variant:Nn \muskip_gset_eq:NN { Nc , cc }
\muskip_gset_eq:cc (End definition for \muskip_set_eq:NN and others. These functions are documented on page 88.)

```

`\muskip_add:Nn` Using `by` here deals with the (incorrect) case `\muskip123`.

```

\muskip_add:cn 4219 \cs_new_protected:Npn \muskip_add:Nn #1#2
\muskip_gadd:Nn 4220 { \tex_advance:D #1 by \etex_muexpr:D #2 \scan_stop: }
\muskip_gadd:cn 4221 \cs_new_protected:Npn \muskip_gadd:Nn { \tex_global:D \muskip_add:Nn }
\muskip_sub:Nn 4222 \cs_generate_variant:Nn \muskip_add:Nn { c }
\muskip_sub:cn 4223 \cs_generate_variant:Nn \muskip_gadd:Nn { c }
\muskip_gsub:Nn 4224 \cs_new_protected:Npn \muskip_sub:Nn #1#2
\muskip_gsub:cn 4225 { \tex_advance:D #1 by - \etex_muexpr:D #2 \scan_stop: }
4226 \cs_new_protected:Npn \muskip_gsub:Nn { \tex_global:D \muskip_sub:Nn }
4227 \cs_generate_variant:Nn \muskip_sub:Nn { c }
4228 \cs_generate_variant:Nn \muskip_gsub:Nn { c }
(End definition for \muskip_add:Nn and \muskip_add:cn. These functions are documented on page 88.)

```

9.21 Using muskip expressions and variables

`\muskip_eval:n` Evaluating a muskip expression expandably.

```

4229 \cs_new:Npn \muskip_eval:n #1
4230 { \muskip_use:N \etex_muexpr:D #1 \scan_stop: }
(End definition for \muskip_eval:n. This function is documented on page 88.)

```

`\muskip_use:N` Accessing a $\langle muskip \rangle$.

```

\muskip_use:c 4231 \cs_new_eq:NN \muskip_use:N \tex_the:D
4232 \cs_generate_variant:Nn \muskip_use:N { c }
(End definition for \muskip_use:N and \muskip_use:c. These functions are documented on page 88.)

```

9.22 Viewing muskip variables

`\muskip_show:N` Diagnostics.

```

\muskip_show:c 4233 \cs_new_eq:NN \muskip_show:N \__kernel_register_show:N
4234 \cs_generate_variant:Nn \muskip_show:N { c }
(End definition for \muskip_show:N and \muskip_show:c. These functions are documented on page 89.)

```

`\muskip_show:n` Diagnostics. We don't use the TeX primitive `\showthe` to show muskip expressions: this gives a more unified output, since the closing brace is read by the muskip expression in all cases.

```

4235 \cs_new_protected:Npn \muskip_show:n #1
4236 { \etex_showtokens:D \exp_after:wN { \tex_the:D \etex_muexpr:D #1 } }
(End definition for \muskip_show:n. This function is documented on page 89.)

```

9.23 Constant muskips

`\c_zero_muskip` Constant muskips given by their value.
`\c_max_muskip` 4237 \muskip_const:Nn \c_zero_muskip { 0 mu }
4238 \muskip_const:Nn \c_max_muskip { 16383.99999 mu }
(End definition for \c_zero_muskip. This function is documented on page 89.)

9.24 Scratch muskips

`\l_tmpa_muskip` We provide two local and two global scratch registers, maybe we need more or less.
`\l_tmpb_muskip` 4239 \muskip_new:N \l_tmpa_muskip
4240 \muskip_new:N \l_tmpb_muskip
4241 \muskip_new:N \g_tmpa_muskip
4242 \muskip_new:N \g_tmpb_muskip
(End definition for \l_tmpa_muskip and \l_tmpb_muskip. These variables are documented on page 89.)

9.25 Deprecated functions

`\dim_case:nnn` Deprecated 2013-07-15.
4243 \cs_new_eq:NN \dim_case:nnn \dim_case:nnF
(End definition for \dim_case:nnn. This function is documented on page ??.)
`__dim_strip_bp:n` Deprecated 2014-07-15.
`__dim_strip_pt:n` 4244 \cs_new_eq:NN __dim_strip_bp:n \dim_to_decimal_in_bp:n
4245 \cs_new_eq:NN __dim_strip_pt:n \dim_to_decimal:n
(End definition for __dim_strip_bp:n and __dim_strip_pt:n. These functions are documented on page ??.)
4246 </initex | package>

10 l3tl implementation

4247 <*initex | package>
4248 <@@=tl>

A token list variable is a \TeX macro that holds tokens. By using the $\varepsilon\text{-TeX}$ primitive `\unexpanded` inside a \TeX `\edef` it is possible to store any tokens, including `#`, in this way.

10.1 Functions

`\tl_new:N` Creating new token list variables is a case of checking for an existing definition and doing
`\tl_new:c` the definition.
4249 \cs_new_protected:Npn \tl_new:N #1
4250 {
4251 __chk_if_free_cs:N #1

```

4252     \cs_gset_eq:NN #1 \c_empty_tl
4253   }
4254   \cs_generate_variant:Nn \tl_new:N { c }

```

(End definition for `\tl_new:N` and `\tl_new:c`. These functions are documented on page 92.)

`\tl_const:Nn` Constants are also easy to generate.

```

\tl_const:Nx 4255 \cs_new_protected:Npn \tl_const:Nn #1#2
\tl_const:cn 4256 {
\tl_const:cx 4257   \__chk_if_free_cs:N #1
4258   \cs_gset_nopar:Npx #1 { \exp_not:n {#2} }
4259 }
4260 \cs_new_protected:Npn \tl_const:Nx #1#2
4261 {
4262   \__chk_if_free_cs:N #1
4263   \cs_gset_nopar:Npx #1 {#2}
4264 }
4265 \cs_generate_variant:Nn \tl_const:Nn { c }
4266 \cs_generate_variant:Nn \tl_const:Nx { c }

```

(End definition for `\tl_const:Nn` and others. These functions are documented on page 92.)

`\tl_clear:N` Clearing a token list variable means setting it to an empty value. Error checking will be sorted out by the parent function.

```

\tl_clear:c 4267 \cs_new_protected:Npn \tl_clear:N #1
\tl_gclear:N 4268 { \tl_set_eq:NN #1 \c_empty_tl }
\tl_gclear:c 4269 \cs_new_protected:Npn \tl_gclear:N #1
4270 { \tl_gset_eq:NN #1 \c_empty_tl }
4271 \cs_generate_variant:Nn \tl_clear:N { c }
4272 \cs_generate_variant:Nn \tl_gclear:N { c }

```

(End definition for `\tl_clear:N` and `\tl_clear:c`. These functions are documented on page 92.)

`\tl_clear_new:N` Clearing a token list variable means setting it to an empty value. Error checking will be sorted out by the parent function.

```

\tl_clear_new:c 4273 \cs_new_protected:Npn \tl_clear_new:N #1
\tl_gclear_new:N 4274 { \tl_if_exist:NTF #1 { \tl_clear:N #1 } { \tl_new:N #1 } }
4275 \cs_new_protected:Npn \tl_gclear_new:N #1
4276 { \tl_if_exist:NTF #1 { \tl_gclear:N #1 } { \tl_new:N #1 } }
4277 \cs_generate_variant:Nn \tl_clear_new:N { c }
4278 \cs_generate_variant:Nn \tl_gclear_new:N { c }

```

(End definition for `\tl_clear_new:N` and `\tl_clear_new:c`. These functions are documented on page 92.)

`\tl_set_eq:NN` For setting token list variables equal to each other.

```

\tl_set_eq:Nc 4279 \cs_new_eq:NN \tl_set_eq:NN \cs_set_eq:NN
\tl_set_eq:cN 4280 \cs_new_eq:NN \tl_set_eq:cN \cs_set_eq:cN
\tl_set_eq:cc 4281 \cs_new_eq:NN \tl_set_eq:Nc \cs_set_eq:Nc
\tl_gset_eq:NN 4282 \cs_new_eq:NN \tl_set_eq:cc \cs_set_eq:cc
\tl_gset_eq:Nc 4283 \cs_new_eq:NN \tl_gset_eq:NN \cs_gset_eq:NN
\tl_gset_eq:cN
\tl_gset_eq:cc

```

```

4284 \cs_new_eq:NN \tl_gset_eq:cN \cs_gset_eq:cN
4285 \cs_new_eq:NN \tl_gset_eq:Nc \cs_gset_eq:Nc
4286 \cs_new_eq:NN \tl_gset_eq:cc \cs_gset_eq:cc

```

(End definition for `\tl_set_eq:NN` and others. These functions are documented on page 92.)

```

\tl_concat:NNN Concatenating token lists is easy.
\tl_concat:ccc 4287 \cs_new_protected:Npn \tl_concat:NNN #1#2#3
\tl_gconcat:NNN 4288 { \tl_set:Nx #1 { \exp_not:o {#2} \exp_not:o {#3} } }
\tl_gconcat:ccc 4289 \cs_new_protected:Npn \tl_gconcat:NNN #1#2#3
4290 { \tl_gset:Nx #1 { \exp_not:o {#2} \exp_not:o {#3} } }
4291 \cs_generate_variant:Nn \tl_concat:NNN { ccc }
4292 \cs_generate_variant:Nn \tl_gconcat:NNN { ccc }

```

(End definition for `\tl_concat:NNN` and `\tl_concat:ccc`. These functions are documented on page 92.)

```

\tl_if_exist_p:N Copies of the cs functions defined in l3basics.
\tl_if_exist_p:c 4293 \prg_new_eq_conditional:NNn \tl_if_exist:N \cs_if_exist:N { TF , T , F , p }
\tl_if_exist:NTF 4294 \prg_new_eq_conditional:NNn \tl_if_exist:c \cs_if_exist:c { TF , T , F , p }
\tl_if_exist:cTF

```

(End definition for `\tl_if_exist:NTF` and `\tl_if_exist:cTF`. These functions are documented on page 92.)

10.2 Constant token lists

`\c_empty_tl` Never full. We need to define that constant before using `\tl_new:N`.

```

4295 \tl_const:Nn \c_empty_tl { }

```

(End definition for `\c_empty_tl`. This variable is documented on page 104.)

`\c_job_name_tl` Inherited from the L^AT_EX3 name for the primitive: this needs to actually contain the text of the job name rather than the name of the primitive, of course. Lua_TE_X does not quote file names containing spaces, whereas pdf_TE_X and X_T_TE_X do. So there may be a correction to make in the Lua_TE_X case.

```

4296 <*initex>
4297 \luatex_if_engine:T
4298 {
4299   \tex_everyjob:D \exp_after:wN
4300   {
4301     \tex_the:D \tex_everyjob:D
4302     \lua_now_x:n
4303     { dofile ( assert ( kpse.find_file ("luaTTeXquotejobname.lua" ) ) ) }
4304   }
4305 }
4306 \tex_everyjob:D \exp_after:wN
4307 {
4308   \tex_the:D \tex_everyjob:D
4309   \tl_const:Nx \c_job_name_tl { \tex_jobname:D }
4310 }
4311 </initex>

```

```

4312 <*package>
4313 \tl_const:Nx \c_job_name_tl { \tex_jobname:D }
4314 </package>

```

(End definition for `\c_job_name_tl`. This variable is documented on page 104.)

`\c_space_tl` A space as a token list (as opposed to as a character).

```

4315 \tl_const:Nn \c_space_tl { ~ }

```

(End definition for `\c_space_tl`. This variable is documented on page 104.)

10.3 Adding to token list variables

`\tl_set:Nn` By using `\exp_not:n` token list variables can contain # tokens, which makes the token list registers provided by T_EX more or less redundant. The `\tl_set:No` version is done “by hand” as it is used quite a lot.

```

4316 \cs_new_protected:Npn \tl_set:Nn #1#2
4317 { \cs_set_nopar:Npx #1 { \exp_not:n {#2} } }
4318 \cs_new_protected:Npn \tl_set:No #1#2
4319 { \cs_set_nopar:Npx #1 { \exp_not:o {#2} } }
4320 \cs_new_protected:Npn \tl_set:Nx #1#2
4321 { \cs_set_nopar:Npx #1 {#2} }
4322 \cs_new_protected:Npn \tl_gset:Nn #1#2
4323 { \cs_gset_nopar:Npx #1 { \exp_not:n {#2} } }
4324 \cs_new_protected:Npn \tl_gset:No #1#2
4325 { \cs_gset_nopar:Npx #1 { \exp_not:o {#2} } }
4326 \cs_new_protected:Npn \tl_gset:Nx #1#2
4327 { \cs_gset_nopar:Npx #1 {#2} }
4328 \cs_generate_variant:Nn \tl_set:Nn { NV , Nv , Nf }
4329 \cs_generate_variant:Nn \tl_set:Nx { c }
4330 \cs_generate_variant:Nn \tl_set:Nn { c , co , cV , cv , cf }
4331 \cs_generate_variant:Nn \tl_gset:Nn { NV , Nv , Nf }
4332 \cs_generate_variant:Nn \tl_gset:Nx { c }
4333 \cs_generate_variant:Nn \tl_gset:Nn { c , co , cV , cv , cf }
4334 \cs_new_protected:Npn \tl_put_left:Nn #1#2
4335 { \cs_set_nopar:Npx #1 { \exp_not:n {#2} \exp_not:o #1 } }
4336 \cs_new_protected:Npn \tl_put_left:Nv #1#2
4337 { \cs_set_nopar:Npx #1 { \exp_not:V #2 \exp_not:o #1 } }
4338 \cs_new_protected:Npn \tl_put_left:No #1#2
4339 { \cs_set_nopar:Npx #1 { \exp_not:o {#2} \exp_not:o #1 } }
4340 \cs_new_protected:Npn \tl_put_left:Nx #1#2
4341 { \cs_set_nopar:Npx #1 { #2 \exp_not:o #1 } }
4342 \cs_new_protected:Npn \tl_gput_left:Nn #1#2
4343 { \cs_gset_nopar:Npx #1 { \exp_not:n {#2} \exp_not:o #1 } }
4344 \cs_new_protected:Npn \tl_gput_left:Nv #1#2
4345 { \cs_gset_nopar:Npx #1 { \exp_not:V #2 \exp_not:o #1 } }

```

(End definition for `\tl_set:Nn` and others. These functions are documented on page 93.)

`\tl_put_gset:cn` Adding to the left is done directly to gain a little performance.

```

4334 \cs_new_protected:Npn \tl_put_left:Nn #1#2
4335 { \cs_set_nopar:Npx #1 { \exp_not:n {#2} \exp_not:o #1 } }
4336 \cs_new_protected:Npn \tl_put_left:Nv #1#2
4337 { \cs_set_nopar:Npx #1 { \exp_not:V #2 \exp_not:o #1 } }
4338 \cs_new_protected:Npn \tl_put_left:No #1#2
4339 { \cs_set_nopar:Npx #1 { \exp_not:o {#2} \exp_not:o #1 } }
4340 \cs_new_protected:Npn \tl_put_left:Nx #1#2
4341 { \cs_set_nopar:Npx #1 { #2 \exp_not:o #1 } }
4342 \cs_new_protected:Npn \tl_gput_left:Nn #1#2
4343 { \cs_gset_nopar:Npx #1 { \exp_not:n {#2} \exp_not:o #1 } }
4344 \cs_new_protected:Npn \tl_gput_left:Nv #1#2
4345 { \cs_gset_nopar:Npx #1 { \exp_not:V #2 \exp_not:o #1 } }

```

```

4346 \cs_new_protected:Npn \tl_gput_left:No #1#2
4347 { \cs_gset_nopar:Npx #1 { \exp_not:o {#2} \exp_not:o #1 } }
4348 \cs_new_protected:Npn \tl_gput_left:Nx #1#2
4349 { \cs_gset_nopar:Npx #1 { #2 \exp_not:o {#1} } }
4350 \cs_generate_variant:Nn \tl_put_left:Nn { c }
4351 \cs_generate_variant:Nn \tl_put_left:NV { c }
4352 \cs_generate_variant:Nn \tl_put_left:No { c }
4353 \cs_generate_variant:Nn \tl_put_left:Nx { c }
4354 \cs_generate_variant:Nn \tl_gput_left:Nn { c }
4355 \cs_generate_variant:Nn \tl_gput_left:NV { c }
4356 \cs_generate_variant:Nn \tl_gput_left:No { c }
4357 \cs_generate_variant:Nn \tl_gput_left:Nx { c }

```

(End definition for `\tl_put_left:Nn` and others. These functions are documented on page 93.)

```

\tl_put_right:Nn The same on the right.
\tl_put_right:NV 4358 \cs_new_protected:Npn \tl_put_right:Nn #1#2
\tl_put_right:No 4359 { \cs_set_nopar:Npx #1 { \exp_not:o #1 \exp_not:n {#2} } }
\tl_put_right:Nx 4360 \cs_new_protected:Npn \tl_put_right:NV #1#2
\tl_put_right:cn 4361 { \cs_set_nopar:Npx #1 { \exp_not:o #1 \exp_not:V #2 } }
\tl_put_right:cV 4362 \cs_new_protected:Npn \tl_put_right:No #1#2
\tl_put_right:co 4363 { \cs_set_nopar:Npx #1 { \exp_not:o #1 \exp_not:o {#2} } }
\tl_put_right:cx 4364 \cs_new_protected:Npn \tl_put_right:Nx #1#2
\tl_gput_right:Nn 4365 { \cs_set_nopar:Npx #1 { \exp_not:o #1 #2 } }
\tl_gput_right:NV 4366 \cs_new_protected:Npn \tl_gput_right:Nn #1#2
\tl_gput_right:No 4367 { \cs_gset_nopar:Npx #1 { \exp_not:o #1 \exp_not:n {#2} } }
\tl_gput_right:Nx 4368 \cs_new_protected:Npn \tl_gput_right:NV #1#2
\tl_gput_right:cn 4369 { \cs_gset_nopar:Npx #1 { \exp_not:o #1 \exp_not:V #2 } }
\tl_gput_right:cV 4370 \cs_new_protected:Npn \tl_gput_right:No #1#2
\tl_gput_right:co 4371 { \cs_gset_nopar:Npx #1 { \exp_not:o #1 \exp_not:o {#2} } }
\tl_gput_right:cx 4372 \cs_new_protected:Npn \tl_gput_right:Nx #1#2
4373 { \cs_gset_nopar:Npx #1 { \exp_not:o {#1} #2 } }
4374 \cs_generate_variant:Nn \tl_put_right:Nn { c }
4375 \cs_generate_variant:Nn \tl_put_right:NV { c }
4376 \cs_generate_variant:Nn \tl_put_right:No { c }
4377 \cs_generate_variant:Nn \tl_put_right:Nx { c }
4378 \cs_generate_variant:Nn \tl_gput_right:Nn { c }
4379 \cs_generate_variant:Nn \tl_gput_right:NV { c }
4380 \cs_generate_variant:Nn \tl_gput_right:No { c }
4381 \cs_generate_variant:Nn \tl_gput_right:Nx { c }

```

(End definition for `\tl_put_right:Nn` and others. These functions are documented on page 93.)

When used as a package, there is an option to be picky and to check definitions exist. This part of the process is done now, so that variable types based on `tl` (for example `clist`, `seq` and `prop`) will inherit the appropriate definitions. No `\tl_map...` yet as the mechanisms are not fully in place. Thus instead do a more low level set up for a mapping, as in `l3basics`.

```

4382 <*package>
4383 \tex_ifodd:D \l@expl@check@declarations@bool
4384 \cs_set_protected:Npn \__cs_tmp:w #1

```

```

4385 {
4386   \if_meaning:w ? #1
4387   \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
4388   \fi:
4389   \use:x
4390   {
4391     \cs_set_protected:Npn #1 \exp_not:n { ##1 ##2 }
4392     {
4393       \__chk_if_exist_var:N \exp_not:n {##1}
4394       \exp_not:o { #1 {##1} {##2} }
4395     }
4396   }
4397   \__cs_tmp:w
4398 }
4399 \__cs_tmp:w
4400 \tl_set:Nn \tl_set:No \tl_set:Nx
4401 \tl_gset:Nn \tl_gset:No \tl_gset:Nx
4402 \tl_put_left:Nn \tl_put_left:NV
4403 \tl_put_left:No \tl_put_left:Nx
4404 \tl_gput_left:Nn \tl_gput_left:NV
4405 \tl_gput_left:No \tl_gput_left:Nx
4406 \tl_put_right:Nn \tl_put_right:NV
4407 \tl_put_right:No \tl_put_right:Nx
4408 \tl_gput_right:Nn \tl_gput_right:NV
4409 \tl_gput_right:No \tl_gput_right:Nx
4410 ? \q_recursion_stop
4411 \</package>

```

The two `set_eq` functions are done by hand as the internals there are a bit different.

```

4412 \<*package>
4413 \cs_set_protected:Npn \tl_set_eq:NN #1#2
4414 {
4415   \__chk_if_exist_var:N #1
4416   \__chk_if_exist_var:N #2
4417   \cs_set_eq:NN #1 #2
4418 }
4419 \cs_set_protected:Npn \tl_gset_eq:NN #1#2
4420 {
4421   \__chk_if_exist_var:N #1
4422   \__chk_if_exist_var:N #2
4423   \cs_gset_eq:NN #1 #2
4424 }
4425 \</package>

```

There is also a need to check all three arguments of the `concat` functions: a token list #2 or #3 equal to `\scan_stop:` would lead to problems later on.

```

4426 \<*package>
4427 \cs_set_protected:Npn \tl_concat:NNN #1#2#3
4428 {
4429   \__chk_if_exist_var:N #1

```

```

4430     \_chk_if_exist_var:N #2
4431     \_chk_if_exist_var:N #3
4432     \tl_set:Nx #1 { \exp_not:o {#2} \exp_not:o {#3} }
4433   }
4434   \cs_set_protected:Npn \tl_gconcat:NNN #1#2#3
4435   {
4436     \_chk_if_exist_var:N #1
4437     \_chk_if_exist_var:N #2
4438     \_chk_if_exist_var:N #3
4439     \tl_gset:Nx #1 { \exp_not:o {#2} \exp_not:o {#3} }
4440   }
4441   \tex_fi:D
4442   \</package>

```

10.4 Reassigning token list category codes

`\c__tl_rescan_marker_tl` The rescanning code needs a special token list containing the same character with two different category codes. This is set up here, while the detail is described below. Note that we are sure that the colon has category letter at this stage.

```

4443 \tl_const:Nx \c__tl_rescan_marker_tl { : \token_to_str:N : }

```

(End definition for `\c__tl_rescan_marker_tl`. This variable is documented on page ??.)

`\tl_set_rescan:Nnn` The idea here is to deal cleanly with the problem that `\scantokens` treats the argument as a file, and without the correct settings a T_EX error occurs:

```

\tl_set_rescan:Nno
\tl_set_rescan:Nnx
\tl_set_rescan:cnn      ! File ended while scanning definition of ...
\tl_set_rescan:cno
\tl_set_rescan:cnx

```

When expanding a token list this can be handled using `\exp_not:N` but this fails if the token list is not being expanded. So instead a delimited argument is used with an end marker which cannot appear within the token list which is scanned: two ‘.’ symbols with different category codes. The rescanned token list cannot contain the end marker, because all ‘.’ present in the token list are read with the same category code. As every character with charcode `\newlinechar` is replaced by the `\endlinechar`, and an extra `\endlinechar` is added at the end, we need to set both of those to `-1`, “unprintable”. To be safe, the `\setup` #3 is followed by `\scan_stop:`.

```

\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_rescan:w
4444 \cs_new_protected_nopar:Npn \tl_set_rescan:Nnn
4445   { \__tl_set_rescan:NNnn \tl_set:Nn }
4446 \cs_new_protected_nopar:Npn \tl_gset_rescan:Nnn
4447   { \__tl_set_rescan:NNnn \tl_gset:Nn }
4448 \cs_new_protected_nopar:Npn \tl_rescan:nn
4449   { \__tl_set_rescan:NNnn \prg_do_nothing: \use:n }
4450 \cs_new_protected:Npn \__tl_set_rescan:NNnn #1#2#3#4
4451   {
4452     \group_begin:
4453     \exp_args:No \etex_everyeof:D { \c__tl_rescan_marker_tl \exp_not:N }
4454     \tex_endlinechar:D \c_minus_one
4455     \tex_newlinechar:D \c_minus_one
4456     #3 \scan_stop:

```

```

4457 \use:x
4458 {
4459   \group_end:
4460   #1 \exp_not:N #2
4461   {
4462     \exp_after:wN \_tl_rescan:w
4463     \exp_after:wN \prg_do_nothing:
4464     \etex_scantokens:D {#4}
4465   }
4466 }
4467 }
4468 \use:x
4469 {
4470   \cs_new:Npn \exp_not:N \_tl_rescan:w ##1
4471     \c__tl_rescan_marker_tl
4472     { \exp_not:N \exp_not:o { ##1 } }
4473 }
4474 \cs_generate_variant:Nn \tl_set_rescan:Nnn { Nno , Nnx }
4475 \cs_generate_variant:Nn \tl_set_rescan:Nnn { c , cno , cnx }
4476 \cs_generate_variant:Nn \tl_gset_rescan:Nnn { Nno , Nnx }
4477 \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 94.)

10.5 Reassigning token list character codes

`\tl_to_lowercase:n` Just some names for a few primitives: we take care of wrapping the argument in braces.
`\tl_to_uppercase:n`

```

4478 \cs_new_protected:Npn \tl_to_lowercase:n #1
4479 { \tex_lowercase:D {#1} }
4480 \cs_new_protected:Npn \tl_to_uppercase:n #1
4481 { \tex_uppercase:D {#1} }

```

(End definition for `\tl_to_lowercase:n`. This function is documented on page 94.)

10.6 Modifying token list variables

`\tl_replace_all:Nnn` All of the `replace` functions call `_tl_replace:NnNNnn` with appropriate arguments.
`\tl_replace_all:cnn` The first two arguments are explained later. The next controls whether the replacement
`\tl_greplace_all:Nnn` function calls itself (`_tl_replace_next:w`) or stops (`_tl_replace_wrap:w`) after
`\tl_greplace_all:cnn` the first replacement. Next comes an x-type assignment function `\tl_set:Nx` or `\tl_-`
`\tl_replace_once:Nnn` `gset:Nx` for local or global replacements. Finally, the three arguments $\langle tl\ var \rangle$ $\{ \langle pattern \rangle \}$
`\tl_replace_once:cnn` $\{ \langle replacement \rangle \}$ provided by the user. When describing the auxiliary functions below,
`\tl_greplace_once:Nnn` we denote the contents of the $\langle tl\ var \rangle$ by $\langle token\ list \rangle$.
`\tl_greplace_once:cnn`

```

4482 \cs_new_protected_nopar:Npn \tl_replace_once:Nnn
4483 { \_tl_replace:NnNNnn \q_mark ? \_tl_replace_wrap:w \tl_set:Nx }
4484 \cs_new_protected_nopar:Npn \tl_greplace_once:Nnn
4485 { \_tl_replace:NnNNnn \q_mark ? \_tl_replace_wrap:w \tl_gset:Nx }
4486 \cs_new_protected_nopar:Npn \tl_replace_all:Nnn
4487 { \_tl_replace:NnNNnn \q_mark ? \_tl_replace_next:w \tl_set:Nx }

```

```

4488 \cs_new_protected_nopar:Npn \tl_greplace_all:Nnn
4489 { \__tl_replace:NnNNNnn \q_mark ? \__tl_replace_next:w \tl_gset:Nx }
4490 \cs_generate_variant:Nn \tl_replace_once:Nnn { c }
4491 \cs_generate_variant:Nn \tl_greplace_once:Nnn { c }
4492 \cs_generate_variant:Nn \tl_replace_all:Nnn { c }
4493 \cs_generate_variant:Nn \tl_greplace_all:Nnn { c }

```

(End definition for `\tl_replace_all:Nnn` and `\tl_replace_all:cnn`. These functions are documented on page 93.)

```

\__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 will 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 $\langle A \rangle$ and $\langle B \rangle$ such that $\langle A \rangle$ does not appear in #6 and #6 is not $\langle B \rangle$ (this condition is trivial if #6 has more than one token). Then we consider the delimiters “ $\langle A \rangle$ ” and “ $\langle A \rangle \langle A \rangle^n \langle B \rangle \langle A \rangle^n \langle B \rangle$ ”, for $n \geq 1$, where $\langle A \rangle^n$ denotes n copies of $\langle A \rangle$, 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 $\langle A \rangle$ 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 $\langle B \rangle$ 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 “ $\langle A \rangle$ ” in the list of delimiters to try, so that the *delimiter* will simply be `\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 $\langle A \rangle$. 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 emptiness 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 $\langle token\ list \rangle$ we take it as our $\langle delimiter \rangle$ and pass this to the `auxii` auxiliary.

```

4494 \cs_new_protected:Npn \__tl_replace:NnnNNnn #1#2#3#4#5#6#7
4495 {
4496   \tl_if_empty:nTF {#6}
4497   {
4498     \__msg_kernel_error:nxx { kernel } { empty-search-pattern }
4499     { \tl_to_str:n {#7} }
4500   }
4501   {
4502     \tl_if_in:onTF { #5 #6 } {#1}
4503     {
4504       \tl_if_in:nnTF {#6} {#1}
4505       { \exp_args:Nc \__tl_replace:NnnNNnn {#2} {#2?} }
4506       {
4507         \quark_if_nil:nTF {#6}
4508         { \__tl_replace_auxi:NnnNNnn #5 {#1} { #1 \q_stop } }
4509         { \__tl_replace_auxi:NnnNNnn #5 {#1} { #1 \q_nil } }
4510       }
4511     }
4512     { \__tl_replace_auxii:NnnNNnn {#1} }
4513     #3#4#5 {#6} {#7}
4514   }
4515 }
4516 \cs_new_protected:Npn \__tl_replace_auxi:NnnNNnn #1#2#3
4517 {
4518   \tl_if_in:NnTF #1 { #2 #3 #3 }
4519   { \__tl_replace_auxi:NnnNNnn #1 { #2 #3 } {#2} }
4520   { \__tl_replace_auxii:NnnNNnn { #2 #3 #3 } }
4521 }

```

The auxiliary `__tl_replace_auxii:NnnNNnn` receives the following arguments: $\{\langle delimiter \rangle\}$ $\langle function \rangle$ $\langle assignment \rangle$ $\langle tl\ var \rangle$ $\{\langle pattern \rangle\}$ $\{\langle replacement \rangle\}$. 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 $\langle assignment \rangle$ `#3` to the $\langle tl\ var \rangle$ `#4`. The auxiliary `__tl_replace_next:w` is called, followed by the $\langle token\ list \rangle$, some tokens including the $\langle delimiter \rangle$ `#1`, followed by the $\langle pattern \rangle$ `#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 $\langle token\ list \rangle$ or is the trailing one.

If on the one hand it is found within the $\langle token\ list \rangle$, then `##1` cannot contain the $\langle delimiter \rangle$ `#1` that we worked so hard to obtain, thus `__tl_replace_wrap:w` gets `##1` as its own argument `##1`, and wraps it using `\exp_not:o` for consumption by the x -expanding assignment. It also finds `\exp_not:n` as `##2` and does nothing to it, thus letting through `\exp_not:n {\langle replacement \rangle}` into the assignment. (Note that `__tl_replace_next:w` and `__tl_replace_wrap:w` are always called followed by `\prg_do_nothing:` to avoid losing braces when grabbing delimited arguments, hence the use of `\exp_not:o` rather than `\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 “`\prg_do_nothing: <token list> <delimiter> {<ending code>}`”, hence `__tl_replace_wrap:w` finds “`\prg_do_nothing: <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*).

```

4522 \cs_new_protected:Npn \__tl_replace_auxii:nNNNnn #1#2#3#4#5#6
4523 {
4524   \group_align_safe_begin:
4525   \cs_set:Npn \__tl_replace_wrap:w ##1 #1 ##2 { \exp_not:o {##1} ##2 }
4526   \cs_set:Npx \__tl_replace_next:w ##1 #5
4527   {
4528     \exp_not:N \__tl_replace_wrap:w ##1
4529     \exp_not:n { #1 }
4530     \exp_not:n { \exp_not:n {#6} }
4531     \exp_not:n { #2 \prg_do_nothing: }
4532   }
4533   #3 #4
4534   {
4535     \exp_after:wN \__tl_replace_next:w
4536     \exp_after:wN \prg_do_nothing: #4
4537     #1
4538     {
4539       \if_false: { \fi: }
4540       \exp_after:wN \use_none:n \exp_after:wN { \if_false: } \fi:
4541     }
4542     #5
4543     \q_recursion_stop
4544   }
4545   \group_align_safe_end:
4546 }
4547 \cs_new_eq:NN \__tl_replace_wrap:w ?
4548 \cs_new_eq:NN \__tl_replace_next:w ?

```

(End definition for `__tl_replace:NnNNNnn` and others.)

```

\tl_remove_once:Nn Removal is just a special case of replacement.
\tl_remove_once:cn
\tl_gremove_once:Nn
\tl_gremove_once:cn
4549 \cs_new_protected:Npn \tl_remove_once:Nn #1#2
4550 { \tl_replace_once:Nnn #1 {#2} { } }
4551 \cs_new_protected:Npn \tl_gremove_once:Nn #1#2
4552 { \tl_greplace_once:Nnn #1 {#2} { } }
4553 \cs_generate_variant:Nn \tl_remove_once:Nn { c }
4554 \cs_generate_variant:Nn \tl_gremove_once:Nn { c }

```

(End definition for `\tl_remove_once:Nn` and `\tl_remove_once:cn`. These functions are documented on page 93.)

```

\l_remove_all:Nn Removal is just a special case of replacement.
\l_remove_all:cn 4555 \cs_new_protected:Npn \l_remove_all:Nn #1#2
\l_gremove_all:Nn 4556 { \l_replace_all:Nnn #1 {#2} { } }
\l_gremove_all:cn 4557 \cs_new_protected:Npn \l_gremove_all:Nn #1#2
4558 { \l_greplace_all:Nnn #1 {#2} { } }
4559 \cs_generate_variant:Nn \l_remove_all:Nn { c }
4560 \cs_generate_variant:Nn \l_gremove_all:Nn { c }

```

10.7 Token list conditionals

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_return:o` is a fast emptiness test, converting its argument to a string (after one expansion) and using the test `\if_meaning:w \q_nil ... \q_nil`.

```

\tl_if_blank_p:n 4561 \prg_new_conditional:Npnn \tl_if_blank:n #1 { p , T , F , TF }
\tl_if_blank_p:V 4562 { __tl_if_empty_return:o { \use_none:n #1 ? } }
\tl_if_blank_p:o 4563 \cs_generate_variant:Nn \tl_if_blank_p:n { V }
\l_if_blank:nTF 4564 \cs_generate_variant:Nn \tl_if_blank:nT { V }
\tl_if_blank:VTF 4565 \cs_generate_variant:Nn \tl_if_blank:nF { V }
__tl_if_blank_p:NNw 4566 \cs_generate_variant:Nn \tl_if_blank:nTF { V }
4567 \cs_generate_variant:Nn \tl_if_blank_p:n { o }
4568 \cs_generate_variant:Nn \tl_if_blank:nT { o }
4569 \cs_generate_variant:Nn \tl_if_blank:nF { o }
4570 \cs_generate_variant:Nn \tl_if_blank:nTF { o }

```

(End definition for `\tl_remove_all:Nn` and `\tl_remove_all:cn`. These functions are documented on page 94.)

`\tl_if_empty_p:N` These functions check whether the token list in the argument is empty and execute the proper code from their argument(s).

```

\tl_if_empty_p:c 4571 \prg_new_conditional:Npnn \tl_if_empty:N #1 { p , T , F , TF }
\l_if_empty:NTF 4572 {
\tl_if_empty:cTF 4573   \if_meaning:w #1 \c_empty_tl
4574   \prg_return_true:
4575   \else:
4576   \prg_return_false:
4577   \fi:
4578 }
4579 \cs_generate_variant:Nn \tl_if_empty_p:N { c }
4580 \cs_generate_variant:Nn \tl_if_empty:N { T }
4581 \cs_generate_variant:Nn \tl_if_empty:N { F }
4582 \cs_generate_variant:Nn \tl_if_empty:N { TF }

```

(End definition for `\tl_if_empty:N` and `\tl_if_empty:c`. These functions are documented on page 95.)

`\tl_if_empty_p:n` Convert the argument to a string; this will be 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...

```

4583 \prg_new_conditional:Npnn \tl_if_empty:n #1 { p , TF , T , F }
4584 {
4585   \exp_after:wN \if_meaning:w \exp_after:wN \q_nil
4586   \tl_to_str:n {#1} \q_nil
4587   \prg_return_true:
4588   \else:
4589     \prg_return_false:
4590   \fi:
4591 }
4592 \cs_generate_variant:Nn \tl_if_empty_p:n { V }
4593 \cs_generate_variant:Nn \tl_if_empty:nTF { V }
4594 \cs_generate_variant:Nn \tl_if_empty:nT { V }
4595 \cs_generate_variant:Nn \tl_if_empty:nF { V }

```

(End definition for `\tl_if_empty:nTF` and `\tl_if_empty:VTF`. These functions are documented on page 95.)

`\tl_if_empty_p:o` The auxiliary function `__tl_if_empty_return: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:n(TF)`, but the expansion is hard-coded for efficiency, as this auxiliary function is used in many places. Note that this works because `\tl_to_str:n` expands tokens that follow until reading a catcode 1 (begin-group) token.

```

4596 \cs_new:Npn \__tl_if_empty_return:o #1
4597 {
4598   \exp_after:wN \if_meaning:w \exp_after:wN \q_nil
4599   \tl_to_str:n \exp_after:wN {#1} \q_nil
4600   \prg_return_true:
4601   \else:
4602     \prg_return_false:
4603   \fi:
4604 }
4605 \prg_new_conditional:Npnn \tl_if_empty:o #1 { p , TF , T , F }
4606 { \__tl_if_empty_return:o {#1} }

```

(End definition for `\tl_if_empty:oTF`. This function is documented on page ??.)

`\tl_if_eq_p:NN` Returns `\c_true_bool` if and only if the two token list variables are equal.

```

\__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

```

```

4607 \prg_new_conditional:Npnn \tl_if_eq:NN #1#2 { p , T , F , TF }
4608 {
4609   \if_meaning:w #1 #2
4610   \prg_return_true:
4611   \else:
4612     \prg_return_false:
4613   \fi:

```

```

4614 }
4615 \cs_generate_variant:Nn \tl_if_eq_p:NN { Nc , c , cc }
4616 \cs_generate_variant:Nn \tl_if_eq:NNTF { Nc , c , cc }
4617 \cs_generate_variant:Nn \tl_if_eq:NNT { Nc , c , cc }
4618 \cs_generate_variant:Nn \tl_if_eq:NNF { Nc , c , cc }

```

(End definition for `\tl_if_eq:NNTF` and others. These functions are documented on page 95.)

`\tl_if_eq:nnTF` A simple store and compare routine.

```

\l__tl_internal_a_tl 4619 \prg_new_protected_conditional:Npnn \tl_if_eq:nn #1#2 { T , F , TF }
\l__tl_internal_b_tl 4620 {
4621   \group_begin:
4622     \tl_set:Nn \l__tl_internal_a_tl {#1}
4623     \tl_set:Nn \l__tl_internal_b_tl {#2}
4624     \if_meaning:w \l__tl_internal_a_tl \l__tl_internal_b_tl
4625       \group_end:
4626       \prg_return_true:
4627     \else:
4628       \group_end:
4629       \prg_return_false:
4630     \fi:
4631   }
4632   \tl_new:N \l__tl_internal_a_tl
4633   \tl_new:N \l__tl_internal_b_tl

```

(End definition for `\tl_if_eq:nnTF`. This function is documented on page 95.)

`\tl_if_in:NnTF` See `\tl_if_in:nn(TF)` for further comments. Here we simply expand the token list
`\tl_if_in:cnTF` variable and pass it to `\tl_if_in:nn(TF)`.

```

4634 \cs_new_protected_nopar:Npn \tl_if_in:NnT { \exp_args:No \tl_if_in:nnT }
4635 \cs_new_protected_nopar:Npn \tl_if_in:NnF { \exp_args:No \tl_if_in:nnF }
4636 \cs_new_protected_nopar:Npn \tl_if_in:NnTF { \exp_args:No \tl_if_in:nnTF }
4637 \cs_generate_variant:Nn \tl_if_in:NnT { c }
4638 \cs_generate_variant:Nn \tl_if_in:NnF { c }
4639 \cs_generate_variant:Nn \tl_if_in:NnTF { c }

```

(End definition for `\tl_if_in:NnTF` and `\tl_if_in:cnTF`. These functions are documented on page 96.)

`\tl_if_in:nnTF` Once more, the test relies on the emptiness test for robustness. The function `__tl_-`
`\tl_if_in:VnTF` `tmp:w` removes tokens until the first occurrence of `#2`. If this does not appear in `#1`, then
`\tl_if_in:onTF` the final `#2` is removed, leaving an empty token list. Otherwise some tokens remain, and
`\tl_if_in:noTF` the test is false. See `\tl_if_empty:n(TF)` 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:`.

```

4640 \prg_new_protected_conditional:Npnn \tl_if_in:nn #1#2 { T , F , TF }

```

```

4641 {
4642   \if_false: { \fi:
4643     \cs_set:Npn \__tl_tmp:w ##1 #2 { }
4644     \tl_if_empty:oTF { \__tl_tmp:w #1 {} {} #2 }
4645     { \prg_return_false: } { \prg_return_true: }
4646     \if_false: } \fi:
4647   }
4648   \cs_generate_variant:Nn \tl_if_in:nnT { V , o , no }
4649   \cs_generate_variant:Nn \tl_if_in:nnF { V , o , no }
4650   \cs_generate_variant:Nn \tl_if_in:nnTF { V , o , no }

```

(End definition for `\tl_if_in:nnTF` and others. These functions are documented on page 96.)

`\tl_if_single_p:n` Expand the token list and feed it to `\tl_if_single:n`.

```

\red{ \tl_if_single:nTF } 4651 \cs_new:Npn \tl_if_single_p:n { \exp_args:No \tl_if_single_p:n }
4652 \cs_new:Npn \tl_if_single:NT { \exp_args:No \tl_if_single:nT }
4653 \cs_new:Npn \tl_if_single:NF { \exp_args:No \tl_if_single:nF }
4654 \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 96.)

`\tl_if_single_p:n` This test is similar to `\tl_if_empty:nTF`. Expanding `\use_none:nn #1 ??` once yields
`\red{ \tl_if_single:nTF }` an empty result if #1 is blank, a single ? if #1 has a single item, and otherwise yields
`__tl_if_single_p:n` some tokens ending with ?? . Then, `\tl_to_str:n` makes sure there are no odd category
`__tl_if_single:nTF` 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 will be the trailing ? and the catcode test
yields false. If #1 has a single item, the token will be ^ and the catcode test yields
true. Otherwise, it will be one of the characters resulting from `\tl_to_str:n`, and the
catcode test yields false. Note that `\if_catcode:w` takes care of the expansions, and
that `\tl_to_str:n` (the `\detokenize` primitive) actually expands tokens until finding a
begin-group token.

```

4655 \prg_new_conditional:Npnn \tl_if_single:n #1 { p , T , F , TF }
4656 {
4657   \if_catcode:w ^ \exp_after:wN \__tl_if_single:nnw
4658   \tl_to_str:n \exp_after:wN { \use_none:nn #1 ?? } ^ ? \q_stop
4659   \prg_return_true:
4660   \else:
4661     \prg_return_false:
4662   \fi:
4663 }
4664 \cs_new:Npn \__tl_if_single:nnw #1#2#3 \q_stop {#2}

```

(End definition for `\tl_if_single:nTF`. This function is documented on page 96.)

`\tl_case:Nn` The aim here is to allow the case statement to be evaluated using a known number of
`\tl_case:cn` expansion steps (two), and without needing to use an explicit “end of recursion” marker.
`\red{ \tl_case:NnTF }` That is achieved by using the test input as the final case, as this will always be true. The
`\tl_case:cnTF`

```

\__tl_case:nnTF
\__tl_case:Nw

```

```

\red{ \__prg_case_end:nw }
\__tl_case_end:nw

```

trick is then to tidy up the output such that the appropriate case code plus either the **true** or **false** branch code is inserted.

```

4665 \cs_new:Npn \tl_case:Nn #1#2
4666 {
4667   \tex_romannumeral:D
4668   \__tl_case:NnTF #1 {#2} { } { }
4669 }
4670 \cs_new:Npn \tl_case:NnT #1#2#3
4671 {
4672   \tex_romannumeral:D
4673   \__tl_case:NnTF #1 {#2} {#3} { }
4674 }
4675 \cs_new:Npn \tl_case:NnF #1#2#3
4676 {
4677   \tex_romannumeral:D
4678   \__tl_case:NnTF #1 {#2} { } {#3}
4679 }
4680 \cs_new:Npn \tl_case:NnTF #1#2
4681 {
4682   \tex_romannumeral:D
4683   \__tl_case:NnTF #1 {#2}
4684 }
4685 \cs_new:Npn \__tl_case:NnTF #1#2#3#4
4686 { \__tl_case:Nw #1 #2 #1 { } \q_mark {#3} \q_mark {#4} \q_stop }
4687 \cs_new:Npn \__tl_case:Nw #1#2#3
4688 {
4689   \tl_if_eq:NNTF #1 #2
4690   { \__tl_case_end:nw {#3} }
4691   { \__tl_case:Nw #1 }
4692 }
4693 \cs_generate_variant:Nn \tl_case:Nn { c }
4694 \cs_generate_variant:Nn \tl_case:NnT { c }
4695 \cs_generate_variant:Nn \tl_case:NnF { c }
4696 \cs_generate_variant:Nn \tl_case:NnTF { c }

```

To tidy up the recursion, there are two outcomes. If there was a hit to one of the cases searched for, then **#1** will be the code to insert, **#2** will be the *next* case to check on and **#3** will be all of the rest of the cases code. That means that **#4** will be the **true** branch code, and **#5** will be tidy 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** will be empty, **#2** will be the first `\q_mark` and so **#4** will be the **false** code (the **true** code is mopped up by **#3**).

```

4697 \cs_new:Npn \__prg_case_end:nw #1#2#3 \q_mark #4#5 \q_stop
4698 { \c_zero #1 #4 }
4699 \cs_new_eq:NN \__tl_case_end:nw \__prg_case_end:nw

```

(End definition for `\tl_case:Nn` and `\tl_case:cn`. These functions are documented on page ??.)

10.8 Mapping to token lists

`\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 will be read immediately and the loop terminated.

```
\tl_map_function:NN
\tl_map_function:cN
\__tl_map_function:Nn
4700 \cs_new:Npn \tl_map_function:nN #1#2
4701 {
4702   \__tl_map_function:Nn #2 #1
4703   \q_recursion_tail
4704   \__prg_break_point:Nn \tl_map_break: { }
4705 }
4706 \cs_new_nopar:Npn \tl_map_function:NN
4707 { \exp_args:No \tl_map_function:nN }
4708 \cs_new:Npn \__tl_map_function:Nn #1#2
4709 {
4710   \__quark_if_recursion_tail_break:nN {#2} \tl_map_break:
4711   #1 {#2} \__tl_map_function:Nn #1
4712 }
4713 \cs_generate_variant:Nn \tl_map_function:NN { c }
```

(End definition for `\tl_map_function:nN`. This function is documented on page 97.)

`\tl_map_inline:nn` The inline functions are straight forward by now. We use a little trick with the counter `\g__prg_map_int` to make them nestable. We can also make use of `__tl_map_function:Nn` from before.

```
\tl_map_inline:NN
\tl_map_inline:cN
4714 \cs_new_protected:Npn \tl_map_inline:nn #1#2
4715 {
4716   \int_gincr:N \g__prg_map_int
4717   \cs_gset:cpn { __prg_map_ \int_use:N \g__prg_map_int :w } ##1 {#2}
4718   \exp_args:Nc \__tl_map_function:Nn
4719   { __prg_map_ \int_use:N \g__prg_map_int :w }
4720   #1 \q_recursion_tail
4721   \__prg_break_point:Nn \tl_map_break: { \int_gdecr:N \g__prg_map_int }
4722 }
4723 \cs_new_protected:Npn \tl_map_inline:NN
4724 { \exp_args:No \tl_map_inline:nn }
4725 \cs_generate_variant:Nn \tl_map_inline:NN { c }
```

(End definition for `\tl_map_inline:nn`. This function is documented on page 97.)

`\tl_map_variable:nNn` `\tl_map_variable:nNn` $\langle token\ list \rangle$ $\langle temp \rangle$ $\langle action \rangle$ assigns $\langle temp \rangle$ to each element and executes $\langle action \rangle$.

```
\tl_map_variable:cNn
\__tl_map_variable:Nnn
4726 \cs_new_protected:Npn \tl_map_variable:nNn #1#2#3
4727 {
4728   \__tl_map_variable:Nnn #2 {#3} #1
4729   \q_recursion_tail
4730   \__prg_break_point:Nn \tl_map_break: { }
4731 }
4732 \cs_new_protected_nopar:Npn \tl_map_variable:NNn
4733 { \exp_args:No \tl_map_variable:nNn }
```

```

4734 \cs_new_protected:Npn \__tl_map_variable:Nnn #1#2#3
4735 {
4736   \tl_set:Nn #1 {#3}
4737   \__quark_if_recursion_tail_break:NN #1 \tl_map_break:
4738   \use:n {#2}
4739   \__tl_map_variable:Nnn #1 {#2}
4740 }
4741 \cs_generate_variant:Nn \tl_map_variable:Nnn { c }

```

(End definition for `\tl_map_variable:nNn`. This function is documented on page 97.)

`\tl_map_break:` The break statements use the general `__prg_map_break:Nn`.
`\tl_map_break:n`

```

4742 \cs_new_nopar:Npn \tl_map_break:
4743 { \__prg_map_break:Nn \tl_map_break: { } }
4744 \cs_new_nopar:Npn \tl_map_break:n
4745 { \__prg_map_break:Nn \tl_map_break: }

```

(End definition for `\tl_map_break:.` This function is documented on page 98.)

10.9 Using token lists

`\tl_to_str:n` Another name for a primitive.

```

4746 \cs_new_eq:NN \tl_to_str:n \etex_detokenize:D

```

(End definition for `\tl_to_str:n`. This function is documented on page 99.)

`\tl_to_str:N` These functions return the replacement text of a token list as a string.

`\tl_to_str:c`

```

4747 \cs_new:Npn \tl_to_str:N #1 { \etex_detokenize:D \exp_after:wN {#1} }
4748 \cs_generate_variant:Nn \tl_to_str:N { c }

```

(End definition for `\tl_to_str:N` and `\tl_to_str:c`. These functions are documented on page 99.)

`\tl_use:N` Token lists which are simply not defined will give a clear T_EX error here. No such luck
`\tl_use:c` for ones equal to `\scan_stop:` so instead a test is made and if there is an issue an error is forced.

```

4749 \cs_new:Npn \tl_use:N #1
4750 {
4751   \tl_if_exist:NTF #1 {#1}
4752   {
4753     \__msg_kernel_expandable_error:nnn
4754     { kernel } { bad-variable } {#1}
4755   }
4756 }
4757 \cs_generate_variant:Nn \tl_use:N { c }

```

(End definition for `\tl_use:N` and `\tl_use:c`. These functions are documented on page 99.)

10.10 Working with the contents of token lists

\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.

\tl_count:V

\tl_count:o

\tl_count:N

\tl_count:c

__tl_count:n

```

4758 \cs_new:Npn \tl_count:n #1
4759 {
4760   \int_eval:n
4761     { 0 \tl_map_function:nN {#1} \__tl_count:n }
4762 }
4763 \cs_new:Npn \tl_count:N #1
4764 {
4765   \int_eval:n
4766     { 0 \tl_map_function:NN #1 \__tl_count:n }
4767 }
4768 \cs_new:Npn \__tl_count:n #1 { + \c_one }
4769 \cs_generate_variant:Nn \tl_count:n { V , o }
4770 \cs_generate_variant:Nn \tl_count:N { c }

```

(End definition for \tl_count:n, \tl_count:V, and \tl_count:o. These functions are documented on page 99.)

\tl_reverse_items:n Reversal of a token list is done by taking one item at a time and putting it after \q_stop.

__tl_reverse_items:nwNwn

__tl_reverse_items:wn

```

4771 \cs_new:Npn \tl_reverse_items:n #1
4772 {
4773   \__tl_reverse_items:nwNwn #1 ?
4774   \q_mark \__tl_reverse_items:nwNwn
4775   \q_mark \__tl_reverse_items:wn
4776   \q_stop { }
4777 }
4778 \cs_new:Npn \__tl_reverse_items:nwNwn #1 #2 \q_mark #3 #4 \q_stop #5
4779 {
4780   #3 #2
4781   \q_mark \__tl_reverse_items:nwNwn
4782   \q_mark \__tl_reverse_items:wn
4783   \q_stop { {#1} #5 }
4784 }
4785 \cs_new:Npn \__tl_reverse_items:wn #1 \q_stop #2
4786 { \exp_not:o { \use_none:nn #2 } }

```

(End definition for \tl_reverse_items:n. This function is documented on page 100.)

\tl_trim_spaces:n 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 will receive 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 will behave correctly within an x-type expansion.

\tl_trim_spaces:N

\tl_trim_spaces:c

\tl_gtrim_spaces:N

\tl_gtrim_spaces:c

```

4787 \cs_new:Npn \tl_trim_spaces:n #1
4788 { \__tl_trim_spaces:nn { \q_mark #1 } \exp_not:o }
4789 \cs_new_protected:Npn \tl_trim_spaces:N #1

```

```

4790 { \tl_set:Nx #1 { \exp_args:No \tl_trim_spaces:n {#1} } }
4791 \cs_new_protected:Npn \tl_gtrim_spaces:N #1
4792 { \tl_gset:Nx #1 { \exp_args:No \tl_trim_spaces:n {#1} } }
4793 \cs_generate_variant:Nn \tl_trim_spaces:N { c }
4794 \cs_generate_variant:Nn \tl_gtrim_spaces:N { c }

```

(End definition for `\tl_trim_spaces:n`. This function is documented on page 100.)

`__tl_trim_spaces:nn` 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_spaces: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)*.

```

4795 \cs_set:Npn \__tl_tmp:w #1
4796 {
4797   \cs_new:Npn \__tl_trim_spaces:nn ##1
4798   {
4799     \__tl_trim_spaces_auxi:w
4800     ##1
4801     \q_nil
4802     \q_mark #1 { }
4803     \q_mark \__tl_trim_spaces_auxii:w
4804     \__tl_trim_spaces_auxiii:w
4805     #1 \q_nil
4806     \__tl_trim_spaces_auxiv:w
4807     \q_stop
4808   }
4809   \cs_new:Npn \__tl_trim_spaces_auxi:w ##1 \q_mark #1 ##2 \q_mark ##3
4810   {
4811     ##3
4812     \__tl_trim_spaces_auxi:w
4813     \q_mark
4814     ##2
4815     \q_mark #1 {##1}
4816   }
4817   \cs_new:Npn \__tl_trim_spaces_auxii:w
4818   \__tl_trim_spaces_auxi:w \q_mark \q_mark ##1
4819   {
4820     \__tl_trim_spaces_auxiii:w
4821     ##1
4822   }
4823   \cs_new:Npn \__tl_trim_spaces_auxiii:w ##1 #1 \q_nil ##2
4824   {
4825     ##2

```

```

4826         ##1 \q_nil
4827         \__tl_trim_spaces_auxiii:w
4828     }
4829     \cs_new:Npn \__tl_trim_spaces_auxiv:w ##1 \q_nil ##2 \q_stop ##3
4830     { ##3 { \use_none:n ##1 } }
4831 }
4832 \__tl_tmp:w { ~ }

```

(End definition for __tl_trim_spaces:nn.)

10.11 Token by token changes

\q__tl_act_mark 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. The quarks are effectively defined in l3quark.

(End definition for \q__tl_act_mark and \q__tl_act_stop. These variables are documented on page ??.)

```

\__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:wnnNNN
\__tl_act_end:w

```

To help control the expansion, __tl_act:NNNnn should always be proceeded by \romannumeral and ends by producing \c_zero 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.

```

4833 \cs_new:Npn \__tl_act:NNNnn #1#2#3#4#5
4834 {
4835     \group_align_safe_begin:
4836     \__tl_act_loop:w #5 \q__tl_act_mark \q__tl_act_stop
4837     {#4} #1 #2 #3
4838     \__tl_act_result:n { }
4839 }

```

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 \c_zero and the result in the input stream, to terminate the expansion of \romannumeral. 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:wnnNNN gobble the space.

```

4840 \cs_new:Npn \__tl_act_loop:w #1 \q__tl_act_stop
4841 {
4842     \tl_if_head_is_N_type:nTF {#1}
4843     { \__tl_act_normal:NwnNNN }
4844     {
4845         \tl_if_head_is_group:nTF {#1}
4846         { \__tl_act_group:nwnNNN }
4847         { \__tl_act_space:wnnNNN }
4848     }

```

```

4849     #1 \q__tl_act_stop
4850   }
4851 \cs_new:Npn \__tl_act_normal:NwnNNN #1 #2 \q__tl_act_stop #3#4
4852 {
4853   \if_meaning:w \q__tl_act_mark #1
4854     \exp_after:wN \__tl_act_end:wn
4855   \fi:
4856   #4 {#3} #1
4857   \__tl_act_loop:w #2 \q__tl_act_stop
4858   {#3} #4
4859 }
4860 \cs_new:Npn \__tl_act_end:wn #1 \__tl_act_result:n #2
4861 { \group_align_safe_end: \c_zero #2 }
4862 \cs_new:Npn \__tl_act_group:nwnNNN #1 #2 \q__tl_act_stop #3#4#5
4863 {
4864   #5 {#3} {#1}
4865   \__tl_act_loop:w #2 \q__tl_act_stop
4866   {#3} #4 #5
4867 }
4868 \exp_last_unbraced:NNo
4869 \cs_new:Npn \__tl_act_space:wnnNNN \c_space_tl #1 \q__tl_act_stop #2#3#4#5
4870 {
4871   #5 {#2}
4872   \__tl_act_loop:w #1 \q__tl_act_stop
4873   {#2} #3 #4 #5
4874 }

```

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.

```

4875 \cs_new:Npn \__tl_act_output:n #1 #2 \__tl_act_result:n #3
4876 { #2 \__tl_act_result:n { #3 #1 } }
4877 \cs_new:Npn \__tl_act_reverse_output:n #1 #2 \__tl_act_result:n #3
4878 { #2 \__tl_act_result:n { #1 #3 } }

```

(End definition for `__tl_act:NNNnn`.)

<code>\tl_reverse:n</code> <code>\tl_reverse:o</code> <code>\tl_reverse:V</code> <code>__tl_reverse_normal:nN</code> <code>__tl_reverse_group_preserve:nn</code> <code>__tl_reverse_space:n</code>	<p>The goal here is to reverse without losing spaces nor braces. This is done using the general internal function <code>__tl_act:NNNnn</code>. 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 <code>__tl_act:NNNnn</code> when changing case (to record which direction the change is in), but not when reversing the tokens.</p>
--	--

```

4879 \cs_new:Npn \tl_reverse:n #1
4880 {
4881   \etex_unexpanded:D \exp_after:wN
4882   {
4883     \tex_romannumeral:D
4884     \__tl_act:NNNnn
4885     \__tl_reverse_normal:nN
4886     \__tl_reverse_group_preserve:nn

```

```

4887         \_tl_reverse_space:n
4888         { }
4889         {#1}
4890     }
4891 }
4892 \cs_generate_variant:Nn \tl_reverse:n { o , V }
4893 \cs_new:Npn \_tl_reverse_normal:nN #1#2
4894 { \_tl_act_reverse_output:n {#2} }
4895 \cs_new:Npn \_tl_reverse_group_preserve:nn #1#2
4896 { \_tl_act_reverse_output:n { {#2} } }
4897 \cs_new:Npn \_tl_reverse_space:n #1
4898 { \_tl_act_reverse_output:n { ~ } }

```

(End definition for `\tl_reverse:n`, `\tl_reverse:o`, and `\tl_reverse:V`. These functions are documented on page 100.)

`\tl_reverse:N` This reverses the list, leaving `\exp_stop_f:` in front, which stops the f-expansion.

```

\tl_reverse:c 4899 \cs_new_protected:Npn \tl_reverse:N #1
\tl_greverse:N 4900 { \tl_set:Nx #1 { \exp_args:No \tl_reverse:n { #1 } } }
\tl_greverse:c 4901 \cs_new_protected:Npn \tl_greverse:N #1
4902 { \tl_gset:Nx #1 { \exp_args:No \tl_reverse:n { #1 } } }
4903 \cs_generate_variant:Nn \tl_reverse:N { c }
4904 \cs_generate_variant:Nn \tl_greverse:N { c }

```

(End definition for `\tl_reverse:N` and others. These functions are documented on page 100.)

10.12 The first token from a token list

`\tl_head:N` Finding the head of a token list expandably will always strip 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. If 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>.

```

\tl_head:w 4905 \cs_new:Npn \tl_head:n #1
\tl_tail:N 4906 {
\tl_tail:V 4907     \etex_unexpanded:D
\tl_tail:v 4908     \if_false: { \fi: \_tl_head_auxi:nw #1 { } \q_stop }
\tl_tail:f 4909 }
4910 \cs_new:Npn \_tl_head_auxi:nw #1#2 \q_stop
4911 {
4912     \exp_after:wN \_tl_head_auxii:n \exp_after:wN {
4913         \if_false: } \fi: {#1}
4914     }
4915 \cs_new:Npn \_tl_head_auxii:n #1
4916 {

```

```

4917 \exp_after:wN \if_meaning:w \exp_after:wN \q_nil
4918 \tl_to_str:n \exp_after:wN { \use_none:n #1 } \q_nil
4919 \exp_after:wN \use_i:nn
4920 \else:
4921 \exp_after:wN \use_ii:nn
4922 \fi:
4923 {#1}
4924 { \if_false: { \fi: \tl_head_auxi:nw #1 } }
4925 }
4926 \cs_generate_variant:Nn \tl_head:n { V , v , f }
4927 \cs_new:Npn \tl_head:w #1#2 \q_stop {#1}
4928 \cs_new_nopar:Npn \tl_head:N { \exp_args:No \tl_head:n }

```

To corrected 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

```

will give the wrong result for `\tl_tail:n { a { bc } }` (the braces will 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.

```

4929 \cs_new:Npn \tl_tail:n #1
4930 {
4931 \etex_unexpanded:D
4932 \tl_if_blank:nTF {#1}
4933 { { } }
4934 { \exp_after:wN { \use_none:n #1 } }
4935 }
4936 \cs_generate_variant:Nn \tl_tail:n { V , v , f }
4937 \cs_new_nopar:Npn \tl_tail:N { \exp_args:No \tl_tail:n }

```

(End definition for `\tl_head:N` and others. These functions are documented on page 101.)

`\tl_if_head_eq_meaning_p:nN` 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).

`\tl_if_head_eq_meaning:nNTF` Forgetting temporarily about this issue we would use the following test in `\tl_if_head_eq_charcode_p: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 will result 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.

```

4938 \prg_new_conditional:Npnn \tl_if_head_eq_charcode:nN #1#2 { p , T , F , TF }
4939 {
4940   \if_charcode:w
4941     \exp_not:N #2
4942     \tl_if_head_is_N_type:nTF { #1 ? }
4943     {
4944       \exp_after:wN \exp_not:N
4945       \tl_head:w #1 { ? \use_none:nn } \q_stop
4946     }
4947     { \str_head:n {#1} }
4948     \prg_return_true:
4949   \else:
4950     \prg_return_false:
4951   \fi:
4952 }
4953 \cs_generate_variant:Nn \tl_if_head_eq_charcode_p:nN { f }
4954 \cs_generate_variant:Nn \tl_if_head_eq_charcode:nNTF { f }
4955 \cs_generate_variant:Nn \tl_if_head_eq_charcode:nNT { f }
4956 \cs_generate_variant:Nn \tl_if_head_eq_charcode:nNF { 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.

```

4957 \prg_new_conditional:Npnn \tl_if_head_eq_catcode:nN #1 #2 { p , T , F , TF }
4958 {
4959   \if_catcode:w
4960     \exp_not:N #2
4961     \tl_if_head_is_N_type:nTF { #1 ? }
4962     {
4963       \exp_after:wN \exp_not:N
4964       \tl_head:w #1 { ? \use_none:nn } \q_stop
4965     }
4966     {
4967       \tl_if_head_is_group:nTF {#1}
4968       { \c_group_begin_token }
4969       { \c_space_token }
4970     }
4971     \prg_return_true:
4972   \else:
4973     \prg_return_false:
4974   \fi:

```

4975 }

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.

```

4976 \prg_new_conditional:Npnn \tl_if_head_eq_meaning:nN #1#2 { p , T , F , TF }
4977 {
4978   \tl_if_head_is_N_type:nTF { #1 ? }
4979   { \__tl_if_head_eq_meaning_normal:nN }
4980   { \__tl_if_head_eq_meaning_special:nN }
4981   {#1} #2
4982 }
4983 \cs_new:Npn \__tl_if_head_eq_meaning_normal:nN #1 #2
4984 {
4985   \exp_after:wN \if_meaning:w
4986   \tl_head:w #1 { ?? \use_none:nnn } \q_stop #2
4987   \prg_return_true:
4988   \else:
4989   \prg_return_false:
4990   \fi:
4991 }
4992 \cs_new:Npn \__tl_if_head_eq_meaning_special:nN #1 #2
4993 {
4994   \if_charcode:w \str_head:n {#1} \exp_not:N #2
4995   \exp_after:wN \use:n
4996   \else:
4997   \prg_return_false:
4998   \exp_after:wN \use_none:n
4999   \fi:
5000   {
5001     \if_catcode:w \exp_not:N #2
5002     \tl_if_head_is_group:nTF {#1}
5003     { \c_group_begin_token }
5004     { \c_space_token }
5005     \prg_return_true:
5006     \else:
5007     \prg_return_false:
5008     \fi:
5009   }
5010 }

```

(End definition for `\tl_if_head_eq_meaning:nNTF`. This function is documented on page 102.)

`\tl_if_head_is_N_type_p:n` A token list can be empty, can start with an explicit space character (catcode 10 and
`\tl_if_head_is_N_type:nTF` charcode 32), can start with a begin-group token (catcode 1), or start with an N-type
`__tl_if_head_is_N_type:w`

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.

```

5011 \prg_new_conditional:Npnn \tl_if_head_is_N_type:n #1 { p , T , F , TF }
5012 {
5013   \if_catcode:w
5014     \if_false: { \fi: \__tl_if_head_is_N_type:w ? #1 ~ }
5015     \exp_after:wN \use_none:n
5016     \exp_after:wN { \exp_after:wN { \token_to_str:N #1 ? } }
5017     * *
5018     \prg_return_true:
5019   \else:
5020     \prg_return_false:
5021   \fi:
5022 }
5023 \cs_new:Npn \__tl_if_head_is_N_type:w #1 ~
5024 {
5025   \tl_if_empty:oTF { \use_none:n #1 } { ~ } { }
5026   \exp_after:wN \use_none:n \exp_after:wN { \if_false: } \fi:
5027 }

```

(End definition for `\tl_if_head_is_N_type:nTF`. This function is documented on page 103.)

`\tl_if_head_is_group_p:n` Pass the first token of `#1` through `\token_to_str:N`, then check for the brace balance.
`\tl_if_head_is_group:nTF` The extra `?` caters for an empty argument.⁵

```

5028 \prg_new_conditional:Npnn \tl_if_head_is_group:n #1 { p , T , F , TF }
5029 {
5030   \if_catcode:w
5031     \exp_after:wN \use_none:n
5032     \exp_after:wN { \exp_after:wN { \token_to_str:N #1 ? } }
5033     * *
5034     \prg_return_false:
5035   \else:
5036     \prg_return_true:
5037   \fi:
5038 }

```

(End definition for `\tl_if_head_is_group:nTF`. This function is documented on page 102.)

`\tl_if_head_is_space_p:n` The auxiliary’s argument is all that is before the first explicit space in `?#1?~`. If that
`\tl_if_head_is_space:nTF` is a single `?` the test yields `true`. Otherwise, that is more than one token, and the
`__tl_if_head_is_space:w` test yields `false`. The work is done within braces (with an `\if_false: { \fi: ... }` construction) both to hide potential alignment tab characters from T_EX in a table, and

⁵Bruno: this could be made faster, but we don’t: if we hope to ever have an e-type argument, we need all brace “tricks” to happen in one step of expansion, keeping the token list brace balanced at all times.

to allow for removing what remains of the token list after its first space. The `\tex_roman numeral:D` and `\c_zero` ensure that the result of a single step of expansion directly yields a balanced token list (no trailing closing brace).

```

5039 \prg_new_conditional:Npnn \tl_if_head_is_space:n #1 { p , T , F , TF }
5040 {
5041   \tex_roman numeral:D \if_false: { \fi:
5042     \__tl_if_head_is_space:w ? #1 ? ~ }
5043 }
5044 \cs_new:Npn \__tl_if_head_is_space:w #1 ~
5045 {
5046   \tl_if_empty:oTF { \use_none:n #1 }
5047   { \exp_after:wN \c_zero \exp_after:wN \prg_return_true: }
5048   { \exp_after:wN \c_zero \exp_after:wN \prg_return_false: }
5049   \exp_after:wN \use_none:n \exp_after:wN { \if_false: } \fi:
5050 }

```

(End definition for `\tl_if_head_is_space:nTF`. This function is documented on page 103.)

10.13 Using a single item

`\tl_item:nn` The idea here is to find the offset of the item from the left, then use a loop to grab
`\tl_item:Nn` the correct item. If the resulting offset is too large, then `\quark_if_recursion_tail_`
`\tl_item:cn` `stop:n` terminates the loop, and returns nothing at all.

```

\__tl_item:nn 5051 \cs_new:Npn \tl_item:nn #1#2
5052 {
5053   \exp_args:Nf \__tl_item:nn
5054   {
5055     \int_eval:n
5056     {
5057       \int_compare:nNnT {#2} < \c_zero
5058       { \tl_count:n {#1} + \c_one + }
5059       #2
5060     }
5061   }
5062   #1
5063   \q_recursion_tail
5064   \__prg_break_point:
5065 }
5066 \cs_new:Npn \__tl_item:nn #1#2
5067 {
5068   \__quark_if_recursion_tail_break:nN {#2} \__prg_break:
5069   \int_compare:nNnTF {#1} = \c_one
5070   { \__prg_break:n { \exp_not:n {#2} } }
5071   { \exp_args:Nf \__tl_item:nn { \int_eval:n { #1 - 1 } } }
5072 }
5073 \cs_new_nopar:Npn \tl_item:Nn { \exp_args:No \tl_item:nn }
5074 \cs_generate_variant:Nn \tl_item:Nn { c }

```

(End definition for `\tl_item:nn`, `\tl_item:Nn`, and `\tl_item:cn`. These functions are documented on page 103.)

10.14 Viewing token lists

\tl_show:N Showing token list variables is done after checking that the variable is defined (see **__-**
\tl_show:c **kernel_register_show:N**.

```
5075 \cs_new_protected:Npn \tl_show:N #1
5076 {
5077   \tl_if_exist:NTF #1
5078   { \cs_show:N #1 }
5079   {
5080     \__msg_kernel_error:nxx { kernel } { variable-not-defined }
5081     { \token_to_str:N #1 }
5082   }
5083 }
5084 \cs_generate_variant:Nn \tl_show:N { c }
```

(End definition for \tl_show:N and \tl_show:c. These functions are documented on page 103.)

\tl_show:n The **__msg_show_variable:n** internal function performs line-wrapping, removes a leading **>**, then shows the result using the **\etex_showtokens:D** primitive. Since **\tl_to_str:n** is expanded within the line-wrapping code, the escape character is always a backslash.

```
5085 \cs_new_protected:Npn \tl_show:n #1
5086 { \__msg_show_variable:n { > ~ \tl_to_str:n {#1} } }
```

(End definition for \tl_show:n. This function is documented on page 104.)

10.15 Scratch token lists

\g_tmpa_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.

```
5087 \tl_new:N \g_tmpa_tl
5088 \tl_new:N \g_tmpb_tl
```

(End definition for \g_tmpa_tl and \g_tmpb_tl. These variables are documented on page 104.)

\l_tmpa_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.

```
5089 \tl_new:N \l_tmpa_tl
5090 \tl_new:N \l_tmpb_tl
```

(End definition for \l_tmpa_tl and \l_tmpb_tl. These variables are documented on page 104.)

10.16 Deprecated functions

\tl_case:Nnn Deprecated 2013-07-15.

```
\tl_case:cnn 5091 \cs_new_eq:NN \tl_case:Nnn \tl_case:NnF
5092 \cs_new_eq:NN \tl_case:cnn \tl_case:cnF
```

(End definition for \tl_case:Nnn and \tl_case:cnn. These functions are documented on page ??.)

```
5093 </initex | package)
```

11 l3str implementation

```

5094 <*initex | package>
5095 <@@=str>

\str_head:n After \tl_to_str:n, we have a list of character tokens, all with category code 12, except
\str_tail:n the space, which has category code 10. Directly using \tl_head:w would thus lose leading
\__str_head:w spaces. Instead, we take an argument delimited by an explicit space, and then only use
\__str_tail:w \tl_head:w. If the string started with a space, then the argument of \__str_head:w is
empty, and the function correctly returns a space character. Otherwise, it returns the
first token of #1, which is the first token of the string. If the string is empty, we return
an empty result.

```

To remove the first character of `\tl_to_str:n {#1}`, we test it using `\if_charcode:w \scan_stop:`, always `false` for characters. If the argument was non-empty, then `__str_tail:w` returns everything until the first `X` (with category code letter, no risk of confusing with the user input). If the argument was empty, the first `X` is taken by `\if_charcode:w`, and nothing is returned. We use `X` as a *marker*, rather than a quark because the test `\if_charcode:w \scan_stop: <marker>` has to be `false`.

```

5096 \cs_new:Npn \str_head:n #1
5097 {
5098   \exp_after:wN \__str_head:w
5099   \tl_to_str:n {#1}
5100   { { } } ~ \q_stop
5101 }
5102 \cs_new:Npn \__str_head:w #1 ~ %
5103 { \tl_head:w #1 { ~ } }
5104 \cs_new:Npn \str_tail:n #1
5105 {
5106   \exp_after:wN \__str_tail:w
5107   \reverse_if:N \if_charcode:w
5108     \scan_stop: \tl_to_str:n {#1} X X \q_stop
5109 }
5110 \cs_new:Npn \__str_tail:w #1 X #2 \q_stop { \fi: #1 }

```

(End definition for `\str_head:n` and `\str_tail:n`. These functions are documented on page 105.)

11.1 String comparisons

```

\__str_if_eq_x:nn String comparisons rely on the primitive \pdfstrcmp if available: LuaTeX does not
\__str_escape_x:n 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 covered in l3bootstrap: long-term this may need to go into a separate Lua file, but at present it's somewhere that spaces are not skipped for ease-of-input. 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_x:nn {#} { \tl_to_str:n {#} }, which otherwise will fail as \luatex_luaescapestring:D does not double such tokens.

```

```

5111 \cs_new:Npn \__str_if_eq_x:nn #1#2 { \pdfstrcmp:D {#1} {#2} }

```

```

5112 \luatex_if_engine:T
5113 {
5114   \cs_set:Npn \__str_if_eq_x:nn #1#2
5115   {
5116     \luatex_directlua:D
5117     {
5118       l3kernel.strcmp
5119       (
5120         " \__str_escape_x:n {#1} " ,
5121         " \__str_escape_x:n {#2} "
5122       )
5123     }
5124   }
5125   \cs_new:Npn \__str_escape_x:n #1
5126   {
5127     \luatex_luaescapestring:D
5128     {
5129       \etex_detokenize:D \exp_after:wN { \luatex_expanded:D {#1} }
5130     }
5131   }
5132 }

```

(End definition for __str_if_eq_x:nn.)

__str_if_eq_x_return:nn It turns out that we often need to compare a token list with the result of applying some function to it, and return with \prg_return_true/false:. This test is similar to \str_if_eq:nnTF (see l3str), but is hard-coded for speed.

```

5133 \cs_new:Npn \__str_if_eq_x_return:nn #1 #2
5134 {
5135   \if_int_compare:w \__str_if_eq_x:nn {#1} {#2} = \c_zero
5136   \prg_return_true:
5137   \else:
5138   \prg_return_false:
5139   \fi:
5140 }

```

(End definition for __str_if_eq_x_return:nn.)

\str_if_eq_p:nn 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.

```

\str_if_eq_p:nV 5141 \prg_new_conditional:Npnn \str_if_eq:nn #1#2 { p , T , F , TF }
\str_if_eq_p:on 5142 {
\str_if_eq_p:VV 5143   \if_int_compare:w
\str_if_eq_x_p:nn 5144   \__str_if_eq_x:nn { \exp_not:n {#1} } { \exp_not:n {#2} }
\str_if_eq:nnTF 5145   = \c_zero
\str_if_eq:nVnTF 5146   \prg_return_true: \else: \prg_return_false: \fi:
\str_if_eq:onTF 5147 }
\str_if_eq:nVnTF 5148 \cs_generate_variant:Nn \str_if_eq_p:nn { V , o }
\str_if_eq:noTF 5149 \cs_generate_variant:Nn \str_if_eq_p:nn { nV , no , VV }
\str_if_eq:VVTF
\str_if_eq_x:nnTF

```

```

5150 \cs_generate_variant:Nn \str_if_eq:nnT { V , o }
5151 \cs_generate_variant:Nn \str_if_eq:nnT { nV , no , VV }
5152 \cs_generate_variant:Nn \str_if_eq:nnF { V , o }
5153 \cs_generate_variant:Nn \str_if_eq:nnF { nV , no , VV }
5154 \cs_generate_variant:Nn \str_if_eq:nnTF { V , o }
5155 \cs_generate_variant:Nn \str_if_eq:nnTF { nV , no , VV }
5156 \prg_new_conditional:Npnn \str_if_eq_x:nn #1#2 { p , T , F , TF }
5157 {
5158     \if_int_compare:w \__str_if_eq_x:nn {#1} {#2} = \c_zero
5159     \prg_return_true: \else: \prg_return_false: \fi:
5160 }

```

(End definition for `\str_if_eq:nnTF` and others. These functions are documented on page 105.)

`__str_if_eq_x_return:nn`

(End definition for `__str_if_eq_x_return:nn`.)

`\str_case:nn` Much the same as `\tl_case:nn(TF)` here: just a change in the internal comparison.

```

\str_case:on 5161 \cs_new:Npn \str_case:nn #1#2
\str_case_x:nn 5162 {
\str_case:nnTF 5163     \tex_romannumeral:D
\str_case:onTF 5164     \__str_case:nnTF {#1} {#2} { } { }
\str_case_x:nnTF 5165 }
\__str_case:nnTF 5166 \cs_new:Npn \str_case:nnT #1#2#3
\__str_case_x:nnTF 5167 {
\__str_case:nw 5168     \tex_romannumeral:D
\__str_case_x:nw 5169     \__str_case:nnTF {#1} {#2} {#3} { }
\__str_case_end:nw 5170 }
5171 \cs_new:Npn \str_case:nnF #1#2
5172 {
5173     \tex_romannumeral:D
5174     \__str_case:nnTF {#1} {#2} { } { }
5175 }
5176 \cs_new:Npn \str_case:nnTF #1#2
5177 {
5178     \tex_romannumeral:D
5179     \__str_case:nnTF {#1} {#2}
5180 }
5181 \cs_new:Npn \__str_case:nnTF #1#2#3#4
5182 { \__str_case:nw {#1} #2 {#1} { } \q_mark {#3} \q_mark {#4} \q_stop }
5183 \cs_generate_variant:Nn \str_case:nn { o }
5184 \cs_generate_variant:Nn \str_case:nnT { o }
5185 \cs_generate_variant:Nn \str_case:nnF { o }
5186 \cs_generate_variant:Nn \str_case:nnTF { o }
5187 \cs_new:Npn \__str_case:nw #1#2#3
5188 {
5189     \str_if_eq:nnTF {#1} {#2}
5190     { \__str_case_end:nw {#3} }
5191     { \__str_case:nw {#1} }

```

```

5192 }
5193 \cs_new:Npn \str_case_x:nn #1#2
5194 {
5195   \tex_romannumeral:D
5196   \__str_case_x:nnTF {#1} {#2} { } { }
5197 }
5198 \cs_new:Npn \str_case_x:nnT #1#2#3
5199 {
5200   \tex_romannumeral:D
5201   \__str_case_x:nnTF {#1} {#2} {#3} { }
5202 }
5203 \cs_new:Npn \str_case_x:nnF #1#2
5204 {
5205   \tex_romannumeral:D
5206   \__str_case_x:nnTF {#1} {#2} { }
5207 }
5208 \cs_new:Npn \str_case_x:nnTF #1#2
5209 {
5210   \tex_romannumeral:D
5211   \__str_case_x:nnTF {#1} {#2}
5212 }
5213 \cs_new:Npn \__str_case_x:nnTF #1#2#3#4
5214 { \__str_case_x:nw {#1} #2 {#1} { } \q_mark {#3} \q_mark {#4} \q_stop }
5215 \cs_new:Npn \__str_case_x:nw #1#2#3
5216 {
5217   \str_if_eq_x:nnTF {#1} {#2}
5218   { \__str_case_end:nw {#3} }
5219   { \__str_case_x:nw {#1} }
5220 }
5221 \cs_new_eq:NN \__str_case_end:nw \__prg_case_end:nw

```

(End definition for `\str_case:nn`, `\str_case:on`, and `\str_case_x:nn`. These functions are documented on page ??.)

11.2 String manipulation

`\str_fold_case:n` To convert a string to the “caseless” form, the first stage is to remove tokenization. Once that is done, provided the transformed chars are also detokenized then there is no need to worry about category codes. Spaces need to be retained as part of the mapping, so there is a little work to do in the set up. Data to support this process is loaded later in the `expl3` bundle.

```

5222 \cs_new:Npn \str_fold_case:n #1
5223 {
5224   \exp_after:wN \__str_fold_auxi:w \tl_to_str:n {#1}
5225   { ~ \c_empty_tl } \__str_fold_end:w ? ~
5226 }

```

A loop using spaces as delimiters: done in this way there is no issue with spaces in the input. Notice that there is a second inner loop with `__str_fold_auxii:N` for each “word”.

```

5227 \cs_new:Npn \__str_fold_auxi:w #1 ~
5228 {
5229   \__str_fold_auxii:N #1 { ~ \c_space_tl }
5230   \__str_fold_auxi:w
5231 }

```

The idea here is to take a single token and convert it to its decimal character code. This can then be used to split up the input into 100 separate manageable lists for comparison on a case-by-case basis.

```

5232 \cs_new:Npn \__str_fold_auxii:N #1
5233 {
5234   \exp_after:wN \__str_fold_auxiii:NNNNNNNN
5235   \int_use:N \__int_eval:w 1000000 + '#1 \__int_eval_end: #1
5236 }

```

At this stage, use a slow-but-expandable string case selection to look for a matching char. If one is not found then retain the input as-is. This also does some cleanup to allow a simple termination of the two loops.

```

5237 \cs_new:Npn \__str_fold_auxiii:NNNNNNNN #1#2#3#4#5#6#7#8
5238 {
5239   \exp_args:NNv \str_case_x:nnF #8
5240   { c__str_fold_ #6 _X_ #7 _tl }
5241   {
5242     #8
5243     \exp_after:wN \use_none:n #8
5244   }
5245   \__str_fold_auxii:N
5246 }

```

When the end is reached, clean everything up leaving the converted string in the input stream.

```

5247 \cs_new:Npn \__str_fold_end:w ? #1 \__str_fold_auxi:w { }

```

(End definition for `\str_fold_case:n`. This function is documented on page 107.)

11.3 Deprecated functions

```

\str_case:nnn  Deprecated 2013-07-15.
\str_case:onnn 5248 \cs_new_eq:NN \str_case:nnn \str_case:nnF
\str_case:x:nnn 5249 \cs_new_eq:NN \str_case:onn \str_case:onF
5250 \cs_new_eq:NN \str_case_x:nnn \str_case_x:nnF

```

(End definition for `\str_case:nnn`, `\str_case:onn`, and `\str_case_x:nnn`. These functions are documented on page ??.)

```

5251 </initex | package>

```

12 l3seq implementation

The following test files are used for this code: *m3seq002, m3seq003*.

```
5252 <*initex | package>
5253 <@@=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.

\s__seq The variable is defined in the `l3quark` module, loaded later.

(End definition for `\s__seq`. This variable is documented on page 117.)

__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.

```
5254 \cs_new:Npn \__seq_item:n
5255 {
5256   \_msg_kernel_expandable_error:nn { kernel } { misused-sequence }
5257   \use_none:n
5258 }
```

(End definition for `__seq_item:n`.)

\l__seq_internal_a_tl Scratch space for various internal uses.

```
\l__seq_internal_b_tl
5259 \tl_new:N \l__seq_internal_a_tl
5260 \tl_new:N \l__seq_internal_b_tl
```

(End definition for `\l__seq_internal_a_tl` and `\l__seq_internal_b_tl`. These variables are documented on page ??.)

__seq_tmp:w Scratch function for internal use.

```
5261 \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.

```
5262 \tl_const:Nn \c_empty_seq { \s__seq }
```

(End definition for `\c_empty_seq`. This variable is documented on page 117.)

12.1 Allocation and initialisation

\seq_new:N Sequences are initialized to \c_empty_seq.

```
\seq_new:c 5263 \cs_new_protected:Npn \seq_new:N #1
           5264 {
           5265     \__chk_if_free_cs:N #1
           5266     \cs_gset_eq:NN #1 \c_empty_seq
           5267 }
           5268 \cs_generate_variant:Nn \seq_new:N { c }
```

(End definition for \seq_new:N and \seq_new:c. These functions are documented on page 108.)

\seq_clear:N Clearing a sequence is similar to setting it equal to the empty one.

```
\seq_clear:c 5269 \cs_new_protected:Npn \seq_clear:N #1
\seq_gclear:N 5270 { \seq_set_eq:NN #1 \c_empty_seq }
\seq_gclear:c 5271 \cs_generate_variant:Nn \seq_clear:N { c }
           5272 \cs_new_protected:Npn \seq_gclear:N #1
           5273 { \seq_gset_eq:NN #1 \c_empty_seq }
           5274 \cs_generate_variant:Nn \seq_gclear:N { c }
```

(End definition for \seq_clear:N and \seq_clear:c. These functions are documented on page 108.)

\seq_clear_new:N Once again we copy code from the token list functions.

```
\seq_clear_new:c 5275 \cs_new_protected:Npn \seq_clear_new:N #1
\seq_gclear_new:N 5276 { \seq_if_exist:NTF #1 { \seq_clear:N #1 } { \seq_new:N #1 } }
\seq_gclear_new:c 5277 \cs_generate_variant:Nn \seq_clear_new:N { c }
           5278 \cs_new_protected:Npn \seq_gclear_new:N #1
           5279 { \seq_if_exist:NTF #1 { \seq_gclear:N #1 } { \seq_new:N #1 } }
           5280 \cs_generate_variant:Nn \seq_gclear_new:N { c }
```

(End definition for \seq_clear_new:N and \seq_clear_new:c. These functions are documented on page 108.)

\seq_set_eq:NN Copying a sequence is the same as copying the underlying token list.

```
\seq_set_eq:cN 5281 \cs_new_eq:NN \seq_set_eq:NN \tl_set_eq:NN
\seq_set_eq:Nc 5282 \cs_new_eq:NN \seq_set_eq:Nc \tl_set_eq:Nc
\seq_set_eq:cc 5283 \cs_new_eq:NN \seq_set_eq:cN \tl_set_eq:cN
\seq_gset_eq:NN 5284 \cs_new_eq:NN \seq_set_eq:cc \tl_set_eq:cc
\seq_gset_eq:cN 5285 \cs_new_eq:NN \seq_gset_eq:NN \tl_gset_eq:NN
\seq_gset_eq:Nc 5286 \cs_new_eq:NN \seq_gset_eq:Nc \tl_gset_eq:Nc
\seq_gset_eq:cN 5287 \cs_new_eq:NN \seq_gset_eq:cN \tl_gset_eq:cN
\seq_gset_eq:cc 5288 \cs_new_eq:NN \seq_gset_eq:cc \tl_gset_eq:cc
```

(End definition for \seq_set_eq:NN and others. These functions are documented on page 108.)

\seq_set_from_clist:NN Setting a sequence from a comma-separated list is done using a simple mapping.

```
\seq_set_from_clist:cN 5289 \cs_new_protected:Npn \seq_set_from_clist:NN #1#2
\seq_set_from_clist:Nc 5290 {
\seq_set_from_clist:cc 5291     \tl_set:Nx #1
\seq_set_from_clist:Nn 5292     { \s_seq \clist_map_function:NN #2 \__seq_wrap_item:n }
\seq_set_from_clist:cn 5293 }
\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
```

```

5294 \cs_new_protected:Npn \seq_set_from_clist:Nn #1#2
5295 {
5296   \tl_set:Nx #1
5297   { \s__seq \clist_map_function:nN {#2} \__seq_wrap_item:n }
5298 }
5299 \cs_new_protected:Npn \seq_gset_from_clist:NN #1#2
5300 {
5301   \tl_gset:Nx #1
5302   { \s__seq \clist_map_function:NN #2 \__seq_wrap_item:n }
5303 }
5304 \cs_new_protected:Npn \seq_gset_from_clist:Nn #1#2
5305 {
5306   \tl_gset:Nx #1
5307   { \s__seq \clist_map_function:nN {#2} \__seq_wrap_item:n }
5308 }
5309 \cs_generate_variant:Nn \seq_set_from_clist:NN { Nc }
5310 \cs_generate_variant:Nn \seq_set_from_clist:NN { c , cc }
5311 \cs_generate_variant:Nn \seq_set_from_clist:Nn { c }
5312 \cs_generate_variant:Nn \seq_gset_from_clist:NN { Nc }
5313 \cs_generate_variant:Nn \seq_gset_from_clist:NN { c , cc }
5314 \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 108.)

`\seq_set_split:Nnn` 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.

```

5315 \cs_new_protected_nopar:Npn \seq_set_split:Nnn
5316 { \__seq_set_split:NNnn \tl_set:Nx }
5317 \cs_new_protected_nopar:Npn \seq_gset_split:Nnn
5318 { \__seq_set_split:NNnn \tl_gset:Nx }
5319 \cs_new_protected:Npn \__seq_set_split:NNnn #1#2#3#4
5320 {
5321   \tl_if_empty:nTF {#3}
5322   {
5323     \tl_set:Nn \l__seq_internal_a_tl
5324     { \tl_map_function:nN {#4} \__seq_wrap_item:n }
5325   }
5326   {
5327     \tl_set:Nn \l__seq_internal_a_tl

```

```

5328     {
5329         \__seq_set_split_auxi:w \prg_do_nothing:
5330         #4
5331         \__seq_set_split_end:
5332     }
5333     \tl_replace_all:Nnn \l__seq_internal_a_tl { #3 }
5334     {
5335         \__seq_set_split_end:
5336         \__seq_set_split_auxi:w \prg_do_nothing:
5337     }
5338     \tl_set:Nx \l__seq_internal_a_tl { \l__seq_internal_a_tl }
5339 }
5340 #1 #2 { \s__seq \l__seq_internal_a_tl }
5341 }
5342 \cs_new:Npn \__seq_set_split_auxi:w #1 \__seq_set_split_end:
5343 {
5344     \exp_not:N \__seq_set_split_auxii:w
5345     \exp_args:No \tl_trim_spaces:n {#1}
5346     \exp_not:N \__seq_set_split_end:
5347 }
5348 \cs_new:Npn \__seq_set_split_auxii:w #1 \__seq_set_split_end:
5349 { \__seq_wrap_item:n {#1} }
5350 \cs_generate_variant:Nn \seq_set_split:Nnn { NnV }
5351 \cs_generate_variant:Nn \seq_gset_split:Nnn { NnV }

```

(End definition for `\seq_set_split:Nnn` and others. These functions are documented on page 109.)

`\seq_concat:NNN` When concatenating sequences, one must remove the leading `\s__seq` of the second
`\seq_concat:ccc` sequence. The result starts with `\s__seq` (of the first sequence), which stops f-expansion.
`\seq_gconcat:NNN` `\cs_new_protected:Npn \seq_concat:NNN #1#2#3`
`\seq_gconcat:ccc` `\cs_new_protected:Npn \seq_gconcat:NNN #1#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_concat:ccc`. These functions are documented on page 109.)

`\seq_if_exist_p:N` Copies of the cs functions defined in `l3basics`.
`\seq_if_exist_p:c` `\prg_new_eq_conditional:NNn \seq_if_exist:N \cs_if_exist:N`
`\seq_if_exist:NTF` `{ TF , T , F , p }`
`\seq_if_exist:cTF` `\prg_new_eq_conditional:NNn \seq_if_exist:c \cs_if_exist:c`
`{ TF , T , F , p }`

(End definition for `\seq_if_exist:NTF` and `\seq_if_exist:cTF`. These functions are documented on page 109.)

12.2 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.

```

5362 \cs_new_protected:Npn \seq_put_left:Nn #1#2
5363 {
5364   \tl_set:Nx #1
5365   {
5366     \exp_not:n { \s__seq \__seq_item:n {#2} }
5367     \exp_not:f { \exp_after:wN \__seq_put_left_aux:w #1 }
5368   }
5369 }
5370 \cs_new_protected:Npn \seq_gput_left:Nn #1#2
5371 {
5372   \tl_gset:Nx #1
5373   {
5374     \exp_not:n { \s__seq \__seq_item:n {#2} }
5375     \exp_not:f { \exp_after:wN \__seq_put_left_aux:w #1 }
5376   }
5377 }
5378 \cs_new:Npn \__seq_put_left_aux:w \s__seq { \exp_stop_f: }
5379 \cs_generate_variant:Nn \seq_put_left:Nn { NV , Nv , No , Nx }
5380 \cs_generate_variant:Nn \seq_put_left:Nn { c , cV , cv , co , cx }
5381 \cs_generate_variant:Nn \seq_gput_left:Nn { NV , Nv , No , Nx }
5382 \cs_generate_variant:Nn \seq_gput_left:Nn { c , cV , cv , co , cx }

```

(End definition for `\seq_put_left:Nn` and others. These functions are documented on page 109.)

\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

\l__seq_remove_seq

\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`.

```

5383 \cs_new_protected:Npn \seq_put_right:Nn #1#2
5384 { \tl_put_right:Nn #1 { \__seq_item:n {#2} } }
5385 \cs_new_protected:Npn \seq_gput_right:Nn #1#2
5386 { \tl_gput_right:Nn #1 { \__seq_item:n {#2} } }
5387 \cs_generate_variant:Nn \seq_gput_right:Nn { NV , Nv , No , Nx }
5388 \cs_generate_variant:Nn \seq_gput_right:Nn { c , cV , cv , co , cx }
5389 \cs_generate_variant:Nn \seq_put_right:Nn { NV , Nv , No , Nx }
5390 \cs_generate_variant:Nn \seq_put_right:Nn { c , cV , cv , co , cx }

```

(End definition for `\seq_put_right:Nn` and others. These functions are documented on page 109.)

12.3 Modifying sequences

This function converts its argument to a proper sequence item in an x-expansion context.

```

5391 \cs_new:Npn \__seq_wrap_item:n #1 { \exp_not:n { \__seq_item:n {#1} } }

```

(End definition for `__seq_wrap_item:n`.)

An internal sequence for the removal routines.

```

5392 \seq_new:N \l__seq_remove_seq

```

(End definition for `\l__seq_remove_seq`. This variable is documented on page ??.)

```

\seq_remove_duplicates:N Removing duplicates means making a new list then copying it.
\seq_remove_duplicates:c 5393 \cs_new_protected:Npn \seq_remove_duplicates:N
\seq_gremove_duplicates:N 5394 { \__seq_remove_duplicates:NN \seq_set_eq:NN }
\seq_gremove_duplicates:c 5395 \cs_new_protected:Npn \seq_gremove_duplicates:N
\__seq_remove_duplicates:NN 5396 { \__seq_remove_duplicates:NN \seq_gset_eq:NN }
5397 \cs_new_protected:Npn \__seq_remove_duplicates:NN #1#2
5398 {
5399   \seq_clear:N \l__seq_remove_seq
5400   \seq_map_inline:Nn #2
5401   {
5402     \seq_if_in:NnF \l__seq_remove_seq {##1}
5403     { \seq_put_right:Nn \l__seq_remove_seq {##1} }
5404   }
5405   #1 #2 \l__seq_remove_seq
5406 }
5407 \cs_generate_variant:Nn \seq_remove_duplicates:N { c }
5408 \cs_generate_variant:Nn \seq_gremove_duplicates:N { c }

```

(End definition for `\seq_remove_duplicates:N` and `\seq_remove_duplicates:c`. These functions are documented on page 112.)

```

\seq_remove_all:Nn The idea of the code here is to avoid a relatively expensive addition of items one at
\seq_remove_all:cn a time to an intermediate sequence. The approach taken is therefore similar to that
\seq_gremove_all:Nn in \__seq_pop_right:NNN, using a “flexible” x-type expansion to do most of the work.
\seq_gremove_all:cn As \tl_if_eq:nnT is not expandable, a two-part strategy is needed. First, the x-type
\__seq_remove_all_aux:NNn 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 will happen 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}) will ensure that
nothing is lost.

```

```

5409 \cs_new_protected:Npn \seq_remove_all:Nn
5410 { \__seq_remove_all_aux:NNn \tl_set:Nx }
5411 \cs_new_protected:Npn \seq_gremove_all:Nn
5412 { \__seq_remove_all_aux:NNn \tl_gset:Nx }
5413 \cs_new_protected:Npn \__seq_remove_all_aux:NNn #1#2#3
5414 {
5415   \__seq_push_item_def:n
5416   {
5417     \str_if_eq:nnT {##1} {#3}
5418     {
5419       \if_false: { \fi: }
5420       \tl_set:Nn \l__seq_internal_b_tl {##1}
5421       #1 #2
5422       { \if_false: } \fi:
5423       \exp_not:o {#2}
5424       \tl_if_eq:NNT \l__seq_internal_a_tl \l__seq_internal_b_tl

```

```

5425         { \use_none:nn }
5426     }
5427     \__seq_wrap_item:n {##1}
5428 }
5429 \tl_set:Nn \l__seq_internal_a_tl {#3}
5430 #1 #2 {#2}
5431 \__seq_pop_item_def:
5432 }
5433 \cs_generate_variant:Nn \seq_remove_all:Nn { c }
5434 \cs_generate_variant:Nn \seq_gremove_all:Nn { c }

```

(End definition for `\seq_remove_all:Nn` and `\seq_remove_all:cn`. These functions are documented on page 112.)

```

\seq_reverse:N Previously, \seq_reverse:N was coded by collecting the items in reverse order after an
\seq_reverse:c \exp_stop_f: marker.
\seq_greverse:N
\seq_greverse:c \cs_new_protected:Npn \seq_reverse:N #1
\__seq_reverse:NN {
\__seq_reverse_item:nwn \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.

```

5435 \cs_new_protected_nopar:Npn \seq_reverse:N
5436 { \__seq_reverse:NN \tl_set:Nx }
5437 \cs_new_protected_nopar:Npn \seq_greverse:N
5438 { \__seq_reverse:NN \tl_gset:Nx }
5439 \cs_new_protected:Npn \__seq_reverse:NN #1 #2
5440 {
5441 \cs_set_eq:NN \__seq_tmp:w \__seq_item:n
5442 \cs_set_eq:NN \__seq_item:n \__seq_reverse_item:nwn
5443 #1 #2 { #2 \exp_not:n { } }
5444 \cs_set_eq:NN \__seq_item:n \__seq_tmp:w

```

```

5445 }
5446 \cs_new:Npn \__seq_reverse_item:nwn #1 #2 \exp_not:n #3
5447 {
5448   #2
5449   \exp_not:n { \__seq_item:n {#1} #3 }
5450 }
5451 \cs_generate_variant:Nn \seq_reverse:N { c }
5452 \cs_generate_variant:Nn \seq_greverse:N { c }

```

(End definition for `\seq_reverse:N` and others. These functions are documented on page 112.)

12.4 Sequence conditionals

`\seq_if_empty_p:N` Similar to token lists, we compare with the empty sequence.

```

5453 \prg_new_conditional:Npnn \seq_if_empty:N #1 { p , T , F , TF }
5454 {
5455   \if_meaning:w #1 \c_empty_seq
5456   \prg_return_true:
5457   \else:
5458   \prg_return_false:
5459   \fi:
5460 }
5461 \cs_generate_variant:Nn \seq_if_empty_p:N { c }
5462 \cs_generate_variant:Nn \seq_if_empty:N { NT }
5463 \cs_generate_variant:Nn \seq_if_empty:N { NF }
5464 \cs_generate_variant:Nn \seq_if_empty:N { NTF }

```

(End definition for `\seq_if_empty:N` and `\seq_if_empty:c`. These functions are documented on page 113.)

`\seq_if_in:NnTF` 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 will break returning `\prg_return_false:`. Everything is inside a group so that `__seq_item:n` is preserved in nested situations.

```

5465 \prg_new_protected_conditional:Npnn \seq_if_in:Nn #1#2
5466 { T , F , TF }
5467 {
5468   \group_begin:
5469   \tl_set:Nn \l__seq_internal_a_tl {#2}
5470   \cs_set_protected:Npn \__seq_item:n ##1
5471   {
5472     \tl_set:Nn \l__seq_internal_b_tl {##1}
5473     \if_meaning:w \l__seq_internal_a_tl \l__seq_internal_b_tl
5474     \exp_after:wN \__seq_if_in:
5475     \fi:
5476   }
5477   #1
5478   \group_end:
5479   \prg_return_false:

```

```

5480     \_prg_break_point:
5481   }
5482   \cs_new_nopar:Npn \_seq_if_in:
5483     { \_prg_break:n { \group_end: \prg_return_true: } }
5484   \cs_generate_variant:Nn \seq_if_in:NnT { NV , Nv , No , Nx }
5485   \cs_generate_variant:Nn \seq_if_in:NnT { c , cV , cv , co , cx }
5486   \cs_generate_variant:Nn \seq_if_in:NnF { NV , Nv , No , Nx }
5487   \cs_generate_variant:Nn \seq_if_in:NnF { c , cV , cv , co , cx }
5488   \cs_generate_variant:Nn \seq_if_in:NnTF { NV , Nv , No , Nx }
5489   \cs_generate_variant:Nn \seq_if_in:NnTF { c , cV , cv , co , cx }

```

(End definition for `\seq_if_in:NnTF` and others. These functions are documented on page 113.)

12.5 Recovering data from sequences

`_seq_pop:NNNN` The two `pop` functions share their emptiness tests. We also use a common emptiness test
`_seq_pop_TF:NNNN` for all branching `get` and `pop` functions.

```

5490   \cs_new_protected:Npn \_seq_pop:NNNN #1#2#3#4
5491   {
5492     \if_meaning:w #3 \c_empty_seq
5493       \tl_set:Nn #4 { \q_no_value }
5494     \else:
5495       #1#2#3#4
5496     \fi:
5497   }
5498   \cs_new_protected:Npn \_seq_pop_TF:NNNN #1#2#3#4
5499   {
5500     \if_meaning:w #3 \c_empty_seq
5501       % \tl_set:Nn #4 { \q_no_value }
5502       \prg_return_false:
5503     \else:
5504       #1#2#3#4
5505       \prg_return_true:
5506     \fi:
5507   }

```

(End definition for `_seq_pop:NNNN` and `_seq_pop_TF:NNNN`.)

`\seq_get_left:NN` Getting an item from the left of a sequence is pretty easy: just trim off the first item
`\seq_get_left:cN` after `_seq_item:n` at the start. We append a `\q_no_value` item to cover the case of
`_seq_get_left:wnw` an empty sequence

```

5508   \cs_new_protected:Npn \seq_get_left:NN #1#2
5509   {
5510     \tl_set:Nx #2
5511     {
5512       \exp_after:wN \_seq_get_left:wnw
5513       #1 \_seq_item:n { \q_no_value } \q_stop
5514     }
5515   }
5516   \cs_new:Npn \_seq_get_left:wnw #1 \_seq_item:n #2#3 \q_stop

```

```

5517 { \exp_not:n {#2} }
5518 \cs_generate_variant:Nn \seq_get_left:NN { c }

```

(End definition for `\seq_get_left:NN` and `\seq_get_left:cN`. These functions are documented on page 110.)

<pre> \seq_pop_left:NN \seq_pop_left:cN \seq_gpop_left:NN \seq_gpop_left:cN __seq_pop_left:NNN __seq_pop_left:wnwNNN </pre>	<p>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.</p> <pre> 5519 \cs_new_protected_nopar:Npn \seq_pop_left:NN 5520 { __seq_pop:NNNN __seq_pop_left:NNN \tl_set:Nn } 5521 \cs_new_protected_nopar:Npn \seq_gpop_left:NN 5522 { __seq_pop:NNNN __seq_pop_left:NNN \tl_gset:Nn } 5523 \cs_new_protected:Npn __seq_pop_left:NNN #1#2#3 5524 { \exp_after:wN __seq_pop_left:wnwNNN #2 \q_stop #1#2#3 } 5525 \cs_new_protected:Npn __seq_pop_left:wnwNNN 5526 #1 __seq_item:n #2#3 \q_stop #4#5#6 5527 { 5528 #4 #5 { #1 #3 } 5529 \tl_set:Nn #6 {#2} 5530 } 5531 \cs_generate_variant:Nn \seq_pop_left:NN { c } 5532 \cs_generate_variant:Nn \seq_gpop_left:NN { c } </pre>
---	---

(End definition for `\seq_pop_left:NN` and `\seq_pop_left:cN`. These functions are documented on page 110.)

<pre> \seq_get_right:NN \seq_get_right:cN __seq_get_right_loop:nn </pre>	<p>First remove <code>\s__seq</code> and prepend <code>\q_no_value</code>, then take two arguments at a time. Before the right-hand end of the sequence, this is a brace group followed by <code>__seq_item:n</code>, both removed by <code>\use_none:nn</code>. At the end of the sequence, the two question marks are taken by <code>\use_none:nn</code>, and the assignment is placed before the right-most item. In the next iteration, <code>__seq_get_right_loop:nn</code> receives two empty arguments, and <code>\use_none:nn</code> stops the loop.</p>
--	--

```

5533 \cs_new_protected:Npn \seq_get_right:NN #1#2
5534 {
5535 \exp_after:wN \use_i_ii:nnn
5536 \exp_after:wN __seq_get_right_loop:nn
5537 \exp_after:wN \q_no_value
5538 #1
5539 { ?? \tl_set:Nn #2 }
5540 { } { }
5541 }
5542 \cs_new_protected:Npn __seq_get_right_loop:nn #1#2
5543 {
5544 \use_none:nn #2 {#1}
5545 __seq_get_right_loop:nn
5546 }
5547 \cs_generate_variant:Nn \seq_get_right:NN { c }

```

(End definition for `\seq_get_right:NN` and `\seq_get_right:cN`. These functions are documented on page 110.)

`\seq_pop_right:NN` The approach to popping from the right is a bit more involved, but does use some
`\seq_pop_right:cN` of the same ideas as getting from the right. What is needed is a “flexible length”
`\seq_gpop_right:NN` way to set a token list variable. This is supplied by the `{ \if_false: } \fi:`
`\seq_gpop_right:cN` `... \if_false: { \fi: }` construct. Using an x-type expansion and a “non-expanding”
`__seq_pop_right:NNN` definition for `__seq_item:n`, the left-most $n - 1$ entries in a sequence of n items will
`__seq_pop_right_loop:nn` be 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.

```

5548 \cs_new_protected_nopar:Npn \seq_pop_right:NN
5549 { \__seq_pop:NNNN \__seq_pop_right:NNN \tl_set:Nx }
5550 \cs_new_protected_nopar:Npn \seq_gpop_right:NN
5551 { \__seq_pop:NNNN \__seq_pop_right:NNN \tl_gset:Nx }
5552 \cs_new_protected:Npn \__seq_pop_right:NNN #1#2#3
5553 {
5554   \cs_set_eq:NN \__seq_tmp:w \__seq_item:n
5555   \cs_set_eq:NN \__seq_item:n \scan_stop:
5556   #1 #2
5557   { \if_false: } \fi: \s_seq
5558   \exp_after:wN \use_i:nnn
5559   \exp_after:wN \__seq_pop_right_loop:nn
5560   #2
5561   {
5562     \if_false: { \fi: }
5563     \tl_set:Nx #3
5564   }
5565   { } \use_none:nn
5566   \cs_set_eq:NN \__seq_item:n \__seq_tmp:w
5567 }
5568 \cs_new:Npn \__seq_pop_right_loop:nn #1#2
5569 {
5570   #2 { \exp_not:n {#1} }
5571   \__seq_pop_right_loop:nn
5572 }
5573 \cs_generate_variant:Nn \seq_pop_right:NN { c }
5574 \cs_generate_variant:Nn \seq_gpop_right:NN { c }

```

(End definition for `\seq_pop_right:NN` and `\seq_pop_right:cN`. These functions are documented on page 110.)

`\seq_get_left:NNTF` Getting from the left or right with a check on the results. The first argument to `__-`
`\seq_get_left:cNTF` `seq_pop_TF:NNNN` is left unused.

```

\seq_get_right:NNTF
\seq_get_right:cNTF
5575 \prg_new_protected_conditional:Npnn \seq_get_left:NN #1#2 { T , F , TF }
5576 { \__seq_pop_TF:NNNN \prg_do_nothing: \seq_get_left:NN #1#2 }
5577 \prg_new_protected_conditional:Npnn \seq_get_right:NN #1#2 { T , F , TF }
5578 { \__seq_pop_TF:NNNN \prg_do_nothing: \seq_get_right:NN #1#2 }
5579 \cs_generate_variant:Nn \seq_get_left:NTT { c }
5580 \cs_generate_variant:Nn \seq_get_left:NNF { c }

```

```

5581 \cs_generate_variant:Nn \seq_get_left:NNTF { c }
5582 \cs_generate_variant:Nn \seq_get_right:NNT { c }
5583 \cs_generate_variant:Nn \seq_get_right:NNF { c }
5584 \cs_generate_variant:Nn \seq_get_right:NNTF { c }

```

(End definition for `\seq_get_left:NNTF` and `\seq_get_left:cNTF`. These functions are documented on page 111.)

```

\seq_pop_left:NNTF More or less the same for popping.
\seq_pop_left:cNTF
\seq_gpop_left:NNTF 5585 \prg_new_protected_conditional:Npnn \seq_pop_left:NN #1#2 { T , F , TF }
\seq_gpop_left:cNTF 5586 { \__seq_pop_TF:NNNN \__seq_pop_left:NNN \tl_set:Nn #1 #2 }
\seq_pop_right:NNTF 5587 \prg_new_protected_conditional:Npnn \seq_gpop_left:NN #1#2 { T , F , TF }
\seq_pop_right:cNTF 5588 { \__seq_pop_TF:NNNN \__seq_pop_left:NNN \tl_gset:Nn #1 #2 }
\seq_gpop_right:NNTF 5589 \prg_new_protected_conditional:Npnn \seq_pop_right:NN #1#2 { T , F , TF }
\seq_gpop_right:cNTF 5590 { \__seq_pop_TF:NNNN \__seq_pop_right:NNN \tl_set:Nx #1 #2 }
5591 \prg_new_protected_conditional:Npnn \seq_gpop_right:NN #1#2 { T , F , TF }
5592 { \__seq_pop_TF:NNNN \__seq_pop_right:NNN \tl_gset:Nx #1 #2 }
5593 \cs_generate_variant:Nn \seq_pop_left:NNT { c }
5594 \cs_generate_variant:Nn \seq_pop_left:NNF { c }
5595 \cs_generate_variant:Nn \seq_pop_left:NNTF { c }
5596 \cs_generate_variant:Nn \seq_gpop_left:NNT { c }
5597 \cs_generate_variant:Nn \seq_gpop_left:NNF { c }
5598 \cs_generate_variant:Nn \seq_gpop_left:NNTF { c }
5599 \cs_generate_variant:Nn \seq_pop_right:NNT { c }
5600 \cs_generate_variant:Nn \seq_pop_right:NNF { c }
5601 \cs_generate_variant:Nn \seq_pop_right:NNTF { c }
5602 \cs_generate_variant:Nn \seq_gpop_right:NNT { c }
5603 \cs_generate_variant:Nn \seq_gpop_right:NNF { c }
5604 \cs_generate_variant:Nn \seq_gpop_right:NNTF { c }

```

(End definition for `\seq_pop_left:NNTF` and `\seq_pop_left:cNTF`. These functions are documented on page 111.)

```

\seq_item:Nn The idea here is to find the offset of the item from the left, then use a loop
\seq_item:cn to grab the correct item. If the resulting offset is too large, then the stop code
\__seq_item:wNn { ? \__prg_break: } { } will be used by the auxiliary, terminating the loop and re-
\__seq_item:nnn turning nothing at all.

```

```

5605 \cs_new:Npn \seq_item:Nn #1
5606 { \exp_after:wN \__seq_item:wNn #1 \q_stop #1 }
5607 \cs_new:Npn \__seq_item:wNn \s__seq #1 \q_stop #2#3
5608 {
5609   \exp_args:Nf \__seq_item:nnn
5610   {
5611     \int_eval:n
5612     {
5613       \int_compare:nNnT {#3} < \c_zero
5614       { \seq_count:N #2 + \c_one + }
5615       #3
5616     }
5617   }

```

```

5618     #1
5619     { ? \__prg_break: } { }
5620     \__prg_break_point:
5621   }
5622   \cs_new:Npn \__seq_item:nnn #1#2#3
5623   {
5624     \use_none:n #2
5625     \int_compare:nNnTF {#1} = \c_one
5626     { \__prg_break:n { \exp_not:n {#3} } }
5627     { \exp_args:Nf \__seq_item:nnn { \int_eval:n { #1 - 1 } } }
5628   }
5629   \cs_generate_variant:Nn \seq_item:Nn { c }

```

(End definition for `\seq_item:Nn` and `\seq_item:cn`. These functions are documented on page 111.)

12.6 Mapping to sequences

`\seq_map_break:` 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.

```

5630   \cs_new_nopar:Npn \seq_map_break:
5631   { \__prg_map_break:Nn \seq_map_break: { } }
5632   \cs_new_nopar:Npn \seq_map_break:n
5633   { \__prg_map_break:Nn \seq_map_break: }

```

(End definition for `\seq_map_break:.` This function is documented on page 114.)

`\seq_map_function:NN` The idea here is to apply the code of #2 to each item in the sequence without altering the definition of `__seq_item:n`. This is done as by noting that every odd token in the sequence must be `__seq_item:n`, which can be gobbled by `\use_none:n`. At the end of the loop, #2 is instead `? \seq_map_break:`, which therefore breaks the loop without needing to do a (relatively-expensive) quark test.

```

5634   \cs_new:Npn \seq_map_function:NN #1#2
5635   {
5636     \exp_after:wN \use_i_ii:nnn
5637     \exp_after:wN \__seq_map_function:NNn
5638     \exp_after:wN #2
5639     #1
5640     { ? \seq_map_break: } { }
5641     \__prg_break_point:Nn \seq_map_break: { }
5642   }
5643   \cs_new:Npn \__seq_map_function:NNn #1#2#3
5644   {
5645     \use_none:n #2
5646     #1 {#3}
5647     \__seq_map_function:NNn #1
5648   }
5649   \cs_generate_variant:Nn \seq_map_function:NN { c }

```

(End definition for `\seq_map_function:Nn` and `\seq_map_function:cN`. These functions are documented on page 113.)

`__seq_push_item_def:n` 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.

```

\__seq_push_item_def:
\__seq_push_item_def:x
\__seq_push_item_def:
\__seq_pop_item_def:
5650 \cs_new_protected:Npn \__seq_push_item_def:n
5651 {
5652   \__seq_push_item_def:
5653   \cs_gset:Npn \__seq_item:n ##1
5654 }
5655 \cs_new_protected:Npn \__seq_push_item_def:x
5656 {
5657   \__seq_push_item_def:
5658   \cs_gset:Npx \__seq_item:n ##1
5659 }
5660 \cs_new_protected:Npn \__seq_push_item_def:
5661 {
5662   \int_gincr:N \g__prg_map_int
5663   \cs_gset_eq:cN { __prg_map_ \int_use:N \g__prg_map_int :w }
5664   \__seq_item:n
5665 }
5666 \cs_new_protected_nopar:Npn \__seq_pop_item_def:
5667 {
5668   \cs_gset_eq:Nc \__seq_item:n
5669   { __prg_map_ \int_use:N \g__prg_map_int :w }
5670   \int_gdecr:N \g__prg_map_int
5671 }

```

(End definition for `__seq_push_item_def:n` and `__seq_push_item_def:x`.)

`\seq_map_inline:Nn` 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`.

```

\seq_map_inline:cn
5672 \cs_new_protected:Npn \seq_map_inline:Nn #1#2
5673 {
5674   \__seq_push_item_def:n {#2}
5675   #1
5676   \__prg_break_point:Nn \seq_map_break: { \__seq_pop_item_def: }
5677 }
5678 \cs_generate_variant:Nn \seq_map_inline:Nn { c }

```

(End definition for `\seq_map_inline:Nn` and `\seq_map_inline:cn`. These functions are documented on page 113.)

`\seq_map_variable:NNn` 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.

```

\seq_map_variable:Ncn
\seq_map_variable:cNn
\seq_map_variable:ccn
5679 \cs_new_protected:Npn \seq_map_variable:NNn #1#2#3
5680 {
5681   \__seq_push_item_def:x
5682   {

```

```

5683         \tl_set:Nn \exp_not:N #2 {##1}
5684         \exp_not:n {#3}
5685     }
5686     #1
5687     \__prg_break_point:Nn \seq_map_break: { \__seq_pop_item_def: }
5688 }
5689 \cs_generate_variant:Nn \seq_map_variable:NNn { Nc }
5690 \cs_generate_variant:Nn \seq_map_variable:NNn { c , cc }

```

(End definition for `\seq_map_variable:NNn` and others. These functions are documented on page 113.)

`\seq_count:N` Counting the items in a sequence 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.

`\seq_count:c`
`__seq_count:n`

```

5691 \cs_new:Npn \seq_count:N #1
5692 {
5693     \int_eval:n
5694     {
5695         0
5696         \seq_map_function:NN #1 \__seq_count:n
5697     }
5698 }
5699 \cs_new:Npn \__seq_count:n #1 { + \c_one }
5700 \cs_generate_variant:Nn \seq_count:N { c }

```

(End definition for `\seq_count:N` and `\seq_count:c`. These functions are documented on page 114.)

12.7 Using sequences

`\seq_use:Nnnn` 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`.

`\seq_use:cnnc`
`__seq_use:NNnNnn`

`__seq_use:setup:w`
`__seq_use:nwwwnwn`
`__seq_use:nwwn`

`\seq_use:Nn`
`\seq_use:cn`

```

5701 \cs_new:Npn \seq_use:Nnnn #1#2#3#4
5702 {
5703     \seq_if_exist:NTF #1
5704     {
5705         \int_case:nnF { \seq_count:N #1 }
5706         {
5707             { 0 } { }
5708             { 1 } { \exp_after:wN \__seq_use:NNnNnn #1 ? { } { } }
5709             { 2 } { \exp_after:wN \__seq_use:NNnNnn #1 {#2} }
5710         }
5711         {
5712             \exp_after:wN \__seq_use_setup:w #1 \__seq_item:n
5713             \q_mark { \__seq_use:nwwwnwn {#3} }
5714             \q_mark { \__seq_use:nwwn {#4} }
5715             \q_stop { }
5716         }
5717     }

```

```

5718     {
5719         \__msg_kernel_expandable_error:nnn
5720         { kernel } { bad-variable } {#1}
5721     }
5722 }
5723 \cs_generate_variant:Nn \seq_use:Nnnn { c }
5724 \cs_new:Npn \__seq_use:NNnNnn #1#2#3#4#5#6 { \exp_not:n { #3 #6 #5 } }
5725 \cs_new:Npn \__seq_use_setup:w \s__seq { \__seq_use:nwwwwnwn { } }
5726 \cs_new:Npn \__seq_use:nwwwwnwn
5727     #1 \__seq_item:n #2 \__seq_item:n #3 \__seq_item:n #4#5
5728     \q_mark #6#7 \q_stop #8
5729     {
5730         #6 \__seq_item:n {#3} \__seq_item:n {#4} #5
5731         \q_mark {#6} #7 \q_stop { #8 #1 #2 }
5732     }
5733 \cs_new:Npn \__seq_use:nwnn #1 \__seq_item:n #2 #3 \q_stop #4
5734     { \exp_not:n { #4 #1 #2 } }
5735 \cs_new:Npn \seq_use:Nn #1#2
5736     { \seq_use:Nnnn #1 {#2} {#2} {#2} }
5737 \cs_generate_variant:Nn \seq_use:Nn { c }

```

(End definition for `\seq_use:Nnnn` and `\seq_use:cnnn`. These functions are documented on page 115.)

12.8 Sequence stacks

The same functions as for sequences, but with the correct naming.

\seq_push:Nn Pushing to a sequence is the same as adding on the left.

\seq_push:NV	5738	<code>\cs_new_eq:NN \seq_push:Nn \seq_put_left:Nn</code>
\seq_push:Nv	5739	<code>\cs_new_eq:NN \seq_push:Nv \seq_put_left:Nv</code>
\seq_push:No	5740	<code>\cs_new_eq:NN \seq_push:No \seq_put_left:No</code>
\seq_push:Nx	5741	<code>\cs_new_eq:NN \seq_push:Nx \seq_put_left:Nx</code>
\seq_push:cn	5742	<code>\cs_new_eq:NN \seq_push:cn \seq_put_left:cn</code>
\seq_push:cV	5743	<code>\cs_new_eq:NN \seq_push:cV \seq_put_left:cV</code>
\seq_push:cV	5744	<code>\cs_new_eq:NN \seq_push:cV \seq_put_left:cV</code>
\seq_push:co	5745	<code>\cs_new_eq:NN \seq_push:co \seq_put_left:co</code>
\seq_push:co	5746	<code>\cs_new_eq:NN \seq_push:co \seq_put_left:co</code>
\seq_push:cx	5747	<code>\cs_new_eq:NN \seq_push:cx \seq_put_left:cx</code>
\seq_gpush:Nn	5748	<code>\cs_new_eq:NN \seq_gpush:Nn \seq_gput_left:Nn</code>
\seq_gpush:NV	5749	<code>\cs_new_eq:NN \seq_gpush:Nv \seq_gput_left:Nv</code>
\seq_gpush:Nv	5750	<code>\cs_new_eq:NN \seq_gpush:Nv \seq_gput_left:Nv</code>
\seq_gpush:No	5751	<code>\cs_new_eq:NN \seq_gpush:No \seq_gput_left:No</code>
\seq_gpush:Nx	5752	<code>\cs_new_eq:NN \seq_gpush:Nx \seq_gput_left:Nx</code>
\seq_gpush:cn	5753	<code>\cs_new_eq:NN \seq_gpush:cn \seq_gput_left:cn</code>
\seq_gpush:cV	5754	<code>\cs_new_eq:NN \seq_gpush:cV \seq_gput_left:cV</code>
\seq_gpush:cV	5755	<code>\cs_new_eq:NN \seq_gpush:cV \seq_gput_left:cV</code>
\seq_gpush:co	5756	<code>\cs_new_eq:NN \seq_gpush:co \seq_gput_left:co</code>
\seq_gpush:co	5757	<code>\cs_new_eq:NN \seq_gpush:co \seq_gput_left:co</code>
\seq_gpush:cx		<code>\cs_new_eq:NN \seq_gpush:cx \seq_gput_left:cx</code>

(End definition for `\seq_push:Nn` and others. These functions are documented on page 116.)

\seq_get:NN In most cases, getting items from the stack does not need to specify that this is from the
\seq_get:cN left. So alias are provided.
\seq_pop:NN 5758 \cs_new_eq:NN \seq_get:NN \seq_get_left:NN
\seq_pop:cN 5759 \cs_new_eq:NN \seq_get:cN \seq_get_left:cN
\seq_gpop:NN 5760 \cs_new_eq:NN \seq_pop:NN \seq_pop_left:NN
\seq_gpop:cN 5761 \cs_new_eq:NN \seq_pop:cN \seq_pop_left:cN
5762 \cs_new_eq:NN \seq_gpop:NN \seq_gpop_left:NN
5763 \cs_new_eq:NN \seq_gpop:cN \seq_gpop_left:cN

(End definition for \seq_get:NN and \seq_get:cN. These functions are documented on page 116.)

\seq_get:NNTF More copies.
\seq_get:cNTF 5764 \prg_new_eq_conditional:NNn \seq_get:NN \seq_get_left:NN { T , F , TF }
\seq_pop:NNTF 5765 \prg_new_eq_conditional:NNn \seq_get:cN \seq_get_left:cN { T , F , TF }
\seq_pop:cNTF 5766 \prg_new_eq_conditional:NNn \seq_pop:NN \seq_pop_left:NN { T , F , TF }
\seq_gpop:NNTF 5767 \prg_new_eq_conditional:NNn \seq_pop:cN \seq_pop_left:cN { T , F , TF }
\seq_gpop:cNTF 5768 \prg_new_eq_conditional:NNn \seq_gpop:NN \seq_gpop_left:NN { T , F , TF }
5769 \prg_new_eq_conditional:NNn \seq_gpop:cN \seq_gpop_left:cN { T , F , TF }

(End definition for \seq_get:NNTF and \seq_get:cNTF. These functions are documented on page 116.)

12.9 Viewing sequences

\seq_show:N Apply the general _msg_show_variable:Nnn.
\seq_show:c 5770 \cs_new_protected:Npn \seq_show:N #1
5771 {
5772 _msg_show_variable:Nnn #1 { seq }
5773 { \seq_map_function:NN #1 _msg_show_item:n }
5774 }
5775 \cs_generate_variant:Nn \seq_show:N { c }

(End definition for \seq_show:N and \seq_show:c. These functions are documented on page 117.)

12.10 Scratch sequences

\l_tmpa_seq Temporary comma list variables.
\l_tmpb_seq 5776 \seq_new:N \l_tmpa_seq
\g_tmpa_seq 5777 \seq_new:N \l_tmpb_seq
\g_tmpb_seq 5778 \seq_new:N \g_tmpa_seq
5779 \seq_new:N \g_tmpb_seq

(End definition for \l_tmpa_seq and others. These variables are documented on page 117.)

5780 </initex | package>

13 l3clist implementation

The following test files are used for this code: *m3clist002*.

```
5781 <*initex | package>
```

```
5782 <@@=clist>
```

\c_empty_clist An empty comma list is simply an empty token list.

```
5783 \cs_new_eq:NN \c_empty_clist \c_empty_tl
```

(End definition for `\c_empty_clist`. This variable is documented on page 126.)

\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`

```
5784 \tl_new:N \l__clist_internal_clist
```

(End definition for `\l__clist_internal_clist`. This variable is documented on page ??.)

__clist_tmp:w A temporary function for various purposes.

```
5785 \cs_new_protected:Npn \__clist_tmp:w { }
```

(End definition for `__clist_tmp:w`.)

13.1 Allocation and initialisation

\clist_new:N Internally, comma lists are just token lists.

```
\clist_new:c      5786 \cs_new_eq:NN \clist_new:N \tl_new:N
                  5787 \cs_new_eq:NN \clist_new:c \tl_new:c
```

(End definition for `\clist_new:N` and `\clist_new:c`. These functions are documented on page 118.)

\clist_const:Nn Creating and initializing a constant comma list is done in a way similar to `\clist_set:Nn` and `\clist_gset:Nn`, being careful to strip spaces.

```
\clist_const:cn   5788 \cs_new_protected:Npn \clist_const:Nn #1#2
\clist_const:Nx   5789 { \tl_const:Nx #1 { \__clist_trim_spaces:n {#2} } }
\clist_const:cx   5790 \cs_generate_variant:Nn \clist_const:Nn { c , Nx , cx }
```

(End definition for `\clist_const:Nn` and others. These functions are documented on page 118.)

\clist_clear:N Clearing comma lists is just the same as clearing token lists.

```
\clist_clear:c    5791 \cs_new_eq:NN \clist_clear:N \tl_clear:N
\clist_gclear:N   5792 \cs_new_eq:NN \clist_clear:c \tl_clear:c
\clist_gclear:c   5793 \cs_new_eq:NN \clist_gclear:N \tl_gclear:N
                  5794 \cs_new_eq:NN \clist_gclear:c \tl_gclear:c
```

(End definition for `\clist_clear:N` and `\clist_clear:c`. These functions are documented on page 118.)

\clist_clear_new:N Once again a copy from the token list functions.

```
\clist_clear_new:c 5795 \cs_new_eq:NN \clist_clear_new:N \tl_clear_new:N
\clist_gclear_new:N 5796 \cs_new_eq:NN \clist_clear_new:c \tl_clear_new:c
\clist_gclear_new:c 5797 \cs_new_eq:NN \clist_gclear_new:N \tl_gclear_new:N
                  5798 \cs_new_eq:NN \clist_gclear_new:c \tl_gclear_new:c
```

(End definition for `\clist_clear_new:N` and `\clist_clear_new:c`. These functions are documented on page 119.)

`\clist_set_eq:NN` Once again, these are simple copies from the token list functions.

```

\clist_set_eq:cN 5799 \cs_new_eq:NN \clist_set_eq:NN \tl_set_eq:NN
\clist_set_eq:Nc 5800 \cs_new_eq:NN \clist_set_eq:Nc \tl_set_eq:Nc
\clist_set_eq:cc 5801 \cs_new_eq:NN \clist_set_eq:cN \tl_set_eq:cN
\clist_gset_eq:NN 5802 \cs_new_eq:NN \clist_set_eq:cc \tl_set_eq:cc
\clist_gset_eq:cN 5803 \cs_new_eq:NN \clist_gset_eq:NN \tl_gset_eq:NN
\clist_gset_eq:Nc 5804 \cs_new_eq:NN \clist_gset_eq:Nc \tl_gset_eq:Nc
\clist_gset_eq:cN 5805 \cs_new_eq:NN \clist_gset_eq:cN \tl_gset_eq:cN
\clist_gset_eq:cc 5806 \cs_new_eq:NN \clist_gset_eq:cc \tl_gset_eq:cc

```

(End definition for `\clist_set_eq:NN` and others. These functions are documented on page 119.)

```

\clist_set_from_seq:NN 5807 \cs_new_protected:Npn \clist_set_from_seq:NN
\clist_set_from_seq:cN 5808 { \__clist_set_from_seq:NNNN \clist_clear:N \tl_set:Nx }
\clist_set_from_seq:Nc 5809 \cs_new_protected:Npn \clist_gset_from_seq:NN
\clist_set_from_seq:cc 5810 { \__clist_set_from_seq:NNNN \clist_gclear:N \tl_gset:Nx }
\__clist_set_from_seq:NNNN 5811 \cs_new_protected:Npn \__clist_set_from_seq:NNNN #1#2#3#4
\__clist_wrap_item:n 5812 {
\__clist_set_from_seq:w 5813   \seq_if_empty:NTF #4
5814     { #1 #3 }
5815     {
5816       #2 #3
5817       {
5818         \exp_last_unbraced:Nf \use_none:n
5819         { \seq_map_function:NN #4 \__clist_wrap_item:n }
5820       }
5821     }
5822   }
5823 \cs_new:Npn \__clist_wrap_item:n #1
5824 {
5825   ,
5826   \tl_if_empty:oTF { \__clist_set_from_seq:w #1 ~ , #1 ~ }
5827   { \exp_not:n {#1} }
5828   { \exp_not:n { {#1} } }
5829 }
5830 \cs_new:Npn \__clist_set_from_seq:w #1 , #2 ~ { }
5831 \cs_generate_variant:Nn \clist_set_from_seq:NN { Nc }
5832 \cs_generate_variant:Nn \clist_set_from_seq:NN { c , cc }
5833 \cs_generate_variant:Nn \clist_gset_from_seq:NN { Nc }
5834 \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` 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.

`\clist_concat:ccc`

`\clist_gconcat:NNN`

`\clist_gconcat:ccc`

`__clist_concat:NNNN`

```

5835 \cs_new_protected_nopar:Npn \clist_concat:NNN
5836 { \__clist_concat:NNNN \tl_set:Nx }
5837 \cs_new_protected_nopar:Npn \clist_gconcat:NNN
5838 { \__clist_concat:NNNN \tl_gset:Nx }
5839 \cs_new_protected:Npn \__clist_concat:NNNN #1#2#3#4
5840 {
5841   #1 #2
5842   {
5843     \exp_not:o #3
5844     \clist_if_empty:NF #3 { \clist_if_empty:NF #4 { , } }
5845     \exp_not:o #4
5846   }
5847 }
5848 \cs_generate_variant:Nn \clist_concat:NNN { ccc }
5849 \cs_generate_variant:Nn \clist_gconcat:NNN { ccc }

```

(End definition for `\clist_concat:NNN` and `\clist_concat:ccc`. These functions are documented on page 119.)

`\clist_if_exist_p:N` Copies of the `cs` functions defined in `l3basics`.

`\clist_if_exist_p:c`

`\clist_if_exist:NTF`

`\clist_if_exist:cTF`

```

5850 \prg_new_eq_conditional:NNn \clist_if_exist:N \cs_if_exist:N
5851 { TF , T , F , p }
5852 \prg_new_eq_conditional:NNn \clist_if_exist:c \cs_if_exist:c
5853 { TF , T , F , p }

```

(End definition for `\clist_if_exist:NTF` and `\clist_if_exist:cTF`. These functions are documented on page 119.)

13.2 Removing spaces around items

`_clist_trim_spaces_generic:nw` This expands to the `<code>`, followed by a brace group containing the `<item>`, with leading and trailing spaces removed. The calling function is responsible for inserting `\q_mark` in front of the `<item>`, as well as testing for the end of the list. We reuse a `l3tl` internal function, whose first argument must start with `\q_mark`. That trims the item `#2`, then feeds the result (after having to do an `o`-type expansion) to `__clist_trim_spaces_generic:nn` which places the `<code>` in front of the `<trimmed item>`.

`_clist_trim_spaces_generic:nn`

```

5854 \cs_new:Npn \__clist_trim_spaces_generic:nw #1#2 ,
5855 {
5856   \__tl_trim_spaces:nn {#2}
5857   { \exp_args:No \__clist_trim_spaces_generic:nn } {#1}
5858 }
5859 \cs_new:Npn \__clist_trim_spaces_generic:nn #1#2 { #2 {#1} }

```

(End definition for `_clist_trim_spaces_generic:nw`.)

`__clist_trim_spaces:n` The first argument of `__clist_trim_spaces:nn` is initially empty, and later a comma, namely, as soon as we have added an item to the resulting list. The auxiliary tests for

`__clist_trim_spaces:nn`

the end of the list, and also prevents empty arguments from finding their way into the output.

```

5860 \cs_new:Npn \__clist_trim_spaces:n #1
5861 {
5862   \__clist_trim_spaces_generic:nw
5863   { \__clist_trim_spaces:nn { } }
5864   \q_mark #1 ,
5865   \q_recursion_tail, \q_recursion_stop
5866 }
5867 \cs_new:Npn \__clist_trim_spaces:nn #1 #2
5868 {
5869   \quark_if_recursion_tail_stop:n {#2}
5870   \tl_if_empty:nTF {#2}
5871   {
5872     \__clist_trim_spaces_generic:nw
5873     { \__clist_trim_spaces:nn {#1} } \q_mark
5874   }
5875   {
5876     #1 \exp_not:n {#2}
5877     \__clist_trim_spaces_generic:nw
5878     { \__clist_trim_spaces:nn { , } } \q_mark
5879   }
5880 }

```

(End definition for `__clist_trim_spaces:n`.)

13.3 Adding data to comma lists

```

\clist_set:Nn
\clist_set:NV 5881 \cs_new_protected:Npn \clist_set:Nn #1#2
\clist_set:No 5882 { \tl_set:Nx #1 { \__clist_trim_spaces:n {#2} } }
\clist_set:Nx 5883 \cs_new_protected:Npn \clist_gset:Nn #1#2
\clist_set:cn 5884 { \tl_gset:Nx #1 { \__clist_trim_spaces:n {#2} } }
\clist_set:cV 5885 \cs_generate_variant:Nn \clist_set:Nn { NV , No , Nx , c , cV , co , cx }
\clist_set:co 5886 \cs_generate_variant:Nn \clist_gset:Nn { NV , No , Nx , c , cV , co , cx }
\clist_set:cx

```

(End definition for `\clist_set:Nn` and others. These functions are documented on page 119.)

`\clist_gset:Nn`

Comma lists cannot hold empty values: there are therefore a couple of sanity checks to avoid accumulating commas.

```

\clist_gset:NV
\clist_put_gset:NV
\clist_put_gset:Nn
\clist_put_gset:Nx
\clist_put_gset:cn
\clist_put_gset:cV
\clist_put_gset:co
\clist_put_gset: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

```

```

5896 \cs_generate_variant:Nn \clist_put_left:Nn { NV , No , Nx }
5897 \cs_generate_variant:Nn \clist_put_left:Nn { c , cV , co , cx }
5898 \cs_generate_variant:Nn \clist_gput_left:Nn { NV , No , Nx }
5899 \cs_generate_variant:Nn \clist_gput_left:Nn { c , cV , co , cx }

```

(End definition for `\clist_put_left:Nn` and others. 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

```

```

5900 \cs_new_protected_nopar:Npn \clist_put_right:Nn
5901 { \__clist_put_right:NNNn \clist_concat:NNN \clist_set:Nn }
5902 \cs_new_protected_nopar:Npn \clist_gput_right:Nn
5903 { \__clist_put_right:NNNn \clist_gconcat:NNN \clist_set:Nn }
5904 \cs_new_protected:Npn \__clist_put_right:NNNn #1#2#3#4
5905 {
5906   #2 \l__clist_internal_clist {#4}
5907   #1 #3 #3 \l__clist_internal_clist
5908 }
5909 \cs_generate_variant:Nn \clist_put_right:Nn { NV , No , Nx }
5910 \cs_generate_variant:Nn \clist_put_right:Nn { c , cV , co , cx }
5911 \cs_generate_variant:Nn \clist_gput_right:Nn { NV , No , Nx }
5912 \cs_generate_variant:Nn \clist_gput_right:Nn { c , cV , co , cx }

```

(End definition for `\clist_put_right:Nn` and others. These functions are documented on page 120.)

13.4 Comma lists as stacks

`\clist_get:NN` Getting an item from the left of a comma list is pretty easy: just trim off the first item using the comma.

```

\clist_get:cN
\__clist_get:wN

```

```

5913 \cs_new_protected:Npn \clist_get:NN #1#2
5914 {
5915   \if_meaning:w #1 \c_empty_clist
5916     \tl_set:Nn #2 { \q_no_value }
5917   \else:
5918     \exp_after:wN \__clist_get:wN #1 , \q_stop #2
5919   \fi:
5920 }
5921 \cs_new_protected:Npn \__clist_get:wN #1 , #2 \q_stop #3
5922 { \tl_set:Nn #3 {#1} }
5923 \cs_generate_variant:Nn \clist_get:NN { c }

```

(End definition for `\clist_get:NN` and `\clist_get:cN`. These functions are documented on page 125.)

`\clist_pop:NN` 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.

```

\__clist_pop:NNN
\__clist_pop:wwNNN
\__clist_pop:wN

```

```

5924 \cs_new_protected_nopar:Npn \clist_pop:NN
5925 { \__clist_pop:NNN \tl_set:Nx }
5926 \cs_new_protected_nopar:Npn \clist_gpop:NN

```

```

5927 { \_clist_pop:NNN \tl_gset:Nx }
5928 \cs_new_protected:Npn \_clist_pop:NNN #1#2#3
5929 {
5930   \if_meaning:w #2 \c_empty_clist
5931     \tl_set:Nn #3 { \q_no_value }
5932   \else:
5933     \exp_after:wN \_clist_pop:wwNNN #2 , \q_mark \q_stop #1#2#3
5934   \fi:
5935 }
5936 \cs_new_protected:Npn \_clist_pop:wwNNN #1 , #2 \q_stop #3#4#5
5937 {
5938   \tl_set:Nn #5 {#1}
5939   #3 #4
5940   {
5941     \_clist_pop:wN \prg_do_nothing:
5942       #2 \exp_not:o
5943       , \q_mark \use_none:n
5944     \q_stop
5945   }
5946 }
5947 \cs_new:Npn \_clist_pop:wN #1 , \q_mark #2 #3 \q_stop { #2 {#1} }
5948 \cs_generate_variant:Nn \clist_pop:NN { c }
5949 \cs_generate_variant:Nn \clist_gpop:NN { c }

```

(End definition for \clist_pop:NN and \clist_pop:cN. These functions are documented on page 125.)

```

\clist_get:NNTF The same, as branching code: very similar to the above.
\clist_get:cNTF 5950 \prg_new_protected_conditional:Npnn \clist_get:NN #1#2 { T , F , TF }
\clist_pop:NNTF 5951 {
\clist_pop:cNTF 5952   \if_meaning:w #1 \c_empty_clist
\clist_gpop:NNTF 5953   \prg_return_false:
\clist_gpop:cNTF 5954   \else:
\__clist_pop_TF:NNN 5955     \exp_after:wN \_clist_get:wN #1 , \q_stop #2
5956     \prg_return_true:
5957   \fi:
5958 }
5959 \cs_generate_variant:Nn \clist_get:NNT { c }
5960 \cs_generate_variant:Nn \clist_get:NNF { c }
5961 \cs_generate_variant:Nn \clist_get:NNTF { c }
5962 \prg_new_protected_conditional:Npnn \clist_pop:NN #1#2 { T , F , TF }
5963 { \_clist_pop_TF:NNN \tl_set:Nx #1 #2 }
5964 \prg_new_protected_conditional:Npnn \clist_gpop:NN #1#2 { T , F , TF }
5965 { \_clist_pop_TF:NNN \tl_gset:Nx #1 #2 }
5966 \cs_new_protected:Npn \_clist_pop_TF:NNN #1#2#3
5967 {
5968   \if_meaning:w #2 \c_empty_clist
5969     \prg_return_false:
5970   \else:
5971     \exp_after:wN \_clist_pop:wwNNN #2 , \q_mark \q_stop #1#2#3
5972     \prg_return_true:

```

```

5973     \fi:
5974   }
5975   \cs_generate_variant:Nn \clist_pop:NNT { c }
5976   \cs_generate_variant:Nn \clist_pop:NNF { c }
5977   \cs_generate_variant:Nn \clist_pop:NNTF { c }
5978   \cs_generate_variant:Nn \clist_gpop:NNT { c }
5979   \cs_generate_variant:Nn \clist_gpop:NNF { c }
5980   \cs_generate_variant:Nn \clist_gpop:NNTF { c }

```

(End definition for `\clist_get:NNTF` and `\clist_get:CNTF`. These functions are documented on page 125.)

```

\clist_push:Nn Pushing to a comma list is the same as adding on the left.
\clist_push:NV 5981 \cs_new_eq:NN \clist_push:Nn \clist_put_left:Nn
\clist_push:No 5982 \cs_new_eq:NN \clist_push:NV \clist_put_left:NV
\clist_push:Nx 5983 \cs_new_eq:NN \clist_push:No \clist_put_left:No
\clist_push:cn 5984 \cs_new_eq:NN \clist_push:Nx \clist_put_left:Nx
\clist_push:cV 5985 \cs_new_eq:NN \clist_push:cn \clist_put_left:cn
\clist_push:co 5986 \cs_new_eq:NN \clist_push:cV \clist_put_left:cV
\clist_push:cx 5987 \cs_new_eq:NN \clist_push:co \clist_put_left:co
\clist_push:cx 5988 \cs_new_eq:NN \clist_push:cx \clist_put_left:cx
\clist_gpush:Nn 5989 \cs_new_eq:NN \clist_gpush:Nn \clist_gput_left:Nn
\clist_gpush:NV 5990 \cs_new_eq:NN \clist_gpush:NV \clist_gput_left:NV
\clist_gpush:No 5991 \cs_new_eq:NN \clist_gpush:No \clist_gput_left:No
\clist_gpush:Nx 5992 \cs_new_eq:NN \clist_gpush:Nx \clist_gput_left:Nx
\clist_gpush:cn 5993 \cs_new_eq:NN \clist_gpush:cn \clist_gput_left:cn
\clist_gpush:cV 5994 \cs_new_eq:NN \clist_gpush:cV \clist_gput_left:cV
\clist_gpush:co 5995 \cs_new_eq:NN \clist_gpush:co \clist_gput_left:co
\clist_gpush:cx 5996 \cs_new_eq:NN \clist_gpush:cx \clist_gput_left:cx

```

(End definition for `\clist_push:Nn` and others. These functions are documented on page 126.)

13.5 Modifying comma lists

`\l__clist_internal_remove_clist` An internal comma list for the removal routines.

```

5997 \clist_new:N \l__clist_internal_remove_clist

```

(End definition for `\l__clist_internal_remove_clist`. This variable is documented on page ??.)

`\clist_remove_duplicates:N` Removing duplicates means making a new list then copying it.

```

\clist_remove_duplicates:c 5998 \cs_new_protected:Npn \clist_remove_duplicates:N
\clist_gremove_duplicates:N 5999 { \__clist_remove_duplicates:NN \clist_set_eq:NN }
\clist_gremove_duplicates:c 6000 \cs_new_protected:Npn \clist_gremove_duplicates:N
    \__clist_remove_duplicates:NN 6001 { \__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}

```

```

6008         { \clist_put_right:Nn \l__clist_internal_remove_clist {##1} }
6009     }
6010     #1 #2 \l__clist_internal_remove_clist
6011 }
6012 \cs_generate_variant:Nn \clist_remove_duplicates:N { c }
6013 \cs_generate_variant:Nn \clist_gremove_duplicates:N { c }

```

(End definition for `\clist_remove_duplicates:N` and `\clist_remove_duplicates:c`. These functions are documented on page 120.)

```

\clist_remove_all:Nn
\clist_remove_all:cn
\clist_gremove_all:Nn
\clist_gremove_all:cn
\__clist_remove_all:NNn
\__clist_remove_all:w
\__clist_remove_all:

```

The method used here is very similar to `\tl_replace_all:Nnn`. Build a function delimited by the $\langle item \rangle$ that should be removed, surrounded with commas, and call that function followed by the expanded comma list, and another copy of the $\langle item \rangle$. 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 $\langle item \rangle$ 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.

```

6014 \cs_new_protected:Npn \clist_remove_all:Nn
6015 { \__clist_remove_all:NNn \tl_set:Nx }
6016 \cs_new_protected:Npn \clist_gremove_all:Nn
6017 { \__clist_remove_all:NNn \tl_gset:Nx }
6018 \cs_new_protected:Npn \__clist_remove_all:NNn #1#2#3
6019 {
6020     \cs_set:Npn \__clist_tmp:w ##1 , #3 ,
6021     {
6022         ##1
6023         , \q_mark , \use_none_delimit_by_q_stop:w ,
6024         \__clist_remove_all:
6025     }
6026     #1 #2
6027     {
6028         \exp_after:wN \__clist_remove_all:
6029         #2 , \q_mark , #3 , \q_stop
6030     }
6031     \clist_if_empty:NF #2
6032     {
6033         #1 #2
6034         {
6035             \exp_args:No \exp_not:o
6036             { \exp_after:wN \use_none:n #2 }
6037         }
6038     }

```

```

6039 }
6040 \cs_new:Npn \__clist_remove_all:
6041 { \exp_after:wN \__clist_remove_all:w \__clist_tmp:w , }
6042 \cs_new:Npn \__clist_remove_all:w #1 , \q_mark , #2 , { \exp_not:n {#1} }
6043 \cs_generate_variant:Nn \clist_remove_all:Nn { c }
6044 \cs_generate_variant:Nn \clist_gremove_all:Nn { c }

```

(End definition for `\clist_remove_all:Nn` and `\clist_remove_all:cn`. These functions are documented on page 120.)

`\clist_reverse:N` 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.

`\clist_reverse:c`
`\clist_greverse:N`
`\clist_greverse:c`

```

6045 \cs_new_protected:Npn \clist_reverse:N #1
6046 { \tl_set:Nx #1 { \exp_args:No \clist_reverse:n {#1} } }
6047 \cs_new_protected:Npn \clist_greverse:N #1
6048 { \tl_gset:Nx #1 { \exp_args:No \clist_reverse:n {#1} } }
6049 \cs_generate_variant:Nn \clist_reverse:N { c }
6050 \cs_generate_variant:Nn \clist_greverse:N { c }

```

(End definition for `\clist_reverse:N` and others. These functions are documented on page 121.)

`\clist_reverse:n` 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 “`<item>`,”. We start from a comma list “`<item1>, ..., <itemn>`”. During the loop, the auxiliary `__clist_reverse:wwNww` receives “`?<itemi>`” as #1, “`<itemi+1>, ..., <itemn>`” as #2, `__clist_reverse:wwNww` as #3, what remains until `\q_stop` as #4, and “`<itemi-1>, ..., <item1>`,” 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`.

```

6051 \cs_new:Npn \clist_reverse:n #1
6052 {
6053   \__clist_reverse:wwNww ? #1 ,
6054   \q_mark \__clist_reverse:wwNww ! ,
6055   \q_mark \__clist_reverse_end:ww
6056   \q_stop ? \q_mark
6057 }
6058 \cs_new:Npn \__clist_reverse:wwNww
6059 #1 , #2 \q_mark #3 #4 \q_stop ? #5 \q_mark
6060 { #3 ? #2 \q_mark #3 #4 \q_stop #1 , #5 \q_mark }
6061 \cs_new:Npn \__clist_reverse_end:ww #1 ! #2 , \q_mark
6062 { \exp_not:o { \use_none:n #2 } }

```

(End definition for `\clist_reverse:n`. This function is documented on page 121.)

13.6 Comma list conditionals

```
\clist_if_empty_p:N Simple copies from the token list variable material.
\clist_if_empty_p:c
\clist_if_empty:NTF
\clist_if_empty:cTF
6063 \prg_new_eq_conditional:NNn \clist_if_empty:N \tl_if_empty:N
6064 { p , T , F , TF }
6065 \prg_new_eq_conditional:NNn \clist_if_empty:c \tl_if_empty:c
6066 { p , T , F , TF }
```

(End definition for `\clist_if_empty:N` and `\clist_if_empty:c`. These functions are documented on page 121.)

```
\clist_if_empty_p:n As usual, we insert a token (here ?) before grabbing any argument: this avoids losing
\clist_if_empty:nTF braces. The argument of \tl_if_empty:oTF is empty if #1 is ? followed by blank spaces
\__clist_if_empty_n:w (besides, this particular variant of the emptiness test is optimized). If the item of the
\__clist_if_empty_n:wNw comma list is blank, grab the next one. As soon as one item is non-blank, exit: the second
auxiliary will grab \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.
```

```
6067 \prg_new_conditional:Npnn \clist_if_empty:n #1 { p , T , F , TF }
6068 {
6069   \__clist_if_empty_n:w ? #1
6070   , \q_mark \prg_return_false:
6071   , \q_mark \prg_return_true:
6072   \q_stop
6073 }
6074 \cs_new:Npn \__clist_if_empty_n:w #1 ,
6075 {
6076   \tl_if_empty:oTF { \use_none:nn #1 ? }
6077   { \__clist_if_empty_n:w ? }
6078   { \__clist_if_empty_n:wNw }
6079 }
6080 \cs_new:Npn \__clist_if_empty_n:wNw #1 \q_mark #2#3 \q_stop {#2}
```

(End definition for `\clist_if_empty:n`. This function is documented on page 121.)

```
\clist_if_in:NnTF See description of the \tl_if_in:Nn function for details. We simply surround the comma
\clist_if_in:NVTF list, and the item, with commas.
\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:nn
6081 \prg_new_protected_conditional:Npnn \clist_if_in:Nn #1#2 { T , F , TF }
6082 {
6083   \exp_args:No \__clist_if_in_return:nn #1 {#2}
6084 }
6085 \prg_new_protected_conditional:Npnn \clist_if_in:nn #1#2 { T , F , TF }
6086 {
6087   \clist_set:Nn \l__clist_internal_clist {#1}
6088   \exp_args:No \__clist_if_in_return:nn \l__clist_internal_clist {#2}
6089 }
6090 \cs_new_protected:Npn \__clist_if_in_return:nn #1#2
6091 {
6092   \cs_set:Npn \__clist_tmp:w ##1 ,#2, { }
6093   \tl_if_empty:oTF
```

```

6094     { \__clist_tmp:w ,#1, {} {} ,#2, }
6095     { \prg_return_false: } { \prg_return_true: }
6096   }
6097   \cs_generate_variant:Nn \clist_if_in:NnT {    NV , No }
6098   \cs_generate_variant:Nn \clist_if_in:NnT { c , cV , co }
6099   \cs_generate_variant:Nn \clist_if_in:NnF {    NV , No }
6100   \cs_generate_variant:Nn \clist_if_in:NnF { c , cV , co }
6101   \cs_generate_variant:Nn \clist_if_in:NnTF {    NV , No }
6102   \cs_generate_variant:Nn \clist_if_in:NnTF { c , cV , co }
6103   \cs_generate_variant:Nn \clist_if_in:nnT {    nV , no }
6104   \cs_generate_variant:Nn \clist_if_in:nnF {    nV , no }
6105   \cs_generate_variant:Nn \clist_if_in:nnTF {    nV , no }

```

(End definition for `\clist_if_in:NnTF` and others. These functions are documented on page 121.)

13.7 Mapping to comma lists

`\clist_map_function:NN` 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 used directly in `\clist_map_inline:Nn`. Change with care.

```

6106   \cs_new:Npn \clist_map_function:NN #1#2
6107   {
6108     \clist_if_empty:NF #1
6109     {
6110       \exp_last_unbraced:NNo \__clist_map_function:Nw #2 #1
6111       , \q_recursion_tail ,
6112       \__prg_break_point:Nn \clist_map_break: { }
6113     }
6114   }
6115   \cs_new:Npn \__clist_map_function:Nw #1#2 ,
6116   {
6117     \__quark_if_recursion_tail_break:nN {#2} \clist_map_break:
6118     #1 {#2}
6119     \__clist_map_function:Nw #1
6120   }
6121   \cs_generate_variant:Nn \clist_map_function:NN { c }

```

(End definition for `\clist_map_function:NN` and `\clist_map_function:cN`. These functions are documented on page 122.)

`\clist_map_function:nN` 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_spaces_generic:nw`. The auxiliary `__clist_map_function_n:Nn` receives as arguments the function, and the result of removing leading and trailing spaces from the item which lies until the next comma. Empty items are ignored, then one level of braces is removed by `__clist_map_unbrace:Nw`.

```

6122   \cs_new:Npn \clist_map_function:nN #1#2

```

```

6123 {
6124   \__clist_trim_spaces_generic:nw { \__clist_map_function_n:Nn #2 }
6125   \q_mark #1, \q_recursion_tail,
6126   \__prg_break_point:Nn \clist_map_break: { }
6127 }
6128 \cs_new:Npn \__clist_map_function_n:Nn #1 #2
6129 {
6130   \__quark_if_recursion_tail_break:nN {#2} \clist_map_break:
6131   \tl_if_empty:nF {#2} { \__clist_map_unbrace:Nw #1 #2, }
6132   \__clist_trim_spaces_generic:nw { \__clist_map_function_n:Nn #1 }
6133   \q_mark
6134 }
6135 \cs_new:Npn \__clist_map_unbrace:Nw #1 #2, { #1 {#2} }

```

(End definition for `\clist_map_function:nN`. This function is documented on page 122.)

`\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.

```

6136 \cs_new_protected:Npn \clist_map_inline:Nn #1#2
6137 {
6138   \clist_if_empty:NF #1
6139   {
6140     \int_gincr:N \g__prg_map_int
6141     \cs_gset:cpn { __prg_map_ \int_use:N \g__prg_map_int :w } ##1 {#2}
6142     \exp_last_unbraced:Nco \__clist_map_function:Nw
6143     { __prg_map_ \int_use:N \g__prg_map_int :w }
6144     #1 , \q_recursion_tail ,
6145     \__prg_break_point:Nn \clist_map_break:
6146     { \int_gdecr:N \g__prg_map_int }
6147   }
6148 }
6149 \cs_new_protected:Npn \clist_map_inline:nn #1
6150 {
6151   \clist_set:Nn \l__clist_internal_clist {#1}
6152   \clist_map_inline:Nn \l__clist_internal_clist
6153 }
6154 \cs_generate_variant:Nn \clist_map_inline:Nn { c }

```

(End definition for `\clist_map_inline:Nn` and `\clist_map_inline:cn`. These functions are documented on page 122.)

`\clist_map_variable:NNn` As for other comma-list mappings, filter out the case of an empty list. Same approach
`\clist_map_variable:cNn` as `\clist_map_function:Nn`, additionally we store each item in the given variable. As
`\clist_map_variable:nNn` for inline mappings, space trimming for the `n` variant is done by storing the comma list
`__clist_map_variable:Nnw` in a variable.

```

6155 \cs_new_protected:Npn \clist_map_variable:NNn #1#2#3

```

```

6156 {
6157   \clist_if_empty:NF #1
6158   {
6159     \exp_args:Nno \use:nn
6160     { \__clist_map_variable:Nnw #2 {#3} }
6161     #1
6162     , \q_recursion_tail , \q_recursion_stop
6163     \__prg_break_point:Nn \clist_map_break: { }
6164   }
6165 }
6166 \cs_new_protected:Npn \clist_map_variable:nNn #1
6167 {
6168   \clist_set:Nn \l__clist_internal_clist {#1}
6169   \clist_map_variable:NNn \l__clist_internal_clist
6170 }
6171 \cs_new_protected:Npn \__clist_map_variable:Nnw #1#2#3,
6172 {
6173   \tl_set:Nn #1 {#3}
6174   \quark_if_recursion_tail_stop:N #1
6175   \use:n {#2}
6176   \__clist_map_variable:Nnw #1 {#2}
6177 }
6178 \cs_generate_variant:Nn \clist_map_variable:NNn { c }

```

(End definition for `\clist_map_variable:NNn` and `\clist_map_variable:cNn`. These functions are documented on page 122.)

`\clist_map_break:` The break statements use the general `__prg_map_break:Nn` mechanism.
`\clist_map_break:n`

```

6179 \cs_new_nopar:Npn \clist_map_break:
6180 { \__prg_map_break:Nn \clist_map_break: { } }
6181 \cs_new_nopar:Npn \clist_map_break:n
6182 { \__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` Counting the items in a comma list is done using the same approach as for other token
`\clist_count:c` count functions: turn each entry into a +1 then use integer evaluation to actually do the
`\clist_count:n` mathematics. In the case of an n-type comma-list, we could of course use `\clist_map_-`
`__clist_count:n` `function:nN`, but that is very slow, because it carefully removes spaces. Instead, we loop
`__clist_count:w` manually, and skip blank items (but not `{}`, hence the extra spaces).

```

6183 \cs_new:Npn \clist_count:N #1
6184 {
6185   \int_eval:n
6186   {
6187     0
6188     \clist_map_function:NN #1 \__clist_count:n
6189   }
6190 }
6191 \cs_generate_variant:Nn \clist_count:N { c }

```

```

6192 \cs_new:Npx \clist_count:n #1
6193 {
6194   \exp_not:N \int_eval:n
6195   {
6196     0
6197     \exp_not:N \__clist_count:w \c_space_tl
6198     #1 \exp_not:n { , \q_recursion_tail , \q_recursion_stop }
6199   }
6200 }
6201 \cs_new:Npn \__clist_count:n #1 { + \c_one }
6202 \cs_new:Npx \__clist_count:w #1 ,
6203 {
6204   \exp_not:n { \exp_args:Nf \quark_if_recursion_tail_stop:n } {#1}
6205   \exp_not:N \tl_if_blank:nF {#1} { + \c_one }
6206   \exp_not:N \__clist_count:w \c_space_tl
6207 }

```

(End definition for `\clist_count:N`, `\clist_count:c`, and `\clist_count:n`. These functions are documented on page 123.)

13.8 Using comma lists

```

\clist_use:Nnnn
\clist_use:cnnn
__clist_use:wwn
__clist_use:nwwwnwn
__clist_use:nwnwn
\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:nwwwnwn` 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*.

```

6208 \cs_new:Npn \clist_use:Nnnn #1#2#3#4
6209 {
6210   \clist_if_exist:NTF #1
6211   {
6212     \int_case:nnF { \clist_count:N #1 }
6213     {
6214       { 0 } { }
6215       { 1 } { \exp_after:wN \__clist_use:wwn #1 , , { } }
6216       { 2 } { \exp_after:wN \__clist_use:wwn #1 , {#2} }
6217     }
6218   }

```

```

6219         \exp_after:wN \__clist_use:nwwwwnwn
6220         \exp_after:wN { \exp_after:wN } #1 ,
6221         \q_mark , { \__clist_use:nwwwwnwn {#3} }
6222         \q_mark , { \__clist_use:nwn {#4} }
6223         \q_stop { }
6224     }
6225 }
6226 {
6227     \__msg_kernel_expandable_error:nnn
6228     { kernel } { bad-variable } {#1}
6229 }
6230 }
6231 \cs_generate_variant:Nn \clist_use:Nnnn { c }
6232 \cs_new:Npn \__clist_use:wn #1 , #2 , #3 { \exp_not:n { #1 #3 #2 } }
6233 \cs_new:Npn \__clist_use:nwwwwnwn
6234     #1#2 , #3 , #4 , #5 \q_mark , #6#7 \q_stop #8
6235     { #6 {#3} , {#4} , #5 \q_mark , {#6} #7 \q_stop { #8 #1 #2 } }
6236 \cs_new:Npn \__clist_use:nwn #1#2 , #3 \q_stop #4
6237     { \exp_not:n { #4 #1 #2 } }
6238 \cs_new:Npn \clist_use:Nn #1#2
6239     { \clist_use:Nnnn #1 {#2} {#2} {#2} }
6240 \cs_generate_variant:Nn \clist_use:Nn { c }

```

(End definition for `\clist_use:Nnnn` and `\clist_use:cnnn`. These functions are documented on page 124.)

13.9 Using a single item

`\clist_item:Nn` To avoid needing to test the end of the list at each step, we first compute the $\langle length \rangle$ of the list. If the item number is 0, less than $-\langle length \rangle$, or more than $\langle length \rangle$, the result is empty. If it is negative, but not less than $-\langle length \rangle$, add $\langle length \rangle + 1$ 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.

`\clist_item:cn`
`__clist_item:nnNn`
`__clist_item_N_loop:nw`

```

6241 \cs_new:Npn \clist_item:Nn #1#2
6242 {
6243     \exp_args:Nfo \__clist_item:nnNn
6244     { \clist_count:N #1 }
6245     #1
6246     \__clist_item_N_loop:nw
6247     {#2}
6248 }
6249 \cs_new:Npn \__clist_item:nnNn #1#2#3#4
6250 {
6251     \int_compare:nNnTF {#4} < \c_zero
6252     {
6253         \int_compare:nNnTF {#4} < { - #1 }
6254         { \use_none_delimit_by_q_stop:w }
6255         { \exp_args:Nf #3 { \int_eval:n { #4 + \c_one + #1 } } }
6256     }

```

```

6257     {
6258         \int_compare:nNnTF {#4} > {#1}
6259         { \use_none_delimit_by_q_stop:w }
6260         { #3 {#4} }
6261     }
6262     { } , #2 , \q_stop
6263 }
6264 \cs_new:Npn \__clist_item_N_loop:nw #1 #2,
6265 {
6266     \int_compare:nNnTF {#1} = \c_zero
6267     { \use_i_delimit_by_q_stop:nw { \exp_not:n {#2} } }
6268     { \exp_args:Nf \__clist_item_N_loop:nw { \int_eval:n { #1 - 1 } } }
6269 }
6270 \cs_generate_variant:Nn \clist_item:Nn { c }

```

(End definition for `\clist_item:Nn` and `\clist_item:cn`. These functions are documented on page 126.)

`\clist_item:nn` 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.

```

6271 \cs_new:Npn \clist_item:nn #1#2
6272 {
6273     \exp_args:Nf \__clist_item:nnNn
6274     { \clist_count:n {#1} }
6275     {#1}
6276     \__clist_item_n:nw
6277     {#2}
6278 }
6279 \cs_new:Npn \__clist_item_n:nw #1
6280 { \__clist_item_n_loop:nw {#1} \prg_do_nothing: }
6281 \cs_new:Npn \__clist_item_n_loop:nw #1 #2,
6282 {
6283     \exp_args:No \tl_if_blank:nTF {#2}
6284     { \__clist_item_n_loop:nw {#1} \prg_do_nothing: }
6285     {
6286         \int_compare:nNnTF {#1} = \c_zero
6287         { \exp_args:No \__clist_item_n_end:n {#2} }
6288         {
6289             \exp_args:Nf \__clist_item_n_loop:nw
6290             { \int_eval:n { #1 - 1 } }
6291             \prg_do_nothing:
6292         }
6293     }
6294 }
6295 \cs_new:Npn \__clist_item_n_end:n #1 #2 \q_stop
6296 {
6297     \__tl_trim_spaces:nn { \q_mark #1 }
6298     { \exp_last_unbraced:No \__clist_item_n_strip:w } ,
6299 }
6300 \cs_new:Npn \__clist_item_n_strip:w #1 , { \exp_not:n {#1} }

```

(End definition for `\clist_item:n`. This function is documented on page 126.)

13.10 Viewing comma lists

`\clist_show:N` Apply the general `_msg_show_variable:Nnn`. In the case of an `n`-type comma-list, first store it in a scratch variable, then show that variable: The message takes care of omitting its name.

`\clist_show:c`

```

6301 \cs_new_protected:Npn \clist_show:N #1
6302 {
6303   \_msg_show_variable:Nnn #1 { clist }
6304   { \clist_map_function:NN #1 \_msg_show_item:n }
6305 }
6306 \cs_new_protected:Npn \clist_show:n #1
6307 {
6308   \clist_set:Nn \l__clist_internal_clist {#1}
6309   \clist_show:N \l__clist_internal_clist
6310 }
6311 \cs_generate_variant:Nn \clist_show:N { c }

```

(End definition for `\clist_show:N` and `\clist_show:c`. These functions are documented on page 126.)

13.11 Scratch comma lists

`\l_tmpa_clist` Temporary comma list variables.

`\l_tmpb_clist`

```

6312 \clist_new:N \l_tmpa_clist
6313 \clist_new:N \l_tmpb_clist
6314 \clist_new:N \g_tmpa_clist
6315 \clist_new:N \g_tmpb_clist

```

(End definition for `\l_tmpa_clist` and `\l_tmpb_clist`. These variables are documented on page 126.)

6316 `</initex | package>`

14 l3prop implementation

The following test files are used for this code: `m3prop001`, `m3prop002`, `m3prop003`, `m3prop004`, `m3show001`.

6317 `<*initex | package>`

6318 `<@@=prop>`

A property list is a macro whose top-level expansion is of the form

```

\s__prop \__prop_pair:wn <key1> \s__prop {<value1>}
...
\__prop_pair:wn <keyn> \s__prop {<valuen>}

```

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 A private scan mark is used as a marker after each key, and at the very beginning of the property list.

```
6319 \__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.

```
6320 \cs_new:Npn \__prop_pair:wn #1 \s__prop #2
6321 { \__msg_kernel_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.

```
6322 \tl_new:N \l__prop_internal_tl
```

(End definition for \l__prop_internal_tl. This variable is documented on page 133.)

\c_empty_prop An empty prop.

```
6323 \tl_const:Nn \c_empty_prop { \s__prop }
```

(End definition for \c_empty_prop. This variable is documented on page 133.)

14.1 Allocation and initialisation

\prop_new:N Property lists are initialized with the value \c_empty_prop.

```
\prop_new:c 6324 \cs_new_protected:Npn \prop_new:N #1
6325 {
6326   \__chk_if_free_cs:N #1
6327   \cs_gset_eq:NN #1 \c_empty_prop
6328 }
6329 \cs_generate_variant:Nn \prop_new:N { c }
```

(End definition for \prop_new:N and \prop_new:c. These functions are documented on page 128.)

\prop_clear:N The same idea for clearing.

```
\prop_clear:c 6330 \cs_new_protected:Npn \prop_clear:N #1
\prop_gclear:N 6331 { \prop_set_eq:NN #1 \c_empty_prop }
\prop_gclear:c 6332 \cs_generate_variant:Nn \prop_clear:N { c }
6333 \cs_new_protected:Npn \prop_gclear:N #1
6334 { \prop_gset_eq:NN #1 \c_empty_prop }
6335 \cs_generate_variant:Nn \prop_gclear:N { c }
```

(End definition for \prop_clear:N and \prop_clear:c. These functions are documented on page 128.)

\prop_clear_new:N Once again a simple variation of the token list functions.

```
\prop_clear_new:c 6336 \cs_new_protected:Npn \prop_clear_new:N #1
\prop_gclear_new:N 6337 { \prop_if_exist:NTF #1 { \prop_clear:N #1 } { \prop_new:N #1 } }
\prop_gclear_new:c 6338 \cs_generate_variant:Nn \prop_clear_new:N { c }
6339 \cs_new_protected:Npn \prop_gclear_new:N #1
6340 { \prop_if_exist:NTF #1 { \prop_gclear:N #1 } { \prop_new:N #1 } }
6341 \cs_generate_variant:Nn \prop_gclear_new:N { c }
```

(End definition for `\prop_clear_new:N` and `\prop_clear_new:c`. These functions are documented on page 128.)

`\prop_set_eq:NN` These are simply copies from the token list functions.

<code>\prop_set_eq:cN</code>	6342	<code>\cs_new_eq:NN</code>	<code>\prop_set_eq:NN</code>	<code>\tl_set_eq:NN</code>
<code>\prop_set_eq:Nc</code>	6343	<code>\cs_new_eq:NN</code>	<code>\prop_set_eq:Nc</code>	<code>\tl_set_eq:Nc</code>
<code>\prop_set_eq:cc</code>	6344	<code>\cs_new_eq:NN</code>	<code>\prop_set_eq:cN</code>	<code>\tl_set_eq:cN</code>
<code>\prop_gset_eq:NN</code>	6345	<code>\cs_new_eq:NN</code>	<code>\prop_set_eq:cc</code>	<code>\tl_set_eq:cc</code>
<code>\prop_gset_eq:cN</code>	6346	<code>\cs_new_eq:NN</code>	<code>\prop_gset_eq:NN</code>	<code>\tl_gset_eq:NN</code>
<code>\prop_gset_eq:Nc</code>	6347	<code>\cs_new_eq:NN</code>	<code>\prop_gset_eq:Nc</code>	<code>\tl_gset_eq:Nc</code>
<code>\prop_gset_eq:cc</code>	6348	<code>\cs_new_eq:NN</code>	<code>\prop_gset_eq:cN</code>	<code>\tl_gset_eq:cN</code>
	6349	<code>\cs_new_eq:NN</code>	<code>\prop_gset_eq:cc</code>	<code>\tl_gset_eq:cc</code>

(End definition for `\prop_set_eq:NN` and others. These functions are documented on page 128.)

```
\l_tmpa_prop We can now initialize the scratch variables.
```

```

\l_tmpb_prop      6350 \prop_new:N \l_tmpa_prop
\g_tmpa_prop      6351 \prop_new:N \l_tmpb_prop
\g_tmpb_prop      6352 \prop_new:N \g_tmpa_prop
                   6353 \prop_new:N \g_tmpb_prop

```

(End definition for `\l_tmpa_prop` and `\l_tmppb_prop`. These variables are documented on page 133.)

14.2 Accessing data in property lists

<pre> _prop_split:NnTF _prop_split_aux:NnTF _prop_split_aux:w </pre>	<p>This function is used by most of the module, and hence must be fast. It receives a $\langle property\ list \rangle$, a $\langle key \rangle$, a $\langle true\ code \rangle$ and a $\langle false\ code \rangle$. The aim is to split the $\langle property\ list \rangle$ at the given $\langle key \rangle$ into the $\langle extract_1 \rangle$ before the key–value pair, the $\langle value \rangle$ associated with the $\langle key \rangle$ and the $\langle extract_2 \rangle$ after the key–value pair. This is done using a delimited function, whose definition is as follows, where the $\langle key \rangle$ is turned into a string.</p>
---	---

```
\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 $\langle key \rangle$ is present in the property list, `_prop_split_aux:w's #1` is the part before the $\langle key \rangle$, `#2` is the $\langle value \rangle$, `#3` is the part after the $\langle key \rangle$, `#4` is `\use_i:nn`, and `#5` is additional tokens that we do not care about. The $\langle true\ code \rangle$ 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 $\langle key \rangle$ \s_prop {#2} #3`.

If the *⟨key⟩* is not there, then the *⟨function⟩* is `\use{ii:nn}`, which keeps the *⟨false code⟩*.

```
6354 \cs_new_protected:Npn \__prop_split:NnTF #1#2
6355 { \exp_args:NNo \__prop_split_aux:NnTF #1 { \tl_to_str:n {#2} } }
6356 \cs_new_protected:Npn \__prop_split_aux:NnTF #1#2#3#4
6357 {
6358   \cs_set:Npn \__prop_split_aux:w ##1
```

```

6359     \__prop_pair:wn #2 \s__prop ##2 ##3 \q_mark ##4 ##5 \q_stop
6360     { ##4 {#3} {#4} }
6361     \exp_after:wN \__prop_split_aux:w #1 \q_mark \use_i:nn
6362     \__prop_pair:wn #2 \s__prop { } \q_mark \use_ii:nn \q_stop
6363   }
6364   \cs_new:Npn \__prop_split_aux:w { }

```

(End definition for __prop_split:NnTF.)

\prop_remove:Nn 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.

```

\prop_remove:NV
\prop_remove:cn
\prop_remove:cV
\prop_gremove:Nn
\prop_gremove:NV
\prop_gremove:cn
\prop_gremove:cV
6365   \cs_new_protected:Npn \prop_remove:Nn #1#2
6366   {
6367     \__prop_split:NnTF #1 {#2}
6368     { \tl_set:Nn #1 { ##1 ##3 } }
6369     { }
6370   }
6371   \cs_new_protected:Npn \prop_gremove:Nn #1#2
6372   {
6373     \__prop_split:NnTF #1 {#2}
6374     { \tl_gset:Nn #1 { ##1 ##3 } }
6375     { }
6376   }
6377   \cs_generate_variant:Nn \prop_remove:Nn { NV }
6378   \cs_generate_variant:Nn \prop_remove:Nn { c , cV }
6379   \cs_generate_variant:Nn \prop_gremove:Nn { NV }
6380   \cs_generate_variant:Nn \prop_gremove:Nn { c , cV }

```

(End definition for \prop_remove:Nn and others. These functions are documented on page 130.)

\prop_get:NnN 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.

```

\prop_get:NVN
\prop_get:NoN
\prop_get:cnN
\prop_get:cVN
\prop_get:coN
6381   \cs_new_protected:Npn \prop_get:NnN #1#2#3
6382   {
6383     \__prop_split:NnTF #1 {#2}
6384     { \tl_set:Nn #3 {##2} }
6385     { \tl_set:Nn #3 { \q_no_value } }
6386   }
6387   \cs_generate_variant:Nn \prop_get:NnN { NV , No }
6388   \cs_generate_variant:Nn \prop_get:NnN { c , cV , co }

```

(End definition for \prop_get:NnN and others. These functions are documented on page 129.)

\prop_pop:NnN 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.

```

\prop_pop:NoN
\prop_pop:cnN
\prop_pop:coN
\prop_gpop:NnN
\prop_gpop:NoN
\prop_gpop:cnN
\prop_gpop:coN
6389   \cs_new_protected:Npn \prop_pop:NnN #1#2#3
6390   {
6391     \__prop_split:NnTF #1 {#2}
6392     {

```

```

6393         \tl_set:Nn #3 {##2}
6394         \tl_set:Nn #1 { ##1 ##3 }
6395     }
6396     { \tl_set:Nn #3 { \q_no_value } }
6397 }
6398 \cs_new_protected:Npn \prop_gpop:NnN #1#2#3
6399 {
6400     \__prop_split:NnTF #1 {#2}
6401     {
6402         \tl_set:Nn #3 {##2}
6403         \tl_gset:Nn #1 { ##1 ##3 }
6404     }
6405     { \tl_set:Nn #3 { \q_no_value } }
6406 }
6407 \cs_generate_variant:Nn \prop_pop:NnN { No }
6408 \cs_generate_variant:Nn \prop_pop:NnN { c , co }
6409 \cs_generate_variant:Nn \prop_gpop:NnN { No }
6410 \cs_generate_variant:Nn \prop_gpop:NnN { c , co }

```

(End definition for `\prop_pop:NnN` and others. These functions are documented on page 129.)

`\prop_item:Nn` 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.

```

6411 \cs_new:Npn \prop_item:Nn #1#2
6412 {
6413     \exp_last_unbraced:Noo \__prop_item_Nn:nwn { \tl_to_str:n {#2} } #1
6414     \__prop_pair:wn \tl_to_str:n {#2} \s__prop { }
6415     \__prg_break_point:
6416 }
6417 \cs_new:Npn \__prop_item_Nn:nwn #1#2 \__prop_pair:wn #3 \s__prop #4
6418 {
6419     \str_if_eq_x:nnTF {#1} {#3}
6420     { \__prg_break:n { \exp_not:n {#4} } }
6421     { \__prop_item_Nn:nwn {#1} }
6422 }
6423 \cs_generate_variant:Nn \prop_item:Nn { c }

```

(End definition for `\prop_item:Nn` and `\prop_item:cn`. These functions are documented on page 130.)

`\prop_pop:NnTF` 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.

`\prop_gpop:NnTF`
`\prop_gpop:cnTF`

```

6424 \prg_new_protected_conditional:Npnn \prop_pop:NnN #1#2#3 { T , F , TF }
6425 {

```

```

6426     \_prop_split:NnTF #1 {#2}
6427     {
6428         \tl_set:Nn #3 {##2}
6429         \tl_set:Nn #1 { ##1 ##3 }
6430         \prg_return_true:
6431     }
6432     { \prg_return_false: }
6433 }
6434 \prg_new_protected_conditional:Npnn \prop_gpop:NnN #1#2#3 { T , F , TF }
6435 {
6436     \_prop_split:NnTF #1 {#2}
6437     {
6438         \tl_set:Nn #3 {##2}
6439         \tl_gset:Nn #1 { ##1 ##3 }
6440         \prg_return_true:
6441     }
6442     { \prg_return_false: }
6443 }
6444 \cs_generate_variant:Nn \prop_pop:NnNT { c }
6445 \cs_generate_variant:Nn \prop_pop:NnNF { c }
6446 \cs_generate_variant:Nn \prop_pop:NnNTF { c }
6447 \cs_generate_variant:Nn \prop_gpop:NnNT { c }
6448 \cs_generate_variant:Nn \prop_gpop:NnNF { c }
6449 \cs_generate_variant:Nn \prop_gpop:NnNTF { c }

```

(End definition for `\prop_pop:NnNTF` and others. These functions are documented on page 131.)

\prop_put:Nnn 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.

```

6450 \cs_new_protected_nopar:Npn \prop_put:Nnn { \_prop_put:NNnn \tl_set:Nx }
6451 \cs_new_protected_nopar:Npn \prop_gput:Nnn { \_prop_put:NNnn \tl_gset:Nx }
6452 \cs_new_protected:Npn \_prop_put:NNnn #1#2#3#4
6453 {
6454     \tl_set:Nn \l__prop_internal_tl
6455     {
6456         \exp_not:N \_prop_pair:wn \tl_to_str:n {#3}
6457         \s__prop { \exp_not:n {#4} }
6458     }
6459     \_prop_split:NnTF #2 {#3}
6460     { #1 #2 { \exp_not:n {##1} \l__prop_internal_tl \exp_not:n {##3} } }
6461     { #1 #2 { \exp_not:o {#2} \l__prop_internal_tl } }
6462 }
6463 \cs_generate_variant:Nn \prop_put:Nnn

```

\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:cn`
`\prop_gput:cnV`
`\prop_gput:cno`
`\prop_gput:cnx`
`\prop_gput:cVn`
`\prop_gput:cVV`
`\prop_gput:con`

```

6464 {      NnV , Nno , Nnx , NV , NVV , No , Noo }
6465 \cs_generate_variant:Nn \prop_put:Nnn
6466 { c , cnV , cno , cnx , cV , cVV , co , coo }
6467 \cs_generate_variant:Nn \prop_gput:Nnn
6468 {      NnV , Nno , Nnx , NV , NVV , No , Noo }
6469 \cs_generate_variant:Nn \prop_gput:Nnn
6470 { c , cnV , cno , cnx , cV , cVV , co , coo }

```

(End definition for `\prop_put:Nnn` and others. These functions are documented on page 129.)

```

\prop_put_if_new:Nnn Adding conditionally also splits. If the key is already present, the three brace groups
\prop_put_if_new:cnn given by \__prop_split:NnTF are removed. If the key is new, then the value is added,
\prop_gput_if_new:Nnn being careful to convert the key to a string using \tl_to_str:n.
\prop_gput_if_new:cnn
\__prop_put_if_new:NNnn
6471 \cs_new_protected_nopar:Npn \prop_put_if_new:Nnn
6472 { \__prop_put_if_new:NNnn \tl_set:Nx }
6473 \cs_new_protected_nopar:Npn \prop_gput_if_new:Nnn
6474 { \__prop_put_if_new:NNnn \tl_gset:Nx }
6475 \cs_new_protected:Npn \__prop_put_if_new:NNnn #1#2#3#4
6476 {
6477   \tl_set:Nn \l__prop_internal_tl
6478   {
6479     \exp_not:N \__prop_pair:wn \tl_to_str:n {#3}
6480     \s__prop \exp_not:n { {#4} }
6481   }
6482   \__prop_split:NnTF #2 {#3}
6483   { }
6484   { #1 #2 { \exp_not:o {#2} \l__prop_internal_tl } }
6485 }
6486 \cs_generate_variant:Nn \prop_put_if_new:Nnn { c }
6487 \cs_generate_variant:Nn \prop_gput_if_new:Nnn { c }

```

(End definition for `\prop_put_if_new:Nnn` and `\prop_put_if_new:cnn`. These functions are documented on page 129.)

14.3 Property list conditionals

```

\prop_if_exist_p:N Copies of the cs functions defined in l3basics.
\prop_if_exist_p:c
\prop_if_exist:NTF
\prop_if_exist:cTF
6488 \prg_new_eq_conditional:NNn \prop_if_exist:N \cs_if_exist:N
6489 { TF , T , F , p }
6490 \prg_new_eq_conditional:NNn \prop_if_exist:c \cs_if_exist:c
6491 { TF , T , F , p }

```

(End definition for `\prop_if_exist:NTF` and `\prop_if_exist:cTF`. These functions are documented on page 130.)

```

\prop_if_empty_p:N Same test as for token lists.
\prop_if_empty_p:c
\prop_if_empty:NTF
\prop_if_empty:cTF
6492 \prg_new_conditional:Npnn \prop_if_empty:N #1 { p , T , F , TF }
6493 {
6494   \tl_if_eq:NNTF #1 \c_empty_prop
6495   \prg_return_true: \prg_return_false:

```

```

6496 }
6497 \cs_generate_variant:Nn \prop_if_empty_p:N { c }
6498 \cs_generate_variant:Nn \prop_if_empty:NT { c }
6499 \cs_generate_variant:Nn \prop_if_empty:NF { c }
6500 \cs_generate_variant:Nn \prop_if_empty:NTF { c }

```

(End definition for `\prop_if_empty:NTF` and `\prop_if_empty:CTF`. These functions are documented on page 130.)

```

\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_x:nn`, 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_x:nn`. 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.

```

6501 \prg_new_conditional:Npnn \prop_if_in:Nn #1#2 { p , T , F , TF }
6502 {
6503   \exp_last_unbraced:Noo \__prop_if_in:nwwn { \tl_to_str:n {#2} } #1
6504   \__prop_pair:wn \tl_to_str:n {#2} \s__prop { }
6505   \q_recursion_tail
6506   \__prg_break_point:
6507 }
6508 \cs_new:Npn \__prop_if_in:nwwn #1#2 \__prop_pair:wn #3 \s__prop #4
6509 {
6510   \str_if_eq_x:nnTF {#1} {#3}
6511   { \__prop_if_in:N }
6512   { \__prop_if_in:nwwn {#1} }
6513 }
6514 \cs_new:Npn \__prop_if_in:N #1
6515 {
6516   \if_meaning:w \q_recursion_tail #1
6517   \prg_return_false:
6518   \else:
6519     \prg_return_true:

```

```

6520     \fi:
6521     \__prg_break:
6522 }
6523 \cs_generate_variant:Nn \prop_if_in_p:Nn { NV , No }
6524 \cs_generate_variant:Nn \prop_if_in_p:Nn { c , cV , co }
6525 \cs_generate_variant:Nn \prop_if_in:NnT { NV , No }
6526 \cs_generate_variant:Nn \prop_if_in:NnT { c , cV , co }
6527 \cs_generate_variant:Nn \prop_if_in:NnF { NV , No }
6528 \cs_generate_variant:Nn \prop_if_in:NnF { c , cV , co }
6529 \cs_generate_variant:Nn \prop_if_in:NnTF { NV , No }
6530 \cs_generate_variant:Nn \prop_if_in:NnTF { c , cV , co }

```

(End definition for `\prop_if_in:NnTF` and others. These functions are documented on page 130.)

14.4 Recovering values from property lists with branching

`\prop_get:NnTF` 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.

```

\prop_get:NnTF \prop_get:NVNTF \prop_get:NoNTF
\prop_get:cnNTF \prop_get:cVNTF \prop_get:coNTF
6531 \prg_new_protected_conditional:Npnn \prop_get:NnN #1#2#3 { T , F , TF }
6532 {
6533     \__prop_split:NnTF #1 {#2}
6534     {
6535         \tl_set:Nn #3 {##2}
6536         \prg_return_true:
6537     }
6538     { \prg_return_false: }
6539 }
6540 \cs_generate_variant:Nn \prop_get:NnNT { NV , No }
6541 \cs_generate_variant:Nn \prop_get:NnNF { NV , No }
6542 \cs_generate_variant:Nn \prop_get:NnNTF { NV , No }
6543 \cs_generate_variant:Nn \prop_get:NnNT { c , cV , co }
6544 \cs_generate_variant:Nn \prop_get:NnNF { c , cV , co }
6545 \cs_generate_variant:Nn \prop_get:NnNTF { c , cV , co }

```

(End definition for `\prop_get:NnNTF` and others. These functions are documented on page 131.)

14.5 Mapping to property lists

`\prop_map_function:NN` The fastest way to do a recursion here is to use an `\if_meaning:w` test: the keys are strings, and thus cannot match the marker `\q_recursion_tail`. A special case to note is when the key #3 is empty: then `\q_recursion_tail` is compared to `\exp_after:wN`, also different. Note that #2 is empty, except at the first iteration, where it is `\s__prop`.

```

\__prop_map_function:Nwwn
6546 \cs_new:Npn \prop_map_function:NN #1#2
6547 {
6548     \exp_last_unbraced:NNo \__prop_map_function:Nwwn #2 #1
6549     \__prop_pair:wn \q_recursion_tail \s__prop { }
6550     \__prg_break_point:Nn \prop_map_break: { }
6551 }

```

```

6552 \cs_new:Npn \__prop_map_function:Nwwn #1#2 \__prop_pair:wn #3 \s__prop #4
6553 {
6554   \if_meaning:w \q_recursion_tail #3
6555   \exp_after:wN \prop_map_break:
6556   \fi:
6557   #1 {#3} {#4}
6558   \__prop_map_function:Nwwn #1
6559 }
6560 \cs_generate_variant:Nn \prop_map_function:NN { Nc }
6561 \cs_generate_variant:Nn \prop_map_function:NN { c , cc }

```

(End definition for `\prop_map_function:NN` and others. These functions are documented on page 131.)

`\prop_map_inline:Nn` 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.

`\prop_map_inline:cn`

```

6562 \cs_new_protected:Npn \prop_map_inline:Nn #1#2
6563 {
6564   \cs_gset_eq:cn
6565   { __prg_map_ \int_use:N \g__prg_map_int :wn } \__prop_pair:wn
6566   \int_gincr:N \g__prg_map_int
6567   \cs_gset:Npn \__prop_pair:wn ##1 \s__prop ##2 {#2}
6568   #1
6569   \__prg_break_point:Nn \prop_map_break:
6570   {
6571     \int_gdecr:N \g__prg_map_int
6572     \cs_gset_eq:Nc \__prop_pair:wn
6573     { __prg_map_ \int_use:N \g__prg_map_int :wn }
6574   }
6575 }
6576 \cs_generate_variant:Nn \prop_map_inline:Nn { c }

```

(End definition for `\prop_map_inline:Nn` and `\prop_map_inline:cn`. These functions are documented on page 132.)

`\prop_map_break:` The break statements are based on the general `__prg_map_break:Nn`.
`\prop_map_break:n`

```

6577 \cs_new_nopar:Npn \prop_map_break:
6578 { \__prg_map_break:Nn \prop_map_break: { } }
6579 \cs_new_nopar:Npn \prop_map_break:n
6580 { \__prg_map_break:Nn \prop_map_break: }

```

(End definition for `\prop_map_break:`. This function is documented on page 132.)

14.6 Viewing property lists

`\prop_show:N` Apply the general `__msg_show_variable:Nnn`. Contrarily to sequences and comma lists, we use `__msg_show_item:nn` to format both the key and the value for each pair.

`\prop_show:c`

```

6581 \cs_new_protected:Npn \prop_show:N #1

```

```

6582 {
6583   \_msg_show_variable:Nnn #1 { prop }
6584   { \prop_map_function:NN #1 \_msg_show_item:nn }
6585 }
6586 \cs_generate_variant:Nn \prop_show:N { c }

```

(End definition for `\prop_show:N` and `\prop_show:c`. These functions are documented on page 132.)

14.7 Deprecated functions

`\prop_get:Nn` Deprecated 2014-07-17.

```

\prop_get:cn
6587 \cs_new_eq:NN \prop_get:Nn \prop_item:Nn
6588 \cs_new_eq:NN \prop_get:cn \prop_item:cn

```

(End definition for `\prop_get:Nn` and `\prop_get:cn`. These functions are documented on page ??.)

```

6589 </initex | package>

```

15 l3box implementation

```

6590 <*initex | package>

```

```

6591 <@@=box>

```

The code in this module is very straight forward so I'm not going to comment it very extensively.

15.1 Creating and initialising boxes

The following test files are used for this code: `m3box001.lvt`.

`\box_new:N` Defining a new `<box>` register: remember that box 255 is not generally available.

```

\box_new:c
6592 <*package>
6593 \cs_new_protected:Npn \box_new:N #1
6594 {
6595   \_chk_if_free_cs:N #1
6596   \cs:w newbox \cs_end: #1
6597 }
6598 </package>
6599 \cs_generate_variant:Nn \box_new:N { c }

```

Clear a `<box>` register.

```

6600 \cs_new_protected:Npn \box_clear:N #1
6601 { \box_set_eq:NN #1 \c_empty_box }
\box_clear:c
6602 \cs_new_protected:Npn \box_gclear:N #1
6603 { \box_gset_eq:NN #1 \c_empty_box }
\box_gclear:N
6604 \cs_generate_variant:Nn \box_clear:N { c }
\box_gclear:c
6605 \cs_generate_variant:Nn \box_gclear:N { c }

```

Clear or new.

```

\box_clear_new:N 6606 \cs_new_protected:Npn \box_clear_new:N #1
                  6607 { \box_if_exist:NTF #1 { \box_clear:N #1 } { \box_new:N #1 } }
\box_clear_new:c 6608 \cs_new_protected:Npn \box_gclear_new:N #1
\box_gclear_new:N 6609 { \box_if_exist:NTF #1 { \box_gclear:N #1 } { \box_new:N #1 } }
\box_gclear_new:c 6610 \cs_generate_variant:Nn \box_clear_new:N { c }
                  6611 \cs_generate_variant:Nn \box_gclear_new:N { c }

```

Assigning the contents of a box to be another box.

```

\box_set_eq:NN 6612 \cs_new_protected:Npn \box_set_eq:NN #1#2
\box_set_eq:cN 6613 { \tex_setbox:D #1 \tex_copy:D #2 }
\box_set_eq:Nc 6614 \cs_new_protected:Npn \box_gset_eq:NN
\box_set_eq:cc 6615 { \tex_global:D \box_set_eq:NN }
\box_gset_eq:NN 6616 \cs_generate_variant:Nn \box_set_eq:NN { c , Nc , cc }
\box_gset_eq:cN 6617 \cs_generate_variant:Nn \box_gset_eq:NN { c , Nc , cc }
\box_gset_eq:Nc
\box_gset_eq:cc

```

Assigning the contents of a box to be another box. This clears the second box globally (that's how \TeX does it).

```

\box_set_eq_clear:NN 6618 \cs_new_protected:Npn \box_set_eq_clear:NN #1#2
\box_set_eq_clear:cN 6619 { \tex_setbox:D #1 \tex_box:D #2 }
\box_set_eq_clear:Nc 6620 \cs_new_protected:Npn \box_gset_eq_clear:NN
\box_set_eq_clear:cc 6621 { \tex_global:D \box_set_eq_clear:NN }
\box_gset_eq_clear:NN 6622 \cs_generate_variant:Nn \box_set_eq_clear:NN { c , Nc , cc }
\box_gset_eq_clear:cN 6623 \cs_generate_variant:Nn \box_gset_eq_clear:NN { c , Nc , cc }
\box_gset_eq_clear:Nc
\box_gset_eq_clear:cc

```

Copies of the cs functions defined in l3basics.

```

\box_if_exist_p:N 6624 \prg_new_eq_conditional:NNn \box_if_exist:N \cs_if_exist:N
\box_if_exist_p:c 6625 { TF , T , F , p }
\box_if_exist:Nc 6626 \prg_new_eq_conditional:NNn \box_if_exist:c \cs_if_exist:c
\box_if_exist:NTF 6627 { TF , T , F , p }
\box_if_exist:cTF

```

15.2 Measuring and setting box dimensions

Accessing the height, depth, and width of a $\langle box \rangle$ register.

```

\box_ht:N 6628 \cs_new_eq:NN \box_ht:N \tex_ht:D
\box_ht:c 6629 \cs_new_eq:NN \box_dp:N \tex_dp:D
\box_dp:N 6630 \cs_new_eq:NN \box_wd:N \tex_wd:D
\box_dp:c 6631 \cs_generate_variant:Nn \box_ht:N { c }
\box_wd:N 6632 \cs_generate_variant:Nn \box_dp:N { c }
\box_wd:c 6633 \cs_generate_variant:Nn \box_wd:N { c }

```

Measuring is easy: all primitive work. These primitives are not expandable, so the derived functions are not either.

```

\box_set_ht:Nn 6634 \cs_new_protected:Npn \box_set_dp:Nn #1#2
\box_set_ht:cn 6635 { \box_dp:N #1 \__dim_eval:w #2 \__dim_eval_end: }
\box_set_dp:Nn 6636 \cs_new_protected:Npn \box_set_ht:Nn #1#2
\box_set_dp:cn 6637 { \box_ht:N #1 \__dim_eval:w #2 \__dim_eval_end: }
\box_set_wd:Nn 6638 \cs_new_protected:Npn \box_set_wd:Nn #1#2
\box_set_wd:cn

```

```

6639 { \box_wd:N #1 \__dim_eval:w #2 \__dim_eval_end: }
6640 \cs_generate_variant:Nn \box_set_ht:Nn { c }
6641 \cs_generate_variant:Nn \box_set_dp:Nn { c }
6642 \cs_generate_variant:Nn \box_set_wd:Nn { c }

```

15.3 Using boxes

Using a $\langle box \rangle$. These are just TeX primitives with meaningful names.

```

\box_use_clear:N
\box_use_clear:c
\box_use:N
\box_use:c
6643 \cs_new_eq:NN \box_use_clear:N \tex_box:D
6644 \cs_new_eq:NN \box_use:N \tex_copy:D
6645 \cs_generate_variant:Nn \box_use_clear:N { c }
6646 \cs_generate_variant:Nn \box_use:N { c }

```

Move box material in different directions.

```

\box_move_left:nn
\box_move_right:nn
\box_move_up:nn
\box_move_down:nn
6647 \cs_new_protected:Npn \box_move_left:nn #1#2
6648 { \tex_moveleft:D \__dim_eval:w #1 \__dim_eval_end: #2 }
6649 \cs_new_protected:Npn \box_move_right:nn #1#2
6650 { \tex_moveright:D \__dim_eval:w #1 \__dim_eval_end: #2 }
6651 \cs_new_protected:Npn \box_move_up:nn #1#2
6652 { \tex_raise:D \__dim_eval:w #1 \__dim_eval_end: #2 }
6653 \cs_new_protected:Npn \box_move_down:nn #1#2
6654 { \tex_lower:D \__dim_eval:w #1 \__dim_eval_end: #2 }

```

15.4 Box conditionals

The primitives for testing if a $\langle box \rangle$ is empty/void or which type of box it is.

```

\if_hbox:N
\if_vbox:N
\if_box_empty:N
6655 \cs_new_eq:NN \if_hbox:N \tex_ifhbox:D
6656 \cs_new_eq:NN \if_vbox:N \tex_ifvbox:D
6657 \cs_new_eq:NN \if_box_empty:N \tex_ifvoid:D

\box_if_horizontal_p:N
\box_if_horizontal_p:c
\box_if_horizontal:NTF
\box_if_horizontal:cTF
\box_if_vertical_p:N
\box_if_vertical_p:c
\box_if_vertical:NTF
\box_if_vertical:cTF
6658 \prg_new_conditional:Npnn \box_if_horizontal:N #1 { p , T , F , TF }
6659 { \if_hbox:N #1 \prg_return_true: \else: \prg_return_false: \fi: }
6660 \prg_new_conditional:Npnn \box_if_vertical:N #1 { p , T , F , TF }
6661 { \if_vbox:N #1 \prg_return_true: \else: \prg_return_false: \fi: }
6662 \cs_generate_variant:Nn \box_if_horizontal_p:N { c }
6663 \cs_generate_variant:Nn \box_if_horizontal:NT { c }
6664 \cs_generate_variant:Nn \box_if_horizontal:NF { c }
6665 \cs_generate_variant:Nn \box_if_horizontal:NTF { c }
6666 \cs_generate_variant:Nn \box_if_vertical_p:N { c }
6667 \cs_generate_variant:Nn \box_if_vertical:NT { c }
6668 \cs_generate_variant:Nn \box_if_vertical:NF { c }
6669 \cs_generate_variant:Nn \box_if_vertical:NTF { c }

```

Testing if a $\langle box \rangle$ is empty/void.

```

\box_if_empty_p:N
\box_if_empty_p:c
\box_if_empty:NTF
\box_if_empty:cTF
6670 \prg_new_conditional:Npnn \box_if_empty:N #1 { p , T , F , TF }
6671 { \if_box_empty:N #1 \prg_return_true: \else: \prg_return_false: \fi: }
6672 \cs_generate_variant:Nn \box_if_empty_p:N { c }

```

```

6673 \cs_generate_variant:Nn \box_if_empty:NT { c }
6674 \cs_generate_variant:Nn \box_if_empty:NF { c }
6675 \cs_generate_variant:Nn \box_if_empty:NTF { c }

```

(End definition for `\box_new:N` and `\box_new:c`. These functions are documented on page 134.)

15.5 The last box inserted

```

\box_set_to_last:N Set a box to the previous box.
\box_set_to_last:c
\box_gset_to_last:N
\box_gset_to_last:c
6676 \cs_new_protected:Npn \box_set_to_last:N #1
6677 { \tex_setbox:D #1 \tex_lastbox:D }
6678 \cs_new_protected:Npn \box_gset_to_last:N
6679 { \tex_global:D \box_set_to_last:N }
6680 \cs_generate_variant:Nn \box_set_to_last:N { c }
6681 \cs_generate_variant:Nn \box_gset_to_last:N { c }

```

(End definition for `\box_set_to_last:N` and `\box_set_to_last:c`. These functions are documented on page 137.)

15.6 Constant boxes

```

\c_empty_box A box we never use.
6682 \box_new:N \c_empty_box

```

(End definition for `\c_empty_box`. This variable is documented on page 137.)

15.7 Scratch boxes

```

\l_tmpa_box Scratch boxes.
\l_tmpb_box
\g_tmpa_box
\g_tmpb_box
6683 \box_new:N \l_tmpa_box
6684 \box_new:N \l_tmpb_box
6685 \box_new:N \g_tmpa_box
6686 \box_new:N \g_tmpb_box

```

(End definition for `\l_tmpa_box` and others. These variables are documented on page 137.)

15.8 Viewing box contents

TeX's `\showbox` is not really that helpful in many cases, and it is also inconsistent with other L^AT_EX3 show functions as it does not actually shows material in the terminal. So we provide a richer set of functionality.

```

\box_show:N Essentially a wrapper around the internal function.
\box_show:c
\box_show:Nnn
\box_show:cnn
6687 \cs_new_protected:Npn \box_show:N #1
6688 { \box_show:Nnn #1 \c_max_int \c_max_int }
6689 \cs_generate_variant:Nn \box_show:N { c }
6690 \cs_new_protected_nopar:Npn \box_show:Nnn
6691 { \__box_show:Nnnn \c_one }
6692 \cs_generate_variant:Nn \box_show:Nnn { c }

```

(End definition for `\box_show:N` and `\box_show:c`. These functions are documented on page 137.)

```

\box_log:N Getting TEX to write to the log without interruption the run is done by altering the
\box_log:c interaction mode. For that, the  $\varepsilon$ -TEX extensions are needed.
\box_log:Nnn
\box_log:cn
6693 \cs_new_protected:Npn \box_log:N #1
6694 { \box_log:Nnn #1 \c_max_int \c_max_int }
6695 \cs_generate_variant:Nn \box_log:N { c }
6696 \cs_new_protected:Npn \box_log:Nnn #1#2#3
6697 {
6698   \use:x
6699   {
6700     \etex_interactionmode:D \c_zero
6701     \__box_show:NNnn \c_zero \exp_not:N #1
6702     { \int_eval:n {#2} } { \int_eval:n {#3} }
6703     \etex_interactionmode:D
6704     = \tex_the:D \etex_interactionmode:D \scan_stop:
6705   }
6706 }
6707 \cs_generate_variant:Nn \box_log:Nnn { c }

```

(End definition for `\box_log:N` and `\box_log:c`. These functions are documented on page 137.)

`__box_show:NNnn` 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` is used to control what appears in the terminal.

```

6708 \cs_new_protected:Npn \__box_show:NNnn #1#2#3#4
6709 {
6710   \group_begin:
6711     \int_set:Nn \tex_showboxbreadth:D {#3}
6712     \int_set:Nn \tex_showboxdepth:D {#4}
6713     \int_set_eq:NN \tex_tracingonline:D #1
6714     \box_if_exist:NTF #2
6715       { \tex_showbox:D \use:n {#2} }
6716       {
6717         \__msg_kernel_error:nxx { kernel } { variable-not-defined }
6718         { \token_to_str:N #2 }
6719       }
6720   \group_end:
6721 }

```

(End definition for `__box_show:NNnn`.)

15.9 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.

```

6722 \cs_new_protected:Npn \hbox:n { \tex_hbox:D \scan_stop: }

```

(End definition for `\hbox:n`. This function is documented on page 138.)

```

\hbox_set:Nn
\hbox_set:cn 6723 \cs_new_protected:Npn \hbox_set:Nn #1#2
\hbox_gset:Nn 6724 { \tex_setbox:D #1 \tex_hbox:D {#2} }
\hbox_gset:cn 6725 \cs_new_protected:Npn \hbox_gset:Nn { \tex_global:D \hbox_set:Nn }
6726 \cs_generate_variant:Nn \hbox_set:Nn { c }
6727 \cs_generate_variant:Nn \hbox_gset:Nn { c }

```

(End definition for `\hbox_set:Nn` and `\hbox_set:cn`. These functions are documented on page 138.)

```

\hbox_set_to_wd:Nnn Storing material in a horizontal box with a specified width.
\hbox_set_to_wd:cnn 6728 \cs_new_protected:Npn \hbox_set_to_wd:Nnn #1#2#3
\hbox_gset_to_wd:Nnn 6729 { \tex_setbox:D #1 \tex_hbox:D to \__dim_eval:w #2 \__dim_eval_end: {#3} }
\hbox_gset_to_wd:cnn 6730 \cs_new_protected:Npn \hbox_gset_to_wd:Nnn
6731 { \tex_global:D \hbox_set_to_wd:Nnn }
6732 \cs_generate_variant:Nn \hbox_set_to_wd:Nnn { c }
6733 \cs_generate_variant:Nn \hbox_gset_to_wd:Nnn { c }

```

(End definition for `\hbox_set_to_wd:Nnn` and `\hbox_set_to_wd:cnn`. These functions are documented on page 138.)

```

\hbox_set:Nw Storing material in a horizontal box. This type is useful in environment definitions.
\hbox_set:cw 6734 \cs_new_protected:Npn \hbox_set:Nw #1
\hbox_gset:Nw 6735 { \tex_setbox:D #1 \tex_hbox:D \c_group_begin_token }
\hbox_gset:cw 6736 \cs_new_protected:Npn \hbox_gset:Nw
\hbox_set_end: 6737 { \tex_global:D \hbox_set:Nw }
\hbox_gset_end: 6738 \cs_generate_variant:Nn \hbox_set:Nw { c }
6739 \cs_generate_variant:Nn \hbox_gset:Nw { c }
6740 \cs_new_eq:NN \hbox_set_end: \c_group_end_token
6741 \cs_new_eq:NN \hbox_gset_end: \c_group_end_token

```

(End definition for `\hbox_set:Nw` and `\hbox_set:cw`. These functions are documented on page 139.)

```

\hbox_set_inline_begin:N Renamed September 2011.
\hbox_set_inline_begin:c 6742 \cs_new_eq:NN \hbox_set_inline_begin:N \hbox_set:Nw
\hbox_gset_inline_begin:N 6743 \cs_new_eq:NN \hbox_set_inline_begin:c \hbox_set:cw
\hbox_gset_inline_begin:c 6744 \cs_new_eq:NN \hbox_set_inline_end: \hbox_set_end:
\hbox_set_inline_end: 6745 \cs_new_eq:NN \hbox_gset_inline_begin:N \hbox_gset:Nw
\hbox_gset_inline_end: 6746 \cs_new_eq:NN \hbox_gset_inline_begin:c \hbox_gset:cw
6747 \cs_new_eq:NN \hbox_gset_inline_end: \hbox_gset_end:

```

(End definition for `\hbox_set_inline_begin:N` and `\hbox_set_inline_begin:c`. These functions are documented on page ??.)

```

\hbox_to_wd:nn Put a horizontal box directly into the input stream.
\hbox_to_zero:n 6748 \cs_new_protected:Npn \hbox_to_wd:nn #1#2
6749 { \tex_hbox:D to \__dim_eval:w #1 \__dim_eval_end: {#2} }
6750 \cs_new_protected:Npn \hbox_to_zero:n #1 { \tex_hbox:D to \c_zero_dim {#1} }

```

(End definition for `\hbox_to_wd:nn`. This function is documented on page 138.)

`\hbox_overlap_left: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.

```
6751 \cs_new_protected:Npn \hbox_overlap_left:n #1
6752 { \hbox_to_zero:n { \tex_hss:D #1 } }
6753 \cs_new_protected:Npn \hbox_overlap_right:n #1
6754 { \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 138.)

`\hbox_unpack:N` Unpacking a box and if requested also clear it.

```
\hbox_unpack:c
6755 \cs_new_eq:NN \hbox_unpack:N \tex_unhcopy:D
\hbox_unpack_clear:N
6756 \cs_new_eq:NN \hbox_unpack_clear:N \tex_unhbox:D
\hbox_unpack_clear:c
6757 \cs_generate_variant:Nn \hbox_unpack:N { c }
6758 \cs_generate_variant:Nn \hbox_unpack_clear:N { c }
```

(End definition for `\hbox_unpack:N` and `\hbox_unpack:c`. These functions are documented on page 139.)

15.10 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.

`\vbox:n` The following test files are used for this code: `m3box003.lvt`.

The following test files are used for this code: `m3box003.lvt`.

`\vbox_top:n` Put a vertical box directly into the input stream.

```
6759 \cs_new_protected:Npn \vbox:n #1 { \tex_vbox:D { #1 \par } }
6760 \cs_new_protected:Npn \vbox_top:n #1 { \tex_vtop:D { #1 \par } }
```

(End definition for `\vbox:n`. This function is documented on page 139.)

`\vbox_to_ht:nn` Put a vertical box directly into the input stream.

```
\vbox_to_zero:n
6761 \cs_new_protected:Npn \vbox_to_ht:nn #1#2
\hbox_to_ht:nn
6762 { \tex_vbox:D to \__dim_eval:w #1 \__dim_eval_end: { #2 \par } }
\vbox_to_zero:n
6763 \cs_new_protected:Npn \vbox_to_zero:n #1
6764 { \tex_vbox:D to \c_zero_dim { #1 \par } }
```

(End definition for `\vbox_to_ht:nn` and `\vbox_to_zero:n`. These functions are documented on page 140.)

`\vbox_set:Nn` Storing material in a vertical box with a natural height.

```
\vbox_set:cn
6765 \cs_new_protected:Npn \vbox_set:Nn #1#2
\vbox_gset:Nn
6766 { \tex_setbox:D #1 \tex_vbox:D { #2 \par } }
\vbox_gset:cn
6767 \cs_new_protected:Npn \vbox_gset:Nn { \tex_global:D \vbox_set:Nn }
6768 \cs_generate_variant:Nn \vbox_set:Nn { c }
6769 \cs_generate_variant:Nn \vbox_gset:Nn { c }
```

(End definition for `\vbox_set:Nn` and `\vbox_set:cn`. These functions are documented on page 140.)

`\vbox_set_top:Nn` Storing material in a vertical box with a natural height and reference point at the baseline
`\vbox_set_top:cn` of the first object in the box.

```

\vbox_gset_top:Nn 6770 \cs_new_protected:Npn \vbox_set_top:Nn #1#2
\vbox_gset_top:cn 6771 { \tex_setbox:D #1 \tex_vtop:D { #2 \par } }
6772 \cs_new_protected:Npn \vbox_gset_top:Nn
6773 { \tex_global:D \vbox_set_top:Nn }
6774 \cs_generate_variant:Nn \vbox_set_top:Nn { c }
6775 \cs_generate_variant:Nn \vbox_gset_top:Nn { c }

```

(End definition for `\vbox_set_top:Nn` and `\vbox_set_top:cn`. These functions are documented on page 140.)

`\vbox_set_to_ht:Nnn` Storing material in a vertical box with a specified height.

```

\vbox_set_to_ht:cnn 6776 \cs_new_protected:Npn \vbox_set_to_ht:Nnn #1#2#3
\vbox_gset_to_ht:Nnn 6777 {
\vbox_gset_to_ht:cnn 6778 \tex_setbox:D #1 \tex_vbox:D to \__dim_eval:w #2 \__dim_eval_end:
6779 { #3 \par }
6780 }
6781 \cs_new_protected:Npn \vbox_gset_to_ht:Nnn
6782 { \tex_global:D \vbox_set_to_ht:Nnn }
6783 \cs_generate_variant:Nn \vbox_set_to_ht:Nnn { c }
6784 \cs_generate_variant:Nn \vbox_gset_to_ht:Nnn { c }

```

(End definition for `\vbox_set_to_ht:Nnn` and `\vbox_set_to_ht:cnn`. These functions are documented on page 140.)

`\vbox_set:Nw` Storing material in a vertical box. This type is useful in environment definitions.

```

\vbox_set:cw 6785 \cs_new_protected:Npn \vbox_set:Nw #1
\vbox_gset:Nw 6786 { \tex_setbox:D #1 \tex_vbox:D \c_group_begin_token }
\vbox_gset:cw 6787 \cs_new_protected:Npn \vbox_gset:Nw
\vbox_set_end: 6788 { \tex_global:D \vbox_set:Nw }
\vbox_gset_end: 6789 \cs_generate_variant:Nn \vbox_set:Nw { c }
6790 \cs_generate_variant:Nn \vbox_gset:Nw { c }
6791 \cs_new_protected:Npn \vbox_set_end:
6792 {
6793 \par
6794 \c_group_end_token
6795 }
6796 \cs_new_eq:NN \vbox_gset_end: \vbox_set_end:

```

(End definition for `\vbox_set:Nw` and `\vbox_set:cw`. These functions are documented on page 140.)

`\vbox_set_inline_begin:N` Renamed September 2011.

```

\vbox_set_inline_begin:c 6797 \cs_new_eq:NN \vbox_set_inline_begin:N \vbox_set:Nw
\vbox_gset_inline_begin:N 6798 \cs_new_eq:NN \vbox_set_inline_begin:c \vbox_set:cw
\vbox_gset_inline_begin:c 6799 \cs_new_eq:NN \vbox_set_inline_end: \vbox_set_end:
\vbox_set_inline_end: 6800 \cs_new_eq:NN \vbox_gset_inline_begin:N \vbox_gset:Nw
\vbox_gset_inline_end: 6801 \cs_new_eq:NN \vbox_gset_inline_begin:c \vbox_gset:cw
6802 \cs_new_eq:NN \vbox_gset_inline_end: \vbox_gset_end:

```

(End definition for `\vbox_set_inline_begin:N` and `\vbox_set_inline_begin:c`. These functions are documented on page ??.)

```

\ vbox_unpack:N      Unpacking a box and if requested also clear it.
\ vbox_unpack:c      6803 \cs_new_eq:NN \vbox_unpack:N \tex_unvcopy:D
\ vbox_unpack_clear:N 6804 \cs_new_eq:NN \vbox_unpack_clear:N \tex_unvbox:D
\ vbox_unpack_clear:c 6805 \cs_generate_variant:Nn \vbox_unpack:N { c }
                     6806 \cs_generate_variant:Nn \vbox_unpack_clear:N { c }

```

(End definition for `\vbox_unpack:N` and `\vbox_unpack:c`. These functions are documented on page 141.)

```

\ vbox_set_split_to_ht:NNn Splitting a vertical box in two.
                        6807 \cs_new_protected:Npn \vbox_set_split_to_ht:NNn #1#2#3
                        6808 { \tex_setbox:D #1 \tex_vsplit:D #2 to \__dim_eval:w #3 \__dim_eval_end: }
(End definition for \vbox_set_split_to_ht:NNn. This function is documented on page 140.)
6809 </initex | package>

```

16 l3coffins Implementation

```

6810 <*initex | package>
6811 <@@=coffin>

```

16.1 Coffins: data structures and general variables

```

\ l__coffin_internal_box Scratch variables.
\ l__coffin_internal_dim 6812 \box_new:N \l__coffin_internal_box
\ l__coffin_internal_tl  6813 \dim_new:N \l__coffin_internal_dim
                        6814 \tl_new:N \l__coffin_internal_tl
(End definition for \l__coffin_internal_box. This variable is documented on page ??.)

```

```

\ 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.
                        6815 \prop_new:N \c__coffin_corners_prop
                        6816 \prop_put:Nnn \c__coffin_corners_prop { tl } { { 0 pt } { 0 pt } }
                        6817 \prop_put:Nnn \c__coffin_corners_prop { tr } { { 0 pt } { 0 pt } }
                        6818 \prop_put:Nnn \c__coffin_corners_prop { bl } { { 0 pt } { 0 pt } }
                        6819 \prop_put:Nnn \c__coffin_corners_prop { br } { { 0 pt } { 0 pt } }
(End definition for \c__coffin_corners_prop. This variable is documented on page ??.)

```

```

\ c__coffin_poles_prop Pole positions are given for horizontal, vertical and reference-point based values.
                        6820 \prop_new:N \c__coffin_poles_prop
                        6821 \tl_set:Nn \l__coffin_internal_tl { { 0 pt } { 0 pt } { 0 pt } { 1000 pt } }
                        6822 \prop_put:Nno \c__coffin_poles_prop { l } { \l__coffin_internal_tl }
                        6823 \prop_put:Nno \c__coffin_poles_prop { hc } { \l__coffin_internal_tl }
                        6824 \prop_put:Nno \c__coffin_poles_prop { r } { \l__coffin_internal_tl }
                        6825 \tl_set:Nn \l__coffin_internal_tl { { 0 pt } { 0 pt } { 1000 pt } { 0 pt } }

```

```

6826 \prop_put:Nno \c__coffin_poles_prop { b } { \l__coffin_internal_tl }
6827 \prop_put:Nno \c__coffin_poles_prop { vc } { \l__coffin_internal_tl }
6828 \prop_put:Nno \c__coffin_poles_prop { t } { \l__coffin_internal_tl }
6829 \prop_put:Nno \c__coffin_poles_prop { B } { \l__coffin_internal_tl }
6830 \prop_put:Nno \c__coffin_poles_prop { H } { \l__coffin_internal_tl }
6831 \prop_put:Nno \c__coffin_poles_prop { T } { \l__coffin_internal_tl }

```

(End definition for \c__coffin_poles_prop. This variable is documented on page ??.)

`\l__coffin_slope_x_fp` Used for calculations of intersections.

```

\l__coffin_slope_y_fp
6832 \fp_new:N \l__coffin_slope_x_fp
6833 \fp_new:N \l__coffin_slope_y_fp

```

(End definition for \l__coffin_slope_x_fp. This variable is documented on page ??.)

`\l__coffin_error_bool` For propagating errors so that parts of the code can work around them.

```

6834 \bool_new:N \l__coffin_error_bool

```

(End definition for \l__coffin_error_bool. This variable is documented on page ??.)

`\l__coffin_offset_x_dim` The offset between two sets of coffin handles when typesetting. These values are corrected
`\l__coffin_offset_y_dim` from those requested in an alignment for the positions of the handles.

```

6835 \dim_new:N \l__coffin_offset_x_dim
6836 \dim_new:N \l__coffin_offset_y_dim

```

(End definition for \l__coffin_offset_x_dim. This variable is documented on page ??.)

`\l__coffin_pole_a_tl` Needed for finding the intersection of two poles.

```

\l__coffin_pole_b_tl
6837 \tl_new:N \l__coffin_pole_a_tl
6838 \tl_new:N \l__coffin_pole_b_tl

```

(End definition for \l__coffin_pole_a_tl. This variable is documented on page ??.)

`\l__coffin_x_dim` For calculating intersections and so forth.

```

\l__coffin_y_dim
6839 \dim_new:N \l__coffin_x_dim
\l__coffin_x_prime_dim
6840 \dim_new:N \l__coffin_y_dim
\l__coffin_y_prime_dim
6841 \dim_new:N \l__coffin_x_prime_dim
6842 \dim_new:N \l__coffin_y_prime_dim

```

(End definition for \l__coffin_x_dim. This variable is documented on page ??.)

16.2 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_if_exist_p:N` Several of the higher-level coffin functions will 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.

```
\coffin_if_exist_p:c
\coffin_if_exist:NTF
\coffin_if_exist:cTF
6843 \prg_new_conditional:Npnn \coffin_if_exist:N #1 { p , T , F , TF }
6844 {
6845   \cs_if_exist:NTF #1
6846   {
6847     \cs_if_exist:cTF { l__coffin_poles_ \__int_value:w #1 _prop }
6848     { \prg_return_true: }
6849     { \prg_return_false: }
6850   }
6851   { \prg_return_false: }
6852 }
6853 \cs_generate_variant:Nn \coffin_if_exist_p:N { c }
6854 \cs_generate_variant:Nn \coffin_if_exist:NT { c }
6855 \cs_generate_variant:Nn \coffin_if_exist:NF { c }
6856 \cs_generate_variant:Nn \coffin_if_exist:NTF { c }
```

(End definition for `\coffin_if_exist:NTF` and `\coffin_if_exist:cTF`. These functions are documented on page 142.)

`__coffin_if_exist:NT` Several of the higher-level coffin functions will 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.

```
6857 \cs_new_protected:Npn \__coffin_if_exist:NT #1#2
6858 {
6859   \coffin_if_exist:NTF #1
6860   { #2 }
6861   {
6862     \__msg_kernel_error:nxx { kernel } { unknown-coffin }
6863     { \token_to_str:N #1 }
6864   }
6865 }
```

(End definition for `__coffin_if_exist:NT`. This function is documented on page ??.)

`\coffin_clear:N` Clearing coffins means emptying the box and resetting all of the structures.

```
\coffin_clear:c
6866 \cs_new_protected:Npn \coffin_clear:N #1
6867 {
6868   \__coffin_if_exist:NT #1
6869   {
6870     \box_clear:N #1
6871     \__coffin_reset_structure:N #1
6872   }
6873 }
6874 \cs_generate_variant:Nn \coffin_clear:N { c }
```

(End definition for `\coffin_clear:N` and `\coffin_clear:c`. These functions are documented on page 142.)

`\coffin_new:N` Creating a new coffin means making the underlying box and adding the data structures.
`\coffin_new:c` These are created globally, as there is a need to avoid any strange effects if the coffin is created inside a group. This means that the usual rule about `\l_...` variables has to be broken.

```

6875 \cs_new_protected:Npn \coffin_new:N #1
6876 {
6877   \box_new:N #1
6878   \prop_clear_new:c { l__coffin_corners_ } __int_value:w #1 _prop }
6879   \prop_clear_new:c { l__coffin_poles_ } __int_value:w #1 _prop }
6880   \prop_gset_eq:cN { l__coffin_corners_ } __int_value:w #1 _prop }
6881   \c__coffin_corners_prop
6882   \prop_gset_eq:cN { l__coffin_poles_ } __int_value:w #1 _prop }
6883   \c__coffin_poles_prop
6884 }
6885 \cs_generate_variant:Nn \coffin_new:N { c }

```

(End definition for `\coffin_new:N` and `\coffin_new:c`. These functions are documented on page 142.)

`\hcoffin_set:Nn` Horizontal coffins are relatively easy: set the appropriate box, reset the structures then
`\hcoffin_set:cn` update the handle positions.

```

6886 \cs_new_protected:Npn \hcoffin_set:Nn #1#2
6887 {
6888   \__coffin_if_exist:NT #1
6889   {
6890     \hbox_set:Nn #1
6891     {
6892       \color_group_begin:
6893       \color_ensure_current:
6894       #2
6895       \color_group_end:
6896     }
6897     \__coffin_reset_structure:N #1
6898     \__coffin_update_poles:N #1
6899     \__coffin_update_corners:N #1
6900   }
6901 }
6902 \cs_generate_variant:Nn \hcoffin_set:Nn { c }

```

(End definition for `\hcoffin_set:Nn` and `\hcoffin_set:cn`. These functions are documented on page 142.)

`\vcoffin_set:Nnn` Setting vertical coffins is more complex. First, the material is typeset with a given width.
`\vcoffin_set:cn` 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 *T_EX by Topic* for discussion of the `\vtop` primitive, used to do the measuring).

```

6903 \cs_new_protected:Npn \vcoffin_set:Nnn #1#2#3

```

```

6904 {
6905   \_coffin_if_exist:NT #1
6906   {
6907     \vbox_set:Nn #1
6908     {
6909       \dim_set:Nn \tex_hsize:D {#2}
6910     }
6911     \dim_set_eq:NN \linewidth \tex_hsize:D
6912     \dim_set_eq:NN \columnwidth \tex_hsize:D
6913   }
6914   \color_group_begin:
6915   #3
6916   \color_group_end:
6917   }
6918   \_coffin_reset_structure:N #1
6919   \_coffin_update_poles:N #1
6920   \_coffin_update_corners:N #1
6921   \vbox_set_top:Nn \l__coffin_internal_box { \vbox_unpack:N #1 }
6922   \_coffin_set_pole:Nnx #1 { T }
6923   {
6924     { 0 pt }
6925     {
6926       \dim_eval:n
6927       { \box_ht:N #1 - \box_ht:N \l__coffin_internal_box }
6928     }
6929     { 1000 pt }
6930     { 0 pt }
6931   }
6932   \box_clear:N \l__coffin_internal_box
6933 }
6934 }
6935 \cs_generate_variant:Nn \vcoffin_set:Nnn { c }

```

(End definition for `\vcoffin_set:Nnn` and `\vcoffin_set:cnn`. These functions are documented on page 143.)

`\hcoffin_set:Nw` These are the “begin”/“end” versions of the above: watch the grouping!
`\hcoffin_set:cw`
`\hcoffin_set_end:`

```

6936 \cs_new_protected:Npn \hcoffin_set:Nw #1
6937 {
6938   \_coffin_if_exist:NT #1
6939   {
6940     \hbox_set:Nw #1 \color_group_begin: \color_ensure_current:
6941     \cs_set_protected_nopar:Npn \hcoffin_set_end:
6942     {
6943       \color_group_end:
6944       \hbox_set_end:
6945       \_coffin_reset_structure:N #1
6946       \_coffin_update_poles:N #1
6947       \_coffin_update_corners:N #1
6948     }

```

```

6949     }
6950   }
6951   \cs_new_protected_nopar:Npn \hcoffin_set_end: { }
6952   \cs_generate_variant:Nn \hcoffin_set:Nw { c }

```

(End definition for `\hcoffin_set:Nw` and `\hcoffin_set:cw`. These functions are documented on page 143.)

`\vcoffin_set:Nnw` The same for vertical coffins.

```

\vcoffin_set:cw 6953 \cs_new_protected:Npn \vcoffin_set:Nnw #1#2
\vcoffin_set_end: 6954 {
6955     \__coffin_if_exist:NT #1
6956     {
6957         \vbox_set:Nw #1
6958         \dim_set:Nn \tex_hsize:D {#2}
6959     }*package>
6960         \dim_set_eq:NN \linewidth \tex_hsize:D
6961         \dim_set_eq:NN \columnwidth \tex_hsize:D
6962     </package>
6963     \color_group_begin: \color_ensure_current:
6964     \cs_set_protected:Npn \vcoffin_set_end:
6965     {
6966         \color_group_end:
6967         \vbox_set_end:
6968         \__coffin_reset_structure:N #1
6969         \__coffin_update_poles:N #1
6970         \__coffin_update_corners:N #1
6971         \vbox_set_top:Nn \l__coffin_internal_box { \vbox_unpack:N #1 }
6972         \__coffin_set_pole:Nnx #1 { T }
6973         {
6974             { 0 pt }
6975             {
6976                 \dim_eval:n
6977                 { \box_ht:N #1 - \box_ht:N \l__coffin_internal_box }
6978             }
6979             { 1000 pt }
6980             { 0 pt }
6981         }
6982         \box_clear:N \l__coffin_internal_box
6983     }
6984 }
6985 }
6986 \cs_new_protected_nopar:Npn \vcoffin_set_end: { }
6987 \cs_generate_variant:Nn \vcoffin_set:Nnw { c }

```

(End definition for `\vcoffin_set:Nnw` and `\vcoffin_set:cw`. These functions are documented on page 143.)

`\coffin_set_eq:NN` Setting two coffins equal is just a wrapper around other functions.

```

\coffin_set_eq:Nc 6988 \cs_new_protected:Npn \coffin_set_eq:NN #1#2
\coffin_set_eq:cN
\coffin_set_eq:cc

```

```

6989 {
6990     \__coffin_if_exist:NT #1
6991     {
6992         \box_set_eq:NN #1 #2
6993         \__coffin_set_eq_structure:NN #1 #2
6994     }
6995 }
6996 \cs_generate_variant:Nn \coffin_set_eq:NN { c , Nc , cc }

```

(End definition for \coffin_set_eq:NN and others. These functions are documented on page 142.)

\c_empty_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.

\l__coffin_aligned_coffin
\l_coffin_aligned_internal_coffin

```

6997 \coffin_new:N \c_empty_coffin
6998 \hbox_set:Nn \c_empty_coffin { }
6999 \coffin_new:N \l__coffin_aligned_coffin
7000 \coffin_new:N \l_coffin_aligned_internal_coffin

```

(End definition for \c_empty_coffin. This variable is documented on page 145.)

\l_tmpa_coffin The usual scratch space.

\l_tmpb_coffin

```

7001 \coffin_new:N \l_tmpa_coffin
7002 \coffin_new:N \l_tmpb_coffin

```

(End definition for \l_tmpa_coffin and \l_tmpb_coffin. These variables are documented on page 145.)

16.3 Measuring coffins

\coffin_dp:N Coffins are just boxes when it comes to measurement. However, semantically a separate set of functions are required.

\coffin_dp:c

\coffin_ht:N

\coffin_ht:c

\coffin_wd:N

\coffin_wd:c

```

7003 \cs_new_eq:NN \coffin_dp:N \box_dp:N
7004 \cs_new_eq:NN \coffin_dp:c \box_dp:c
7005 \cs_new_eq:NN \coffin_ht:N \box_ht:N
7006 \cs_new_eq:NN \coffin_ht:c \box_ht:c
7007 \cs_new_eq:NN \coffin_wd:N \box_wd:N
7008 \cs_new_eq:NN \coffin_wd:c \box_wd:c

```

(End definition for \coffin_dp:N and others. These functions are documented on page 144.)

16.4 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.

```

7009 \cs_new_protected:Npn \__coffin_get_pole:NnN #1#2#3
7010 {
7011     \prop_get:cnNF
7012     { l__coffin_poles_ \__int_value:w #1 _prop } {#2} #3
7013     {
7014         \__msg_kernel_error:nxxx { kernel } { unknown-coffin-pole }

```

```

7015         {#2} { \token_to_str:N #1 }
7016         \tl_set:Nn #3 { { 0 pt } { 0 pt } { 0 pt } { 0 pt } }
7017     }
7018 }

```

(End definition for `__coffin_get_pole:NnN`. This function is documented on page ??.)

`__coffin_reset_structure:N` Resetting the structure is a simple copy job.

```

7019 \cs_new_protected:Npn \__coffin_reset_structure:N #1
7020 {
7021     \prop_set_eq:cN { l__coffin_corners_ \__int_value:w #1 _prop }
7022     \c__coffin_corners_prop
7023     \prop_set_eq:cN { l__coffin_poles_ \__int_value:w #1 _prop }
7024     \c__coffin_poles_prop
7025 }

```

(End definition for `__coffin_reset_structure:N`. This function is documented on page ??.)

`__coffin_set_eq_structure:NN` Setting coffin structures equal simply means copying the property list.

```

\__coffin_gset_eq_structure:NN
7026 \cs_new_protected:Npn \__coffin_set_eq_structure:NN #1#2
7027 {
7028     \prop_set_eq:cc { l__coffin_corners_ \__int_value:w #1 _prop }
7029     { l__coffin_corners_ \__int_value:w #2 _prop }
7030     \prop_set_eq:cc { l__coffin_poles_ \__int_value:w #1 _prop }
7031     { l__coffin_poles_ \__int_value:w #2 _prop }
7032 }
7033 \cs_new_protected:Npn \__coffin_gset_eq_structure:NN #1#2
7034 {
7035     \prop_gset_eq:cc { l__coffin_corners_ \__int_value:w #1 _prop }
7036     { l__coffin_corners_ \__int_value:w #2 _prop }
7037     \prop_gset_eq:cc { l__coffin_poles_ \__int_value:w #1 _prop }
7038     { l__coffin_poles_ \__int_value:w #2 _prop }
7039 }

```

(End definition for `__coffin_set_eq_structure:NN` and `__coffin_gset_eq_structure:NN`. These functions are documented on page ??.)

`\coffin_set_horizontal_pole:Nnn` 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.

```

\coffin_set_horizontal_pole:cn
\coffin_set_vertical_pole:Nnn
\coffin_set_vertical_pole:cn
7040 \cs_new_protected:Npn \coffin_set_horizontal_pole:Nnn #1#2#3
7041 {
7042     \__coffin_if_exist:NT #1
7043     {
7044         \__coffin_set_pole:Nnx #1 {#2}
7045         {
7046             { 0 pt } { \dim_eval:n {#3} }
7047             { 1000 pt } { 0 pt }
7048         }
7049     }

```

```

7050 }
7051 \cs_new_protected:Npn \coffin_set_vertical_pole:Nnn #1#2#3
7052 {
7053   \__coffin_if_exist:NT #1
7054   {
7055     \__coffin_set_pole:Nnx #1 {#2}
7056     {
7057       { \dim_eval:n {#3} } { 0 pt }
7058       { 0 pt } { 1000 pt }
7059     }
7060   }
7061 }
7062 \cs_new_protected:Npn \__coffin_set_pole:Nnn #1#2#3
7063 { \prop_put:cnn { l__coffin_poles_ \__int_value:w #1 _prop } {#2} {#3} }
7064 \cs_generate_variant:Nn \coffin_set_horizontal_pole:Nnn { c }
7065 \cs_generate_variant:Nn \coffin_set_vertical_pole:Nnn { c }
7066 \cs_generate_variant:Nn \__coffin_set_pole:Nnn { Nnx }

```

(End definition for `\coffin_set_horizontal_pole:Nnn` and `\coffin_set_horizontal_pole:cnn`. These functions are documented on page 143.)

`__coffin_update_corners:N` 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.

```

7067 \cs_new_protected:Npn \__coffin_update_corners:N #1
7068 {
7069   \prop_put:cnx { l__coffin_corners_ \__int_value:w #1 _prop } { tl }
7070   { { 0 pt } { \dim_use:N \box_ht:N #1 } }
7071   \prop_put:cnx { l__coffin_corners_ \__int_value:w #1 _prop } { tr }
7072   { { \dim_use:N \box_wd:N #1 } { \dim_use:N \box_ht:N #1 } }
7073   \prop_put:cnx { l__coffin_corners_ \__int_value:w #1 _prop } { bl }
7074   { { 0 pt } { \dim_eval:n { - \box_dp:N #1 } } }
7075   \prop_put:cnx { l__coffin_corners_ \__int_value:w #1 _prop } { br }
7076   { { \dim_use:N \box_wd:N #1 } { \dim_eval:n { - \box_dp:N #1 } } }
7077 }

```

(End definition for `__coffin_update_corners:N`. This function is documented on page ??.)

`__coffin_update_poles:N` 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.

```

7078 \cs_new_protected:Npn \__coffin_update_poles:N #1
7079 {
7080   \prop_put:cnx { l__coffin_poles_ \__int_value:w #1 _prop } { hc }
7081   {
7082     { \dim_eval:n { 0.5 \box_wd:N #1 } }
7083     { 0 pt } { 0 pt } { 1000 pt }
7084   }
7085   \prop_put:cnx { l__coffin_poles_ \__int_value:w #1 _prop } { r }
7086   {

```

```

7087     { \dim_use:N \box_wd:N #1 }
7088     { 0 pt } { 0 pt } { 1000 pt }
7089   }
7090   \prop_put:cnx { l__coffin_poles_ \_int_value:w #1 _prop } { vc }
7091   {
7092     { 0 pt }
7093     { \dim_eval:n { ( \box_ht:N #1 - \box_dp:N #1 ) / 2 } }
7094     { 1000 pt }
7095     { 0 pt }
7096   }
7097   \prop_put:cnx { l__coffin_poles_ \_int_value:w #1 _prop } { t }
7098   {
7099     { 0 pt }
7100     { \dim_use:N \box_ht:N #1 }
7101     { 1000 pt }
7102     { 0 pt }
7103   }
7104   \prop_put:cnx { l__coffin_poles_ \_int_value:w #1 _prop } { b }
7105   {
7106     { 0 pt }
7107     { \dim_eval:n { - \box_dp:N #1 } }
7108     { 1000 pt }
7109     { 0 pt }
7110   }
7111 }

```

(End definition for `_coffin_update_poles:N`. This function is documented on page ??.)

16.5 Coffins: calculation of pole intersections

```

\_coffin_calculate_intersection:Nnn
\_coffin_calculate_intersection:nnnnnnnn
\_coffin_calculate_intersection_aux:nnnnnnN

```

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.

```

7112 \cs_new_protected:Npn \_coffin_calculate_intersection:Nnn #1#2#3
7113 {
7114   \_coffin_get_pole:NnN #1 {#2} \l__coffin_pole_a_tl
7115   \_coffin_get_pole:NnN #1 {#3} \l__coffin_pole_b_tl
7116   \bool_set_false:N \l__coffin_error_bool
7117   \exp_last_two_unbraced:Noo
7118     \_coffin_calculate_intersection:nnnnnnnn
7119     \l__coffin_pole_a_tl \l__coffin_pole_b_tl
7120   \bool_if:NT \l__coffin_error_bool
7121   {
7122     \_msg_kernel_error:nn { kernel } { no-pole-intersection }
7123     \dim_zero:N \l__coffin_x_dim
7124     \dim_zero:N \l__coffin_y_dim
7125   }
7126 }

```

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' will be zero and a special case is needed.

```

7127 \cs_new_protected:Npn \__coffin_calculate_intersection:nnnnnnnn
7128   #1#2#3#4#5#6#7#8
7129   {
7130     \dim_compare:nNnTF {#3} = { \c_zero_dim }

```

The case where the first pole is vertical. So the x -component of the interaction will be at a . There is then a test on the second pole: if it is also vertical then there is an error.

```

7131   {
7132     \dim_set:Nn \l__coffin_x_dim {#1}
7133     \dim_compare:nNnTF {#7} = \c_zero_dim
7134     { \bool_set_true:N \l__coffin_error_bool }

```

The second pole may still be horizontal, in which case the y -component of the intersection will be b' . If not,

$$y = \frac{d'}{c'}(x - a') + b'$$

with the x -component already known to be #1. This calculation is done as a generalised auxiliary.

```

7135   {
7136     \dim_compare:nNnTF {#8} = \c_zero_dim
7137     { \dim_set:Nn \l__coffin_y_dim {#6} }
7138     {
7139       \__coffin_calculate_intersection_aux:nnnnnN
7140       {#1} {#5} {#6} {#7} {#8} \l__coffin_y_dim
7141     }
7142   }
7143 }

```

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.

```

7144   {
7145     \dim_compare:nNnTF {#4} = \c_zero_dim
7146     {
7147       \dim_set:Nn \l__coffin_y_dim {#2}
7148       \dim_compare:nNnTF {#8} = { \c_zero_dim }
7149       { \bool_set_true:N \l__coffin_error_bool }
7150       {
7151         \dim_compare:nNnTF {#7} = \c_zero_dim
7152         { \dim_set:Nn \l__coffin_x_dim {#5} }

```

The formula for the case where the second pole is neither horizontal nor vertical is

$$x = \frac{c'}{d'}(y - b') + a'$$

which is again handled by the same auxiliary.

```

7153         {
7154             \__coffin_calculate_intersection_aux:nnnnnN
7155             {#2} {#6} {#5} {#8} {#7} \l__coffin_x_dim
7156         }
7157     }
7158 }

```

The first pole is neither horizontal nor vertical. This still leaves the second pole, which may be a special case. For those possibilities, the calculations are the same as above with the first and second poles interchanged.

```

7159     {
7160         \dim_compare:nNnTF {#7} = \c_zero_dim
7161         {
7162             \dim_set:Nn \l__coffin_x_dim {#5}
7163             \__coffin_calculate_intersection_aux:nnnnnN
7164             {#5} {#1} {#2} {#3} {#4} \l__coffin_y_dim
7165         }
7166         {
7167             \dim_compare:nNnTF {#8} = \c_zero_dim
7168             {
7169                 \dim_set:Nn \l__coffin_y_dim {#6}
7170                 \__coffin_calculate_intersection_aux:nnnnnN
7171                 {#6} {#2} {#1} {#4} {#3} \l__coffin_x_dim
7172             }
7173         }
7174     }

```

If none of the special cases apply then there is still a need to check that there is a unique intersection between the two pole. This is the case if they have different slopes.

```

7173     {
7174         \fp_set:Nn \l__coffin_slope_x_fp
7175         { \dim_to_fp:n {#4} / \dim_to_fp:n {#3} }
7176         \fp_set:Nn \l__coffin_slope_y_fp
7177         { \dim_to_fp:n {#8} / \dim_to_fp:n {#7} }
7178         \fp_compare:nNnTF
7179         \l__coffin_slope_x_fp = \l__coffin_slope_y_fp
7180         { \bool_set_true:N \l__coffin_error_bool }
7181     }

```

All of the tests pass, so there is the full complexity of the calculation:

$$x = \frac{a(d/c) - a'(d'/c') - b + b'}{(d/c) - (d'/c')}$$

and noting that the two ratios are already worked out from the test just performed. There is quite a bit of shuffling from dimensions to floating points in order to do the work. The y -values is then worked out using the standard auxiliary starting from the x -position.

```

7181     {
7182         \dim_set:Nn \l__coffin_x_dim
7183         {
7184             \fp_to_dim:n

```

```

7185         {
7186         (
7187             \dim_to_fp:n {#1} * \l__coffin_slope_x_fp
7188             - ( \dim_to_fp:n {#5} * \l__coffin_slope_y_fp )
7189             - \dim_to_fp:n {#2}
7190             + \dim_to_fp:n {#6}
7191         )
7192         /
7193         ( \l__coffin_slope_x_fp - \l__coffin_slope_y_fp )
7194     }
7195 }
7196 \__coffin_calculate_intersection_aux:nnnnnN
7197 { \l__coffin_x_dim }
7198 {#5} {#6} {#8} {#7} \l__coffin_y_dim
7199 }
7200 }
7201 }
7202 }
7203 }
7204 }

```

The formula for finding the intersection point is in most cases the same. The formula here is

$$\#6 = \#4 \cdot \left(\frac{\#1 - \#2}{\#5} \right) \#3$$

Thus #4 and #5 should be the directions of the pole while #2 and #3 are co-ordinates.

```

7205 \cs_new_protected:Npn \__coffin_calculate_intersection_aux:nnnnnN
7206     #1#2#3#4#5#6
7207     {
7208     \dim_set:Nn #6
7209     {
7210     \fp_to_dim:n
7211     {
7212     \dim_to_fp:n {#4} *
7213     ( \dim_to_fp:n {#1} - \dim_to_fp:n {#2} ) /
7214     \dim_to_fp:n {#5}
7215     + \dim_to_fp:n {#3}
7216     }
7217     }
7218 }

```

(End definition for `__coffin_calculate_intersection:Nnn`. This function is documented on page ??.)

16.6 Aligning and typesetting of coffins

`\coffin_join:NnnNnnnn` 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 will have all of its handles reset to standard values. First, the more basic alignment function `\coffin_join:cnnNnnnn` is used to get things started.

```

7219 \cs_new_protected:Npn \coffin_join:NnnNnnnn #1#2#3#4#5#6#7#8
7220 {
7221   \__coffin_align:NnnNnnnnN
7222   #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 will 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.

```

7223   \hbox_set:Nn \l__coffin_aligned_coffin
7224   {
7225     \dim_compare:nNnT { \l__coffin_offset_x_dim } < \c_zero_dim
7226     { \tex_kern:D -\l__coffin_offset_x_dim }
7227     \hbox_unpack:N \l__coffin_aligned_coffin
7228     \dim_set:Nn \l__coffin_internal_dim
7229     { \l__coffin_offset_x_dim - \box_wd:N #1 + \box_wd:N #4 }
7230     \dim_compare:nNnT \l__coffin_internal_dim < \c_zero_dim
7231     { \tex_kern:D -\l__coffin_internal_dim }
7232   }

```

The coffin structure is reset, and the corners are cleared: only those from the two parent coffins are needed.

```

7233   \__coffin_reset_structure:N \l__coffin_aligned_coffin
7234   \prop_clear:c
7235   { \l__coffin_corners_ \__int_value:w \l__coffin_aligned_coffin _ prop }
7236   \__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 will then depend on whether any shift was needed.

```

7237   \dim_compare:nNnTF \l__coffin_offset_x_dim < \c_zero_dim
7238   {
7239     \__coffin_offset_poles:Nnn #1 { -\l__coffin_offset_x_dim } { 0 pt }
7240     \__coffin_offset_poles:Nnn #4 { 0 pt } { \l__coffin_offset_y_dim }
7241     \__coffin_offset_corners:Nnn #1 { -\l__coffin_offset_x_dim } { 0 pt }
7242     \__coffin_offset_corners:Nnn #4 { 0 pt } { \l__coffin_offset_y_dim }
7243   }
7244   {
7245     \__coffin_offset_poles:Nnn #1 { 0 pt } { 0 pt }
7246     \__coffin_offset_poles:Nnn #4
7247     { \l__coffin_offset_x_dim } { \l__coffin_offset_y_dim }
7248     \__coffin_offset_corners:Nnn #1 { 0 pt } { 0 pt }
7249     \__coffin_offset_corners:Nnn #4
7250     { \l__coffin_offset_x_dim } { \l__coffin_offset_y_dim }
7251   }
7252   \__coffin_update_vertical_poles:NNN #1 #4 \l__coffin_aligned_coffin
7253   \coffin_set_eq:NN #1 \l__coffin_aligned_coffin
7254 }
7255 \cs_generate_variant:Nn \coffin_join:NnnNnnnn { c , Nnnc , cnnc }

```

(End definition for `\coffin_join:NnnNnnnn` and others. These functions are documented on page 144.)

```

\coffin_attach:NnnNnnnn
\coffin_attach:cnncNnnnn
\coffin_attach:Nnncnnnn
\coffin_attach:cnncnnnn
\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.

```

7256 \cs_new_protected:Npn \coffin_attach:NnnNnnnn #1#2#3#4#5#6#7#8
7257 {
7258   \__coffin_align:NnnNnnnnN
7259   #1 {#2} {#3} #4 {#5} {#6} {#7} {#8} \l__coffin_aligned_coffin
7260   \box_set_ht:Nn \l__coffin_aligned_coffin { \box_ht:N #1 }
7261   \box_set_dp:Nn \l__coffin_aligned_coffin { \box_dp:N #1 }
7262   \box_set_wd:Nn \l__coffin_aligned_coffin { \box_wd:N #1 }
7263   \__coffin_reset_structure:N \l__coffin_aligned_coffin
7264   \prop_set_eq:cc
7265   { \l__coffin_corners_ \__int_value:w \l__coffin_aligned_coffin _prop }
7266   { \l__coffin_corners_ \__int_value:w #1 _prop }
7267   \__coffin_update_poles:N \l__coffin_aligned_coffin
7268   \__coffin_offset_poles:Nnn #1 { 0 pt } { 0 pt }
7269   \__coffin_offset_poles:Nnn #4
7270   { \l__coffin_offset_x_dim } { \l__coffin_offset_y_dim }
7271   \__coffin_update_vertical_poles:NNN #1 #4 \l__coffin_aligned_coffin
7272   \coffin_set_eq:NN #1 \l__coffin_aligned_coffin
7273 }
7274 \cs_new_protected:Npn \coffin_attach_mark:NnnNnnnn #1#2#3#4#5#6#7#8
7275 {
7276   \__coffin_align:NnnNnnnnN
7277   #1 {#2} {#3} #4 {#5} {#6} {#7} {#8} \l__coffin_aligned_coffin
7278   \box_set_ht:Nn \l__coffin_aligned_coffin { \box_ht:N #1 }
7279   \box_set_dp:Nn \l__coffin_aligned_coffin { \box_dp:N #1 }
7280   \box_set_wd:Nn \l__coffin_aligned_coffin { \box_wd:N #1 }
7281   \box_set_eq:NN #1 \l__coffin_aligned_coffin
7282 }
7283 \cs_generate_variant:Nn \coffin_attach:NnnNnnnn { c , Nnnc , cnnc }

```

(End definition for \coffin_attach:NnnNnnnn and others. These functions are documented on page 144.)

```

\__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 will depend on how the bounding box is being handled.

```

7284 \cs_new_protected:Npn \__coffin_align:NnnNnnnnN #1#2#3#4#5#6#7#8#9
7285 {
7286   \__coffin_calculate_intersection:Nnn #4 {#5} {#6}
7287   \dim_set:Nn \l__coffin_x_prime_dim { \l__coffin_x_dim }
7288   \dim_set:Nn \l__coffin_y_prime_dim { \l__coffin_y_dim }
7289   \__coffin_calculate_intersection:Nnn #1 {#2} {#3}

```

```

7290 \dim_set:Nn \l__coffin_offset_x_dim
7291   { \l__coffin_x_dim - \l__coffin_x_prime_dim + #7 }
7292 \dim_set:Nn \l__coffin_offset_y_dim
7293   { \l__coffin_y_dim - \l__coffin_y_prime_dim + #8 }
7294 \hbox_set:Nn \l__coffin_aligned_internal_coffin
7295   {
7296     \box_use:N #1
7297     \tex_kern:D -\box_wd:N #1
7298     \tex_kern:D \l__coffin_offset_x_dim
7299     \box_move_up:nn { \l__coffin_offset_y_dim } { \box_use:N #4 }
7300   }
7301 \coffin_set_eq:NN #9 \l__coffin_aligned_internal_coffin
7302 }

```

(End definition for `__coffin_align:NnnNnnnnN`. This function is documented on page ??.)

`__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.

```

7303 \cs_new_protected:Npn \__coffin_offset_poles:Nnn #1#2#3
7304   {
7305     \prop_map_inline:cn { l__coffin_poles_ \__int_value:w #1 _prop }
7306     { \__coffin_offset_pole:Nnnnnnn #1 {##1} ##2 {#2} {#3} }
7307   }
7308 \cs_new_protected:Npn \__coffin_offset_pole:Nnnnnnn #1#2#3#4#5#6#7#8
7309   {
7310     \dim_set:Nn \l__coffin_x_dim { #3 + #7 }
7311     \dim_set:Nn \l__coffin_y_dim { #4 + #8 }
7312     \tl_if_in:nnTF {#2} { - }
7313     { \tl_set:Nn \l__coffin_internal_tl { {#2} } }
7314     { \tl_set:Nn \l__coffin_internal_tl { { #1 - #2 } } }
7315     \exp_last_unbraced:NNo \__coffin_set_pole:Nnx \l__coffin_aligned_coffin
7316     { \l__coffin_internal_tl }
7317     {
7318       { \dim_use:N \l__coffin_x_dim } { \dim_use:N \l__coffin_y_dim }
7319       {#5} {#6}
7320     }
7321   }

```

(End definition for `__coffin_offset_poles:Nnn`. This function is documented on page ??.)

`__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.

```

7322 \cs_new_protected:Npn \__coffin_offset_corners:Nnn #1#2#3
7323   {
7324     \prop_map_inline:cn { l__coffin_corners_ \__int_value:w #1 _prop }

```

```

7325     { \_coffin_offset_corner:Nnnnn #1 {##1} ##2 {#2} {#3} }
7326   }
7327 \cs_new_protected:Npn \_coffin_offset_corner:Nnnnn #1#2#3#4#5#6
7328 {
7329   \prop_put:cnx
7330   { l\_coffin_corners_ \_int_value:w \l\_coffin_aligned_coffin _prop }
7331   { #1 - #2 }
7332   {
7333     { \dim_eval:n { #3 + #5 } }
7334     { \dim_eval:n { #4 + #6 } }
7335   }
7336 }

```

(End definition for _coffin_offset_corners:Nnn. This function is documented on page ??.)

_coffin_update_vertical_poles:NNN
 _coffin_update_T:nnnnnnnnN
 _coffin_update_B:nnnnnnnnN

The T and B poles will 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.

```

7337 \cs_new_protected:Npn \_coffin_update_vertical_poles:NNN #1#2#3
7338 {
7339   \_coffin_get_pole:NnN #3 { #1 -T } \l\_coffin_pole_a_tl
7340   \_coffin_get_pole:NnN #3 { #2 -T } \l\_coffin_pole_b_tl
7341   \exp_last_two_unbraced:Noo \_coffin_update_T:nnnnnnnnN
7342   \l\_coffin_pole_a_tl \l\_coffin_pole_b_tl #3
7343   \_coffin_get_pole:NnN #3 { #1 -B } \l\_coffin_pole_a_tl
7344   \_coffin_get_pole:NnN #3 { #2 -B } \l\_coffin_pole_b_tl
7345   \exp_last_two_unbraced:Noo \_coffin_update_B:nnnnnnnnN
7346   \l\_coffin_pole_a_tl \l\_coffin_pole_b_tl #3
7347 }
7348 \cs_new_protected:Npn \_coffin_update_T:nnnnnnnnN #1#2#3#4#5#6#7#8#9
7349 {
7350   \dim_compare:nNnTF {#2} < {#6}
7351   {
7352     \_coffin_set_pole:Nnx #9 { T }
7353     { { 0 pt } {#6} { 1000 pt } { 0 pt } }
7354   }
7355   {
7356     \_coffin_set_pole:Nnx #9 { T }
7357     { { 0 pt } {#2} { 1000 pt } { 0 pt } }
7358   }
7359 }
7360 \cs_new_protected:Npn \_coffin_update_B:nnnnnnnnN #1#2#3#4#5#6#7#8#9
7361 {
7362   \dim_compare:nNnTF {#2} < {#6}
7363   {
7364     \_coffin_set_pole:Nnx #9 { B }
7365     { { 0 pt } {#2} { 1000 pt } { 0 pt } }
7366   }
7367   {
7368     \_coffin_set_pole:Nnx #9 { B }

```

```

7369         { { 0 pt } {#6} { 1000 pt } { 0 pt } }
7370     }
7371 }

```

(End definition for `_coffin_update_vertical_poles:NNN`. This function is documented on page ??.)

`\coffin_typeset:Nnnnn` 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.

`\coffin_typeset:cnnnn`

```

7372 \cs_new_protected:Npn \coffin_typeset:Nnnnn #1#2#3#4#5
7373 {
7374     \hbox_unpack:N \c_empty_box
7375     \_coffin_align:NnnNnnnnN \c_empty_coffin { H } { 1 }
7376     #1 {#2} {#3} {#4} {#5} \l__coffin_aligned_coffin
7377     \box_use:N \l__coffin_aligned_coffin
7378 }
7379 \cs_generate_variant:Nn \coffin_typeset:Nnnnn { c }

```

(End definition for `\coffin_typeset:Nnnnn` and `\coffin_typeset:cnnnn`. These functions are documented on page 144.)

16.7 Coffin diagnostics

`\l__coffin_display_coffin` Used for printing coffins with data structures attached.

```

\l__coffin_display_coord_coffin 7380 \coffin_new:N \l__coffin_display_coffin
\l__coffin_display_pole_coffin 7381 \coffin_new:N \l__coffin_display_coord_coffin
7382 \coffin_new:N \l__coffin_display_pole_coffin

```

(End definition for `\l__coffin_display_coffin`. This variable is documented on page ??.)

`\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.

```

7383 \prop_new:N \l__coffin_display_handles_prop
7384 \prop_put:Nnn \l__coffin_display_handles_prop { tl }
7385 { { b } { r } { -1 } { 1 } }
7386 \prop_put:Nnn \l__coffin_display_handles_prop { thc }
7387 { { b } { hc } { 0 } { 1 } }
7388 \prop_put:Nnn \l__coffin_display_handles_prop { tr }
7389 { { b } { l } { 1 } { 1 } }
7390 \prop_put:Nnn \l__coffin_display_handles_prop { vcl }
7391 { { vc } { r } { -1 } { 0 } }
7392 \prop_put:Nnn \l__coffin_display_handles_prop { vhc }
7393 { { vc } { hc } { 0 } { 0 } }
7394 \prop_put:Nnn \l__coffin_display_handles_prop { vcr }
7395 { { vc } { l } { 1 } { 0 } }
7396 \prop_put:Nnn \l__coffin_display_handles_prop { bl }
7397 { { t } { r } { -1 } { -1 } }
7398 \prop_put:Nnn \l__coffin_display_handles_prop { bhc }
7399 { { t } { hc } { 0 } { -1 } }
7400 \prop_put:Nnn \l__coffin_display_handles_prop { br }

```

```

7401 { { t } { l } { 1 } { -1 } }
7402 \prop_put:Nnn \l__coffin_display_handles_prop { Tl }
7403 { { t } { r } { -1 } { -1 } }
7404 \prop_put:Nnn \l__coffin_display_handles_prop { Thc }
7405 { { t } { hc } { 0 } { -1 } }
7406 \prop_put:Nnn \l__coffin_display_handles_prop { Tr }
7407 { { t } { l } { 1 } { -1 } }
7408 \prop_put:Nnn \l__coffin_display_handles_prop { Hl }
7409 { { vc } { r } { -1 } { 1 } }
7410 \prop_put:Nnn \l__coffin_display_handles_prop { Hhc }
7411 { { vc } { hc } { 0 } { 1 } }
7412 \prop_put:Nnn \l__coffin_display_handles_prop { Hr }
7413 { { vc } { l } { 1 } { 1 } }
7414 \prop_put:Nnn \l__coffin_display_handles_prop { Bl }
7415 { { b } { r } { -1 } { -1 } }
7416 \prop_put:Nnn \l__coffin_display_handles_prop { Bhc }
7417 { { b } { hc } { 0 } { -1 } }
7418 \prop_put:Nnn \l__coffin_display_handles_prop { Br }
7419 { { b } { l } { 1 } { -1 } }

```

(End definition for `\l__coffin_display_handles_prop`. This variable is documented on page ??.)

`\l__coffin_display_offset_dim` The standard offset for the label from the handle position when displaying handles.

```

7420 \dim_new:N \l__coffin_display_offset_dim
7421 \dim_set:Nn \l__coffin_display_offset_dim { 2 pt }

```

(End definition for `\l__coffin_display_offset_dim`. This variable is documented on page ??.)

`\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.

```

7422 \dim_new:N \l__coffin_display_x_dim
7423 \dim_new:N \l__coffin_display_y_dim

```

(End definition for `\l__coffin_display_x_dim`. This variable is documented on page ??.)

`\l__coffin_display_poles_prop` A property list for printing poles: various things need to be deleted from this to get a “nice” output.

```

7424 \prop_new:N \l__coffin_display_poles_prop

```

(End definition for `\l__coffin_display_poles_prop`. This variable is documented on page ??.)

`\l__coffin_display_font_tl` Stores the settings used to print coffin data: this keeps things flexible.

```

7425 \tl_new:N \l__coffin_display_font_tl
7426 <*initex>
7427 \tl_set:Nn \l__coffin_display_font_tl { } % TODO
7428 </initex>
7429 <*package>
7430 \tl_set:Nn \l__coffin_display_font_tl { \sfamily \tiny }
7431 </package>

```

(End definition for `\l__coffin_display_font_tl`. This variable is documented on page ??.)

`\coffin_mark_handle:Nnnn` 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.

`\coffin_mark_handle:cnnn`
`__coffin_mark_handle_aux:nnnnNnn`

```

7432 \cs_new_protected:Npn \coffin_mark_handle:Nnnn #1#2#3#4
7433 {
7434   \hcoffin_set:Nn \l__coffin_display_pole_coffin
7435   {
7436     \*initex
7437     \hbox:n { \tex_vrule:D width 1 pt height 1 pt \scan_stop: } % TODO
7438     \*initex
7439     \*package
7440     \color {#4}
7441     \rule { 1 pt } { 1 pt }
7442     \*package
7443   }
7444   \coffin_attach_mark:NnnNnnnn #1 {#2} {#3}
7445   \l__coffin_display_pole_coffin { hc } { vc } { 0 pt } { 0 pt }
7446   \hcoffin_set:Nn \l__coffin_display_coord_coffin
7447   {
7448     \*initex
7449     % TODO
7450     \*initex
7451     \*package
7452     \color {#4}
7453     \*package
7454     \l__coffin_display_font_tl
7455     ( \tl_to_str:n { #2 , #3 } )
7456   }
7457   \prop_get:NnN \l__coffin_display_handles_prop
7458   { #2 #3 } \l__coffin_internal_tl
7459   \quark_if_no_value:NTF \l__coffin_internal_tl
7460   {
7461     \prop_get:NnN \l__coffin_display_handles_prop
7462     { #3 #2 } \l__coffin_internal_tl
7463     \quark_if_no_value:NTF \l__coffin_internal_tl
7464     {
7465       \coffin_attach_mark:NnnNnnnn #1 {#2} {#3}
7466       \l__coffin_display_coord_coffin { l } { vc }
7467       { 1 pt } { 0 pt }
7468     }
7469     {
7470       \exp_last_unbraced:No \__coffin_mark_handle_aux:nnnnNnn
7471       \l__coffin_internal_tl #1 {#2} {#3}
7472     }
7473   }
7474 }
```

```

7475         \exp_last_unbraced:No \__coffin_mark_handle_aux:nnnnNnn
7476         \l__coffin_internal_tl #1 {#2} {#3}
7477     }
7478 }
7479 \cs_new_protected:Npn \__coffin_mark_handle_aux:nnnnNnn #1#2#3#4#5#6#7
7480 {
7481     \coffin_attach_mark:NnnNnnnn #5 {#6} {#7}
7482     \l__coffin_display_coord_coffin {#1} {#2}
7483     { #3 \l__coffin_display_offset_dim }
7484     { #4 \l__coffin_display_offset_dim }
7485 }
7486 \cs_generate_variant:Nn \coffin_mark_handle:Nnnn { c }

```

(End definition for `\coffin_mark_handle:Nnnn` and `\coffin_mark_handle:cnnn`. These functions are documented on page 145.)

```

\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.

```

7487 \cs_new_protected:Npn \coffin_display_handles:Nn #1#2
7488 {
7489     \hcoffin_set:Nn \l__coffin_display_pole_coffin
7490     {
7491         <*initex>
7492         \hbox:n { \tex_vrule:D width 1 pt height 1 pt \scan_stop: } % TODO
7493         </initex>
7494         <*package>
7495         \color {#2}
7496         \rule { 1 pt } { 1 pt }
7497         </package>
7498     }
7499     \prop_set_eq:Nc \l__coffin_display_poles_prop
7500     { l__coffin_poles_ \__int_value:w #1 _prop }
7501     \__coffin_get_pole:NnN #1 { H } \l__coffin_pole_a_tl
7502     \__coffin_get_pole:NnN #1 { T } \l__coffin_pole_b_tl
7503     \tl_if_eq:NNT \l__coffin_pole_a_tl \l__coffin_pole_b_tl
7504     { \prop_remove:Nn \l__coffin_display_poles_prop { T } }
7505     \__coffin_get_pole:NnN #1 { B } \l__coffin_pole_b_tl
7506     \tl_if_eq:NNT \l__coffin_pole_a_tl \l__coffin_pole_b_tl
7507     { \prop_remove:Nn \l__coffin_display_poles_prop { B } }
7508     \coffin_set_eq:NN \l__coffin_display_coffin #1
7509     \prop_map_inline:Nn \l__coffin_display_poles_prop
7510     {
7511         \prop_remove:Nn \l__coffin_display_poles_prop {##1}
7512         \__coffin_display_handles_aux:nnnnnn {##1} ##2 {#2}
7513     }
7514     \box_use:N \l__coffin_display_coffin
7515 }

```

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.

```

7516 \cs_new_protected:Npn \__coffin_display_handles_aux:nnnnnn #1#2#3#4#5#6
7517 {
7518   \prop_map_inline:Nn \l__coffin_display_poles_prop
7519   {
7520     \bool_set_false:N \l__coffin_error_bool
7521     \__coffin_calculate_intersection:nnnnnnnn {#2} {#3} {#4} {#5} ##2
7522     \bool_if:NF \l__coffin_error_bool
7523     {
7524       \dim_set:Nn \l__coffin_display_x_dim { \l__coffin_x_dim }
7525       \dim_set:Nn \l__coffin_display_y_dim { \l__coffin_y_dim }
7526       \__coffin_display_attach:Nnnnn
7527       \l__coffin_display_pole_coffin { hc } { vc }
7528       { 0 pt } { 0 pt }
7529       \hcoffin_set:Nn \l__coffin_display_coord_coffin
7530       {
7531         <*initex>
7532           % TODO
7533         </initex>
7534         <*package>
7535           \color {#6}
7536         </package>
7537         \l__coffin_display_font_tl
7538         ( \tl_to_str:n { #1 , ##1 } )
7539       }
7540       \prop_get:NnN \l__coffin_display_handles_prop
7541       { #1 ##1 } \l__coffin_internal_tl
7542       \quark_if_no_value:NTF \l__coffin_internal_tl
7543       {
7544         \prop_get:NnN \l__coffin_display_handles_prop
7545         { ##1 #1 } \l__coffin_internal_tl
7546         \quark_if_no_value:NTF \l__coffin_internal_tl
7547         {
7548           \__coffin_display_attach:Nnnnn
7549           \l__coffin_display_coord_coffin { 1 } { vc }
7550           { 1 pt } { 0 pt }
7551         }
7552         {
7553           \exp_last_unbraced:No
7554           \__coffin_display_handles_aux:nnnn
7555           \l__coffin_internal_tl
7556         }
7557       }
7558     {
7559       \exp_last_unbraced:No \__coffin_display_handles_aux:nnnn
7560       \l__coffin_internal_tl
7561     }

```

```

7562     }
7563   }
7564 }
7565 \cs_new_protected:Npn \__coffin_display_handles_aux:nnnn #1#2#3#4
7566 {
7567   \__coffin_display_attach:Nnnnn
7568   \l__coffin_display_coord_coffin {#1} {#2}
7569   { #3 \l__coffin_display_offset_dim }
7570   { #4 \l__coffin_display_offset_dim }
7571 }
7572 \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.

```

7573 \cs_new_protected:Npn \__coffin_display_attach:Nnnnn #1#2#3#4#5
7574 {
7575   \__coffin_calculate_intersection:Nnn #1 {#2} {#3}
7576   \dim_set:Nn \l__coffin_x_prime_dim { \l__coffin_x_dim }
7577   \dim_set:Nn \l__coffin_y_prime_dim { \l__coffin_y_dim }
7578   \dim_set:Nn \l__coffin_offset_x_dim
7579   { \l__coffin_display_x_dim - \l__coffin_x_prime_dim + #4 }
7580   \dim_set:Nn \l__coffin_offset_y_dim
7581   { \l__coffin_display_y_dim - \l__coffin_y_prime_dim + #5 }
7582   \hbox_set:Nn \l__coffin_aligned_coffin
7583   {
7584     \box_use:N \l__coffin_display_coffin
7585     \tex_kern:D -\box_wd:N \l__coffin_display_coffin
7586     \tex_kern:D \l__coffin_offset_x_dim
7587     \box_move_up:nn { \l__coffin_offset_y_dim } { \box_use:N #1 }
7588   }
7589   \box_set_ht:Nn \l__coffin_aligned_coffin
7590   { \box_ht:N \l__coffin_display_coffin }
7591   \box_set_dp:Nn \l__coffin_aligned_coffin
7592   { \box_dp:N \l__coffin_display_coffin }
7593   \box_set_wd:Nn \l__coffin_aligned_coffin
7594   { \box_wd:N \l__coffin_display_coffin }
7595   \box_set_eq:NN \l__coffin_display_coffin \l__coffin_aligned_coffin
7596 }

```

(End definition for `\coffin_display_handles:Nn` and `\coffin_display_handles:cn`. These functions are documented on page 145.)

`\coffin_show_structure:N` 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.

`\coffin_show_structure:c`

```

7597 \cs_new_protected:Npn \coffin_show_structure:N #1
7598 {
7599   \__coffin_if_exist:NT #1
7600   {
7601     \__msg_show_variable:Nnn #1 { coffins }

```

```

7602         {
7603             \prop_map_function:cN
7604             { l__coffin_poles_ \__int_value:w #1 _prop }
7605             \__msg_show_item_unbraced:nn
7606         }
7607     }
7608 }
7609 \cs_generate_variant:Nn \coffin_show_structure:N { c }

```

(End definition for `\coffin_show_structure:N` and `\coffin_show_structure:c`. These functions are documented on page 145.)

16.8 Messages

```

7610 \__msg_kernel_new:nnnn { kernel } { no-pole-intersection }
7611 { No~intersection~between~coffin~poles. }
7612 {
7613     \c__msg_coding_error_text_tl
7614     LaTeX~was~asked~to~find~the~intersection~between~two~poles,~
7615     but~they~do~not~have~a~unique~meeting~point:~
7616     the~value~(0~pt,~0~pt)~will~be~used.
7617 }
7618 \__msg_kernel_new:nnnn { kernel } { unknown-coffin }
7619 { Unknown~coffin~'#1'. }
7620 { The~coffin~'#1'~was~never~defined. }
7621 \__msg_kernel_new:nnnn { kernel } { unknown-coffin-pole }
7622 { Pole~'#1'~unknown~for~coffin~'#2'. }
7623 {
7624     \c__msg_coding_error_text_tl
7625     LaTeX~was~asked~to~find~a~typesetting~pole~for~a~coffin,~
7626     but~either~the~coffin~does~not~exist~or~the~pole~name~is~wrong.
7627 }
7628 \__msg_kernel_new:nnn { kernel } { show-coffins }
7629 {
7630     Size-of~coffin~\token_to_str:N #1 : \\
7631     > ~ ht~~\dim_use:N \box_ht:N #1 \\
7632     > ~ dp~~\dim_use:N \box_dp:N #1 \\
7633     > ~ wd~~\dim_use:N \box_wd:N #1 \\
7634     Poles-of~coffin~\token_to_str:N #1 :
7635 }
7636 </initex | package>

```

17 l3color Implementation

```

7637 <*initex | package>

```

`\color_group_begin:` Grouping for color is almost the same as using the basic `\group_begin:` and `\group_end:` functions. However, in vertical mode the end-of-group needs a `\par`, which in horizontal mode does nothing.

```

7638 \cs_new_eq:NN \color_group_begin: \group_begin:

```

```

7639 \cs_new_protected_nopar:Npn \color_group_end:
7640 {
7641     \tex_par:D
7642     \group_end:
7643 }

```

(End definition for `\color_group_begin:` and `\color_group_end:`. These functions are documented on page 146.)

`\color_ensure_current:` A driver-independent wrapper for setting the foreground color to the current color “now”.

```

7644 <*initex>
7645 \cs_new_protected_nopar:Npn \color_ensure_current:
7646 { \__driver_color_ensure_current: }
7647 </initex>

```

In package mode, the driver code may not be loaded. To keep down dependencies, if there is no driver code available and no `\set@color` then color is not in use and this function can be a no-op.

```

7648 <*package>
7649 \cs_new_protected_nopar:Npn \color_ensure_current: { }
7650 \AtBeginDocument
7651 {
7652     \cs_if_exist:NTF \__driver_color_ensure_current:
7653     {
7654         \cs_set_protected_nopar:Npn \color_ensure_current:
7655         { \__driver_color_ensure_current: }
7656     }
7657     {
7658         \cs_if_exist:NT \set@color
7659         {
7660             \cs_set_protected_nopar:Npn \color_ensure_current:
7661             { \set@color }
7662         }
7663     }
7664 }
7665 </package>

```

(End definition for `\color_ensure_current:`. This function is documented on page 146.)

```

7666 </initex | package>

```

18 l3msg implementation

```

7667 <*initex | package>
7668 <@@=msg>

```

`\l_msg_internal_tl` A general scratch for the module.

```

7669 \tl_new:N \l_msg_internal_tl

```

(End definition for `\l_msg_internal_tl`. This variable is documented on page ??.)

18.1 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` Locations for the text of messages.
`\c_msg_more_text_prefix_tl` 7670 `\tl_const:Nn \c_msg_text_prefix_tl { msg~text~>~ }`
 7671 `\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`. These variables are documented on page ??.)

`\msg_if_exist_p:nn` Test whether the control sequence containing the message text exists or not.
`\msg_if_exist:nnTF` 7672 `\prg_new_conditional:Npnn \msg_if_exist:nn #1#2 { p , T , F , TF }`
 7673 `{`
 7674 `\cs_if_exist:cTF { \c_msg_text_prefix_tl #1 / #2 }`
 7675 `{ \prg_return_true: } { \prg_return_false: }`
 7676 `}`

(End definition for `\msg_if_exist:nnTF`. This function is documented on page 148.)

`__chk_if_free_msg:nn` This auxiliary is similar to `__chk_if_free_cs:N`, and is used when defining messages with `\msg_new:nnnn`. It could be inlined in `\msg_new:nnnn`, but the experimental `l3trace` module needs to disable this check when reloading a package with the extra tracing information.

```
7677 \cs_new_protected:Npn \__chk_if_free_msg:nn #1#2
7678 {
7679   \msg_if_exist:nnT {#1} {#2}
7680   {
7681     \__msg_kernel_error:nnxx { kernel } { message-already-defined }
7682     {#1} {#2}
7683   }
7684 }
7685 <*package>
7686 \tex_ifodd:D \l@expl@log@functions@bool
7687 \cs_gset_protected:Npn \__chk_if_free_msg:nn #1#2
7688 {
7689   \msg_if_exist:nnT {#1} {#2}
7690   {
7691     \__msg_kernel_error:nnxx { kernel } { message-already-defined }
7692     {#1} {#2}
7693   }
7694   \iow_log:x { Defining~message~ #1 / #2 ~\msg_line_context: }
7695 }
7696 \fi:
7697 </package>
```

(End definition for `__chk_if_free_msg:nn`.)

`\msg_new:nnnn` Setting a message simply means saving the appropriate text into two functions. A sanity check first.

```

\msg_new:nnnn
\msg_new:nnn
\msg_gset:nnnn
\msg_gset:nnn
\msg_set:nnnn
\msg_set:nnn
7698 \cs_new_protected:Npn \msg_new:nnnn #1#2
7699 {
7700   \__chk_if_free_msg:nn {#1} {#2}
7701   \msg_gset:nnnn {#1} {#2}
7702 }
7703 \cs_new_protected:Npn \msg_new:nnn #1#2#3
7704 { \msg_new:nnnn {#1} {#2} {#3} { } }
7705 \cs_new_protected:Npn \msg_set:nnnn #1#2#3#4
7706 {
7707   \cs_set:cpn { \c__msg_text_prefix_tl #1 / #2 }
7708   ##1##2##3##4 {#3}
7709   \cs_set:cpn { \c__msg_more_text_prefix_tl #1 / #2 }
7710   ##1##2##3##4 {#4}
7711 }
7712 \cs_new_protected:Npn \msg_set:nnn #1#2#3
7713 { \msg_set:nnnn {#1} {#2} {#3} { } }
7714 \cs_new_protected:Npn \msg_gset:nnnn #1#2#3#4
7715 {
7716   \cs_gset:cpn { \c__msg_text_prefix_tl #1 / #2 }
7717   ##1##2##3##4 {#3}
7718   \cs_gset:cpn { \c__msg_more_text_prefix_tl #1 / #2 }
7719   ##1##2##3##4 {#4}
7720 }
7721 \cs_new_protected:Npn \msg_gset:nnn #1#2#3
7722 { \msg_gset:nnnn {#1} {#2} {#3} { } }

```

(End definition for `\msg_new:nnnn` and `\msg_new:nnn`. These functions are documented on page 147.)

18.2 Messages: support functions and text

`\c__msg_coding_error_text_tl` Simple pieces of text for messages.

```

\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
7723 \tl_const:Nn \c__msg_coding_error_text_tl
7724 {
7725   This-is-a-coding-error.
7726   \\ \\
7727 }
7728 \tl_const:Nn \c__msg_continue_text_tl
7729 { Type-<return>-to-continue }
7730 \tl_const:Nn \c__msg_critical_text_tl
7731 { Reading-the-current-file-'\g_file_current_name_tl'-will-stop. }
7732 \tl_const:Nn \c__msg_fatal_text_tl
7733 { This-is-a-fatal-error:-LaTeX-will-abort. }
7734 \tl_const:Nn \c__msg_help_text_tl
7735 { For-immediate-help-type-H-<return> }
7736 \tl_const:Nn \c__msg_no_info_text_tl
7737 {
7738   LaTeX-does-not-know-anything-more-about-this-error,~sorry.

```

```

7739 \c__msg_return_text_tl
7740 }
7741 \tl_const:Nn \c__msg_on_line_text_tl { on~line }
7742 \tl_const:Nn \c__msg_return_text_tl
7743 {
7744   \\ \\
7745   Try~typing~<return>~to~proceed.
7746   \\
7747   If~that~doesn't~work,~type~X~<return>~to~quit.
7748 }
7749 \tl_const:Nn \c__msg_trouble_text_tl
7750 {
7751   \\ \\
7752   More~errors~will~almost~certainly~follow: \\
7753   the~LaTeX~run~should~be~aborted.
7754 }

```

(End definition for `\c__msg_coding_error_text_tl` and others. These variables are documented on page 157.)

`\msg_line_number:` For writing the line number nicely. `\msg_line_context:` was set up earlier, so this is not new.

```

7755 \cs_new_nopar:Npn \msg_line_number: { \int_use:N \tex_inputlineno:D }
7756 \cs_gset_nopar:Npn \msg_line_context:
7757 {
7758   \c__msg_on_line_text_tl
7759   \c_space_tl
7760   \msg_line_number:
7761 }

```

(End definition for `\msg_line_number:` and `\msg_line_context:`. These functions are documented on page 148.)

18.3 Showing messages: low level mechanism

`\msg_interrupt:nnn` 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 T_EX's `\errhelp` register before issuing an `\errmessage`.

```

7762 \cs_new_protected:Npn \msg_interrupt:nnn #1#2#3
7763 {
7764   \tl_if_empty:nTF {#3}
7765   {
7766     \__msg_interrupt_wrap:nn { \\ \c__msg_no_info_text_tl }
7767     {#1 \\ \\ #2 \\ \\ \c__msg_continue_text_tl }
7768   }
7769   {
7770     \__msg_interrupt_wrap:nn { \\ #3 }
7771     {#1 \\ \\ #2 \\ \\ \c__msg_help_text_tl }
7772   }

```

```
7773 }
```

(End definition for `\msg_interrupt:nnn`. This function is documented on page 153.)

```
\__msg_interrupt_wrap:nn
\__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.

```
7774 \cs_new_protected:Npn \__msg_interrupt_wrap:nn #1#2
7775 {
7776   \iow_wrap:nnnN {#1} { | ~ } { } \__msg_interrupt_more_text:n
7777   \iow_wrap:nnnN {#2} { ! ~ } { } \__msg_interrupt_text:n
7778 }
7779 \cs_new_protected:Npn \__msg_interrupt_more_text:n #1
7780 {
7781   \exp_args:Nx \tex_errhelp:D
7782   {
7783     |,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
7784     #1 \iow_newline:
7785     |.....
7786   }
7787 }
```

(End definition for `__msg_interrupt_wrap:nn`.)

```
\__msg_interrupt_text: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 {<dots>}` which fills the output with dots. 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 will be inserted after the message is entirely cleaned up.

The `__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.

```
7788 \group_begin:
7789 \char_set_lccode:nn {'\} {'\ }
7790 \char_set_lccode:nn {'\} {'\ }
7791 \char_set_lccode:nn {'&} {'!\}
7792 \char_set_catcode_active:N \&
```

```

7793 \tl_to_lowercase:n
7794 {
7795   \group_end:
7796   \cs_new_protected:Npn \_msg_interrupt_text:n #1
7797   {
7798     \iow_term:x
7799     {
7800       \iow_newline:
7801       !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
7802       \iow_newline:
7803       !
7804     }
7805     \__iow_with:Nnn \tex_newlinechar:D { '\^^J }
7806     {
7807       \__iow_with:Nnn \tex_errorcontextlines:D \c_minus_one
7808       {
7809         \group_begin:
7810         \cs_set_protected_nopar:Npn &
7811         {
7812           \tex_errmessage:D
7813           {
7814             #1
7815             \use_none:n
7816             { ..... }
7817           }
7818         }
7819         \exp_after:wN
7820         \group_end:
7821         &
7822       }
7823     }
7824   }
7825 }

```

(End definition for _msg_interrupt_text:n.)

\msg_log:n Printing to the log or terminal without a stop is rather easier. A bit of simple visual
\msg_term:n work sets things off nicely.

```

7826 \cs_new_protected:Npn \msg_log:n #1
7827 {
7828   \iow_log:n { ..... }
7829   \iow_wrap:nnnN { . ~ #1 } { . ~ } { } \iow_log:n
7830   \iow_log:n { ..... }
7831 }
7832 \cs_new_protected:Npn \msg_term:n #1
7833 {
7834   \iow_term:n { ***** }
7835   \iow_wrap:nnnN { * ~ #1 } { * ~ } { } \iow_term:n
7836   \iow_term:n { ***** }
7837 }

```

(End definition for `\msg_log:n`. This function is documented on page 153.)

18.4 Displaying messages

L^AT_EX is handling error messages and so the T_EX ones are disabled. This is already done by the L^AT_EX 2_ε kernel, so to avoid messing up any deliberate change by a user this is only set in format mode.

```
7838 <*initex>
7839 \int_gset_eq:NN \tex_errorcontextlines:D \c_minus_one
7840 </initex>
```

A function for issuing messages: both the text and order could in principle vary.

```
\msg_fatal_text:n
\msg_critical_text:n
\msg_error_text:n
\msg_warning_text:n
\msg_info_text:n
```

```
7841 \cs_new:Npn \msg_fatal_text:n #1 { Fatal~#1~error }
7842 \cs_new:Npn \msg_critical_text:n #1 { Critical~#1~error }
7843 \cs_new:Npn \msg_error_text:n #1 { #1~error }
7844 \cs_new:Npn \msg_warning_text:n #1 { #1~warning }
7845 \cs_new:Npn \msg_info_text:n #1 { #1~info }
```

(End definition for `\msg_fatal_text:n` and others. These functions are documented on page 148.)

`\msg_see_documentation_text:n` Contextual footer information. The L^AT_EX module only comprises L^AT_EX 3 code, so we refer to the L^AT_EX 3 documentation rather than simply “L^AT_EX”.

```
7846 \cs_new:Npn \msg_see_documentation_text:n #1
7847 {
7848   \\\ See~the~
7849   \str_if_eq:nnTF {#1} { LaTeX } { LaTeX3 } {#1} ~
7850   documentation~for~further~information.
7851 }
```

(End definition for `\msg_see_documentation_text:n`. This function is documented on page 149.)

`__msg_class_new:nn`

```
7852 \group_begin:
7853 \cs_set_protected:Npn \__msg_class_new:nn #1#2
7854 {
7855   \prop_new:c { l__msg_redirect_ #1 _prop }
7856   \cs_new_protected:cpn { __msg_ #1 _code:nnnnnn }
7857   ##1##2##3##4##5##6 {#2}
7858   \cs_new_protected:cpn { msg_ #1 :nnnnnn } ##1##2##3##4##5##6
7859   {
7860     \use:x
7861     {
7862       \exp_not:n { \__msg_use:nnnnnn {#1} {##1} {##2} }
7863       { \tl_to_str:n {##3} } { \tl_to_str:n {##4} }
7864       { \tl_to_str:n {##5} } { \tl_to_str:n {##6} }
7865     }
7866   }
7867   \cs_new_protected:cpx { msg_ #1 :nnnnn } ##1##2##3##4##5
7868   { \exp_not:c { msg_ #1 :nnnnnn } {##1} {##2} {##3} {##4} {##5} { } }
```

```

7869 \cs_new_protected:cpx { msg_ #1 :nnnn } ##1##2##3##4
7870 { \exp_not:c { msg_ #1 :nnnnnn } {##1} {##2} {##3} {##4} { } { } }
7871 \cs_new_protected:cpx { msg_ #1 :nnn } ##1##2##3
7872 { \exp_not:c { msg_ #1 :nnnnnn } {##1} {##2} {##3} { } { } { } }
7873 \cs_new_protected:cpx { msg_ #1 :nn } ##1##2
7874 { \exp_not:c { msg_ #1 :nnnnnn } {##1} {##2} { } { } { } { } }
7875 \cs_new_protected:cpx { msg_ #1 :nnxxxx } ##1##2##3##4##5##6
7876 {
7877   \use:x
7878   {
7879     \exp_not:N \exp_not:n
7880     { \exp_not:c { msg_ #1 :nnnnnn } {##1} {##2} }
7881     {##3} {##4} {##5} {##6}
7882   }
7883 }
7884 \cs_new_protected:cpx { msg_ #1 :nnxxx } ##1##2##3##4##5
7885 { \exp_not:c { msg_ #1 :nnxxxx } {##1} {##2} {##3} {##4} {##5} { } }
7886 \cs_new_protected:cpx { msg_ #1 :nnxx } ##1##2##3##4
7887 { \exp_not:c { msg_ #1 :nnxxxx } {##1} {##2} {##3} {##4} { } { } }
7888 \cs_new_protected:cpx { msg_ #1 :nnx } ##1##2##3
7889 { \exp_not:c { msg_ #1 :nnxxxx } {##1} {##2} {##3} { } { } { } }
7890 }

```

(End definition for `_msg_class_new:nn`. This function is documented on page ??.)

`\msg_fatal:nnnnnn` For fatal errors, after the error message \TeX bails out.

```

\msg_fatal:nnnnnn 7891 \_msg_class_new:nn { fatal }
\msg_fatal:nnnnnn 7892 {
\msg_fatal:nnnn 7893   \msg_interrupt:nnn
\msg_fatal:nnn 7894   { \msg_fatal_text:n {#1} : ~ "#2" }
\msg_fatal:nn 7895   {
\msg_fatal:nnxxxx 7896     \use:c { \c__msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6}
\msg_fatal:nnxxx 7897     \msg_see_documentation_text:n {#1}
\msg_fatal:nnxx 7898   }
\msg_fatal:nnx 7899   { \c__msg_fatal_text_tl }
7900   \tex_end:D
7901 }

```

(End definition for `\msg_fatal:nnnnnn` and others. These functions are documented on page 149.)

`\msg_critical:nnnnnn` Not quite so bad: just end the current file.

```

\msg_critical:nnnnnn 7902 \_msg_class_new:nn { critical }
\msg_critical:nnnnnn 7903 {
\msg_critical:nnnn 7904   \msg_interrupt:nnn
\msg_critical:nnn 7905   { \msg_critical_text:n {#1} : ~ "#2" }
\msg_critical:nn 7906   {
\msg_critical:nnxxxx 7907     \use:c { \c__msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6}
\msg_critical:nnxxx 7908     \msg_see_documentation_text:n {#1}
\msg_critical:nnxx 7909   }
\msg_critical:nnx 7910   { \c__msg_critical_text_tl }

```

```

7911     \tex_endinput:D
7912 }

```

(End definition for `\msg_critical:nnnnnn` and others. These functions are documented on page 150.)

```

\msg_error:nnnnnn For an error, the interrupt routine is called. We check if there is a “more text” by
\msg_error:nnnnnn comparing that control sequence with a permanently empty text.
\msg_error:nnnnn
\msg_error:nnnn
\msg_error:nnn
\msg_error:nn
\msg_error:nnxxxx 7913 \_msg_class_new:nn { error }
\msg_error:nnxxx 7914 {
\msg_error:nnxx 7915 \_msg_error:cnnnnn
\msg_error:nnx 7916 { \c__msg_more_text_prefix_tl #1 / #2 }
\_msg_error:cnnnnn 7917 {#3} {#4} {#5} {#6}
\_msg_no_more_text:nnnn 7918 {
7919 \msg_interrupt:nnn
7920 { \msg_error_text:n {#1} : ~ "#2" }
7921 {
7922 \use:c { \c__msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6}
7923 \msg_see_documentation_text:n {#1}
7924 }
7925 }
7926 }
7927 \cs_new_protected:Npn \_msg_error:cnnnnn #1#2#3#4#5#6
7928 {
7929 \cs_if_eq:cNTF {#1} \_msg_no_more_text:nnnn
7930 { #6 { } }
7931 { #6 { \use:c {#1} {#2} {#3} {#4} {#5} } }
7932 }
7933 \cs_new:Npn \_msg_no_more_text:nnnn #1#2#3#4 { }

```

(End definition for `\msg_error:nnnnnn` and others. These functions are documented on page 150.)

```

\msg_warning:nnnnnn Warnings are printed to the terminal.
\msg_warning:nnnnn 7934 \_msg_class_new:nn { warning }
\msg_warning:nnnn 7935 {
\msg_warning:nnnn 7936 \msg_term:n
\msg_warning:nn 7937 {
\msg_warning:nnxxxx 7938 \msg_warning_text:n {#1} : ~ "#2" \\ \\
\msg_warning:nnxxx 7939 \use:c { \c__msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6}
\msg_warning:nnxx 7940 }
\msg_warning:nnx 7941 }

```

(End definition for `\msg_warning:nnnnnn` and others. These functions are documented on page 150.)

```

\msg_info:nnnnnn Information only goes into the log.
\msg_info:nnnnn 7942 \_msg_class_new:nn { info }
\msg_info:nnnn 7943 {
\msg_info:nnnn 7944 \msg_log:n
\msg_info:nn 7945 {
\msg_info:nnxxxx 7946 \msg_info_text:n {#1} : ~ "#2" \\ \\
\msg_info:nnxxx 7947 \use:c { \c__msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6}
\msg_info:nnxx
\msg_info:nnx

```

```

7948     }
7949 }

```

(End definition for \msg_info:nnnnnn and others. These functions are documented on page 150.)

```

\msg_log:nnnnnn "Log" data is very similar to information, but with no extras added.
\msg_log:nnnnnn 7950 \__msg_class_new:nn { log }
\msg_log:nnnn 7951 {
\msg_log:nnnn 7952 \iow_wrap:nnnN
\msg_log:nn 7953 { \use:c { \c__msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6} }
\msg_log:nnxxxx 7954 { } { } \iow_log:n
\msg_log:nnxxx 7955 }
\msg_log:nnxxx
\msg_log:nnxx
\msg_log:nnx

```

(End definition for \msg_log:nnnnnn and others. These functions are documented on page 151.)

The none message type is needed so that input can be gobbled.

```

\msg_none:nnnnnn 7956 \__msg_class_new:nn { none } { }
\msg_none:nnnn
\msg_none:nnnn
\msg_none:nnn
\msg_none:nn

```

(End definition for \msg_none:nnnnnn and others. These functions are documented on page 151.)

End the group to eliminate __msg_class_new:nn.

```

\msg_none:nnxxxx 7957 \group_end:
\msg_none:nnxxxx
\__msg_class_chk_exist:nT
\msg_none:nnxxx
\msg_none:nnx

```

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.

```

7958 \cs_new:Npn \__msg_class_chk_exist:nT #1
7959 {
7960 \cs_if_free:cTF { __msg_ #1 _code:nnnnnn }
7961 { \__msg_kernel_error:nnx { kernel } { message-class-unknown } {#1} }
7962 }

```

(End definition for __msg_class_chk_exist:nT.)

\l__msg_class_tl Support variables needed for the redirection system.

```

\l__msg_current_class_tl 7963 \tl_new:N \l__msg_class_tl
7964 \tl_new:N \l__msg_current_class_tl

```

(End definition for \l__msg_class_tl and \l__msg_current_class_tl. These variables are documented on page ??.)

\l__msg_redirect_prop For redirection of individually-named messages

```

7965 \prop_new:N \l__msg_redirect_prop

```

(End definition for \l__msg_redirect_prop. This variable is documented on page ??.)

\l__msg_hierarchy_seq During redirection, split the message name into a sequence with items {/module/submodule}, {/module}, and {}.

```

7966 \seq_new:N \l__msg_hierarchy_seq

```

(End definition for \l__msg_hierarchy_seq. This variable is documented on page ??.)

\l__msg_class_loop_seq Classes encountered when following redirections to check for loops.

```
7967 \seq_new:N \l__msg_class_loop_seq
```

(End definition for \l__msg_class_loop_seq. This variable is documented on page ??.)

__msg_use:nnnnnnn 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.

```
7968 \cs_new_protected:Npn \__msg_use:nnnnnnn #1#2#3#4#5#6#7
7969 {
7970   \msg_if_exist:nnTF {#2} {#3}
7971   {
7972     \__msg_class_chk_exist:nT {#1}
7973     {
7974       \tl_set:Nn \l__msg_current_class_tl {#1}
7975       \cs_set_protected_nopar:Npx \__msg_use_code:
7976       {
7977         \exp_not:n
7978         {
7979           \use:c { __msg_ \l__msg_class_tl _code:nnnnnnn }
7980           {#2} {#3} {#4} {#5} {#6} {#7}
7981         }
7982       }
7983       \__msg_use_redirect_name:n { #2 / #3 }
7984     }
7985   }
7986   { \__msg_kernel_error:nnxx { kernel } { message-unknown } {#2} {#3} }
7987 }
7988 \cs_new_protected_nopar: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/message (with an arbitrary number of slashes), and store {/module/submodule}, {/module} and {} into \l__msg_hierarchy_seq. We will then map through this sequence, applying the most specific redirection.

```
7989 \cs_new_protected:Npn \__msg_use_redirect_name:n #1
7990 {
7991   \prop_get:NnNTF \l__msg_redirect_prop { / #1 } \l__msg_class_tl
7992   { \__msg_use_code: }
7993   {
7994     \seq_clear:N \l__msg_hierarchy_seq
7995     \__msg_use_hierarchy:nwwN { }
7996     #1 \q_mark \__msg_use_hierarchy:nwwN
7997     / \q_mark \use_none_delimit_by_q_stop:w
7998     \q_stop
7999     \__msg_use_redirect_module:n { }
8000   }
```

```

8001 }
8002 \cs_new_protected:Npn \__msg_use_hierarchy:nwwN #1#2 / #3 \q_mark #4
8003 {
8004   \seq_put_left:Nn \l__msg_hierarchy_seq {#1}
8005   #4 { #1 / #2 } #3 \q_mark #4
8006 }

```

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`.

```

8007 \cs_new_protected:Npn \__msg_use_redirect_module:n #1
8008 {
8009   \seq_map_inline:Nn \l__msg_hierarchy_seq
8010   {
8011     \prop_get:cnNTF { l__msg_redirect_ \l__msg_current_class_tl _prop }
8012     {##1} \l__msg_class_tl
8013     {
8014       \seq_map_break:n
8015       {
8016         \tl_if_eq:NNTF \l__msg_current_class_tl \l__msg_class_tl
8017         { \__msg_use_code: }
8018         {
8019           \tl_set_eq:NN \l__msg_current_class_tl \l__msg_class_tl
8020           \__msg_use_redirect_module:n {##1}
8021         }
8022       }
8023     }
8024     {
8025       \str_if_eq:nnT {##1} {#1}
8026       {
8027         \tl_set_eq:NN \l__msg_class_tl \l__msg_current_class_tl
8028         \seq_map_break:n { \__msg_use_code: }
8029       }
8030     }
8031   }
8032 }

```

(End definition for `__msg_use:nnnnnnn`.)

`\msg_redirect_name:nnn` Named message will always use the given class even if that class is redirected further. An empty target class cancels any existing redirection for that message.

```

8033 \cs_new_protected:Npn \msg_redirect_name:nnn #1#2#3

```

```

8034 {
8035     \tl_if_empty:nTF {#3}
8036     { \prop_remove:Nn \l__msg_redirect_prop { / #1 / #2 } }
8037     {
8038         \__msg_class_chk_exist:nT {#3}
8039         { \prop_put:Nnn \l__msg_redirect_prop { / #1 / #2 } {#3} }
8040     }
8041 }

```

(End definition for \msg_redirect_name:nnn. This function is documented on page 152.)

```

\msg_redirect_class:nn If the target class is empty, eliminate the corresponding redirection. Otherwise, add the
\msg_redirect_module:nn redirection. We must then check for a loop: as an initialization, we start by storing the
    \__msg_redirect:nnn initial class in \l__msg_current_class_tl.
\__msg_redirect_loop_chk:nnn
\__msg_redirect_loop_list:n
8042 \cs_new_protected_nopar:Npn \msg_redirect_class:nn
8043 { \__msg_redirect:nnn { } }
8044 \cs_new_protected:Npn \msg_redirect_module:nnn #1
8045 { \__msg_redirect:nnn { / #1 } }
8046 \cs_new_protected:Npn \__msg_redirect:nnn #1#2#3
8047 {
8048     \__msg_class_chk_exist:nT {#2}
8049     {
8050         \tl_if_empty:nTF {#3}
8051         { \prop_remove:cn { l__msg_redirect_ #2 _prop } {#1} }
8052         {
8053             \__msg_class_chk_exist:nT {#3}
8054             {
8055                 \prop_put:cnn { l__msg_redirect_ #2 _prop } {#1} {#3}
8056                 \tl_set:Nn \l__msg_current_class_tl {#2}
8057                 \seq_clear:N \l__msg_class_loop_seq
8058                 \__msg_redirect_loop_chk:nnn {#2} {#3} {#1}
8059             }
8060         }
8061     }
8062 }

```

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.

```

8063 \cs_new_protected:Npn \__msg_redirect_loop_chk:nnn #1#2#3
8064 {

```

```

8065 \seq_put_right:Nn \l__msg_class_loop_seq {#1}
8066 \prop_get:cnNT { l__msg_redirect_ #1 _prop } {#3} \l__msg_class_tl
8067 {
8068   \str_if_eq:x:nnF { \l__msg_class_tl } {#1}
8069   {
8070     \tl_if_eq:NNTF \l__msg_class_tl \l__msg_current_class_tl
8071     {
8072       \prop_put:cnn { l__msg_redirect_ #2 _prop } {#3} {#2}
8073       \__msg_kernel_warning:nnxxx
8074       { kernel } { message-redirect-loop }
8075       { \seq_item:Nn \l__msg_class_loop_seq { \c_one } }
8076       { \seq_item:Nn \l__msg_class_loop_seq { \c_two } }
8077       {#3}
8078       {
8079         \seq_map_function:NN \l__msg_class_loop_seq
8080         \__msg_redirect_loop_list:n
8081         { \seq_item:Nn \l__msg_class_loop_seq { \c_one } }
8082       }
8083     }
8084     { \__msg_redirect_loop_chk:onn \l__msg_class_tl {#2} {#3} }
8085   }
8086 }
8087 }
8088 \cs_generate_variant:Nn \__msg_redirect_loop_chk:nnn { o }
8089 \cs_new:Npn \__msg_redirect_loop_list:n #1 { {#1} ~ => ~ }

```

(End definition for `\msg_redirect_class:nn` and `\msg_redirect_module:nnn`. These functions are documented on page 152.)

18.5 Kernel-specific functions

`__msg_kernel_new:nnnn` The kernel needs some messages of its own. These are created using pre-built functions. `__msg_kernel_new:nnn` Two functions are provided: one more general and one which only has the short text part. `__msg_kernel_set:nnnn` `__msg_kernel_set:nnn`

```

8090 \cs_new_protected:Npn \__msg_kernel_new:nnnn #1#2
8091 { \msg_new:nnnn { LaTeX } { #1 / #2 } }
8092 \cs_new_protected:Npn \__msg_kernel_new:nnn #1#2
8093 { \msg_new:nnn { LaTeX } { #1 / #2 } }
8094 \cs_new_protected:Npn \__msg_kernel_set:nnnn #1#2
8095 { \msg_set:nnnn { LaTeX } { #1 / #2 } }
8096 \cs_new_protected:Npn \__msg_kernel_set:nnn #1#2
8097 { \msg_set:nnn { LaTeX } { #1 / #2 } }

```

(End definition for `__msg_kernel_new:nnnn` and `__msg_kernel_new:nnn`. These functions are documented on page 154.)

`__msg_kernel_class_new:nN` All the functions for kernel messages come in variants ranging from 0 to 4 arguments. `__msg_kernel_class_new_aux:nN` 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.

```

8098 \group_begin:
8099   \cs_set_protected:Npn \__msg_kernel_class_new:nN #1
8100     { \__msg_kernel_class_new_aux:nN { kernel_ #1 } }
8101   \cs_set_protected:Npn \__msg_kernel_class_new_aux:nN #1#2
8102     {
8103       \cs_new_protected:cpn { __msg_ #1 :nnnnnn } ##1##2##3##4##5##6
8104       {
8105         \use:x
8106         {
8107           \exp_not:n { #2 { LaTeX } { ##1 / ##2 } }
8108           { \tl_to_str:n {##3} } { \tl_to_str:n {##4} }
8109           { \tl_to_str:n {##5} } { \tl_to_str:n {##6} }
8110         }
8111       }
8112     \cs_new_protected:cpx { __msg_ #1 :nnnnn } ##1##2##3##4##5
8113       { \exp_not:c { __msg_ #1 :nnnnnn } {##1} {##2} {##3} {##4} {##5} { } }
8114     \cs_new_protected:cpx { __msg_ #1 :nnnn } ##1##2##3##4
8115       { \exp_not:c { __msg_ #1 :nnnnnn } {##1} {##2} {##3} {##4} { } { } }
8116     \cs_new_protected:cpx { __msg_ #1 :nnn } ##1##2##3
8117       { \exp_not:c { __msg_ #1 :nnnnnn } {##1} {##2} {##3} { } { } { } }
8118     \cs_new_protected:cpx { __msg_ #1 :nn } ##1##2
8119       { \exp_not:c { __msg_ #1 :nnnnnn } {##1} {##2} { } { } { } { } }
8120     \cs_new_protected:cpx { __msg_ #1 :nnxxxx } ##1##2##3##4##5##6
8121     {
8122       \use:x
8123       {
8124         \exp_not:N \exp_not:n
8125         { \exp_not:c { __msg_ #1 :nnnnnn } {##1} {##2} }
8126         {##3} {##4} {##5} {##6}
8127       }
8128     }
8129     \cs_new_protected:cpx { __msg_ #1 :nnxxx } ##1##2##3##4##5
8130       { \exp_not:c { __msg_ #1 :nnxxxx } {##1} {##2} {##3} {##4} {##5} { } }
8131     \cs_new_protected:cpx { __msg_ #1 :nnxx } ##1##2##3##4
8132       { \exp_not:c { __msg_ #1 :nnxxxx } {##1} {##2} {##3} {##4} { } { } }
8133     \cs_new_protected:cpx { __msg_ #1 :nnx } ##1##2##3
8134       { \exp_not:c { __msg_ #1 :nnxxxx } {##1} {##2} {##3} { } { } { } }
8135   }

```

(End definition for _msg_kernel_class_new:nN.)

```

\_msg_kernel_fatal:nnnnnn
\_msg_kernel_fatal:nnnnn
\_msg_kernel_fatal:nnnn
\_msg_kernel_fatal:nnn
\_msg_kernel_fatal:nn
\_msg_kernel_fatal:nnxxxx
\_msg_kernel_fatal:nnxxx
\_msg_kernel_fatal:nnxx
\_msg_kernel_fatal:nnx
\_msg_kernel_error:nnnnnn
\_msg_kernel_error:nnnnn
\_msg_kernel_error:nnnn
\_msg_kernel_error:nnn
\_msg_kernel_error:nn
\_msg_kernel_error:nnxxxx
\_msg_kernel_error:nnxxx
\_msg_kernel_error:nnxx
\_msg_kernel_error:nnx

```

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.

```
8136 \__msg_kernel_class_new:nN { fatal } \__msg_fatal_code:nnnnnn
8137 \cs_undefine:N \__msg_kernel_error:nnxx
8138 \cs_undefine:N \__msg_kernel_error:nnx
8139 \cs_undefine:N \__msg_kernel_error:nn
8140 \__msg_kernel_class_new:nN { error } \__msg_error_code:nnnnnn
```

(End definition for `_msg_kernel_fatal:nnnnnn` and others. These functions are documented on page 154.)

```

\__msg_kernel_warning:nnnnnn Kernel messages which can be redirected simply use the machinery for normal messages,
\__msg_kernel_warning:nnnnnn with the module name “LATEX”.

```

```

__msg_kernel_warning:nnnn      8141      \__msg_kernel_class_new:nN { warning } \msg_warning:nnxxxx
__msg_kernel_warning:nnn       8142      \__msg_kernel_class_new:nN { info } \msg_info:nnxxxx
__msg_kernel_warning:nn

```

(End definition for `_msg_kernel_warning:nnnnnn` and others. These functions are documented on page 155.)

End the group to eliminate _msg_kernel_class_new:nN.

```

\__msg_kernel_warning:nmx
\__msg_kernel_warning:nmx
\__msg_kernel_info:nnnnnn
\__msg_kernel_info:nnnnn
\__msg_kernel_info:nnnn
\__msg_kernel_info:nnnn
\__msg_kernel_info:nnnn
\__msg_kernel_info:nn
\__msg_kernel_info:nnxxxx
\__msg_kernel_info:nnxxx
\__msg_kernel_info:nnxx
\__msg_kernel_info:nnx
\__msg_kernel_info:nnx
8143 \group_end:
Error messages needed to actually implement the message system itself.
8144 \__msg_kernel_new:nnnn { kernel } { message-already-defined }
8145 { Message-’#2’~for-module~’#1’~already-defined. }
8146 {
8147   \c__msg_coding_error_text_tl
8148   LaTeX~was~asked~to~define~a~new~message~called~’#2’\
8149   by~the~module~’#1’~:~this~message~already~exists.
8150   \c__msg_return_text_tl
8151 }
8152 \__msg_kernel_new:nnnn { kernel } { message-unknown }

```

```

8152 \__msg_kernel_new:nnnn { kernel } { message-unknown }
8153 { Unknown~message~'~#2'~for~module~'~#1'. }
8154 {
8155   \c__msg_coding_error_text_tl
8156   LaTeX~was~asked~to~display~a~message~called~'~#2'~\
8157   by~the~module~'~#1':~this~message~does~not~exist.
8158   \c__msg_return_text_tl
8159 }
8160 \__msg_kernel_new:nnnn { kernel } { message-class-unknown }
8161 { Unknown~message~class~'~#1'. }
8162 {
8163   LaTeX~has~been~asked~to~redirect~messages~to~a~class~'~#1':~\
8164   this~was~never~defined.
8165   \c__msg_return_text_tl
8166 }
8167 \__msg_kernel_new:nnnn { kernel } { message-redirect-loop }
8168 {
8169   Message~redirection~loop~caused~by~ {#1} ~>~ {#2}
8170   \tl_if_empty:nF {#3} { ~for~module~' \use_none:n #3 ' } .
8171 }
8172 {
8173   Adding~the~message~redirection~ {#1} ~>~ {#2}
8174   \tl_if_empty:nF {#3} { ~for~the~module~' \use_none:n #3 ' } ~
8175   created~an~infinite~loop\\\\
8176   \iow_indent:n { #4 \\\ }
8177 }

```

Messages for earlier kernel modules.

```

8178 \_msg_kernel_new:nnnn { kernel } { bad-number-of-arguments }
8179 { Function~'#1'~cannot-be-defined-with~#2~arguments. }
8180 {
8181   \c__msg_coding_error_text_tl
8182   LaTeX~has~been~asked~to~define~a~function~'#1'~with~
8183   #2~arguments.~
8184   TeX~allows~between~0~and~9~arguments~for~a~single~function.
8185 }
8186 \_msg_kernel_new:nnnn { kernel } { command-already-defined }
8187 { Control~sequence~#1~already~defined. }
8188 {
8189   \c__msg_coding_error_text_tl
8190   LaTeX~has~been~asked~to~create~a~new~control~sequence~'#1'~
8191   but~this~name~has~already~been~used~elsewhere. \\ \\
8192   The~current~meaning~is:\\
8193   \ \ #2
8194 }
8195 \_msg_kernel_new:nnnn { kernel } { command-not-defined }
8196 { Control~sequence~#1~undefined. }
8197 {
8198   \c__msg_coding_error_text_tl
8199   LaTeX~has~been~asked~to~use~a~command~#1,~but~this~has~not~
8200   been~defined~yet.
8201 }
8202 \_msg_kernel_new:nnnn { kernel } { empty-search-pattern }
8203 { Empty~search~pattern. }
8204 {
8205   \c__msg_coding_error_text_tl
8206   LaTeX~has~been~asked~to~replace~an~empty~pattern~by~'#1':~that~
8207   would~lead~to~an~infinite~loop!
8208 }
8209 \_msg_kernel_new:nnnn { kernel } { out-of-registers }
8210 { No~room~for~a~new~#1. }
8211 {
8212   TeX~only~supports~\int\_use:N \c\_max\_register\_int \
8213   of~each~type.~All~the~#1~registers~have~been~used.~
8214   This~run~will~be~aborted~now.
8215 }
8216 \_msg_kernel_new:nnnn { kernel } { missing-colon }
8217 { Function~'#1'~contains~no~':'. }
8218 {
8219   \c__msg_coding_error_text_tl
8220   Code~level~functions~must~contain~':'~to~separate~the~
8221   argument~specification~from~the~function~name.~This~is~
8222   needed~when~defining~conditionals~or~variants,~or~when~building~a~
8223   parameter~text~from~the~number~of~arguments~of~the~function.
8224 }
8225 \_msg_kernel_new:nnnn { kernel } { protected-predicate }

```

```

8226 { Predicate~'#1'~must~be~expandable. }
8227 {
8228   \c__msg_coding_error_text_tl
8229   LaTeX~has~been~asked~to~define~'#1'~as~a~protected~predicate.~
8230   Only~expandable~tests~can~have~a~predicate~version.
8231 }
8232 \__msg_kernel_new:nnnn { kernel } { conditional-form-unknown }
8233 { Conditional~form~'#1'~for~function~'#2'~unknown. }
8234 {
8235   \c__msg_coding_error_text_tl
8236   LaTeX~has~been~asked~to~define~the~conditional~form~'#1'~of~
8237   the~function~'#2',~but~only~'TF',~'T',~'F',~and~'p'~forms~exist.
8238 }
8239 <*package>
8240 \bool_if:NT \l@expl@check@declarations@bool
8241 {
8242   \__msg_kernel_new:nnnn { check } { non-declared-variable }
8243   { The~variable~'#1'~has~not~been~declared~\msg_line_context:. }
8244   {
8245     Checking~is~active,~and~you~have~tried~do~so~something~like: \\
8246     \\ \tl_set:Nn ~ #1 ~ \{ ~ ... ~ \} \\
8247     without~first~having: \\
8248     \\ \tl_new:N ~ #1 \\
8249     \\
8250     LaTeX~will~create~the~variable~and~continue.
8251   }
8252 }
8253 </package>
8254 \__msg_kernel_new:nnnn { kernel } { scanmark-already-defined }
8255 { Scan~mark~'#1'~already~defined. }
8256 {
8257   \c__msg_coding_error_text_tl
8258   LaTeX~has~been~asked~to~create~a~new~scan~mark~'#1'~
8259   but~this~name~has~already~been~used~for~a~scan~mark.
8260 }
8261 \__msg_kernel_new:nnnn { kernel } { variable-not-defined }
8262 { Variable~'#1'~undefined. }
8263 {
8264   \c__msg_coding_error_text_tl
8265   LaTeX~has~been~asked~to~show~a~variable~'#1',~but~this~has~not~
8266   been~defined~yet.
8267 }
8268 \__msg_kernel_new:nnnn { kernel } { variant-too-long }
8269 { Variant~form~'#1'~longer~than~base~signature~of~'#2'. }
8270 {
8271   \c__msg_coding_error_text_tl
8272   LaTeX~has~been~asked~to~create~a~variant~of~the~function~'#2'~
8273   with~a~signature~starting~with~'#1',~but~that~is~longer~than~
8274   the~signature~(part~after~the~colon)~of~'#2'.
8275 }

```

```

8276 \_msg_kernel_new:nnnn { kernel } { invalid-variant }
8277 { Variant~form~'1'~invalid~for~base~form~'2'. }
8278 {
8279   \c_msg_coding_error_text_tl
8280   LaTeX~has~been~asked~to~create~a~variant~of~the~function~'2'~
8281   with~a~signature~starting~with~'1',~but~cannot~change~an~argument~
8282   from~type~'3'~to~type~'4'.
8283 }

```

Some errors only appear in expandable settings, hence don't need a "more-text" argument.

```

8284 \_msg_kernel_new:nnn { kernel } { bad-variable }
8285 { Erroneous~variable~#1 used! }
8286 \_msg_kernel_new:nnn { kernel } { misused-sequence }
8287 { A~sequence~was~misused. }
8288 \_msg_kernel_new:nnn { kernel } { misused-prop }
8289 { A~property~list~was~misused. }
8290 \_msg_kernel_new:nnn { kernel } { negative-replication }
8291 { Negative~argument~for~\prg_replicate:nn. }
8292 \_msg_kernel_new:nnn { kernel } { unknown-comparison }
8293 { Relation~'1'~unknown:~use~=,~<,~>,~==,~!=,~<=,~>=. }
8294 \_msg_kernel_new:nnn { kernel } { zero-step }
8295 { Zero~step~size~for~step~function~#1. }

```

Messages used by the "show" functions.

```

8296 \_msg_kernel_new:nnn { kernel } { show-clist }
8297 {
8298   The~comma~list~
8299   \str_if_eq:nnF {#1} { \l__clist_internal_clist } { \token_to_str:N #1~}
8300   \clist_if_empty:NTF #1
8301   { is~empty }
8302   { contains~the~items~(without~outer~braces): }
8303 }
8304 \_msg_kernel_new:nnn { kernel } { show-prop }
8305 {
8306   The~property~list~\token_to_str:N #1~
8307   \prop_if_empty:NTF #1
8308   { is~empty }
8309   { contains~the~pairs~(without~outer~braces): }
8310 }
8311 \_msg_kernel_new:nnn { kernel } { show-seq }
8312 {
8313   The~sequence~\token_to_str:N #1~
8314   \seq_if_empty:NTF #1
8315   { is~empty }
8316   { contains~the~items~(without~outer~braces): }
8317 }
8318 \_msg_kernel_new:nnn { kernel } { show-no-stream }
8319 { No~ #1 ~streams~are~open }
8320 \_msg_kernel_new:nnn { kernel } { show-open-streams }
8321 { The~following~ #1 ~streams~are~in~use: }

```

18.6 Expandable errors

`_msg_expandable_error:n` 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 `\c_zero` prevents losing braces around the user-inserted text if any, and stops the expansion of `\romannumeral`.

```
8322 \group_begin:
8323 \char_set_catcode_math_superscript:N ^
8324 \char_set_lccode:nn { ^ } { \ }
8325 \char_set_lccode:nn { L } { 'L }
8326 \char_set_lccode:nn { T } { 'T }
8327 \char_set_lccode:nn { X } { 'X }
8328 \tl_to_lowercase:n
8329 {
8330   \cs_new:Npx \_msg_expandable_error:n #1
8331   {
8332     \exp_not:n
8333     {
8334       \tex_romannumeral:D
8335       \exp_after:wN \exp_after:wN
8336       \exp_after:wN \_msg_expandable_error:w
8337       \exp_after:wN \exp_after:wN
8338       \exp_after:wN \c_zero
8339     }
8340     \exp_not:N \use:n { \exp_not:c { LaTeX3~error: } ^ #1 } ^
8341   }
8342   \cs_new:Npn \_msg_expandable_error:w #1 ^ #2 ^ { #1 }
8343 }
8344 \group_end:
```

(End definition for `_msg_expandable_error:n`.)

`_msg_kernel_expandable_error:nnnnnn` The command built from the csname `\c_@@_text_prefix_tl LaTeX / #1 / #2` takes four arguments and builds the error text, which is fed to `_msg_expandable_error:n`.

```
8345 \cs_new:Npn \_msg_kernel_expandable_error:nnnnnn #1#2#3#4#5#6
8346 {
8347   \exp_args:Nf \_msg_expandable_error:n
8348   {
8349     \exp_args:NNc \exp_after:wN \exp_stop_f:
8350     { \c_@@_text_prefix_tl LaTeX / #1 / #2 }
8351     {#3} {#4} {#5} {#6}
```

```

8352     }
8353   }
8354   \cs_new:Npn \__msg_kernel_expandable_error:nnnnn #1#2#3#4#5
8355   {
8356     \__msg_kernel_expandable_error:nnnnnn
8357     {#1} {#2} {#3} {#4} {#5} { }
8358   }
8359   \cs_new:Npn \__msg_kernel_expandable_error:nnnn #1#2#3#4
8360   {
8361     \__msg_kernel_expandable_error:nnnnnn
8362     {#1} {#2} {#3} {#4} { } { }
8363   }
8364   \cs_new:Npn \__msg_kernel_expandable_error:nnn #1#2#3
8365   {
8366     \__msg_kernel_expandable_error:nnnnnn
8367     {#1} {#2} {#3} { } { } { }
8368   }
8369   \cs_new:Npn \__msg_kernel_expandable_error:nn #1#2
8370   {
8371     \__msg_kernel_expandable_error:nnnnnn
8372     {#1} {#2} { } { } { } { }
8373   }

```

(End definition for `__msg_kernel_expandable_error:nnnnnn` and others. These functions are documented on page 155.)

18.7 Showing variables

Functions defined in this section are used for diagnostic functions in `l3clist`, `l3file`, `l3prop`, `l3seq`, `xtemplate`

```

\__msg_term:nnnnnn Print the text of a message to the terminal without formatting: short cuts around \iow_
\__msg_term:nnnnnV wrap:nnnN.
\__msg_term:nnnnn
\__msg_term:nnn
\__msg_term:nn
8374 \cs_new_protected:Npn \__msg_term:nnnnnn #1#2#3#4#5#6
8375 {
8376   \iow_wrap:nnnN
8377   { \use:c { \c__msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6} }
8378   { } { } \iow_term:n
8379 }
8380 \cs_generate_variant:Nn \__msg_term:nnnnnn { nnnnnV }
8381 \cs_new_protected:Npn \__msg_term:nnnnn #1#2#3#4#5
8382 { \__msg_term:nnnnnn {#1} {#2} {#3} {#4} {#5} { } }
8383 \cs_new_protected:Npn \__msg_term:nnn #1#2#3
8384 { \__msg_term:nnnnnn {#1} {#2} {#3} { } { } { } }
8385 \cs_new_protected:Npn \__msg_term:nn #1#2
8386 { \__msg_term:nnnnnn {#1} {#2} { } { } { } { } }

```

(End definition for `__msg_term:nnnnnn` and `__msg_term:nnnnnV`.)

```

\__msg_show_variable:Nnn The arguments of \__msg_show_variable:Nnn are
\__msg_show_variable:n
\__msg_show_variable_aux:n
\__msg_show_variable_aux:w

```

- The $\langle variable \rangle$ to be shown.
- The type of the variable.
- A mapping of the form `\seq_map_function:NN $\langle variable \rangle$ _msg_show_item:n`, which produces the formatted string.

As for `_kernel_register_show:N`, check that the variable is defined. If it is, output the introductory message, then show the contents `#3` using `_msg_show_variable:n`. This wraps the contents (with leading `>_`) to a fixed number of characters per line. The expansion of `#3` may either be empty or start with `>_`. A leading `>`, if present, is removed using a `w`-type auxiliary, as well as a space following it (via `f`-expansion). Note that we cannot remove the space as a delimiter for the `w`-type auxiliary, because a line-break may be taken there, and the space would then disappear. Finally, the resulting token list `\l_msg_internal_tl` is displayed to the terminal, with an odd `\exp_after:wN` which expands the closing brace to improve the output slightly. The calls to `_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.

```

8387 \cs_new_protected:Npn \_msg_show_variable:Nnn #1#2#3
8388 {
8389   \cs_if_exist:NTF #1
8390   {
8391     \_msg_term:nnn { LaTeX / kernel } { show- #2 } {#1}
8392     \_msg_show_variable:n {#3}
8393   }
8394   {
8395     \_msg_kernel_error:nxx { kernel } { variable-not-defined }
8396     { \token_to_str:N #1 }
8397   }
8398 }
8399 \cs_new_protected:Npn \_msg_show_variable:n #1
8400 { \iow_wrap:nnnN {#1} { } { } \_msg_show_variable_aux:n }
8401 \cs_new_protected:Npn \_msg_show_variable_aux:n #1
8402 {
8403   \tl_if_empty:nTF {#1}
8404   { \tl_clear:N \l\_msg\_internal\_tl }
8405   { \tl_set:Nf \l\_msg\_internal\_tl { \_msg_show_variable_aux:w #1 } }
8406   \_iow\_with:Nnn \tex\_newlinechar:D { 10 }
8407   {
8408     \_iow\_with:Nnn \tex\_errorcontextlines:D \c\_minus\_one
8409     {
8410       \etex\_showtokens:D \exp\_after:wN \exp\_after:wN \exp\_after:wN
8411       { \exp\_after:wN \l\_msg\_internal\_tl }
8412     }
8413   }
8414 }
8415 \cs_new:Npn \_msg_show_variable_aux:w #1 > { }

```

(End definition for `_msg_show_variable:Nnn`.)

`__msg_show_item:n` Each item in the variable is formatted using one of the following functions.
`__msg_show_item:nn`
`__msg_show_item_unbraced:nn`

```

8416 \cs_new:Npn \__msg_show_item:n #1
8417 {
8418   \\\ > \ \ \{ \tl_to_str:n {#1} \}
8419 }
8420 \cs_new:Npn \__msg_show_item:nn #1#2
8421 {
8422   \\\ > \ \ \{ \tl_to_str:n {#1} \}
8423   \ \ => \ \ \{ \tl_to_str:n {#2} \}
8424 }
8425 \cs_new:Npn \__msg_show_item_unbraced:nn #1#2
8426 {
8427   \\\ > \ \ \{ \tl_to_str:n {#1}
8428   \ \ => \ \ \{ \tl_to_str:n {#2}
8429   }

```

(End definition for __msg_show_item:n.)

```

8430 \</initex | package>

```

19 l3keys Implementation

```

8431 \*initex | package>

```

19.1 Low-level interface

```

8432 \@@=keyval>

```

For historical reasons this code uses the ‘keyval’ module prefix.

`\g_keyval_level_int` To allow nesting of `\keyval_parse:NNn`, an integer is needed for the current level.

```

8433 \int_new:N \g_keyval_level_int

```

(End definition for \g_keyval_level_int. This variable is documented on page ??.)

`\l_keyval_key_tl` The current key name and value.

```

8434 \tl_new:N \l_keyval_key_tl
8435 \tl_new:N \l_keyval_value_tl

```

(End definition for \l_keyval_key_tl and \l_keyval_value_tl. These variables are documented on page ??.)

`\l_keyval_sanitise_tl` Token list variables for dealing with awkward category codes in the input.

```

8436 \tl_new:N \l_keyval_sanitise_tl
8437 \tl_new:N \l_keyval_parse_tl

```

(End definition for \l_keyval_sanitise_tl. This variable is documented on page ??.)

`__keyval_parse:n` The parsing function first deals with the category codes for = and ,, so that there are no odd events. The input is then handed off to the element by element system.

```

8438 \group_begin:
8439   \char_set_catcode_active:n { '=' }
8440   \char_set_catcode_active:n { '\', }
8441   \char_set_lccode:nn { '\8 } { '=' }
8442   \char_set_lccode:nn { '\9 } { '\', }
8443 \tl_to_lowercase:n
8444 {
8445   \group_end:
8446   \cs_new_protected:Npn \__keyval_parse:n #1
8447   {
8448     \group_begin:
8449     \tl_set:Nn \l__keyval_sanitise_tl {#1}
8450     \tl_replace_all:Nnn \l__keyval_sanitise_tl { = } { 8 }
8451     \tl_replace_all:Nnn \l__keyval_sanitise_tl { , } { 9 }
8452     \tl_clear:N \l__keyval_parse_tl
8453     \exp_after:wN \__keyval_parse_elt:w \exp_after:wN
8454     \q_nil \l__keyval_sanitise_tl 9 \q_recursion_tail 9 \q_recursion_stop
8455     \exp_after:wN \group_end:
8456     \l__keyval_parse_tl
8457   }
8458 }

```

(End definition for `__keyval_parse:n`. This function is documented on page ??.)

`__keyval_parse_elt:w` Each item to be parsed will have `\q_nil` added to the front. Hence the blank test here can always be used to find a totally empty argument. To allow rapid matching for an = while not stripping any braces, another `\q_nil` needed before the next phase of the parser. Finally, loop around for the next item, adding in the `\q_nil`: this happens whatever the nature of the current argument as the end-of-recursion will clear up in all cases.

```

8459 \cs_new_protected:Npn \__keyval_parse_elt:w #1 ,
8460 {
8461   \tl_if_blank:oF { \use_none:n #1 }
8462   {
8463     \quark_if_recursion_tail_stop:o { \use_none:n #1 }
8464     \__keyval_split_key_value:w #1 \q_nil = = \q_stop
8465   }
8466   \__keyval_parse_elt:w \q_nil
8467 }

```

(End definition for `__keyval_parse_elt:w`. This function is documented on page ??.)

`__keyval_split_key_value:w` Split the key and value using a delimited argument. The `\q_nil` values added earlier ensure that no braces will be stripped as part of this process. A blank test can then be used on #3: it is only empty if there was no = in the original input. In that case, strip a `\q_nil` from the end of the key name then hand on to remove other things and store as `\l__keyval_key_tl` before adding to the output token list. In the case where there is an =, first tidy up the key, this time without a trailing `\q_nil`, then do a check to ensure

that #3 is exactly one token (=). With that done, the final stage is to hand off to tidy up the value.

```

8468 \cs_new_protected:Npn \__keyval_split_key_value:w #1 = #2 = #3 \q_stop
8469 {
8470   \tl_if_blank:nTF {#3}
8471   {
8472     \__keyval_split_key:w #1 \q_stop
8473     \tl_put_right:Nx \l__keyval_parse_tl
8474     {
8475       \exp_not:c
8476       {
8477         __keyval_key_no_value_elt_
8478         \int_use:N \g__keyval_level_int
8479         :n
8480       }
8481       { \exp_not:o \l__keyval_key_tl }
8482     }
8483   }
8484   {
8485     \__keyval_split:Nn \l__keyval_key_tl {#1}
8486     \tl_if_blank:oTF { \use_none:n #3 }
8487     { \__keyval_split_value:w \q_nil #2 \q_stop }
8488     { \__msg_kernel_error:nn { kernel } { misplaced-equals-sign } }
8489   }
8490 }
8491 \cs_new_protected:Npn \__keyval_split_key:w #1 \q_nil \q_stop
8492 { \__keyval_split:Nn \l__keyval_key_tl {#1} }

```

(End definition for `__keyval_split_key_value:w`. This function is documented on page ??.)

`__keyval_split:Nn`
`__keyval_split:Nw`

There are two possible cases here. The first case is that #1 is surrounded by braces, in which case the `\use_none:nnn #1 \q_nil \q_nil` will yield `\q_nil`. There, we can remove the leading `\q_nil`, the braces and any spaces around the outside with `\use_ii:nnn`. On the other hand, if there are no braces then the second branch removes the leading `\q_nil` and any surrounding spaces.

```

8493 \cs_new_protected:Npn \__keyval_split:Nn #1#2
8494 {
8495   \quark_if_nil:oTF { \use_none:nnn #2 \q_nil \q_nil }
8496   { \tl_set:Nx #1 { \exp_not:o { \use_ii:nnn #2 \q_nil } } }
8497   { \__keyval_split:Nw #1 #2 \q_stop }
8498 }
8499 \cs_new_protected:Npn \__keyval_split:Nw #1 \q_nil #2 \q_stop
8500 { \tl_set:Nx #1 { \tl_trim_spaces:n {#2} } }

```

(End definition for `__keyval_split:Nn`. This function is documented on page ??.)

`__keyval_split_value:w`

As this stage there is just the value to deal with. The leading and trailing `\q_nil` tokens are removed in two steps before storing the value with spaces stripped (see `__keyval_split:Nn`). Doing the storage of key and value in one shot will put exactly the right number of brace groups into the output.

```

8501 \cs_new_protected:Npn \__keyval_split_value:w #1 \q_nil \q_stop
8502 {
8503   \__keyval_split:Nn \l__keyval_value_tl {#1}
8504   \tl_put_right:Nx \l__keyval_parse_tl
8505   {
8506     \exp_not:c
8507     { __keyval_key_value_elt_ \int_use:N \g__keyval_level_int :nn }
8508     { \exp_not:o \l__keyval_key_tl }
8509     { \exp_not:o \l__keyval_value_tl }
8510   }
8511 }

```

(End definition for `__keyval_split_value:w`. This function is documented on page ??.)

\keyval_parse:NNn The outer parsing routine just sets up the processing functions and hands off.

```

8512 \cs_new_protected:Npn \keyval_parse:NNn #1#2#3
8513 {
8514   \int_gincr:N \g__keyval_level_int
8515   \cs_gset_eq:cN
8516   { __keyval_key_no_value_elt_ \int_use:N \g__keyval_level_int :n } #1
8517   \cs_gset_eq:cN
8518   { __keyval_key_value_elt_ \int_use:N \g__keyval_level_int :nn } #2
8519   \__keyval_parse:n {#3}
8520   \int_gdecr:N \g__keyval_level_int
8521 }

```

(End definition for `\keyval_parse:NNn`. This function is documented on page 170.)

One message for the low level parsing system.

```

8522 \__msg_kernel_new:nnnn { kernel } { misplaced-equals-sign }
8523 { Misplaced~equals~sign~in~key~value~input~\msg_line_number: }
8524 {
8525   LaTeX~is~attempting~to~parse~some~key~value~input~but~found~
8526   two~equals~signs~not~separated~by~a~comma.
8527 }

```

19.2 Constants and variables

8528 $\langle @@=keys \rangle$

`\c__keys_code_root_tl` The prefixes for the code and variables of the keys themselves.

```

8529 \tl_const:Nn \c__keys_code_root_tl { key~code~>~ }
8530 \tl_const:Nn \c__keys_info_root_tl { key~info~>~ }

```

(End definition for `\c__keys_code_root_tl` and `\c__keys_info_root_tl`. These variables are documented on page ??.)

`\c__keys_props_root_tl` The prefix for storing properties.

```

8531 \tl_const:Nn \c__keys_props_root_tl { key~prop~>~ }

```

(End definition for `\c__keys_props_root_tl`. This variable is documented on page ??.)

<code>\l_keys_choice_int</code> <code>\l_keys_choice_tl</code>	Publicly accessible data on which choice is being used when several are generated as a set. <div> <div>8532</div> <div><code>\int_new:N \l_keys_choice_int</code></div> <div>8533</div> <div><code>\tl_new:N \l_keys_choice_tl</code></div> </div> <i>(End definition for \l_keys_choice_int and \l_keys_choice_tl. These variables are documented on page 164.)</i>
<code>\l__keys_groups_clist</code>	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. <div> <div>8534</div> <div><code>\clist_new:N \l__keys_groups_clist</code></div> </div> <i>(End definition for \l__keys_groups_clist. This variable is documented on page ??.)</i>
<code>\l_keys_key_tl</code>	The name of a key itself: needed when setting keys. <div> <div>8535</div> <div><code>\tl_new:N \l_keys_key_tl</code></div> </div> <i>(End definition for \l_keys_key_tl. This variable is documented on page 166.)</i>
<code>\l__keys_module_tl</code>	The module for an entire set of keys. <div> <div>8536</div> <div><code>\tl_new:N \l__keys_module_tl</code></div> </div> <i>(End definition for \l__keys_module_tl. This variable is documented on page ??.)</i>
<code>\l__keys_no_value_bool</code>	A marker is needed internally to show if only a key or a key plus a value was seen: this is recorded here. <div> <div>8537</div> <div><code>\bool_new:N \l__keys_no_value_bool</code></div> </div> <i>(End definition for \l__keys_no_value_bool. This variable is documented on page ??.)</i>
<code>\l__keys_only_known_bool</code>	Used to track if only “known” keys are being set. <div> <div>8538</div> <div><code>\bool_new:N \l__keys_only_known_bool</code></div> </div> <i>(End definition for \l__keys_only_known_bool. This variable is documented on page ??.)</i>
<code>\l_keys_path_tl</code>	The “path” of the current key is stored here: this is available to the programmer and so is public. <div> <div>8539</div> <div><code>\tl_new:N \l_keys_path_tl</code></div> </div> <i>(End definition for \l_keys_path_tl. This variable is documented on page 166.)</i>
<code>\l__keys_property_tl</code>	The “property” begin set for a key at definition time is stored here. <div> <div>8540</div> <div><code>\tl_new:N \l__keys_property_tl</code></div> </div> <i>(End definition for \l__keys_property_tl. This variable is documented on page ??.)</i>
<code>\l__keys_selective_bool</code> <code>\l__keys_filtered_bool</code>	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”). <div> <div>8541</div> <div><code>\bool_new:N \l__keys_selective_bool</code></div> <div>8542</div> <div><code>\bool_new:N \l__keys_filtered_bool</code></div> </div>

(End definition for `\l__keys_selective_bool` and `\l__keys_filtered_bool`. These variables are documented on page ??.)

`\l__keys_selective_seq` The list of key groups being filtered in or out during selective setting.

8543 `\seq_new:N \l__keys_selective_seq`

(End definition for `\l__keys_selective_seq`. This variable is documented on page ??.)

`\l__keys_unused_clist` Used when setting only some keys to store those left over.

8544 `\tl_new:N \l__keys_unused_clist`

(End definition for `\l__keys_unused_clist`. This variable is documented on page ??.)

`\l_keys_value_tl` The value given for a key: may be empty if no value was given.

8545 `\tl_new:N \l_keys_value_tl`

(End definition for `\l_keys_value_tl`. This variable is documented on page 166.)

`\l__keys_tmp_bool` Scratch space.

8546 `\bool_new:N \l__keys_tmp_bool`

(End definition for `\l__keys_tmp_bool`. This variable is documented on page ??.)

19.3 The key defining mechanism

`\keys_define:nn` 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).

`__keys_define:nnn`
`__keys_define:onn`

```
8547 \cs_new_protected:Npn \keys_define:nn
8548 { \__keys_define:onn \l__keys_module_tl }
8549 \cs_new_protected:Npn \__keys_define:nnn #1#2#3
8550 {
8551   \tl_set:Nx \l__keys_module_tl { \tl_to_str:n {#2} }
8552   \keyval_parse:NNn \__keys_define_elt:n \__keys_define_elt:nn {#3}
8553   \tl_set:Nn \l__keys_module_tl {#1}
8554 }
8555 \cs_generate_variant:Nn \__keys_define:nnn { o }
```

(End definition for `\keys_define:nn`. This function is documented on page 159.)

`__keys_define_elt:n` 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.

`__keys_define_elt:nn`
`__keys_define_elt_aux:nn`

```
8556 \cs_new_protected:Npn \__keys_define_elt:n #1
8557 {
8558   \bool_set_true:N \l__keys_no_value_bool
8559   \__keys_define_elt_aux:nn {#1} { }
8560 }
8561 \cs_new_protected:Npn \__keys_define_elt:nn #1#2
8562 {
```

```

8563     \bool_set_false:N \l__keys_no_value_bool
8564     \__keys_define_elt_aux:nn {#1} {#2}
8565   }
8566   \cs_new_protected:Npn \__keys_define_elt_aux:nn #1#2
8567   {
8568     \__keys_property_find:n {#1}
8569     \cs_if_exist:cTF { \c__keys_props_root_tl \l__keys_property_tl }
8570     { \__keys_define_key:n {#2} }
8571     {
8572       \str_if_eq_x:nnF { \l__keys_property_tl } { .abort: }
8573       {
8574         \__msg_kernel_error:nnxx { kernel } { property-unknown }
8575         { \l__keys_property_tl } { \l_keys_path_tl }
8576       }
8577     }
8578   }

```

(End definition for __keys_define_elt:n.)

__keys_property_find:n 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.

__keys_property_find:w

```

8579   \cs_new_protected:Npn \__keys_property_find:n #1
8580   {
8581     \tl_set:Nx \l_keys_path_tl { \l__keys_module_tl / }
8582     \tl_if_in:nnTF {#1} { . }
8583     { \__keys_property_find:w #1 \q_stop }
8584     {
8585       \__msg_kernel_error:nnx { kernel } { key-no-property } {#1}
8586       \tl_set:Nn \l__keys_property_tl { .abort: }
8587     }
8588   }
8589   \cs_new_protected:Npn \__keys_property_find:w #1 . #2 \q_stop
8590   {
8591     \tl_set:Nx \l_keys_path_tl { \l_keys_path_tl \tl_to_str:n {#1} }
8592     \tl_if_in:nnTF {#2} { . }
8593     {
8594       \tl_set:Nx \l_keys_path_tl { \l_keys_path_tl . }
8595       \__keys_property_find:w #2 \q_stop
8596     }
8597     { \tl_set:Nn \l__keys_property_tl { . #2 } }
8598   }

```

(End definition for __keys_property_find:n.)

__keys_define_key:n

__keys_define_key: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 is missing the earlier tests will have failed.

```

8599   \cs_new_protected:Npn \__keys_define_key:n #1

```

```

8600 {
8601     \bool_if:NTF \l__keys_no_value_bool
8602     {
8603         \exp_after:wN \__keys_define_key:w
8604         \l__keys_property_tl \q_stop
8605         { \use:c { \c__keys_props_root_tl \l__keys_property_tl } }
8606         {
8607             \__msg_kernel_error:nxx { kernel }
8608             { property-requires-value } { \l__keys_property_tl }
8609             { \l_keys_path_tl }
8610         }
8611     }
8612     { \use:c { \c__keys_props_root_tl \l__keys_property_tl } {#1} }
8613 }
8614 \cs_new_protected:Npn \__keys_define_key:w #1 : #2 \q_stop
8615 { \tl_if_empty:nTF {#2} }

```

(End definition for __keys_define_key:n.)

19.4 Turning properties into actions

__keys_bool_set:Nn Boolean keys are really just choices, but all done by hand. The second argument here is the scope: either empty or `g` for global.

```

8616 \cs_new_protected:Npn \__keys_bool_set:Nn #1#2
8617 {
8618     \bool_if_exist:NF #1 { \bool_new:N #1 }
8619     \__keys_choice_make:
8620     \__keys_cmd_set:nx { \l_keys_path_tl / true }
8621     { \exp_not:c { bool_ #2 set_true:N } \exp_not:N #1 }
8622     \__keys_cmd_set:nx { \l_keys_path_tl / false }
8623     { \exp_not:c { bool_ #2 set_false:N } \exp_not:N #1 }
8624     \__keys_cmd_set:nn { \l_keys_path_tl / unknown }
8625     {
8626         \__msg_kernel_error:nxx { kernel } { boolean-values-only }
8627         { \l_keys_key_tl }
8628     }
8629     \__keys_default_set:n { true }
8630 }
8631 \cs_generate_variant:Nn \__keys_bool_set:Nn { c }

```

(End definition for __keys_bool_set:Nn and __keys_bool_set:cn.)

__keys_bool_set_inverse:Nn Inverse boolean setting is much the same.

```

\__keys_bool_set_inverse:cn
8632 \cs_new_protected:Npn \__keys_bool_set_inverse:Nn #1#2
8633 {
8634     \bool_if_exist:NF #1 { \bool_new:N #1 }
8635     \__keys_choice_make:
8636     \__keys_cmd_set:nx { \l_keys_path_tl / true }
8637     { \exp_not:c { bool_ #2 set_false:N } \exp_not:N #1 }
8638     \__keys_cmd_set:nx { \l_keys_path_tl / false }

```

```

8639     { \exp_not:c { bool_ #2 set_true:N } \exp_not:N #1 }
8640 \__keys_cmd_set:nn { \l_keys_path_tl / unknown }
8641 {
8642     \__msg_kernel_error:nxx { kernel } { boolean-values-only }
8643     { \l_keys_key_tl }
8644 }
8645 \__keys_default_set:n { true }
8646 }
8647 \cs_generate_variant:Nn \__keys_bool_set_inverse:Nn { c }

```

(End definition for __keys_bool_set_inverse:Nn and __keys_bool_set_inverse:cn.)

__keys_choice_make: To make a choice from a key, two steps: set the code, and set the unknown key. There is one point to watch here: choice keys cannot be nested! As multichoice and choices are essentially the same bar one function, the code is given together.

```

\__keys_multichoice_make:
\__keys_choice_make:N
\__keys_choice_make_aux:N
\__keys_parent:n
\__keys_parent:o
\__keys_parent:wn
8648 \cs_new_protected_nopar:Npn \__keys_choice_make:
8649 { \__keys_choice_make:N \__keys_choice_find:n }
8650 \cs_new_protected_nopar:Npn \__keys_multichoice_make:
8651 { \__keys_choice_make:N \__keys_multichoice_find:n }
8652 \cs_new_protected_nopar:Npn \__keys_choice_make:N #1
8653 {
8654     \prop_if_exist:cTF
8655     { \c__keys_info_root_tl \__keys_parent:o \l_keys_path_tl }
8656     {
8657         \prop_get:cnTF
8658         { \c__keys_info_root_tl \__keys_parent:o \l_keys_path_tl }
8659         { choice } \l_keys_value_tl
8660         {
8661             \__msg_kernel_error:nxxx { kernel } { nested-choice-key }
8662             { \l_keys_path_tl } { \__keys_parent:o \l_keys_path_tl }
8663         }
8664         { \__keys_choice_make_aux:N #1 }
8665     }
8666     { \__keys_choice_make_aux:N #1 }
8667 }
8668 \cs_new_protected_nopar:Npn \__keys_choice_make_aux:N #1
8669 {
8670     \__keys_cmd_set:nn { \l_keys_path_tl } { #1 {##1} }
8671     \prop_put:cn { \c__keys_info_root_tl \l_keys_path_tl } { choice }
8672     { true }
8673     \__keys_cmd_set:nn { \l_keys_path_tl / unknown }
8674     {
8675         \__msg_kernel_error:nxxx { kernel } { key-choice-unknown }
8676         { \l_keys_path_tl } {##1}
8677     }
8678 }
8679 \cs_new:Npn \__keys_parent:n #1
8680 { \__keys_parent:wn #1 / / \q_stop { } }
8681 \cs_generate_variant:Nn \__keys_parent:n { o }
8682 \cs_new:Npn \__keys_parent:wn #1 / #2 / #3 \q_stop #4

```

```

8683 {
8684   \tl_if_blank:nTF {#2}
8685   { \use_none:n #4 }
8686   {
8687     \__keys_parent:wn #2 / #3 \q_stop { #4 / #1 }
8688   }
8689 }

```

(End definition for __keys_choice_make: and __keys_multichoice_make:.)

__keys_choices_make:nn Auto-generating choices means setting up the root key as a choice, then defining each
 __keys_multichoices_make:nn choice in turn.

```

\__keys_choices_make:Nnn
8690 \cs_new_protected_nopar:Npn \__keys_choices_make:nn
8691   { \__keys_choices_make:Nnn \__keys_choice_make: }
8692 \cs_new_protected_nopar:Npn \__keys_multichoices_make:nn
8693   { \__keys_choices_make:Nnn \__keys_multichoice_make: }
8694 \cs_new_protected:Npn \__keys_choices_make:Nnn #1#2#3
8695   {
8696     #1
8697     \int_zero:N \l_keys_choice_int
8698     \clist_map_inline:nn {#2}
8699     {
8700       \int_incr:N \l_keys_choice_int
8701       \__keys_cmd_set:nx { \l_keys_path_tl / ##1 }
8702       {
8703         \tl_set:Nn \exp_not:N \l_keys_choice_tl {##1}
8704         \int_set:Nn \exp_not:N \l_keys_choice_int
8705         { \int_use:N \l_keys_choice_int }
8706         \exp_not:n {#3}
8707       }
8708     }
8709   }

```

(End definition for __keys_choices_make:nn and __keys_multichoices_make:nn.)

__keys_cmd_set:nn Creating a new command means tidying up the properties and then making the internal
 __keys_cmd_set:nx function which actually does the work.

```

\__keys_cmd_set:Vn
\__keys_cmd_set:Vo
8710 \cs_new_protected:Npn \__keys_cmd_set:nn #1#2
8711   {
8712     \prop_clear_new:c { \c__keys_info_root_tl #1 }
8713     \cs_set:cpn { \c__keys_code_root_tl #1 } ##1 {#2}
8714   }
8715 \cs_generate_variant:Nn \__keys_cmd_set:nn { nx , Vn , Vo }

```

(End definition for __keys_cmd_set:nn and others.)

__keys_default_set:n Setting a default value is easy.

```

8716 \cs_new_protected:Npn \__keys_default_set:n #1
8717   {
8718     \prop_if_exist:cT { \c__keys_info_root_tl \l_keys_path_tl }

```

```

8719     {
8720         \prop_put:cnn { \c__keys_info_root_tl \l_keys_path_tl }
8721         { default } {#1}
8722     }
8723 }

```

(End definition for __keys_default_set:n.)

__keys_groups_set:n Assigning a key to one or more groups uses comma lists. So that the comma list is “well-behaved” later, the storage is done via a stored list here, which does the normalisation.

```

8724 \cs_new_protected:Npn \__keys_groups_set:n #1
8725 {
8726     \prop_if_exist:cT { \c__keys_info_root_tl \l_keys_path_tl }
8727     {
8728         \clist_set:Nn \l__keys_groups_clist {#1}
8729         \prop_put:cnV { \c__keys_info_root_tl \l_keys_path_tl }
8730         { groups } \l__keys_groups_clist
8731     }
8732 }

```

(End definition for __keys_groups_set:n.)

__keys_initialise:n A set up for initialisation from which the key system requires that the path is split up
__keys_initialise:wn into a module and a key name. At this stage, \l_keys_path_tl will contain / so a split is easy to do.

```

8733 \cs_new_protected:Npn \__keys_initialise:n #1
8734 { \exp_after:wN \__keys_initialise:wn \l_keys_path_tl \q_stop {#1} }
8735 \cs_new_protected:Npn \__keys_initialise:wn #1 / #2 \q_stop #3
8736 { \keys_set:nn {#1} { #2 = {#3} } }

```

(End definition for __keys_initialise:n.)

__keys_meta_make:n To create a meta-key, simply set up to pass data through.

```

\__keys_meta_make:nn
8737 \cs_new_protected:Npn \__keys_meta_make:n #1
8738 {
8739     \__keys_cmd_set:Vo \l_keys_path_tl
8740     {
8741         \exp_after:wN \keys_set:nn
8742         \exp_after:wN { \l__keys_module_tl } {#1}
8743     }
8744 }
8745 \cs_new_protected:Npn \__keys_meta_make:nn #1#2
8746 { \__keys_cmd_set:Vn \l_keys_path_tl { \keys_set:nn {#1} {#2} } }

```

(End definition for __keys_meta_make:n.)

__keys_value_requirement:n Values can be required or forbidden by having the appropriate marker set. First, both the required and forbidden ones are clear, just in case!

```

8747 \cs_new_protected:Npn \__keys_value_requirement:n #1
8748 {

```

```

8749 \prop_if_exist:cT { \c__keys_info_root_tl \l_keys_path_tl }
8750 {
8751   \prop_remove:cn { \c__keys_info_root_tl \l_keys_path_tl }
8752   { required }
8753   \prop_remove:cn { \c__keys_info_root_tl \l_keys_path_tl }
8754   { forbidden }
8755   \prop_put:cnn { \c__keys_info_root_tl \l_keys_path_tl }
8756   {#1} { true }
8757 }
8758 }

```

(End definition for `__keys_value_requirement:n`.)

`__keys_variable_set:NnnN` Setting a variable takes the type and scope separately so that it is easy to make a new
`__keys_variable_set:cnnN` variable if needed.

```

8759 \cs_new_protected:Npn \__keys_variable_set:NnnN #1#2#3#4
8760 {
8761   \use:c { #2_if_exist:Nf } #1 { \use:c { #2_new:N } #1 }
8762   \__keys_cmd_set:nx { \l_keys_path_tl }
8763   {
8764     \exp_not:c { #2 _ #3 set:N #4 }
8765     \exp_not:N #1
8766     \exp_not:n { {##1} }
8767   }
8768 }
8769 \cs_generate_variant:Nn \__keys_variable_set:NnnN { c }

```

(End definition for `__keys_variable_set:NnnN` and `__keys_variable_set:cnnN`.)

19.5 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` One function for this.

```

8770 \cs_new_protected:cpn { \c__keys_props_root_tl .bool_set:N } #1
8771 { \__keys_bool_set:Nn #1 { } }
8772 \cs_new_protected:cpn { \c__keys_props_root_tl .bool_set:c } #1
8773 { \__keys_bool_set:cn {#1} { } }
8774 \cs_new_protected:cpn { \c__keys_props_root_tl .bool_gset:N } #1
8775 { \__keys_bool_set:Nn #1 { g } }
8776 \cs_new_protected:cpn { \c__keys_props_root_tl .bool_gset:c } #1
8777 { \__keys_bool_set:cn {#1} { g } }

```

(End definition for `.bool_set:N` and `.bool_set:c`. These functions are documented on page 160.)

```

.bool_set_inverse:N One function for this.
.bool_set_inverse:c 8778 \cs_new_protected:cpn { \c__keys_props_root_tl .bool_set_inverse:N } #1
.bool_gset_inverse:N 8779 { \__keys_bool_set_inverse:Nn #1 { } }
.bool_gset_inverse:c 8780 \cs_new_protected:cpn { \c__keys_props_root_tl .bool_set_inverse:c } #1
8781 { \__keys_bool_set_inverse:cn {#1} { } }
8782 \cs_new_protected:cpn { \c__keys_props_root_tl .bool_gset_inverse:N } #1
8783 { \__keys_bool_set_inverse:Nn #1 { g } }
8784 \cs_new_protected:cpn { \c__keys_props_root_tl .bool_gset_inverse:c } #1
8785 { \__keys_bool_set_inverse:cn {#1} { g } }

```

(End definition for `.bool_set_inverse:N` and `.bool_set_inverse:c`. These functions are documented on page 160.)

`.choice:` Making a choice is handled internally, as it is also needed by `.generate_choices:n`.

```

8786 \cs_new_protected_nopar:cpn { \c__keys_props_root_tl .choice: }
8787 { \__keys_choice_make: }

```

(End definition for `.choice:`. This function is documented on page 160.)

`.choices:nn` For auto-generation of a series of mutually-exclusive choices. Here, `#1` will consist of two separate arguments, hence the slightly odd-looking implementation.

```

.choices:nn 8788 \cs_new_protected:cpn { \c__keys_props_root_tl .choices:nn } #1
.choices:Vn 8789 { \__keys_choices_make:nn #1 }
.choices:on 8790 \cs_new_protected:cpn { \c__keys_props_root_tl .choices:Vn } #1
.choices:xn 8791 { \exp_args:NV \__keys_choices_make:nn #1 }
8792 \cs_new_protected:cpn { \c__keys_props_root_tl .choices:on } #1
8793 { \exp_args:No \__keys_choices_make:nn #1 }
8794 \cs_new_protected:cpn { \c__keys_props_root_tl .choices:xn } #1
8795 { \exp_args:Nx \__keys_choices_make:nn #1 }

```

(End definition for `.choices:nn` and others. These functions are documented on page 160.)

`.code:n` Creating code is simply a case of passing through to the underlying `set` function.

```

8796 \cs_new_protected:cpn { \c__keys_props_root_tl .code:n } #1
8797 { \__keys_cmd_set:nn { \l_keys_path_tl } {#1} }

```

(End definition for `.code:n`. This function is documented on page 160.)

```

.clist_set:N 8798 \cs_new_protected:cpn { \c__keys_props_root_tl .clist_set:N } #1
.clist_set:c 8799 { \__keys_variable_set:NnnN #1 { clist } { } n }
.clist_gset:N 8800 \cs_new_protected:cpn { \c__keys_props_root_tl .clist_set:c } #1
.clist_gset:c 8801 { \__keys_variable_set:cnnN {#1} { clist } { } n }
8802 \cs_new_protected:cpn { \c__keys_props_root_tl .clist_gset:N } #1
8803 { \__keys_variable_set:NnnN #1 { clist } { g } n }
8804 \cs_new_protected:cpn { \c__keys_props_root_tl .clist_gset:c } #1
8805 { \__keys_variable_set:cnnN {#1} { clist } { g } n }

```

(End definition for `.clist_set:N` and `.clist_set:c`. These functions are documented on page 160.)

.default:n Expansion is left to the internal functions.

```
.default:V 8806 \cs_new_protected:cpn { \c__keys_props_root_tl .default:n } #1
.default:o 8807 { \__keys_default_set:n {#1} }
.default:x 8808 \cs_new_protected:cpn { \c__keys_props_root_tl .default:V } #1
8809 { \exp_args:NV \__keys_default_set:n {#1} }
8810 \cs_new_protected:cpn { \c__keys_props_root_tl .default:o } #1
8811 { \exp_args:No \__keys_default_set:n {#1} }
8812 \cs_new_protected:cpn { \c__keys_props_root_tl .default:x } #1
8813 { \exp_args:Nx \__keys_default_set:n {#1} }
```

(End definition for .default:n and others. These functions are documented on page 161.)

.dim_set:N Setting a variable is very easy: just pass the data along.

```
.dim_set:c 8814 \cs_new_protected:cpn { \c__keys_props_root_tl .dim_set:N } #1
.dim_gset:N 8815 { \__keys_variable_set:NnnN #1 { dim } { } n }
.dim_gset:c 8816 \cs_new_protected:cpn { \c__keys_props_root_tl .dim_set:c } #1
8817 { \__keys_variable_set:cnnN {#1} { dim } { } n }
8818 \cs_new_protected:cpn { \c__keys_props_root_tl .dim_gset:N } #1
8819 { \__keys_variable_set:NnnN #1 { dim } { g } n }
8820 \cs_new_protected:cpn { \c__keys_props_root_tl .dim_gset:c } #1
8821 { \__keys_variable_set:cnnN {#1} { dim } { g } n }
```

(End definition for .dim_set:N and .dim_set:c. These functions are documented on page 161.)

.fp_set:N Setting a variable is very easy: just pass the data along.

```
.fp_set:c 8822 \cs_new_protected:cpn { \c__keys_props_root_tl .fp_set:N } #1
.fp_gset:N 8823 { \__keys_variable_set:NnnN #1 { fp } { } n }
.fp_gset:c 8824 \cs_new_protected:cpn { \c__keys_props_root_tl .fp_set:c } #1
8825 { \__keys_variable_set:cnnN {#1} { fp } { } n }
8826 \cs_new_protected:cpn { \c__keys_props_root_tl .fp_gset:N } #1
8827 { \__keys_variable_set:NnnN #1 { fp } { g } n }
8828 \cs_new_protected:cpn { \c__keys_props_root_tl .fp_gset:c } #1
8829 { \__keys_variable_set:cnnN {#1} { fp } { g } n }
```

(End definition for .fp_set:N and .fp_set:c. These functions are documented on page 161.)

.groups:n A single property to create groups of keys.

```
8830 \cs_new_protected:cpn { \c__keys_props_root_tl .groups:n } #1
8831 { \__keys_groups_set:n {#1} }
```

(End definition for .groups:n. This function is documented on page 161.)

.initial:n The standard hand-off approach.

```
.initial:V 8832 \cs_new_protected:cpn { \c__keys_props_root_tl .initial:n } #1
.initial:o 8833 { \__keys_initialise:n {#1} }
.initial:x 8834 \cs_new_protected:cpn { \c__keys_props_root_tl .initial:V } #1
8835 { \exp_args:NV \__keys_initialise:n {#1} }
8836 \cs_new_protected:cpn { \c__keys_props_root_tl .initial:o } #1
8837 { \exp_args:No \__keys_initialise:n {#1} }
8838 \cs_new_protected:cpn { \c__keys_props_root_tl .initial:x } #1
8839 { \exp_args:Nx \__keys_initialise:n {#1} }
```

(End definition for `.initial:n` and others. These functions are documented on page 161.)

```
.int_set:N Setting a variable is very easy: just pass the data along.
.int_set:c 8840 \cs_new_protected:cpn { \c__keys_props_root_tl .int_set:N } #1
.int_gset:N 8841 { \__keys_variable_set:NnnN #1 { int } { } n }
.int_gset:c 8842 \cs_new_protected:cpn { \c__keys_props_root_tl .int_set:c } #1
            8843 { \__keys_variable_set:cnnN {#1} { int } { } n }
            8844 \cs_new_protected:cpn { \c__keys_props_root_tl .int_gset:N } #1
            8845 { \__keys_variable_set:NnnN #1 { int } { g } n }
            8846 \cs_new_protected:cpn { \c__keys_props_root_tl .int_gset:c } #1
            8847 { \__keys_variable_set:cnnN {#1} { int } { g } n }
```

(End definition for `.int_set:N` and `.int_set:c`. These functions are documented on page 161.)

```
.meta:n Making a meta is handled internally.
            8848 \cs_new_protected:cpn { \c__keys_props_root_tl .meta:n } #1
            8849 { \__keys_meta_make:n {#1} }
```

(End definition for `.meta:n`. This function is documented on page 162.)

```
.meta:nn Meta with path: potentially lots of variants, but for the moment no so many defined.
            8850 \cs_new_protected:cpn { \c__keys_props_root_tl .meta:nn } #1
            8851 { \__keys_meta_make:nn #1 }
```

(End definition for `.meta:nn`. This function is documented on page 162.)

```
.multichoice: The same idea as .choice: and .choices:nn, but where more than one choice is allowed.
.multichoices:nn 8852 \cs_new_protected_nopar:cpn { \c__keys_props_root_tl .multichoice: }
.multichoices:Vn 8853 { \__keys_multichoice_make: }
.multichoices:on 8854 \cs_new_protected:cpn { \c__keys_props_root_tl .multichoices:nn } #1
.multichoices:xn 8855 { \__keys_multichoices_make:nn #1 }
                8856 \cs_new_protected:cpn { \c__keys_props_root_tl .multichoices:Vn } #1
                8857 { \exp_args:NV \__keys_multichoices_make:nn #1 }
                8858 \cs_new_protected:cpn { \c__keys_props_root_tl .multichoices:on } #1
                8859 { \exp_args:No \__keys_multichoices_make:nn #1 }
                8860 \cs_new_protected:cpn { \c__keys_props_root_tl .multichoices:xn } #1
                8861 { \exp_args:Nx \__keys_multichoices_make:nn #1 }
```

(End definition for `.multichoice:.` This function is documented on page 162.)

```
.skip_set:N Setting a variable is very easy: just pass the data along.
.skip_set:c 8862 \cs_new_protected:cpn { \c__keys_props_root_tl .skip_set:N } #1
.skip_gset:N 8863 { \__keys_variable_set:NnnN #1 { skip } { } n }
.skip_gset:c 8864 \cs_new_protected:cpn { \c__keys_props_root_tl .skip_set:c } #1
            8865 { \__keys_variable_set:cnnN {#1} { skip } { } n }
            8866 \cs_new_protected:cpn { \c__keys_props_root_tl .skip_gset:N } #1
            8867 { \__keys_variable_set:NnnN #1 { skip } { g } n }
            8868 \cs_new_protected:cpn { \c__keys_props_root_tl .skip_gset:c } #1
            8869 { \__keys_variable_set:cnnN {#1} { skip } { g } n }
```

(End definition for `.skip_set:N` and `.skip_set:c`. These functions are documented on page 162.)

```

.tl_set:N Setting a variable is very easy: just pass the data along.
.tl_set:c 8870 \cs_new_protected:cpn { \c__keys_props_root_tl .tl_set:N } #1
.tl_gset:N 8871 { \__keys_variable_set:NnnN #1 { tl } { } n }
.tl_gset:c 8872 \cs_new_protected:cpn { \c__keys_props_root_tl .tl_set:c } #1
.tl_set_x:N 8873 { \__keys_variable_set:cnnN {#1} { tl } { } n }
.tl_set_x:c 8874 \cs_new_protected:cpn { \c__keys_props_root_tl .tl_set_x:N } #1
.tl_gset_x:N 8875 { \__keys_variable_set:NnnN #1 { tl } { } x }
.tl_gset_x:c 8876 \cs_new_protected:cpn { \c__keys_props_root_tl .tl_set_x:c } #1
8877 { \__keys_variable_set:cnnN {#1} { tl } { } x }
8878 \cs_new_protected:cpn { \c__keys_props_root_tl .tl_gset:N } #1
8879 { \__keys_variable_set:NnnN #1 { tl } { g } n }
8880 \cs_new_protected:cpn { \c__keys_props_root_tl .tl_gset:c } #1
8881 { \__keys_variable_set:cnnN {#1} { tl } { g } n }
8882 \cs_new_protected:cpn { \c__keys_props_root_tl .tl_gset_x:N } #1
8883 { \__keys_variable_set:NnnN #1 { tl } { g } x }
8884 \cs_new_protected:cpn { \c__keys_props_root_tl .tl_gset_x:c } #1
8885 { \__keys_variable_set:cnnN {#1} { tl } { g } x }

```

(End definition for .tl_set:N and .tl_set:c. These functions are documented on page 162.)

```

.value_forbidden: These are very similar, so both call the same function.
.value_required: 8886 \cs_new_protected_nopar:cpn { \c__keys_props_root_tl .value_forbidden: }
8887 { \__keys_value_requirement:n { forbidden } }
8888 \cs_new_protected_nopar:cpn { \c__keys_props_root_tl .value_required: }
8889 { \__keys_value_requirement:n { required } }

```

(End definition for .value_forbidden:. This function is documented on page 162.)

19.6 Setting keys

```

\keys_set:nn A simple wrapper again.
\keys_set:nV 8890 \cs_new_protected_nopar:Npn \keys_set:nn
\keys_set:nv 8891 { \__keys_set:onn { \l__keys_module_tl } }
\keys_set:no 8892 \cs_new_protected:Npn \__keys_set:nnn #1#2#3
\__keys_set:nnn 8893 {
\__keys_set:onn 8894   \tl_set:Nx \l__keys_module_tl { \tl_to_str:n {#2} }
8895   \keyval_parse:Nnn \__keys_set_elt:n \__keys_set_elt:nn {#3}
8896   \tl_set:Nn \l__keys_module_tl {#1}
8897 }
8898 \cs_generate_variant:Nn \keys_set:nn { nV , nv , no }
8899 \cs_generate_variant:Nn \__keys_set:nnn { o }

```

(End definition for \keys_set:nn and others. These functions are documented on page 165.)

```

\keys_set_known:nn Setting known keys simply means setting the appropriate flag, then running the standard
\keys_set_known:nV code. To allow for nested setting, any existing value of \l__keys_unused_clist is saved
\keys_set_known:nv on the stack and reset afterwards. Note that for speed/simplicity reasons we use a tl
\keys_set_known:noN operation to set the clist here!
\__keys_set_known:nnnN 8900 \cs_new_protected_nopar:Npn \keys_set_known:nnN
\__keys_set_known:onnN
\keys_set_known:nn
\keys_set_known:nV
\keys_set_known:nv
\keys_set_known:no

```

```

8901 { \__keys_set_known:onnN \l__keys_unused_clist }
8902 \cs_generate_variant:Nn \keys_set_known:nnN { nV , nv , no }
8903 \cs_new_protected:Npn \__keys_set_known:nnnN #1#2#3#4
8904 {
8905   \clist_clear:N \l__keys_unused_clist
8906   \keys_set_known:nn {#2} {#3}
8907   \tl_set:Nx #4 { \exp_not:o { \l__keys_unused_clist } }
8908   \tl_set:Nn \l__keys_unused_clist {#1}
8909 }
8910 \cs_generate_variant:Nn \__keys_set_known:nnnN { o }
8911 \cs_new_protected:Npn \keys_set_known:nn #1#2
8912 {
8913   \bool_set_true:N \l__keys_only_known_bool
8914   \keys_set:nn {#1} {#2}
8915   \bool_set_false:N \l__keys_only_known_bool
8916 }
8917 \cs_generate_variant:Nn \keys_set_known:nn { nV , nv , no }

```

(End definition for \keys_set_known:nnN and others. These functions are documented on page 167.)

```

\keys_set_filter:nnnN The idea of setting keys in a selective manner again uses flags wrapped around the basic
\keys_set_filter:nnVN code. The comments on \keys_set_known:nnN also apply here.
\keys_set_filter:nnvN \keys_set_filter:nnoN
\__keys_set_filter:nnnnN
\__keys_set_filter:onnN
\keys_set_filter:nnnN
\keys_set_filter:nnV
\keys_set_filter:nnv \keys_set_filter:nno
\keys_set_groups:nnn
\keys_set_groups:nnV
\keys_set_groups:nnv \keys_set_groups:nno
8918 \cs_new_protected_nopar:Npn \keys_set_filter:nnnN
8919 { \__keys_set_filter:onnN \l__keys_unused_clist }
8920 \cs_generate_variant:Nn \keys_set_filter:nnnN { nnV , nnv , nno }
8921 \cs_new_protected:Npn \__keys_set_filter:nnnnN #1#2#3#4#5
8922 {
8923   \clist_clear:N \l__keys_unused_clist
8924   \keys_set_filter:nnn {#2} {#3} {#4}
8925   \tl_set:Nx #5 { \exp_not:o { \l__keys_unused_clist } }
8926   \tl_set:Nn \l__keys_unused_clist {#1}
8927 }
8928 \cs_generate_variant:Nn \__keys_set_filter:nnnnN { o }
8929 \cs_new_protected:Npn \keys_set_filter:nnn #1#2#3
8930 {
8931   \bool_set_true:N \l__keys_selective_bool
8932   \bool_set_true:N \l__keys_filtered_bool
8933   \seq_set_from_clist:Nn \l__keys_selective_seq {#2}
8934   \keys_set:nn {#1} {#3}
8935   \bool_set_false:N \l__keys_selective_bool
8936 }
8937 \cs_generate_variant:Nn \keys_set_filter:nnn { nnV , nnv , nno }
8938 \cs_new_protected:Npn \keys_set_groups:nnn #1#2#3
8939 {
8940   \bool_set_true:N \l__keys_selective_bool
8941   \bool_set_false:N \l__keys_filtered_bool
8942   \seq_set_from_clist:Nn \l__keys_selective_seq {#2}
8943   \keys_set:nn {#1} {#3}
8944   \bool_set_false:N \l__keys_selective_bool
8945 }

```

```
8946 \cs_generate_variant:Nn \keys_set_groups:nnn { nnV , nnv , nno }
```

(End definition for \keys_set_filter:nnnN, \keys_set_filter:nnVN, and \keys_set_filter:nnvN \keys_set_filter:nnoN. These functions are documented on page 168.)

__keys_set_elt:n A shared system once again. First, set the current path and add a default if needed.
 __keys_set_elt:nn There are then checks to see if the a value is required or forbidden. If everything passes,
 __keys_set_elt_aux:nn move on to execute the code.
 __keys_set_elt_aux:
 __keys_set_elt_selective:

```
8947 \cs_new_protected:Npn \__keys_set_elt:n #1
8948 {
8949   \bool_set_true:N \l__keys_no_value_bool
8950   \__keys_set_elt_aux:nn {#1} { }
8951 }
8952 \cs_new_protected:Npn \__keys_set_elt:nn #1#2
8953 {
8954   \bool_set_false:N \l__keys_no_value_bool
8955   \__keys_set_elt_aux:nn {#1} {#2}
8956 }
8957 \cs_new_protected:Npn \__keys_set_elt_aux:nn #1#2
8958 {
8959   \tl_set:Nx \l_keys_key_tl { \tl_to_str:n {#1} }
8960   \tl_set:Nx \l_keys_path_tl { \l__keys_module_tl / \l_keys_key_tl }
8961   \__keys_value_or_default:n {#2}
8962   \bool_if:NTF \l__keys_selective_bool
8963   { \__keys_set_elt_selective: }
8964   { \__keys_set_elt_aux: }
8965 }
8966 \cs_new_protected_nopar:Npn \__keys_set_elt_aux:
8967 {
8968   \bool_if:nTF
8969   {
8970     \__keys_if_value_p:n { required } &&
8971     \l__keys_no_value_bool
8972   }
8973   {
8974     \__msg_kernel_error:nnx { kernel } { value-required }
8975     { \l_keys_path_tl }
8976   }
8977   {
8978     \bool_if:nTF
8979     {
8980       \__keys_if_value_p:n { forbidden } &&
8981       ! \l__keys_no_value_bool
8982     }
8983     {
8984       \__msg_kernel_error:nnxx { kernel } { value-forbidden }
8985       { \l_keys_path_tl } { \l_keys_value_tl }
8986     }
8987     { \__keys_execute: }
8988   }
```

```
8989 }
```

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.

```
8990 \cs_new_protected_nopar:Npn \__keys_set_elt_selective:
8991 {
8992   \prop_if_exist:cTF { \c__keys_info_root_tl \l_keys_path_tl }
8993   {
8994     \prop_get:cnNTF { \c__keys_info_root_tl \l_keys_path_tl }
8995     { groups } \l__keys_groups_clist
8996     { \__keys_check_groups: }
8997     {
8998       \bool_if:NTF \l__keys_filtered_bool
8999       { \__keys_set_elt_aux: }
9000       { \__keys_store_unused: }
9001     }
9002   }
9003   {
9004     \bool_if:NTF \l__keys_filtered_bool
9005     { \__keys_set_elt_aux: }
9006     { \__keys_store_unused: }
9007   }
9008 }
```

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.

```
9009 \cs_new_protected_nopar:Npn \__keys_check_groups:
9010 {
9011   \bool_set_false:N \l__keys_tmp_bool
9012   \seq_map_inline:Nn \l__keys_selective_seq
9013   {
9014     \clist_map_inline:Nn \l__keys_groups_clist
9015     {
9016       \str_if_eq:nnT {##1} {####1}
9017       {
9018         \bool_set_true:N \l__keys_tmp_bool
9019         \clist_map_break:n { \seq_map_break: }
9020       }
9021     }
9022   }
9023   \bool_if:NTF \l__keys_tmp_bool
9024   {
9025     \bool_if:NTF \l__keys_filtered_bool
9026     { \__keys_store_unused: }
9027     { \__keys_set_elt_aux: }
9028   }
9029   {
9030     \bool_if:NTF \l__keys_filtered_bool
```

```

9031         { \__keys_set_elt_aux: }
9032         { \__keys_store_unused: }
9033     }
9034 }

```

(End definition for __keys_set_elt:n and __keys_set_elt:nn.)

__keys_value_or_default:n If a value is given, return it as #1, otherwise send a default if available.

```

9035 \cs_new_protected:Npn \__keys_value_or_default:n #1
9036 {
9037     \bool_if:NTF \l__keys_no_value_bool
9038     {
9039         \prop_get:cnNF { \c__keys_info_root_tl \l_keys_path_tl }
9040         { default } \l_keys_value_tl
9041         { \tl_clear:N \l_keys_value_tl }
9042     }
9043     { \tl_set:Nn \l_keys_value_tl {#1} }
9044 }

```

(End definition for __keys_value_or_default:n.)

__keys_if_value_p:n To test if a value is required or forbidden. A simple check for the existence of the appropriate marker.

```

9045 \prg_new_conditional:Npnn \__keys_if_value:n #1 { p }
9046 {
9047     \prop_if_exist:cTF { \c__keys_info_root_tl \l_keys_path_tl }
9048     {
9049         \prop_if_in:cnTF { \c__keys_info_root_tl \l_keys_path_tl } {#1}
9050         { \prg_return_true: }
9051         { \prg_return_false: }
9052     }
9053     { \prg_return_false: }
9054 }

```

(End definition for __keys_if_value_p:n.)

__keys_execute: 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.

```

9055 \cs_new_protected_nopar:Npn \__keys_execute:
9056 { \__keys_execute:nn { \l_keys_path_tl } { \__keys_execute_unknown: } }
9057 \cs_new_protected_nopar:Npn \__keys_execute_unknown:
9058 {
9059     \bool_if:NTF \l__keys_only_known_bool
9060     { \__keys_store_unused: }
9061     {
9062         \__keys_execute:nn { \l__keys_module_tl / unknown }
9063         {
9064             \__msg_kernel_error:nxxx { kernel } { key-unknown }

```

```

9065         { \l_keys_path_tl } { \l__keys_module_tl }
9066     }
9067 }
9068 }
9069 \cs_new:Npn \__keys_execute:nn #1#2
9070 {
9071     \cs_if_exist:cTF { \c__keys_code_root_tl #1 }
9072     {
9073         \exp_args:Nc \exp_args:No { \c__keys_code_root_tl #1 }
9074         \l_keys_value_tl
9075     }
9076     {#2}
9077 }
9078 \cs_new_protected_nopar:Npn \__keys_store_unused:
9079 {
9080     \clist_put_right:Nx \l__keys_unused_clist
9081     {
9082         \exp_not:o \l_keys_key_tl
9083         \bool_if:NF \l__keys_no_value_bool
9084         { = { \exp_not:o \l_keys_value_tl } }
9085     }
9086 }

```

(End definition for __keys_execute:.)

`__keys_choice_find:n` Executing a choice has two parts. First, try the choice given, then if that fails call the
`__keys_multichoice_find:n` unknown key. That will exist, 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.

```

9087 \cs_new:Npn \__keys_choice_find:n #1
9088 {
9089     \__keys_execute:nn { \l_keys_path_tl / \tl_to_str:n {#1} }
9090     { \__keys_execute:nn { \l_keys_path_tl / unknown } { } }
9091 }
9092 \cs_new:Npn \__keys_multichoice_find:n #1
9093 { \clist_map_function:nN {#1} \__keys_choice_find:n }

```

(End definition for __keys_choice_find:n.)

19.7 Utilities

`\keys_if_exist_p:nn` A utility for others to see if a key exists.

```

\keys_if_exist:nnTF
9094 \prg_new_conditional:Npnn \keys_if_exist:nn #1#2 { p , T , F , TF }
9095 {
9096     \cs_if_exist:cTF { \c__keys_code_root_tl #1 / #2 }
9097     { \prg_return_true: }
9098     { \prg_return_false: }
9099 }

```

(End definition for \keys_if_exist:nnTF. This function is documented on page 168.)

`\keys_if_choice_exist_p:nnn` Just an alternative view on `\keys_if_exist:nn(TF)`.

```
\keys_if_choice_exist:nnnTF
9100 \prg_new_conditional:Npnn \keys_if_choice_exist:nnn #1#2#3
9101 { p , T , F , TF }
9102 {
9103   \cs_if_exist:cTF { \c__keys_code_root_tl #1 / #2 / #3 }
9104   { \prg_return_true: }
9105   { \prg_return_false: }
9106 }
```

(End definition for `\keys_if_choice_exist:nnnTF`. This function is documented on page 168.)

`\keys_show:nn` Showing a key is just a question of using the correct name.

```
9107 \cs_new_protected:Npn \keys_show:nn #1#2
9108 { \cs_show:c { \c__keys_code_root_tl #1 / \tl_to_str:n {#2} } }
```

(End definition for `\keys_show:nn`. This function is documented on page 168.)

19.8 Messages

For when there is a need to complain.

```
9109 \__msg_kernel_new:nnnn { kernel } { boolean-values-only }
9110 { Key~'#1'~accepts~boolean~values~only. }
9111 { The~key~'#1'~only~accepts~the~values~'true'~and~'false'. }
9112 \__msg_kernel_new:nnnn { kernel } { choice-unknown }
9113 { Choice~'#2'~unknown~for~key~'#1'. }
9114 {
9115   The~key~'#1'~takes~a~limited~number~of~values.\\
9116   The~input~given,~'#2',~is~not~on~the~list~accepted.
9117 }
9118 \__msg_kernel_new:nnnn { kernel } { key-choice-unknown }
9119 { Key~'#1'~accepts~only~a~fixed~set~of~choices. }
9120 {
9121   The~key~'#1'~only~accepts~predefined~values,~
9122   and~'#2'~is~not~one~of~these.
9123 }
9124 \__msg_kernel_new:nnnn { kernel } { key-no-property }
9125 { No~property~given~in~definition~of~key~'#1'. }
9126 {
9127   \c__msg_coding_error_text_tl
9128   Inside~\keys_define:nn~each~key~name~
9129   needs~a~property:~\\ \\
9130   \iow_indent:n { #1 .<property> } \\ \\
9131   LaTeX~did~not~find~a~'.'~to~indicate~the~start~of~a~property.
9132 }
9133 \__msg_kernel_new:nnnn { kernel } { key-unknown }
9134 { The~key~'#1'~is~unknown~and~is~being~ignored. }
9135 {
9136   The~module~'#2'~does~not~have~a~key~called~'#1'.\\
9137   Check~that~you~have~spelled~the~key~name~correctly.
9138 }
```

```

9139 \_msg_kernel_new:nnnn { kernel } { nested-choice-key }
9140 { Attempt~to~define~'~#1'~as~a~nested~choice~key. }
9141 {
9142   The~key~'~#1'~cannot~be~defined~as~a~choice~as~the~parent~key~'~#2'~is~
9143   itself~a~choice.
9144 }
9145 \_msg_kernel_new:nnnn { kernel } { property-requires-value }
9146 { The~property~'~#1'~requires~a~value. }
9147 {
9148   \c_msg_coding_error_text_tl
9149   LaTeX~was~asked~to~set~property~'~#1'~for~key~'~#2'~.\\
9150   No~value~was~given~for~the~property,~and~one~is~required.
9151 }
9152 \_msg_kernel_new:nnnn { kernel } { property-unknown }
9153 { The~key~property~'~#1'~is~unknown. }
9154 {
9155   \c_msg_coding_error_text_tl
9156   LaTeX~has~been~asked~to~set~the~property~'~#1'~for~key~'~#2'~:~
9157   this~property~is~not~defined.
9158 }
9159 \_msg_kernel_new:nnnn { kernel } { value-forbidden }
9160 { The~key~'~#1'~does~not~taken~a~value. }
9161 {
9162   The~key~'~#1'~should~be~given~without~a~value.\\
9163   LaTeX~will~ignore~the~given~value~'~#2'~.
9164 }
9165 \_msg_kernel_new:nnnn { kernel } { value-required }
9166 { The~key~'~#1'~requires~a~value. }
9167 {
9168   The~key~'~#1'~must~have~a~value.\\
9169   No~value~was~present:~the~key~will~be~ignored.
9170 }

```

19.9 Deprecated functions

_keys_choice_code_store:n Deprecated on 2013-07-09.

```

\_keys_choice_code_store:x 9171 \cs_new_protected:Npn \_keys_choice_code_store:n #1
    .choice_code:n        9172 {
    .choice_code:x         9173   \cs_if_exist:cF
\_keys_choices_generate:n  9174   { \c_keys_info_root_tl \l_keys_path_tl .choice-code }
    \_keys_choices_generate_aux:n 9175   {
    .generate_choices:n    9176     \tl_new:c
                             9177     { \c_keys_info_root_tl \l_keys_path_tl .choice-code }
                             9178   }
                             9179   \tl_set:cn { \c_keys_info_root_tl \l_keys_path_tl .choice-code }
                             9180   {#1}
                             9181 }
9182 \cs_generate_variant:Nn \_keys_choice_code_store:n { x }
9183 \cs_new_protected:cpn { \c_keys_props_root_tl .choice_code:n } #1

```

```

9184 { \_keys_choice_code_store:n {#1} }
9185 \cs_new_protected:cpn { \c__keys_props_root_tl .choice_code:x } #1
9186 { \_keys_choice_code_store:x {#1} }
9187 \cs_new_protected:Npn \_keys_choices_generate:n #1
9188 {
9189   \cs_if_exist:cTF
9190     { \c__keys_info_root_tl \l_keys_path_tl .choice~code }
9191     {
9192       \_keys_choice_make:
9193       \int_zero:N \l_keys_choice_int
9194       \clist_map_function:nN {#1} \_keys_choices_generate_aux:n
9195     }
9196     {
9197       \_msg_kernel_error:nxx { kernel }
9198       { generate-choices-before-code } { \l_keys_path_tl }
9199     }
9200   }
9201   \cs_new_protected:Npn \_keys_choices_generate_aux:n #1
9202   {
9203     \int_incr:N \l_keys_choice_int
9204     \_keys_cmd_set:nx { \l_keys_path_tl / #1 }
9205     {
9206       \tl_set:Nn \exp_not:N \l_keys_choice_tl {#1}
9207       \int_set:Nn \exp_not:N \l_keys_choice_int
9208       { \int_use:N \l_keys_choice_int }
9209       \exp_not:v
9210       { \c__keys_info_root_tl \l_keys_path_tl .choice~code }
9211     }
9212   }
9213   \_msg_kernel_new:nnnn { kernel } { generate-choices-before-code }
9214   { No~code~available~to~generate~choices~for~key~'#1'. }
9215   {
9216     \c__msg_coding_error_text_tl
9217     Before~using~.generate_choices:n~the~code~should~be~defined~
9218     with~'.choice_code:n'~or~'.choice_code:x'.
9219   }
9220   \cs_new_protected:cpn { \c__keys_props_root_tl .generate_choices:n } #1
9221   { \_keys_choices_generate:n {#1} }

```

(End definition for _keys_choice_code_store:n and _keys_choice_code_store:x.)

```

9222 </initex | package>

```

20 l3file implementation

The following test files are used for this code: m3file001.

```

9223 <*initex | package>
9224 <@@=file>

```

20.1 File operations

`\g_file_current_name_tl` 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 file. In package mode the current file name is collected from L^AT_EX 2_ε.

```

9225 \tl_new:N \g_file_current_name_tl
9226 <*initex>
9227 \tex_everyjob:D \exp_after:wN
9228 {
9229   \tex_the:D \tex_everyjob:D
9230   \tl_gset:Nx \g_file_current_name_tl { \tex_jobname:D }
9231 }
9232 </initex>
9233 <*package>
9234 \tl_gset_eq:NN \g_file_current_name_tl \@currname
9235 </package>

```

(End definition for `\g_file_current_name_tl`. This variable is documented on page 171.)

`\g__file_stack_seq` The input list of files is stored as a sequence stack.

```

9236 \seq_new:N \g__file_stack_seq

```

(End definition for `\g__file_stack_seq`. This variable is documented on page ??.)

`\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 T_EX run. In package mode we will eventually copy the contents of `\@filelist`.

```

9237 \seq_new:N \g__file_record_seq
9238 <*initex>
9239 \tex_everyjob:D \exp_after:wN
9240 {
9241   \tex_the:D \tex_everyjob:D
9242   \seq_gput_right:NV \g__file_record_seq \g_file_current_name_tl
9243 }
9244 </initex>

```

(End definition for `\g__file_record_seq`. This variable is documented on page ??.)

`\l__file_internal_tl` Used as a short-term scratch variable. It may be possible to reuse `\l__file_internal_name_tl` there.

```

9245 \tl_new:N \l__file_internal_tl

```

(End definition for `\l__file_internal_tl`. This variable is documented on page ??.)

`\l__file_internal_name_tl` Used to return the fully-qualified name of a file.

```

9246 \tl_new:N \l__file_internal_name_tl

```

(End definition for `\l__file_internal_name_tl`. This variable is documented on page 177.)

`\l__file_search_path_seq` The current search path.

```

9247 \seq_new:N \l__file_search_path_seq

(End definition for \l__file_search_path_seq. This variable is documented on page ??.)

```

`\l_file_saved_search_path_seq` The current search path has to be saved for package use.

```

9248 <*package>
9249 \seq_new:N \l_file_saved_search_path_seq
9250 </package>

(End definition for \l_file_saved_search_path_seq. This variable is documented on page ??.)

```

`\l__file_internal_seq` Scratch space for comma list conversion in package mode.

```

9251 <*package>
9252 \seq_new:N \l__file_internal_seq
9253 </package>

(End definition for \l__file_internal_seq. This variable is documented on page ??.)

```

`__file_name_sanitize:nn` For converting a token list to a string where active characters are treated as strings from the start. The logic to the quoting normalisation is the same as used by `lualatexquotejobname`: check for balanced `"`, and assuming they balance strip all of them out before quoting the entire name if it contains spaces.

`__file_name_sanitize_aux:n`

```

9254 \cs_new_protected:Npn \__file_name_sanitize:nn #1#2
9255 {
9256   \group_begin:
9257   \seq_map_inline:Nn \l_char_active_seq
9258     { \cs_set_nopar:Npx ##1 { \token_to_str:N ##1 } }
9259   \tl_set:Nx \l__file_internal_name_tl {#1}
9260   \tl_set:Nx \l__file_internal_name_tl
9261     { \tl_to_str:N \l__file_internal_name_tl }
9262   \int_compare:nNnTF
9263     {
9264       \int_mod:nn
9265         {
9266           0 \tl_map_function:NN \l__file_internal_name_tl
9267             \__file_name_sanitize_aux:n
9268         }
9269       \c_two
9270     }
9271     = \c_zero
9272     {
9273       \tl_remove_all:Nn \l__file_internal_name_tl { " }
9274       \tl_if_in:NnT \l__file_internal_name_tl { ~ }
9275       {
9276         \tl_set:Nx \l__file_internal_name_tl
9277           { " \exp_not:V \l__file_internal_name_tl " }
9278       }
9279     }
9280   {

```

```

9281         \_msg_kernel_error:nxx
9282         { kernel } { unbalanced-quote-in-filename }
9283         { \l__file_internal_name_tl }
9284     }
9285     \use:x
9286     {
9287         \group_end:
9288         \exp_not:n {#2} { \l__file_internal_name_tl }
9289     }
9290 }
9291 \cs_new:Npn \__file_name_sanitizе_aux:n #1
9292 {
9293     \token_if_eq_charcode:NNT #1 "
9294     { + \c_one }
9295 }

```

(End definition for __file_name_sanitizе:nn.)

\file_add_path:nN
 __file_add_path:nN
 __file_add_path_search:nN

The way to test if a file exists is to try to open it: if it does not exist then T_EX will report end-of-file. For files which are in the current directory, this is straight-forward. For other locations, a search has to be made looking at each potential path in turn. The first location is of course treated as the correct one. If nothing is found, #2 is returned empty.

```

9296 \cs_new_protected:Npn \file_add_path:nN #1
9297 { \__file_name_sanitizе:nn {#1} { \__file_add_path:nN } }
9298 \cs_new_protected:Npn \__file_add_path:nN #1#2
9299 {
9300     \_ior_open:Nn \g__file_internal_ior {#1}
9301     \ior_if_eof:NTF \g__file_internal_ior
9302     { \__file_add_path_search:nN {#1} #2 }
9303     { \tl_set:Nn #2 {#1} }
9304     \ior_close:N \g__file_internal_ior
9305 }
9306 \cs_new_protected:Npn \__file_add_path_search:nN #1#2
9307 {
9308     \tl_set:Nn #2 { \q_no_value }
9309 }
9310 \cs_if_exist:NT \input@path
9311 {
9312     \seq_set_eq:NN \l__file_saved_search_path_seq
9313     \l__file_search_path_seq
9314     \seq_set_split:NnV \l__file_internal_seq { , } \input@path
9315     \seq_concat:NNN \l__file_search_path_seq
9316     \l__file_search_path_seq \l__file_internal_seq
9317 }
9318 </package>
9319 \seq_map_inline:Nn \l__file_search_path_seq
9320 {
9321     \_ior_open:Nn \g__file_internal_ior { ##1 #1 }
9322     \ior_if_eof:NF \g__file_internal_ior

```

```

9323         {
9324             \tl_set:Nx #2 { ##1 #1 }
9325             \seq_map_break:
9326         }
9327     }
9328     <*package>
9329     \cs_if_exist:NT \input@path
9330     {
9331         \seq_set_eq:NN \l__file_search_path_seq
9332         \l__file_saved_search_path_seq
9333     }
9334 </package>
9335 }

```

(End definition for `\file_add_path:nN`. This function is documented on page 171.)

`\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 will contain something, whereas if the file was not located then the return value will be `\q_no_value`.

```

9336 \prg_new_protected_conditional:Npnn \file_if_exist:n #1 { T , F , TF }
9337 {
9338     \file_add_path:nN {#1} \l__file_internal_name_tl
9339     \quark_if_no_value:NTF \l__file_internal_name_tl
9340     { \prg_return_false: }
9341     { \prg_return_true: }
9342 }

```

(End definition for `\file_if_exist:nTF`. This function is documented on page 171.)

`\file_input:n` 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.

```

\__file_if_exist:nT
\__file_input:n \__file_input:V
\__file_input_aux:n
\__file_input_aux:o
9343 \cs_new_protected:Npn \file_input:n #1
9344 {
9345     \__file_if_exist:nT {#1}
9346     { \__file_input:V \l__file_internal_name_tl }
9347 }

```

This code is spun out as a separate function to encapsulate the error message into a easy-to-reuse form.

```

9348 \cs_new_protected:Npn \__file_if_exist:nT #1#2
9349 {
9350     \file_if_exist:nTF {#1}
9351     {#2}
9352     {
9353         \__file_name_sanitiz:nn {#1}
9354         { \__msg_kernel_error:nxx { kernel } { file-not-found } }
9355     }
9356 }
9357 \cs_new_protected:Npn \__file_input:n #1

```

```

9358 {
9359   \tl_if_in:nnTF {#1} { . }
9360   { \__file_input_aux:n {#1} }
9361   { \__file_input_aux:o { \tl_to_str:n { #1 . tex } } }
9362 }
9363 \cs_generate_variant:Nn \__file_input:n { V }
9364 \cs_new_protected:Npn \__file_input_aux:n #1
9365 {
9366   \*initex
9367   \seq_gput_right:Nn \g__file_record_seq {#1}
9368   \*initex
9369   \*package
9370   \clist_if_exist:NTF \@filelist
9371   { \@addtofilelist {#1} }
9372   { \seq_gput_right:Nn \g__file_record_seq {#1} }
9373   \*package
9374   \seq_gpush:Nn \g__file_stack_seq \g_file_current_name_tl
9375   \tl_gset:Nn \g_file_current_name_tl {#1}
9376   \tex_input:D #1 \c_space_tl
9377   \seq_gpop:NN \g__file_stack_seq \l__file_internal_tl
9378   \tl_gset_eq:NN \g_file_current_name_tl \l__file_internal_tl
9379 }
9380 \cs_generate_variant:Nn \__file_input_aux:n { o }

```

(End definition for `\file_input:n`. This function is documented on page 171.)

`\file_path_include:n` Wrapper functions to manage the search path.

`\file_path_remove:n`

`__file_path_include:n`

```

9381 \cs_new_protected:Npn \file_path_include:n #1
9382 { \__file_name_sanitiz:nn {#1} { \__file_path_include:n } }
9383 \cs_new_protected:Npn \__file_path_include:n #1
9384 {
9385   \seq_if_in:NnF \l__file_search_path_seq {#1}
9386   { \seq_put_right:Nn \l__file_search_path_seq {#1} }
9387 }
9388 \cs_new_protected:Npn \file_path_remove:n #1
9389 {
9390   \__file_name_sanitiz:nn {#1}
9391   { \seq_remove_all:Nn \l__file_search_path_seq }
9392 }

```

(End definition for `\file_path_include:n`. This function is documented on page 172.)

`\file_list:` 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 each file name into a string.

```

9393 \cs_new_protected_nopar:Npn \file_list:
9394 {
9395   \seq_set_eq:NN \l__file_internal_seq \g__file_record_seq
9396   \*package

```

```

9397 \clist_if_exist:NT \@filelist
9398 {
9399     \clist_map_inline:Nn \@filelist
9400     {
9401         \seq_put_right:No \l__file_internal_seq
9402         { \tl_to_str:n {##1} }
9403     }
9404 }
9405 </package>
9406 \seq_remove_duplicates:N \l__file_internal_seq
9407 \iow_log:n { *~File~List~* }
9408 \seq_map_inline:Nn \l__file_internal_seq { \iow_log:n {##1} }
9409 \iow_log:n { ***** }
9410 }

```

(End definition for `\file_list:`. This function is documented on page 172.)

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`.

```

9411 <*package>
9412 \AtBeginDocument
9413 {
9414     \clist_map_inline:Nn \@filelist
9415     { \seq_gput_right:No \g__file_record_seq { \tl_to_str:n {##1} } }
9416 }
9417 </package>

```

20.2 Input operations

```

9418 <@@=ior>

```

20.2.1 Variables and constants

`\c_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.

```

9419 \cs_new_eq:NN \c_term_ior \c_sixteen

```

(End definition for `\c_term_ior`. This variable is documented on page 177.)

`\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 L^AT_EX 2_ε as they are needed (initially none are needed), so the starting point varies!

```

9420 \seq_new:N \g__ior_streams_seq
9421 <*initex>
9422 \seq_gset_split:Nnn \g__ior_streams_seq { , }
9423 { 0 , 1 , 2 , 3 , 4 , 5 , 6 , 7 , 8 , 9 , 10 , 11 , 12 , 13 , 14 , 15 }
9424 </initex>

```

(End definition for `\g__ior_streams_seq`. This variable is documented on page ??.)

`\l__ior_stream_tl` Used to recover the raw stream number from the stack.

```
9425 \tl_new:N \l__ior_stream_tl
```

(End definition for `\l__ior_stream_tl`. This variable is documented on page ??.)

`\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 L^AT_EX 2_ε and plain T_EX 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 ConT_EXt, we need to look at `\count38` but there is no subtraction: like the original plain T_EX/L^AT_EX 2_ε mechanism it holds the value of the *last* stream allocated.

```
9426 \prop_new:N \g__ior_streams_prop
9427 <*package>
9428 \int_step_inline:nnnn
9429 { \c_zero }
9430 { \c_one }
9431 {
9432   \cs_if_exist:NTF \normalend
9433   { \tex_count:D 38 \scan_stop: }
9434   { \tex_count:D 16 \scan_stop: - \c_one }
9435 }
9436 {
9437   \prop_gput:Nnn \g__ior_streams_prop {#1} { Reserved-by-format }
9438 }
9439 </package>
```

(End definition for `\g__ior_streams_prop`. This variable is documented on page ??.)

20.2.2 Stream management

`\ior_new:N` Reserving a new stream is done by defining the name as equal to using the terminal.

```
\ior_new:c 9440 \cs_new_protected:Npn \ior_new:N #1 { \cs_new_eq:NN #1 \c_term_ior }
9441 \cs_generate_variant:Nn \ior_new:N { c }
```

(End definition for `\ior_new:N` and `\ior_new:c`. These functions are documented on page 172.)

`\ior_open:Nn` Opening an input stream requires a bit of pre-processing. The file name is sanitized to deal with active characters, before an auxiliary adds a path and checks that the file really exists. If those two tests pass, then pass the information on to the lower-level function which deals with streams.

```
\ior_open:cn 9442 \cs_new_protected:Npn \ior_open:Nn #1#2
\__ior_open_aux:Nn 9443 { \__file_name_sanitize:nn {#2} { \__ior_open_aux:Nn #1 } }
9444 \cs_generate_variant:Nn \ior_open:Nn { c }
9445 \cs_new_protected:Npn \__ior_open_aux:Nn #1#2
9446 {
9447   \file_add_path:nN {#2} \l__file_internal_name_tl
9448   \quark_if_no_value:NTF \l__file_internal_name_tl
9449   { \__msg_kernel_error:nnx { kernel } { file-not-found } {#2} }
9450   { \__ior_open:No #1 \l__file_internal_name_tl }
9451 }
```

(End definition for `\ior_open:Nn` and `\ior_open:cn`. These functions are documented on page 172.)

`\ior_open:NnTF` Much the same idea for opening a read with a conditional, except the auxiliary function
`\ior_open:cnTF` does not issue an error if the file is not found.
`__ior_open_aux:NnTF`

```

9452 \prg_new_protected_conditional:Npnn \ior_open:Nn #1#2 { T , F , TF }
9453 { \__file_name_sanitize:nn {#2} { \__ior_open_aux:NnTF #1 } }
9454 \cs_generate_variant:Nn \ior_open:NnT { c }
9455 \cs_generate_variant:Nn \ior_open:NnF { c }
9456 \cs_generate_variant:Nn \ior_open:NnTF { c }
9457 \cs_new_protected:Npn \__ior_open_aux:NnTF #1#2
9458 {
9459   \file_add_path:nN {#2} \l__file_internal_name_tl
9460   \quark_if_no_value:NTF \l__file_internal_name_tl
9461   { \prg_return_false: }
9462   {
9463     \__ior_open:No #1 \l__file_internal_name_tl
9464     \prg_return_true:
9465   }
9466 }
```

(End definition for `\ior_open:NnTF` and `\ior_open:cnTF`. These functions are documented on page 172.)

`__ior_open:Nn` The stream allocation itself uses the fact that there is a list of all of those available, so
`__ior_open:No` allocation is simply a question of using the number at the top of the list. In package
`__ior_open_stream:Nn` 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 L^AT_EX_{2 ϵ} for a new stream and
use that number (after a bit of conversion).

```

9467 \cs_new_protected:Npn \__ior_open:Nn #1#2
9468 {
9469   \ior_close:N #1
9470   \seq_gpop:NNTF \g__ior_streams_seq \l__ior_stream_tl
9471   { \__ior_open_stream:Nn #1 {#2} }
9472 <*initex>
9473   { \__msg_kernel_fatal:nn { kernel } { input-streams-exhausted } }
9474 </initex>
9475 <*package>
9476   {
9477     \cs:w newread \cs_end: #1
9478     \tl_set:Nx \l__ior_stream_tl { \int_eval:n {#1} }
9479     \__ior_open_stream:Nn #1 {#2}
9480   }
9481 </package>
9482 }
9483 \cs_generate_variant:Nn \__ior_open:Nn { No }
9484 \cs_new_protected:Npn \__ior_open_stream:Nn #1#2
9485 {
9486   \tex_global:D \tex_chardef:D #1 = \l__ior_stream_tl \scan_stop:
9487   \prop_gput:NVn \g__ior_streams_prop #1 {#2}
```

```

9488 \tex_openin:D #1 #2 \scan_stop:
9489 }

```

(End definition for `_ior_open:Nn` and `_ior_open:No`.)

`\ior_close:N` Closing a stream means getting rid of it at the T_EX 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.

`\ior_close:c`

```

9490 \cs_new_protected:Npn \ior_close:N #1
9491 {
9492   \int_compare:nT { \c_minus_one < #1 < \c_sixteen }
9493   {
9494     \tex_closein:D #1
9495     \prop_gremove:NV \g_ior_streams_prop #1
9496     \seq_if_in:NVF \g_ior_streams_seq #1
9497     { \seq_gpush:NV \g_ior_streams_seq #1 }
9498     \cs_gset_eq:NN #1 \c_term_ior
9499   }
9500 }
9501 \cs_generate_variant:Nn \ior_close:N { c }

```

(End definition for `\ior_close:N` and `\ior_close:c`. These functions are documented on page 173.)

`\ior_list_streams:` Show the property lists, but with some “pretty printing”. See the `l3msg` module. If there are no open read streams, issue the message `show-no-stream`, and show an empty token list. If there are open read streams, format them with `_msg_show_item_unbraced:nn`, and with the message `show-open-streams`.

`_ior_list_streams:Nn`

```

9502 \cs_new_protected_nopar:Npn \ior_list_streams:
9503 { \_ior_list_streams:Nn \g_ior_streams_prop { input } }
9504 \cs_new_protected:Npn \_ior_list_streams:Nn #1#2
9505 {
9506   \_msg_term:nnn { LaTeX / kernel }
9507   { \prop_if_empty:NTF #1 { show-no-stream } { show-open-streams } }
9508   {#2}
9509   \_msg_show_variable:n
9510   { \prop_map_function:NN #1 \_msg_show_item_unbraced:nn }
9511 }

```

(End definition for `\ior_list_streams:`. This function is documented on page 173.)

20.2.3 Reading input

`\if_eof:w` The primitive conditional

```

9512 \cs_new_eq:NN \if_eof:w \tex_ifeof:D

```

(End definition for `\if_eof:w`.)

`\ior_if_eof_p:N` To test if some particular input stream is exhausted the following conditional is provided.

```
\ior_if_eof:NTF
9513 \prg_new_conditional:Nnn \ior_if_eof:N { p , T , F , TF }
9514 {
9515   \cs_if_exist:NTF #1
9516   {
9517     \if_int_compare:w #1 = \c_sixteen
9518     \prg_return_true:
9519   \else:
9520     \if_eof:w #1
9521     \prg_return_true:
9522   \else:
9523     \prg_return_false:
9524   \fi:
9525 \fi:
9526 }
9527 { \prg_return_true: }
9528 }
```

(End definition for \ior_if_eof:NTF. This function is documented on page 174.)

`\ior_get:NN` And here we read from files.

```
9529 \cs_new_protected:Npn \ior_get:NN #1#2
9530 { \tex_read:D #1 to #2 }
```

(End definition for \ior_get:NN. This function is documented on page 173.)

`\ior_get_str:NN` Reading as strings is a more complicated wrapper, as we wish to remove the endline character.

```
9531 \cs_new_protected:Npn \ior_get_str:NN #1#2
9532 {
9533   \use:x
9534   {
9535     \int_set_eq:NN \tex_endlinechar:D \c_minus_one
9536     \exp_not:n { \etex_readline:D #1 to #2 }
9537     \int_set:Nn \tex_endlinechar:D { \int_use:N \tex_endlinechar:D }
9538   }
9539 }
```

(End definition for \ior_get_str:NN. This function is documented on page 174.)

`\g_file_internal_ior` Needed by the higher-level code, but cannot be created until here.

```
9540 \ior_new:N \g_file_internal_ior
```

(End definition for \g_file_internal_ior. This variable is documented on page 177.)

20.3 Output operations

9541 `<@@=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.

20.3.1 Variables and constants

`\c_log_iow` Here we allocate two output streams for writing to the transcript file only (`\c_log_iow`)
`\c_term_iow` and to both the terminal and transcript file (`\c_term_iow`).

9542 `\cs_new_eq:NN \c_log_iow \c_minus_one`
 9543 `\cs_new_eq:NN \c_term_iow \c_sixteen`

(End definition for `\c_log_iow` and `\c_term_iow`. These variables are documented on page 177.)

`\g__iow_streams_seq` A list of the currently-available input streams to be used as a stack. Things are done differently in format and package mode, so the starting point varies!

9544 `\seq_new:N \g__iow_streams_seq`
 9545 `<*initex>`
 9546 `\seq_gset_eq:NN \g__iow_streams_seq \g__ior_streams_seq`
 9547 `</initex>`

(End definition for `\g__iow_streams_seq`. This variable is documented on page ??.)

`\l__iow_stream_tl` Used to recover the raw stream number from the stack.

9548 `\tl_new:N \l__iow_stream_tl`

(End definition for `\l__iow_stream_tl`. This variable is documented on page ??.)

`\g__iow_streams_prop` As for reads with the appropriate adjustment of the register numbers to check on.

9549 `\prop_new:N \g__iow_streams_prop`
 9550 `<*package>`
 9551 `\int_step_inline:nnnn`
 9552 `{ \c_zero }`
 9553 `{ \c_one }`
 9554 `{`
 9555 `\cs_if_exist:NTF \normalend`
 9556 `{ \tex_count:D 39 \scan_stop: }`
 9557 `{ \tex_count:D 17 \scan_stop: - \c_one }`
 9558 `}`
 9559 `{`
 9560 `\prop_gput:Nnn \g__iow_streams_prop {#1} { Reserved-by~format }`
 9561 `}`
 9562 `</package>`

(End definition for `\g__iow_streams_prop`. This variable is documented on page ??.)

20.4 Stream management

\iow_new:N Reserving a new stream is done by defining the name as equal to writing to the terminal:
\iow_new:c odd but at least consistent.

```
9563 \cs_new_protected:Npn \iow_new:N #1 { \cs_new_eq:NN #1 \c_term_iow }
9564 \cs_generate_variant:Nn \iow_new:N { c }
```

(End definition for \iow_new:N and \iow_new:c. These functions are documented on page 172.)

\iow_open:Nn The same idea as for reading, but without the path and without the need to allow for a
\iow_open:cn conditional version.

```
\__iow_open:Nn
\__iow_open_stream:Nn
9565 \cs_new_protected:Npn \iow_open:Nn #1#2
9566 { \__file_name_sanitize:nn {#2} { \__iow_open:Nn #1 } }
9567 \cs_generate_variant:Nn \iow_open:Nn { c }
9568 \cs_new_protected:Npn \__iow_open:Nn #1#2
9569 {
9570   \iow_close:N #1
9571   \seq_gpop:NNTF \g__iow_streams_seq \l__iow_stream_tl
9572   { \__iow_open_stream:Nn #1 {#2} }
9573 <*initex>
9574   { \__msg_kernel_fatal:nn { kernel } { output-streams-exhausted } }
9575 </initex>
9576 <*package>
9577   {
9578     \cs:w newwrite \cs_end: #1
9579     \tl_set:Nx \l__iow_stream_tl { \int_eval:n {#1} }
9580     \__iow_open_stream:Nn #1 {#2}
9581   }
9582 </package>
9583 }
9584 \cs_generate_variant:Nn \__iow_open:Nn { No }
9585 \cs_new_protected:Npn \__iow_open_stream:Nn #1#2
9586 {
9587   \tex_global:D \tex_chardef:D #1 = \l__iow_stream_tl \scan_stop:
9588   \prop_gput:Nvn \g__iow_streams_prop #1 {#2}
9589   \tex_immediate:D \tex_openout:D #1 #2 \scan_stop:
9590 }
9591 }
```

(End definition for \iow_open:Nn and \iow_open:cn. These functions are documented on page 173.)

\iow_close:N Closing a stream is not quite the reverse of opening one. First, the close operation is
\iow_close:c 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.

```
9591 \cs_new_protected:Npn \iow_close:N #1
9592 {
9593   \int_compare:nT { \c_minus_one < #1 < \c_sixteen }
9594   {
9595     \tex_immediate:D \tex_closeout:D #1
9596     \prop_gremove:Nv \g__iow_streams_prop #1
9597     \seq_if_in:NVF \g__iow_streams_seq #1
```

```

9598         { \seq_gpush:NV \g__iow_streams_seq #1 }
9599         \cs_gset_eq:NN #1 \c_term_ior
9600     }
9601 }
9602 \cs_generate_variant:Nn \iow_close:N { c }

```

(End definition for `\iow_close:N` and `\iow_close:c`. These functions are documented on page 173.)

`\iow_list_streams:` Done as for input, but with a copy of the auxiliary so the name is correct.

```

\__iow_list_streams:Nn
9603 \cs_new_protected_nopar:Npn \iow_list_streams:
9604 { \__iow_list_streams:Nn \g__iow_streams_prop { output } }
9605 \cs_new_eq:NN \__iow_list_streams:Nn \__ior_list_streams:Nn

```

(End definition for `\iow_list_streams:.` This function is documented on page 173.)

20.4.1 Deferred writing

`\iow_shipout_x:Nn` First the easy part, this is the primitive, which expects its argument to be braced.

```

\iow_shipout_x:Nx
\iow_shipout_x:cn
\iow_shipout_x:cx
9606 \cs_new_protected:Npn \iow_shipout_x:Nn #1#2
9607 { \tex_write:D #1 {#2} }
9608 \cs_generate_variant:Nn \iow_shipout_x:Nn { c, Nx, cx }

```

(End definition for `\iow_shipout_x:Nn` and others. These functions are documented on page 175.)

`\iow_shipout:Nn` With ϵ -TeX available deferred writing without expansion is easy.

```

\iow_shipout:Nx
\iow_shipout:cn
\iow_shipout:cx
9609 \cs_new_protected:Npn \iow_shipout:Nn #1#2
9610 { \tex_write:D #1 { \exp_not:n {#2} } }
9611 \cs_generate_variant:Nn \iow_shipout:Nn { c, Nx, cx }

```

(End definition for `\iow_shipout:Nn` and others. These functions are documented on page 175.)

20.4.2 Immediate writing

`__iow_with:Nnn` 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.

```

\__iow_with_aux:nNnn
9612 \cs_new_protected:Npn \__iow_with:Nnn #1#2
9613 {
9614     \int_compare:nNnTF {#1} = {#2}
9615     { \use:n }
9616     { \exp_args:No \__iow_with_aux:nNnn { \int_use:N #1 } #1 {#2} }
9617 }
9618 \cs_new_protected:Npn \__iow_with_aux:nNnn #1#2#3#4
9619 {
9620     \int_set:Nn #2 {#3}
9621     #4
9622     \int_set:Nn #2 {#1}
9623 }

```

(End definition for `__iow_with:Nnn` and `__iow_with_aux:nNnn`.)

\iow_now:Nn This routine writes the second argument onto the output stream without expansion. If
\iow_now:Nx this stream isn't open, the output goes to the terminal instead. If the first argument is
\iow_now:cn no output stream at all, we get an internal error. We don't use the expansion done by
\iow_now:cx **\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 **_iow_with:Nnn** to support formats such as plain T_EX: otherwise, **\iow_-**
newline: would not work. We do not do this for **\iow_shipout:Nn** or **\iow_shipout_-**
x:Nn, as T_EX looks at the value of the **\newlinechar** at shipout time in those cases.

```

9624 \cs_new_protected:Npn \iow_now:Nn #1#2
9625 {
9626   \_iow_with:Nnn \tex_newlinechar:D { '\^^J }
9627   { \tex_immediate:D \tex_write:D #1 { \exp_not:n {#2} } }
9628 }
9629 \cs_generate_variant:Nn \iow_now:Nn { c, Nx, cx }

```

(End definition for \iow_now:Nn and others. These functions are documented on page 174.)

\iow_log:n Writing to the log and the terminal directly are relatively easy.
\iow_log:x 9630 **\cs_set_protected_nopar:Npn \iow_log:x** { **\iow_now:Nx \c_log_iow** }
\iow_term:n 9631 **\cs_new_protected_nopar:Npn \iow_log:n** { **\iow_now:Nn \c_log_iow** }
\iow_term:x 9632 **\cs_set_protected_nopar:Npn \iow_term:x** { **\iow_now:Nx \c_term_iow** }
9633 **\cs_new_protected_nopar:Npn \iow_term:n** { **\iow_now:Nn \c_term_iow** }

(End definition for \iow_log:n and \iow_log:x. These functions are documented on page 174.)

20.4.3 Special characters for writing

\iow_newline: Global variable holding the character that forces a new line when something is written
to an output stream.

```

9634 \cs_new_nopar:Npn \iow_newline: { ^^J }

```

(End definition for \iow_newline:. This function is documented on page 175.)

\iow_char:N Function to write any escaped char to an output stream.

```

9635 \cs_new_eq:NN \iow_char:N \cs_to_str:N

```

(End definition for \iow_char:N. This function is documented on page 175.)

20.4.4 Hard-wrapping lines to a character count

The code here implements a generic hard-wrapping function. This is used by the mes-
saging 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 T_EXLive and MikT_EX.

```

9636 \int_new:N \l_iow_line_count_int
9637 \int_set:Nn \l_iow_line_count_int { 78 }

```

(End definition for \l_iow_line_count_int. This variable is documented on page 176.)

`\l__iow_target_count_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.

```

9638 \int_new:N \l__iow_target_count_int

```

(End definition for `\l__iow_target_count_int`.)

`\l__iow_current_line_int` These store the number of characters in the line and word currently being constructed,
`\l__iow_current_word_int` and the current indentation, respectively.
`\l__iow_current_indentation_int`

```

9639 \int_new:N \l__iow_current_line_int
9640 \int_new:N \l__iow_current_word_int
9641 \int_new:N \l__iow_current_indentation_int

```

(End definition for `\l__iow_current_line_int`, `\l__iow_current_word_int`, and `\l__iow_current_indentation_int`.)

`\l__iow_current_line_tl` These hold the current line of text and current word, and a number of spaces for inden-
`\l__iow_current_word_tl` tation, respectively.
`\l__iow_current_indentation_tl`

```

9642 \tl_new:N \l__iow_current_line_tl
9643 \tl_new:N \l__iow_current_word_tl
9644 \tl_new:N \l__iow_current_indentation_tl

```

(End definition for `\l__iow_current_line_tl`, `\l__iow_current_word_tl`, and `\l__iow_current_indentation_tl`.)

`\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.

```

9645 \tl_new:N \l__iow_wrap_tl

```

(End definition for `\l__iow_wrap_tl`.)

`\l__iow_newline_tl` The token list inserted to produce the new line, with the *<run-on text>*.

```

9646 \tl_new:N \l__iow_newline_tl

```

(End definition for `\l__iow_newline_tl`.)

`\l__iow_line_start_bool` Boolean to avoid adding a space at the beginning of forced newlines, and to know when to add the indentation.

```

9647 \bool_new:N \l__iow_line_start_bool

```

(End definition for `\l__iow_line_start_bool`.)

`\c_catcode_other_space_tl` Lowercase a character with category code 12 to produce an “other” space. We can do everything within the group, because `\tl_const:Nn` defines its argument globally.

```

9648 \group_begin:
9649   \char_set_catcode_other:N \*
9650   \char_set_lccode:nn {'\*} {'\ }
9651   \tl_to_lowercase:n { \tl_const:Nn \c_catcode_other_space_tl { * } }
9652 \group_end:

```

(End definition for `\c_catcode_other_space_tl`. This function is documented on page 177.)

```

\c__iow_wrap_marker_tl
\c__iow_wrap_end_marker_tl
\c__iow_wrap_newline_marker_tl
\c__iow_wrap_indent_marker_tl
\c__iow_wrap_unindent_marker_tl

```

Every special action of the wrapping code is preceded by 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 nicer.

```

9653 \group_begin:
9654   \int_set_eq:NN \tex_escapechar:D \c_minus_one
9655   \tl_const:Nx \c__iow_wrap_marker_tl
9656     { \tl_to_str:n { \^^I \^^O \^^W \^^_ \^^W \^^R \^^A \^^P } }
9657 \group_end:
9658 \tl_map_inline:nn
9659   { { end } { newline } { indent } { unindent } }
9660   {
9661     \tl_const:cx { c__iow_wrap_ #1 _marker_tl }
9662     {
9663       \c_catcode_other_space_tl
9664       \c__iow_wrap_marker_tl
9665       \c_catcode_other_space_tl
9666       #1
9667       \c_catcode_other_space_tl
9668     }
9669   }

```

(End definition for `\c__iow_wrap_marker_tl`.)

```

\iow_indent:n
\__iow_indent:n

```

We give a dummy (protected) definition to `\iow_indent:n` when outside messages. Within wrapped message, it places the instruction for increasing the indentation before its argument, and the instruction for unindenting afterwards. Note that there will be no forced line-break, so the indentation only changes when the next line is started.

```

9670 \cs_new_protected:Npn \iow_indent:n #1 { }
9671 \cs_new:Npx \__iow_indent:n #1
9672   {
9673     \c__iow_wrap_indent_marker_tl
9674     #1
9675     \c__iow_wrap_unindent_marker_tl
9676   }

```

(End definition for `\iow_indent:n`. This function is documented on page 176.)

```

\iow_wrap:nnnN
\__iow_wrap_set:Nx

```

The main wrapping function works as follows. First give `\`, `_` and other formatting commands the correct definition for messages, before fully-expanding the input. In package mode, the expansion uses L^AT_EX 2_ε’s `\protect` mechanism. Afterwards, set the newline marker (two assignments to fully expand, then convert to a string) and its length, and initialize some registers. There is then a loop over each word in the input, which will do the actual wrapping. After the loop, the resulting text is passed on to the function which has been given as a post-processor. The argument `#4` is available for additional set up steps for the output. The definition of `\` and `_` use an “other” space rather than a normal space, because the latter might be absorbed by T_EX to end a number or other f-type expansions. The `\tl_to_str:N` step converts the “other” space back to a normal space.

```

9677 \cs_new_protected:Npn \iow_wrap:nnnN #1#2#3#4
9678 {
9679   \group_begin:
9680     \int_set_eq:NN \tex_escapechar:D \c_minus_one
9681     \cs_set_nopar:Npx \{ { \token_to_str:N \{ }
9682     \cs_set_nopar:Npx \# { \token_to_str:N \# }
9683     \cs_set_nopar:Npx \} { \token_to_str:N \} }
9684     \cs_set_nopar:Npx \% { \token_to_str:N \% }
9685     \cs_set_nopar:Npx \~ { \token_to_str:N \~ }
9686     \int_set:Nn \tex_escapechar:D { 92 }
9687     \cs_set_eq:NN \ \c__iow_wrap_newline_marker_tl
9688     \cs_set_eq:NN \ \c_catcode_other_space_tl
9689     \cs_set_eq:NN \iow_indent:n \__iow_indent:n
9690     #3
9691   <*initex>
9692     \tl_set:Nx \l__iow_wrap_tl {#1}
9693   </initex>
9694   <*package>
9695     \__iow_wrap_set:Nx \l__iow_wrap_tl {#1}
9696   </package>

```

This is a bit of a hack to measure the string length of the run on text without the `l3str` module (which is still experimental). This should be replaced once the string module is finalised with something a little cleaner.

```

9697   \tl_set:Nx \l__iow_newline_tl { \iow_newline: #2 }
9698   \tl_set:Nx \l__iow_newline_tl { \tl_to_str:N \l__iow_newline_tl }
9699   \tl_replace_all:Nnn \l__iow_newline_tl { ~ } { \c_space_tl }
9700   \int_set:Nn \l__iow_target_count_int
9701     { \l__iow_line_count_int - \tl_count:N \l__iow_newline_tl + \c_one }
9702   \int_zero:N \l__iow_current_indentation_int
9703   \tl_clear:N \l__iow_current_indentation_tl
9704   \int_zero:N \l__iow_current_line_int
9705   \tl_clear:N \l__iow_current_line_tl
9706   \bool_set_true:N \l__iow_line_start_bool
9707   \use:x
9708   {
9709     \exp_not:n { \tl_clear:N \l__iow_wrap_tl }
9710     \__iow_wrap_loop:w
9711     \tl_to_str:N \l__iow_wrap_tl
9712     \tl_to_str:N \c__iow_wrap_end_marker_tl
9713     \c_space_tl \c_space_tl
9714     \exp_not:N \q_stop
9715   }
9716   \exp_args:NNo \group_end:
9717   #4 \l__iow_wrap_tl
9718 }

```

As using the generic loader will mean that `\protected@edef` is not available, it's not placed directly in the wrap function but is set up as an auxiliary. In the generic loader this can then be redefined.

```

9719 <*package>
9720 \cs_new_eq:NN \__iow_wrap_set:Nx \protected@edef
9721 </package>

```

(End definition for \iow_wrap:nnnN. This function is documented on page 176.)

__iow_wrap_loop:w The loop grabs one word in the input, and checks whether it is the special marker, or a normal word.

```

9722 \cs_new_protected:Npn \__iow_wrap_loop:w #1 ~ %
9723 {
9724   \tl_set:Nn \l__iow_current_word_tl {#1}
9725   \tl_if_eq:NNTF \l__iow_current_word_tl \c__iow_wrap_marker_tl
9726     { \__iow_wrap_special:w }
9727     { \__iow_wrap_word: }
9728 }

```

(End definition for __iow_wrap_loop:w.)

__iow_wrap_word: For a normal word, update the line count, then test if the current word would fit in the current line, and call the appropriate function. If the word fits in the current line, __iow_wrap_word_fits: add it to the line, preceded by a space unless it is the first word of the line. Otherwise, __iow_wrap_word_newline: the current line is added to the result, with the run-on text. The current word (and its character count) are then put in the new line.

```

9729 \cs_new_protected_nopar:Npn \__iow_wrap_word:
9730 {
9731   \int_set:Nn \l__iow_current_word_int
9732     { \__str_count_ignore_spaces:N \l__iow_current_word_tl }
9733   \int_add:Nn \l__iow_current_line_int { \l__iow_current_word_int }
9734   \int_compare:nNnTF \l__iow_current_line_int < \l__iow_target_count_int
9735     { \__iow_wrap_word_fits: }
9736     { \__iow_wrap_word_newline: }
9737   \__iow_wrap_loop:w
9738 }
9739 \cs_new_protected_nopar:Npn \__iow_wrap_word_fits:
9740 {
9741   \bool_if:NNTF \l__iow_line_start_bool
9742     {
9743       \bool_set_false:N \l__iow_line_start_bool
9744       \tl_put_right:Nx \l__iow_current_line_tl
9745         { \l__iow_current_indentation_tl \l__iow_current_word_tl }
9746       \int_add:Nn \l__iow_current_line_int
9747         { \l__iow_current_indentation_int }
9748     }
9749     {
9750       \tl_put_right:Nx \l__iow_current_line_tl
9751         { ~ \l__iow_current_word_tl }
9752       \int_incr:N \l__iow_current_line_int
9753     }
9754 }
9755 \cs_new_protected_nopar:Npn \__iow_wrap_word_newline:

```

```

9756 {
9757   \tl_put_right:Nx \l__iow_wrap_tl
9758   { \l__iow_current_line_tl \l__iow_newline_tl }
9759   \int_set:Nn \l__iow_current_line_int
9760   {
9761     \l__iow_current_word_int
9762     + \l__iow_current_indentation_int
9763   }
9764   \tl_set:Nx \l__iow_current_line_tl
9765   { \l__iow_current_indentation_tl \l__iow_current_word_tl }
9766 }

```

(End definition for __iow_wrap_word:.)

__iow_wrap_special:w When the “special” marker is encountered, read what operation to perform, as a space-delimited argument, perform it, and remember to loop. In fact, to avoid spurious spaces when two special actions follow each other, we look ahead for another copy of the marker.

__iow_wrap_newline:w Forced newlines are almost identical to those caused by overflow, except that here the word is empty. To indent more, add four spaces to the start of the indentation token list.

__iow_wrap_indent:w To reduce indentation, rebuild the indentation token list using \prg_replicate:nn. At the end, we simply save the last line (without the run-on text), and prevent the loop.

__iow_wrap_unindent:w

__iow_wrap_end:w

```

9767 \cs_new_protected:Npn \__iow_wrap_special:w #1 ~ #2 ~ #3 ~ %
9768 {
9769   \use:c { __iow_wrap_#1: }
9770   \str_if_eq_x:nnTF { #2~#3 } { ~ \c__iow_wrap_marker_tl }
9771   { \__iow_wrap_special:w }
9772   { \__iow_wrap_loop:w #2 ~ #3 ~ }
9773 }
9774 \cs_new_protected_nopar:Npn \__iow_wrap_newline:
9775 {
9776   \tl_put_right:Nx \l__iow_wrap_tl
9777   { \l__iow_current_line_tl \l__iow_newline_tl }
9778   \int_zero:N \l__iow_current_line_int
9779   \tl_clear:N \l__iow_current_line_tl
9780   \bool_set_true:N \l__iow_line_start_bool
9781 }
9782 \cs_new_protected_nopar:Npx \__iow_wrap_indent:
9783 {
9784   \int_add:Nn \l__iow_current_indentation_int \c_four
9785   \tl_put_right:Nx \exp_not:N \l__iow_current_indentation_tl
9786   { \c_space_tl \c_space_tl \c_space_tl \c_space_tl }
9787 }
9788 \cs_new_protected_nopar:Npn \__iow_wrap_unindent:
9789 {
9790   \int_sub:Nn \l__iow_current_indentation_int \c_four
9791   \tl_set:Nx \l__iow_current_indentation_tl
9792   { \prg_replicate:nn \l__iow_current_indentation_int { ~ } }
9793 }
9794 \cs_new_protected_nopar:Npn \__iow_wrap_end:

```

```

9795 {
9796   \tl_put_right:Nx \l__iow_wrap_tl
9797   { \l__iow_current_line_tl }
9798   \use_none_delimit_by_q_stop:w
9799 }

```

(End definition for __iow_wrap_special:w.)

```

\__str_count_ignore_spaces:N
\__str_count_ignore_spaces:n
\__str_count_loop:NNNNNNNNN

```

The wrapping code requires to measure the number of character in each word. This could be done with \tl_count:n, but it is ten times faster (literally) to use the code below.

```

9800 \cs_new_nopar:Npn \__str_count_ignore_spaces:N
9801 { \exp_args:No \__str_count_ignore_spaces:n }
9802 \cs_new:Npn \__str_count_ignore_spaces:n #1
9803 {
9804   \__int_value:w \__int_eval:w
9805   \exp_after:wN \__str_count_loop:NNNNNNNNN \tl_to_str:n {#1}
9806   { X8 } { X7 } { X6 } { X5 } { X4 } { X3 } { X2 } { X1 } { X0 }
9807   \q_stop
9808   \__int_eval_end:
9809 }
9810 \cs_new:Npn \__str_count_loop:NNNNNNNNN #1#2#3#4#5#6#7#8#9
9811 {
9812   \if_catcode:w X #9
9813   \exp_after:wN \use_none_delimit_by_q_stop:w
9814   \else:
9815     9 +
9816     \exp_after:wN \__str_count_loop:NNNNNNNNN
9817   \fi:
9818 }

```

(End definition for __str_count_ignore_spaces:N.)

20.5 Messages

```

9819 \__msg_kernel_new:nnnn { kernel } { file-not-found }
9820 { File~'#1'~not-found. }
9821 {
9822   The~requested~file~could~not~be~found~in~the~current~directory,~
9823   in~the~TeX~search~path~or~in~the~LaTeX~search~path.
9824 }
9825 \__msg_kernel_new:nnnn { kernel } { input-streams-exhausted }
9826 { Input~streams~exhausted }
9827 {
9828   TeX~can~only~open~up~to~16~input~streams~at~one~time.\\
9829   All~16~are~currently~in~use,~and~something~wanted~to~open~
9830   another~one.
9831 }
9832 \__msg_kernel_new:nnnn { kernel } { output-streams-exhausted }
9833 { Output~streams~exhausted }
9834 {

```

```

9835     TeX~can~only~open~up~to~16~output~streams~at~one~time.\\
9836     All~16~are~currently~in~use,~and~something~wanted~to~open~
9837     another~one.
9838   }
9839   \_msg_kernel_new:nnnn { kernel } { unbalanced-quote-in-filename }
9840   { Unbalanced~quotes~in~file~name~'#1'. }
9841   {
9842     File~names~must~contain~balanced~numbers~of~quotes~(").
9843   }
9844   </initex | package>

```

21 l3fp implementation

Nothing to see here: everything is in the subfiles!

22 l3fp-aux implementation

```

9845 <*initex | package>
9846 <@@=fp>

```

22.1 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 will be used in expressions, and in this context will be 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`.

Since floating point numbers are always accessed by the various operations using f-expansion, we can safely let them be protected: x-expansion will then leave them untouched. However, when used directly without an accessor function, floating points should produce an error. `\s__fp` will do nothing, and `__fp_chk:w` produces an error.

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. The various possibilities will be distinguished by their $\langle case \rangle$, which is a single digit:⁶

- 0 zeros: `+0` and `-0`,
- 1 “normal” numbers (positive and negative),
- 2 infinities: `+inf` and `-inf`,
- 3 quiet and signalling `nan`.

⁶Bruno: I need to implement subnormal numbers. Also, quiet and signalling `nan` must be better distinguished.

Table 1: Internal representation of floating point numbers.

Representation	Meaning
0 0 \s_fp_... ;	Positive zero.
0 2 \s_fp_... ;	Negative zero.
1 0 {\langle exponent \rangle} {\langle X_1 \rangle} {\langle X_2 \rangle} {\langle X_3 \rangle} {\langle X_4 \rangle} ;	Positive floating point.
1 2 {\langle 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.

The $\langle sign \rangle$ is 0 (positive) or 2 (negative), except in the case of **nan**, which have $\langle sign \rangle = 1$. This ensures that changing the $\langle sign \rangle$ digit to $2 - \langle sign \rangle$ is exactly equivalent to changing the sign of the number.

Special floating point numbers have the form

$\backslash s_fp \backslash_fp_chk:w \langle case \rangle \langle sign \rangle \backslash s_fp_... ;$

where $\backslash s_fp_...$ 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

$\backslash s_fp \backslash_fp_chk:w 1 \langle sign \rangle \{\langle exponent \rangle\} \{\langle X_1 \rangle\} \{\langle X_2 \rangle\} \{\langle X_3 \rangle\} \{\langle X_4 \rangle\} ;$

Here, the $\langle exponent \rangle$ is an integer, at most $\backslash c_fp_max_exponent_int = 10000$ in absolute value. The body consists in four blocks of exactly 4 digits, $0000 \leq \langle X_i \rangle \leq 9999$, such that

$$\langle X \rangle = (-1)^{\langle sign \rangle} 10^{-\langle exponent \rangle} \sum_{i=1}^4 \langle X_i \rangle 10^{-4i}$$

and such that the $\langle exponent \rangle$ is minimal. This implies $1000 \leq \langle X_1 \rangle \leq 9999$.

22.2 Internal storage of floating points numbers

A floating point number $\langle X \rangle$ is stored as

$\backslash s_fp \backslash_fp_chk:w \langle case \rangle \langle sign \rangle \langle body \rangle ;$

Here, $\langle case \rangle$ is 0 for ± 0 , 1 for normal numbers, 2 for $\pm \infty$, and 3 for **nan**, and $\langle sign \rangle$ is 0 for positive numbers, 1 for **nans**, and 2 for negative numbers. The $\langle body \rangle$ of normal numbers is $\{\langle exponent \rangle\} \{\langle X_1 \rangle\} \{\langle X_2 \rangle\} \{\langle X_3 \rangle\} \{\langle X_4 \rangle\}$, with

$$\langle X \rangle = (-1)^{\langle sign \rangle} 10^{-\langle exponent \rangle} \sum_i \langle X_i \rangle 10^{-4i}.$$

Calculations are done in base 10000, *i.e.* one myriad. The $\langle exponent \rangle$ lies between $\pm \backslash c_fp_max_exponent_int = \pm 10000$ inclusive.

Additionally, positive and negative floating point numbers may only be stored with $1000 \leq \langle X_1 \rangle < 10000$. This requirement is necessary in order to preserve accuracy and speed.

22.3 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.

```
9847 \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` Those functions place a semicolon after one or two arguments (typically digits).

```
\__fp_use_s:n 9848 \cs_new:Npn \__fp_use_s:n #1 { #1; }
\__fp_use_s:nn 9849 \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` Those functions select specific arguments among a set of arguments delimited by a semicolon.
`__fp_use_i_until_s:nw`
`__fp_use_ii_until_s:nnw`

```
9850 \cs_new:Npn \__fp_use_none_until_s:w #1; { }
9851 \cs_new:Npn \__fp_use_i_until_s:nw #1#2; {#1}
9852 \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.

```
9853 \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.

```
9854 \cs_new:Npn \__fp_rrot:www #1; #2; #3; { #2; #3; #1; }
```

(End definition for __fp_rrot:www.)

`__fp_use_i:ww` Many internal functions take arguments delimited by semicolons, and it is occasionally useful to remove one or two such arguments.
`__fp_use_i:www`

```
9855 \cs_new:Npn \__fp_use_i:ww #1; #2; { #1; }
9856 \cs_new:Npn \__fp_use_i:www #1; #2; #3; { #1; }
```

(End definition for __fp_use_i:ww and __fp_use_i:www.)

22.4 Constants, and structure of floating points

`\s__fp` 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.

```

9857 \__scan_new:N \s__fp
9858 \cs_new_protected:Npn \__fp_chk:w #1 ;
9859 {
9860   \msg_kernel_error:nnx { kernel } { misused-fp }
9861   { \fp_to_tl:n { \s__fp \__fp_chk:w #1 ; } }
9862 }
```

(End definition for `\s__fp` and `__fp_chk:w`.)

`\s__fp_mark` Aliases of `\tex_relax:D`, used to terminate expressions.

```

\s__fp_stop 9863 \__scan_new:N \s__fp_mark
9864 \__scan_new:N \s__fp_stop
```

(End definition for `\s__fp_mark` and `\s__fp_stop`.)

`\s__fp_invalid` A couple of scan marks used to indicate where special floating point numbers come from.

```

\s__fp_underflow 9865 \__scan_new:N \s__fp_invalid
\s__fp_overflow 9866 \__scan_new:N \s__fp_underflow
\s__fp_division 9867 \__scan_new:N \s__fp_overflow
\s__fp_exact 9868 \__scan_new:N \s__fp_division
9869 \__scan_new:N \s__fp_exact
```

(End definition for `\s__fp_invalid` and others.)

`\c_zero_fp` The special floating points. All of them have the form

`\c_minus_zero_fp` `\s__fp __fp_chk:w <case> <sign> \s__fp...` ;

`\c_inf_fp` where the dots in `\s__fp...` are one of `invalid`, `underflow`, `overflow`, `division`,
`\c_minus_inf_fp` `exact`, describing how the floating point was created. We define the floating points here
`\c_nan_fp` as “exact”.

```

9870 \tl_const:Nn \c_zero_fp { \s__fp \__fp_chk:w 0 0 \s__fp_exact ; }
9871 \tl_const:Nn \c_minus_zero_fp { \s__fp \__fp_chk:w 0 2 \s__fp_exact ; }
9872 \tl_const:Nn \c_inf_fp { \s__fp \__fp_chk:w 2 0 \s__fp_exact ; }
9873 \tl_const:Nn \c_minus_inf_fp { \s__fp \__fp_chk:w 2 2 \s__fp_exact ; }
9874 \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 185.)

`\c__fp_max_exponent_int` Normal floating point numbers have an exponent at most `max_exponent` in absolute value. Larger numbers are rounded to $\pm\infty$. Smaller numbers are subnormal (not implemented yet), and digits beyond $10^{-\text{max_exponent}}$ are rounded away, hence the true minimum exponent is $-\text{max_exponent} - 16$; beyond this, numbers are rounded to zero. Why this choice of limits? When computing $(a \cdot 10^n)(b \cdot 10^p)$, we need to evaluate $\log(a \cdot 10^n) = \log(a) + n \log(10)$ as a fixed point number, which we manipulate as blocks of 4 digits. Multiplying such a fixed point number by $n < 10000$ is much cheaper than larger n , because we can multiply n with each block safely.

```
9875 \int_const:Nn \c__fp_max_exponent_int { 10000 }
```

(End definition for `\c__fp_max_exponent_int`.)

`__fp_zero_fp:N` In case of overflow or underflow, we have to output a zero or infinity with a given sign.

```
\__fp_inf_fp:N
9876 \cs_new:Npn \__fp_zero_fp:N #1
9877 { \s__fp \__fp_chk:w 0 #1 \s__fp_underflow ; }
9878 \cs_new:Npn \__fp_inf_fp:N #1
9879 { \s__fp \__fp_chk:w 2 #1 \s__fp_overflow ; }
```

(End definition for `__fp_zero_fp:N` and `__fp_inf_fp:N`.)

`__fp_max_fp:N` In some cases, we need to output the smallest or biggest positive or negative finite numbers.
`__fp_min_fp:N`

```
9880 \cs_new:Npn \__fp_min_fp:N #1
9881 {
9882   \s__fp \__fp_chk:w 1 #1
9883   { \int_eval:n { - \c__fp_max_exponent_int } }
9884   {1000} {0000} {0000} {0000} ;
9885 }
9886 \cs_new:Npn \__fp_max_fp:N #1
9887 {
9888   \s__fp \__fp_chk:w 1 #1
9889   { \int_use:N \c__fp_max_exponent_int }
9890   {9999} {9999} {9999} {9999} ;
9891 }
```

(End definition for `__fp_max_fp:N` and `__fp_min_fp:N`.)

`__fp_exponent:w` For normal numbers, the function expands to the exponent, otherwise to 0.

```
9892 \cs_new:Npn \__fp_exponent:w \s__fp \__fp_chk:w #1
9893 {
9894   \if_meaning:w 1 #1
9895   \exp_after:wN \__fp_use_ii_until_s:nnw
9896   \else:
9897   \exp_after:wN \__fp_use_i_until_s:nw
9898   \exp_after:wN 0
9899   \fi:
9900 }
```

(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.

```
9901 \cs_new:Npn \__fp_neg_sign:N #1
9902 { \__int_eval:w \c_two - #1 \__int_eval_end: }
```

(End definition for `__fp_neg_sign:N`.)

22.5 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`.

```
9903 \cs_new:Npn \__fp_sanitize:Nw #1 #2;
9904 {
9905   \if_case:w
9906     \if_int_compare:w #2 > \c_fp_max_exponent_int \c_one \else:
9907     \if_int_compare:w #2 < - \c_fp_max_exponent_int \c_two \else:
9908     \if_meaning:w 1 #1 \c_three \else: \c_zero \fi: \fi: \fi:
9909     \or: \exp_after:wN \__fp_overflow:w
9910     \or: \exp_after:wN \__fp_underflow:w
9911     \or: \exp_after:wN \__fp_sanitize_zero:w
9912     \fi:
9913     \s_fp \__fp_chk:w 1 #1 {#2}
9914   }
9915   \cs_new:Npn \__fp_sanitize:wN #1; #2 { \__fp_sanitize:Nw #2 #1; }
9916   \cs_new:Npn \__fp_sanitize_zero:w \s_fp \__fp_chk:w #1 #2 #3;
9917   { \c_zero_fp }
```

(End definition for `__fp_sanitize:Nw` and `__fp_sanitize:wN`.)

22.6 Expanding after a floating point number

`__fp_exp_after_o:w` `__fp_exp_after_o:nw` `__fp_exp_after_f:nw` Places *tokens* (empty in the case of `__fp_exp_after_o:w`) between the *floating point* and the *more tokens*, then hits those tokens with either o-expansion (one `\exp_after:wN`) 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.

```
9918 \cs_new:Npn \__fp_exp_after_o:w \s_fp \__fp_chk:w #1
9919 {
9920   \if_meaning:w 1 #1
9921     \exp_after:wN \__fp_exp_after_normal:nNNw
9922   \else:
9923     \exp_after:wN \__fp_exp_after_special:nNNw
9924   \fi:
9925   { }
9926   #1
```

```

9927 }
9928 \cs_new:Npn \__fp_exp_after_o:nw #1 \s__fp \__fp_chk:w #2
9929 {
9930   \if_meaning:w 1 #2
9931     \exp_after:wN \__fp_exp_after_normal:nNNw
9932   \else:
9933     \exp_after:wN \__fp_exp_after_special:nNNw
9934   \fi:
9935   { #1 }
9936   #2
9937 }
9938 \cs_new:Npn \__fp_exp_after_f:nw #1 \s__fp \__fp_chk:w #2
9939 {
9940   \if_meaning:w 1 #2
9941     \exp_after:wN \__fp_exp_after_normal:nNNw
9942   \else:
9943     \exp_after:wN \__fp_exp_after_special:nNNw
9944   \fi:
9945   { \tex_romannumeral:D -'0 #1 }
9946   #2
9947 }

```

(End definition for __fp_exp_after_o:w.)

__fp_exp_after_special:nNNw Special floating point numbers are easy to jump over since they contain few tokens.

```

9948 \cs_new:Npn \__fp_exp_after_special:nNNw #1#2#3#4;
9949 {
9950   \exp_after:wN \s__fp
9951   \exp_after:wN \__fp_chk:w
9952   \exp_after:wN #2
9953   \exp_after:wN #3
9954   \exp_after:wN #4
9955   \exp_after:wN ;
9956   #1
9957 }

```

(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.

```

9958 \cs_new:Npn \__fp_exp_after_normal:nNNw #1 1 #2 #3 #4#5#6#7;
9959 {
9960   \exp_after:wN \__fp_exp_after_normal:Nwwwww
9961   \exp_after:wN #2
9962   \__int_value:w #3 \exp_after:wN ;
9963   \__int_value:w 1 #4 \exp_after:wN ;
9964   \__int_value:w 1 #5 \exp_after:wN ;
9965   \__int_value:w 1 #6 \exp_after:wN ;
9966   \__int_value:w 1 #7 \exp_after:wN ; #1

```

```

9967 }
9968 \cs_new:Npn \__fp_exp_after_normal:Nwwwww
9969   #1 #2; 1 #3 ; 1 #4 ; 1 #5 ; 1 #6 ;
9970 { \s__fp \__fp_chk:w 1 #1 {#2} {#3} {#4} {#5} {#6} ; }

(End definition for \__fp_exp_after_normal:nNNw.)

```

```

\__fp_exp_after_array_f:w
\__fp_exp_after_stop_f:nw
9971 \cs_new:Npn \__fp_exp_after_array_f:w #1
9972 {
9973   \cs:w \__fp_exp_after \__fp_type_from_scan:N #1 _f:nw \cs_end:
9974   { \__fp_exp_after_array_f:w }
9975   #1
9976 }
9977 \cs_new_eq:NN \__fp_exp_after_stop_f:nw \use_none:nn

(End definition for \__fp_exp_after_array_f:w.)

```

22.7 Packing digits

When a positive integer `#1` is known to be less than 10^8 , the following trick will split 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
\int_use:N \__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 12345×66778899 . With simplified names, we would do

```

\exp_after:wN \post_processing:w
\int_use:N \__int_eval:w - 5 0000
\exp_after:wN \pack:NNNNnw
\int_use:N \__int_eval:w 4 9995 0000
+ 12345 * 6677
\exp_after:wN \pack:NNNNnw
\int_use:N \__int_eval:w 5 0000 0000
+ 12345 * 8899 ;

```

The `\exp_after:wN` triggers `\int_use:N __int_eval:w`, which starts a first computation, whose initial value is -50000 (the “leading shift”). In that computation appears an `\exp_after:wN`, which triggers the nested computation `\int_use:N __int_eval:w` with starting value 499950000 (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 will also work 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 will have 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.

```
9978 \int_const:Nn \c__fp_leading_shift_int { - 5 0000 }
9979 \int_const:Nn \c__fp_middle_shift_int { 5 0000 * 9999 }
9980 \int_const:Nn \c__fp_trailing_shift_int { 5 0000 * 10000 }
9981 \cs_new:Npn \__fp_pack:NNNNNw #1 #2#3#4#5 #6; { + #1#2#3#4#5 ; {#6} }
```

(End definition for `__fp_pack:NNNNNw`.)

```
\__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 $[-5 \cdot 10^8, 6 \cdot 10^8 - 1]$ (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`.

```
9982 \int_const:Nn \c__fp_big_leading_shift_int { - 15 2374 }
9983 \int_const:Nn \c__fp_big_middle_shift_int { 15 2374 * 9999 }
9984 \int_const:Nn \c__fp_big_trailing_shift_int { 15 2374 * 10000 }
9985 \cs_new:Npn \__fp_pack_big:NNNNNNw #1#2 #3#4#5#6 #7;
9986 { + #1#2#3#4#5#6 ; {#7} }
```

(End definition for `__fp_pack_big:NNNNNNw`.)

```
\__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 $[-1 \cdot 10^9, 147483647]$; the end-point is $2^{31} - 1 - 2 \cdot 10^9 \simeq 1.47 \cdot 10^8$. Shifted values all have exactly 10 digits.

```
9987 \int_const:Nn \c__fp_Bigg_leading_shift_int { - 20 0000 }
9988 \int_const:Nn \c__fp_Bigg_middle_shift_int { 20 0000 * 9999 }
9989 \int_const:Nn \c__fp_Bigg_trailing_shift_int { 20 0000 * 10000 }
9990 \cs_new:Npn \__fp_pack_Bigg:NNNNNNw #1#2 #3#4#5#6 #7;
9991 { + #1#2#3#4#5#6 ; {#7} }
```

(End definition for `__fp_pack_Bigg:NNNNNNw`.)

`_fp_pack_twice_four:wNNNNNNNN` Grabs two sets of 4 digits and places them before the semi-colon delimiter. Putting several copies of this function before a semicolon will pack more digits since each will take the digits packed by the others in its first argument.

```

9992 \cs_new:Npn \_fp_pack_twice_four:wNNNNNNNN #1; #2#3#4#5 #6#7#8#9
9993 { #1 {#2#3#4#5} {#6#7#8#9} ; }

```

(End definition for `_fp_pack_twice_four:wNNNNNNNN`.)

`_fp_pack_eight:wNNNNNNNN` 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 will pack more digits since each will take the digits packed by the others in its first argument.

```

9994 \cs_new:Npn \_fp_pack_eight:wNNNNNNNN #1; #2#3#4#5 #6#7#8#9
9995 { #1 {#2#3#4#5#6#7#8#9} ; }

```

(End definition for `_fp_pack_eight:wNNNNNNNN`.)

22.8 Decimate (dividing by a power of 10)

`_fp_decimate:nNnnnn` Each $\langle X_i \rangle$ consists in 4 digits exactly, and $1000 \leq \langle X_1 \rangle < 9999$. The first argument determines by how much we shift the digits. $\langle f_1 \rangle$ is called as follows: where $0 \leq \langle X'_i \rangle < 10^8 - 1$ are 8 digit numbers, forming the truncation of our number. In other words,

$$\left(\sum_{i=1}^4 \langle X_i \rangle \cdot 10^{-4i} \cdot 10^{-\langle shift \rangle} - \langle X'_1 \rangle \cdot 10^{-8} + \langle X'_2 \rangle \cdot 10^{-16} \right) \in [0, 10^{-16}).$$

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 $\langle X'_1 \rangle \langle X'_2 \rangle$ 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 fails for negative $\langle shift \rangle$.

```

9996 \cs_new:Npn \_fp_decimate:nNnnnn #1
9997 {
9998   \cs:w
9999   \_fp_decimate_
10000   \if_int_compare:w \_int_eval:w #1 > \c_sixteen
10001     tiny
10002   \else:
10003     \tex_romannumeral:D \_int_eval:w #1
10004   \fi:
10005   :Nnnnn
10006 \cs_end:
10007 }

```

Each of the auxiliaries see the function $\langle f_1 \rangle$, followed by 4 blocks of 4 digits.

(End definition for `_fp_decimate:nNnnnn`.)

`_fp_decimate:Nnnnn`
`_fp_decimate_tiny:Nnnnn`

If the $\langle shift \rangle$ is zero, or too big, life is very easy.

```
10008 \cs_new:Npn \_fp_decimate:Nnnnn #1 #2#3#4#5
10009 { #1 0 {#2#3} {#4#5} ; }
10010 \cs_new:Npn \_fp_decimate_tiny:Nnnnn #1 #2#3#4#5
10011 { #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`

Shifting happens in two steps: compute the $\langle rounding \rangle$ 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 $\langle rounding \rangle$ digit. This triggers the f-expansion of `_fp_decimate_pack:nnnnnnnnnw`,⁷ 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.

```
10012 \cs_new:Npn \_fp_tmp:w #1 #2 #3
10013 {
10014   \cs_new:cpn { \_fp_decimate_ #1 :Nnnnn } ##1 ##2##3##4##5
10015   {
10016     \exp_after:wN ##1
10017     \_int_value:w
10018     \exp_after:wN \_fp_round_digit:Nw #2 ;
10019     \_fp_decimate_pack:nnnnnnnnnw #3 ;
10020   }
10021 }
10022 \_fp_tmp:w {i}   {\use_none:nnn   #50}{ 0{#2}#3{#4}#5      }
10023 \_fp_tmp:w {ii}  {\use_none:nn    #5 }{ 00{#2}#3{#4}#5      }
10024 \_fp_tmp:w {iii} {\use_none:n     #5 }{ 000{#2}#3{#4}#5      }
10025 \_fp_tmp:w {iv}  {                 #5 }{ {0000}#2{#3}#4 #5    }
10026 \_fp_tmp:w {v}   {\use_none:nnn   #4#5 }{ 0{0000}#2{#3}#4 #5    }
10027 \_fp_tmp:w {vi}  {\use_none:nn    #4#5 }{ 00{0000}#2{#3}#4 #5    }
10028 \_fp_tmp:w {vii} {\use_none:n     #4#5 }{ 000{0000}#2{#3}#4 #5    }
10029 \_fp_tmp:w {viii}{                 #4#5 }{ {0000}0000{#2}#3 #4 #5  }
10030 \_fp_tmp:w {ix}   {\use_none:nnn   #3#4+#5}{ 0{0000}0000{#2}#3 #4 #5  }
10031 \_fp_tmp:w {x}    {\use_none:nn    #3#4+#5}{ 00{0000}0000{#2}#3 #4 #5  }
10032 \_fp_tmp:w {xi}   {\use_none:n     #3#4+#5}{ 000{0000}0000{#2}#3 #4 #5  }
10033 \_fp_tmp:w {xii} {                 #3#4+#5}{ {0000}0000{0000}#2 #3 #4 #5  }
10034 \_fp_tmp:w {xiii}{\use_none:nnn#2#3+#4#5}{ 0{0000}0000{0000}#2 #3 #4 #5  }
10035 \_fp_tmp:w {xiv}  {\use_none:nn    #2#3+#4#5}{ 00{0000}0000{0000}#2 #3 #4 #5  }
10036 \_fp_tmp:w {xv}   {\use_none:n     #2#3+#4#5}{ 000{0000}0000{0000}#2 #3 #4 #5  }
10037 \_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.)

⁷No, the argument spec is not a mistake: the function calls an auxiliary to do half of the job.

`__fp_round_digit:Nw` `__fp_round_digit:Nw` will receive the “extra digits” as its argument, and its expansion is triggered by `__int_value:w`. If the first digit is neither 0 nor 5, then it is the *rounding* digit. Otherwise, if the remaining digits are not all zero, we need to add 1 to that leading digit to get the rounding digit. Some caution is required, though, because there may be more than 10 “extra digits”, and this may overflow TeX’s integers. Instead of feeding the digits directly to `__fp_round_digit:Nw`, they come split into several blocks, separated by +. Hence the first `__int_eval:w` here.

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.

```

10038 \cs_new:Npn \__fp_decimate_pack:nnnnnnnnnw #1#2#3#4#5
10039 { \__fp_decimate_pack:nnnnnnw { #1#2#3#4#5 } }
10040 \cs_new:Npn \__fp_decimate_pack:nnnnnnw #1 #2#3#4#5#6
10041 { {#1} {#2#3#4#5#6} }

```

(End definition for `__fp_round_digit:Nw` and `__fp_decimate_pack:nnnnnnnnnw`.)

22.9 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 In this example, the case 0 will return the floating point *fp var*, expanding once after that floating point. Case 1 will do *some computation* using the *floating point* (presumably compute the operation requested by the user in that non-trivial case). Case 2 will return the *floating point* without modifying it, removing the *junk* and expanding once after. Case 3 will close the conditional, remove the *junk* and the *floating point*, and expand *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.

```

10042 \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.

```
10043 \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.

```
10044 \cs_new:Npn \__fp_case_return_o:Nw #1#2 \fi: #3 \s__fp #4 ;
10045 { \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.

```
10046 \cs_new:Npn \__fp_case_return_same_o:w #1 \fi: #2 \s__fp
10047 { \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.

```
10048 \cs_new:Npn \__fp_case_return_o:Nww #1#2 \fi: #3 \s__fp #4 ; #5 ;
10049 { \fi: \exp_after:wN #1 }
```

(End definition for __fp_case_return_o:Nww.)

__fp_case_return_i: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.

__fp_case_return_ii:ww

```
10050 \cs_new:Npn \__fp_case_return_i:ww #1 \fi: #2 \s__fp #3 ; \s__fp #4 ;
10051 { \fi: \__fp_exp_after_o:w \s__fp #3 ; }
10052 \cs_new:Npn \__fp_case_return_ii:ww #1 \fi: #2 \s__fp #3 ;
10053 { \fi: \__fp_exp_after_o:w }
```

(End definition for __fp_case_return_i:ww and __fp_case_return_ii:ww.)

22.10 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 converted 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: neither **nan** nor infinities are integers. Normal numbers with a non-positive exponent are never integers. When the exponent is greater than 8, the number is too large for the range. Otherwise, decimate, and test the digits after the decimal separator. The **\use_iii:nnn** remove a trailing ; and the true branch, leaving only the false branch. The **__int_value:w** appearing in the case where the normal floating point is an integer takes care of expanding all the conditionals until the trailing ;. That integer is fed to **__fp_small_int_true:wTF** which places it as a braced argument of the true branch. The **\use_i:nn** in **__fp_small_int_test:NnnwNTF** removes the top-level **\else:** coming from **__fp_small_int_normal:NnwTF**, hence will call the **\use_iii:nnn** which follows, taking the false branch.

```

10054 \cs_new:Npn \__fp_small_int:wTF \s__fp \__fp_chk:w #1#2
10055 {
10056   \if_case:w #1 \exp_stop_f:
10057     \__fp_case_return:nw { \__fp_small_int_true:wTF 0 ; }
10058   \or: \exp_after:wN \__fp_small_int_normal:NnwTF
10059   \or:
10060     \__fp_case_return:nw
10061     {
10062       \exp_after:wN \__fp_small_int_true:wTF \__int_value:w
10063       \if_meaning:w 2 #2 - \fi: 1 0000 0000 ;
10064     }
10065   \else: \__fp_case_return:nw \use_ii:nn
10066   \fi:
10067   #2
10068 }
10069 \cs_new:Npn \__fp_small_int_true:wTF #1; #2#3 { #2 {#1} }
10070 \cs_new:Npn \__fp_small_int_normal:NnwTF #1#2#3;
10071 {
10072   \if_int_compare:w #2 > \c_zero
10073     \__fp_decimate:nNnnnn { \c_sixteen - #2 }
10074     \__fp_small_int_test:NnnwNnw
10075     #3 #1 {#2}
10076   \else:
10077     \exp_after:wN \use_iii:nnn
10078   \fi:
10079   ;
10080 }
10081 \cs_new:Npn \__fp_small_int_test:NnnwNnw #1#2#3#4; #5#6
10082 {
10083   \if_meaning:w 0 #1
10084     \exp_after:wN \__fp_small_int_true:wTF
10085     \__int_value:w \if_meaning:w 2 #5 - \fi:
10086     \if_int_compare:w #6 > \c_eight
10087     1 0000 0000
10088   \else:
10089     #3
10090   \fi:
10091   \else:
10092     \use_i:nn
10093   \fi:
10094 }

```

(End definition for __fp_small_int:wTF.)

22.11 Length of a floating point array

`__fp_array_count:n` Count the number of items in an array of floating points. 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.

```

10095 \cs_new:Npn \__fp_array_count:n #1
10096 {
10097   \int_use:N \__int_eval:w \c_zero
10098   \__fp_array_count_loop:Nw #1 { ? \__prg_break: } ;
10099   \__prg_break_point:
10100   \__int_eval_end:
10101 }
10102 \cs_new:Npn \__fp_array_count_loop:Nw #1#2;
10103 { \use_none:n #1 + \c_one \__fp_array_count_loop:Nw }

```

(End definition for __fp_array_count:n.)

22.12 x-like expansion expandably

__fp_expand:n
 __fp_expand_loop:nwnN

This expandable function behaves in a way somewhat similar to \use:x, but much less robust. The argument is f-expanded, then the leading item (often a single character token) is moved to a storage area after \s__fp_mark, and f-expansion is applied again, repeating until the argument is empty. The result built one piece at a time is then inserted in the input stream. Note that spaces are ignored by this procedure, unless surrounded with braces. Multiple tokens which do not need expansion can be inserted within braces.

```

10104 \cs_new:Npn \__fp_expand:n #1
10105 {
10106   \__fp_expand_loop:nwnN { }
10107   #1 \prg_do_nothing:
10108   \s__fp_mark { } \__fp_expand_loop:nwnN
10109   \s__fp_mark { } \__fp_use_i_until_s:nw ;
10110 }
10111 \cs_new:Npn \__fp_expand_loop:nwnN #1#2 \s__fp_mark #3 #4
10112 {
10113   \exp_after:wN #4 \tex_romannumeral:D -'0
10114   #2
10115   \s__fp_mark { #3 #1 } #4
10116 }

```

(End definition for __fp_expand:n.)

22.13 Messages

Using a floating point directly is an error.

```

10117 \__msg_kernel_new:nnnn { kernel } { misused-fp }
10118 { A-floating-point-with-value-#1'-was-misused. }
10119 {
10120   To-obtain-the-value-of-a-floating-point-variable,~use~
10121   '\token_to_str:N \fp_to_decimal:N',~
10122   '\token_to_str:N \fp_to_scientific:N',~or~other~
10123   conversion-functions.
10124 }
10125 </initex | package>

```

23 l3fp-traps Implementation

10126 `<*initex | package>`

10127 `<@@=fp>`

Exceptions should be accessed by an `n`-type argument, among

- `invalid_operation`
- `division_by_zero`
- `overflow`
- `underflow`
- `inexact` (actually never used).

23.1 Flags

`\fp_flag_off:n` Function to turn a flag off. Simply undefine it.

```
10128 \cs_new_protected:Npn \fp_flag_off:n #1
10129 { \cs_set_eq:cN { l__fp_ #1 _flag_token } \tex_undefined:D }
```

(End definition for `\fp_flag_off:n`. This function is documented on page 186.)

`\fp_flag_on:n` Function to turn a flag on expandably: use T_EX’s automatic assignment to `\scan_stop:.`

```
10130 \cs_new:Npn \fp_flag_on:n #1
10131 { \exp_args:Nc \use_none:n { l__fp_ #1 _flag_token } }
```

(End definition for `\fp_flag_on:n`. This function is documented on page 186.)

`\fp_if_flag_on_p:n` Returns true if the flag is on, false otherwise.

```
\fp_if_flag_on:nTF
10132 \prg_new_conditional:Npnn \fp_if_flag_on:n #1 { p , T , F , TF }
10133 {
10134   \if_cs_exist:w l__fp_ #1 _flag_token \cs_end:
10135     \prg_return_true:
10136   \else:
10137     \prg_return_false:
10138   \fi:
10139 }
```

(End definition for `\fp_if_flag_on:nTF`. This function is documented on page 186.)

`\l_fp_invalid_operation_flag_token`
`\l_fp_division_by_zero_flag_token`
`\l_fp_overflow_flag_token`
`\l_fp_underflow_flag_token`

The IEEE standard defines five exceptions. We currently don’t support the “inexact” exception.

```
10140 \cs_new_eq:NN \l_fp_invalid_operation_flag_token \tex_undefined:D
10141 \cs_new_eq:NN \l_fp_division_by_zero_flag_token \tex_undefined:D
10142 \cs_new_eq:NN \l_fp_overflow_flag_token \tex_undefined:D
10143 \cs_new_eq:NN \l_fp_underflow_flag_token \tex_undefined:D
```

(End definition for `\l_fp_invalid_operation_flag_token` and others.)

23.2 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` $\{\langle exception \rangle\} \{\langle way of trapping \rangle\}$, where the $\langle way of trapping \rangle$ 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`

```
10144 \cs_new_protected:Npn \fp_trap:nn #1#2
10145 {
10146   \cs_if_exist_use:cF { __fp_trap_#1_set_#2: }
10147   {
10148     \clist_if_in:nnTF
10149     { invalid_operation , division_by_zero , overflow , underflow }
10150     {#1}
10151     {
10152       \__msg_kernel_error:nxxx { kernel }
10153       { unknown-fpu-trap-type } {#1} {#2}
10154     }
10155     {
10156       \__msg_kernel_error:nnx
10157       { kernel } { unknown-fpu-exception } {#1}
10158     }
10159   }
10160 }
```

(End definition for `\fp_trap:nn`. This function is documented on page 187.)

`_fp_trap_invalid_operation_set_error:` We provide three types of trapping for invalid operations: either produce an error and
`_fp_trap_invalid_operation_set_flag:` raise the relevant flag; or only raise the flag; or don't even raise the flag. In most cases,
`_fp_trap_invalid_operation_set_none:` the function produces as a result its first argument, possibly with post-expansion.
`_fp_trap_invalid_operation_set:N`

```

10161 \cs_new_protected_nopar:Npn \_fp_trap_invalid_operation_set_error:
10162   { \_fp_trap_invalid_operation_set:N \prg_do_nothing: }
10163 \cs_new_protected_nopar:Npn \_fp_trap_invalid_operation_set_flag:
10164   { \_fp_trap_invalid_operation_set:N \use_none:nnnnn }
10165 \cs_new_protected_nopar:Npn \_fp_trap_invalid_operation_set_none:
10166   { \_fp_trap_invalid_operation_set:N \use_none:nnnnnnn }
10167 \cs_new_protected:Npn \_fp_trap_invalid_operation_set:N #1
10168   {
10169     \exp_args:Nno \use:n
10170     { \cs_set:Npn \_fp_invalid_operation:nnw ##1##2##3; }
10171     {
10172       #1
10173       \_fp_error:nmfn { invalid } {##2} { \fp_to_tl:n { ##3; } } { }
10174       \fp_flag_on:n { invalid_operation }
10175       ##1
10176     }
10177     \exp_args:Nno \use:n
10178     { \cs_set:Npn \_fp_invalid_operation_o:Nww ##1##2; ##3; }
10179     {
10180       #1
10181       \_fp_error:nffn { invalid-ii }
10182       { \fp_to_tl:n { ##2; } } { \fp_to_tl:n { ##3; } } {##1}
10183       \fp_flag_on:n { invalid_operation }
10184       \exp_after:wN \c_nan_fp
10185     }
10186     \exp_args:Nno \use:n
10187     { \cs_set:Npn \_fp_invalid_operation_tl_o:ff ##1##2 }
10188     {
10189       #1
10190       \_fp_error:nffn { invalid } {##1} {##2} { }
10191       \fp_flag_on:n { invalid_operation }
10192       \exp_after:wN \c_nan_fp
10193     }
10194   }

```

(End definition for `_fp_trap_invalid_operation_set_error:` and others.)

`_fp_trap_division_by_zero_set_error:` We provide three types of trapping for invalid operations and division by zero: either
`_fp_trap_division_by_zero_set_flag:` produce an error and raise the relevant flag; or only raise the flag; or don't even raise the
`_fp_trap_division_by_zero_set_none:` flag. In all cases, the function must produce a result, namely its first argument, $\pm\infty$ or
`_fp_trap_division_by_zero_set:N` NaN.

```

10195 \cs_new_protected_nopar:Npn \_fp_trap_division_by_zero_set_error:
10196   { \_fp_trap_division_by_zero_set:N \prg_do_nothing: }
10197 \cs_new_protected_nopar:Npn \_fp_trap_division_by_zero_set_flag:

```

```

10198 { \_fp_trap_division_by_zero_set:N \use_none:nnnnn }
10199 \cs_new_protected_nopar:Npn \_fp_trap_division_by_zero_set_none:
10200 { \_fp_trap_division_by_zero_set:N \use_none:nnnnnnn }
10201 \cs_new_protected:Npn \_fp_trap_division_by_zero_set:N #1
10202 {
10203   \exp_args:Nno \use:n
10204   { \cs_set:Npn \_fp_division_by_zero_o:Nnw ##1##2##3; }
10205   {
10206     #1
10207     \_fp_error:nnfn { zero-div } {##2} { \fp_to_tl:n { ##3; } } { }
10208     \fp_flag_on:n { division_by_zero }
10209     \exp_after:wN ##1
10210   }
10211   \exp_args:Nno \use:n
10212   { \cs_set:Npn \_fp_division_by_zero_o:NNnw ##1##2##3; ##4; }
10213   {
10214     #1
10215     \_fp_error:nfn { zero-div-ii }
10216     { \fp_to_tl:n { ##3; } } { \fp_to_tl:n { ##4; } } {##2}
10217     \fp_flag_on:n { division_by_zero }
10218     \exp_after:wN ##1
10219   }
10220 }

```

(End definition for `_fp_trap_division_by_zero_set_error:` and others.)

<pre> _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 </pre>	<p>Just as for invalid operations and division by zero, the three different behaviours are obtained by feeding <code>\prg_do_nothing:</code>, <code>\use_none:nnnnn</code> or <code>\use_none:nnnnnnn</code> to an auxiliary, with a further auxiliary common to overflow and underflow functions. In most cases, the argument of the <code>_fp_overflow:w</code> and <code>_fp_underflow:w</code> 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 $10 \cdot 10^{9999}$, the exponent would be too large for \TeX, and <code>_fp_overflow:w</code> receives $\pm\infty$ (<code>_fp_underflow:w</code> would receive ± 0); then we cannot do better than simply say an overflow or underflow occurred.</p>
--	--

```

10221 \cs_new_protected_nopar:Npn \_fp_trap_overflow_set_error:
10222 { \_fp_trap_overflow_set:N \prg_do_nothing: }
10223 \cs_new_protected_nopar:Npn \_fp_trap_overflow_set_flag:
10224 { \_fp_trap_overflow_set:N \use_none:nnnnn }
10225 \cs_new_protected_nopar:Npn \_fp_trap_overflow_set_none:
10226 { \_fp_trap_overflow_set:N \use_none:nnnnnnn }
10227 \cs_new_protected:Npn \_fp_trap_overflow_set:N #1
10228 { \_fp_trap_overflow_set:NnNn #1 { overflow } \_fp_inf_fp:N { inf } }
10229 \cs_new_protected_nopar:Npn \_fp_trap_underflow_set_error:
10230 { \_fp_trap_underflow_set:N \prg_do_nothing: }
10231 \cs_new_protected_nopar:Npn \_fp_trap_underflow_set_flag:
10232 { \_fp_trap_underflow_set:N \use_none:nnnnn }
10233 \cs_new_protected_nopar:Npn \_fp_trap_underflow_set_none:
10234 { \_fp_trap_underflow_set:N \use_none:nnnnnnn }

```

```

10235 \cs_new_protected:Npn \__fp_trap_underflow_set:N #1
10236 { \__fp_trap_overflow_set:NnNn #1 { underflow } \__fp_zero_fp:N { 0 } }
10237 \cs_new_protected:Npn \__fp_trap_overflow_set:NnNn #1#2#3#4
10238 {
10239   \exp_args:Nno \use:n
10240   { \cs_set:cpn { __fp_ #2 :w } \s__fp \__fp_chk:w ##1##2##3; }
10241   {
10242     #1
10243     \__fp_error:nffn
10244     { flow \if_meaning:w 1 ##1 -to \fi: }
10245     { \fp_to_tl:n { \s__fp \__fp_chk:w ##1##2##3; } }
10246     { \token_if_eq_meaning:NNF 0 ##2 { - } #4 }
10247     {#2}
10248     \fp_flag_on:n {#2}
10249     #3 ##2
10250   }
10251 }

```

(End definition for __fp_trap_overflow_set_error: and others.)

__fp_invalid_operation:nnw Initialize the two 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.

```

\__fp_invalid_operation_o:Nnw
\__fp_invalid_operation_tl_o:ff
\__fp_division_by_zero_o:Nnw
\__fp_division_by_zero_o:NNww
\__fp_overflow:w
\__fp_underflow:w
10252 \cs_new:Npn \__fp_invalid_operation:nnw #1#2#3; { }
10253 \cs_new:Npn \__fp_invalid_operation_o:Nnw #1#2; #3; { }
10254 \cs_new:Npn \__fp_invalid_operation_tl_o:ff #1 #2 { }
10255 \cs_new:Npn \__fp_division_by_zero_o:Nnw #1#2#3; { }
10256 \cs_new:Npn \__fp_division_by_zero_o:NNww #1#2#3; #4; { }
10257 \cs_new:Npn \__fp_overflow:w { }
10258 \cs_new:Npn \__fp_underflow:w { }
10259 \fp_trap:nn { invalid_operation } { error }
10260 \fp_trap:nn { division_by_zero } { flag }
10261 \fp_trap:nn { overflow } { flag }
10262 \fp_trap:nn { underflow } { flag }

```

(End definition for __fp_invalid_operation:nnw and others.)

__fp_invalid_operation_o:nw Convenient short-hands for returning \c_nan_fp for a unary or binary operation, and expanding after.

```

\__fp_invalid_operation_o:nw
\__fp_invalid_operation_o:fw
10263 \cs_new_nopar:Npn \__fp_invalid_operation_o:nw
10264 { \__fp_invalid_operation:nnw { \exp_after:wN \c_nan_fp } }
10265 \cs_generate_variant:Nn \__fp_invalid_operation_o:nw { f }

```

(End definition for __fp_invalid_operation_o:nw and __fp_invalid_operation_o:fw.)

23.3 Errors

```

\__fp_error:nnnn
\__fp_error:nnfn
\__fp_error:nffn
10266 \cs_new:Npn \__fp_error:nnnn #1
10267 { \__msg_kernel_expandable_error:nnnnn { kernel } { fp - #1 } }
10268 \cs_generate_variant:Nn \__fp_error:nnnn { nnf, nff }

```

(End definition for `_fp_error:nnnn`, `_fp_error:nfn`, and `_fp_error:nffn`.)

23.4 Messages

Some messages.

```

10269 \_msg_kernel_new:nnnn { kernel } { unknown-fpu-exception }
10270 {
10271   The~FPU~exception~'#1'~is~not~known:~
10272   that~trap~will~never~be~triggered.
10273 }
10274 {
10275   The~only~exceptions~to~which~traps~can~be~attached~are \\
10276   \iow_indent:n
10277   {
10278     * ~ invalid_operation \\
10279     * ~ division_by_zero \\
10280     * ~ overflow \\
10281     * ~ underflow
10282   }
10283 }
10284 \_msg_kernel_new:nnnn { kernel } { unknown-fpu-trap-type }
10285 { The~FPU~trap~type~'#2'~is~not~known. }
10286 {
10287   The~trap~type~must~be~one~of \\
10288   \iow_indent:n
10289   {
10290     * ~ error \\
10291     * ~ flag \\
10292     * ~ none
10293   }
10294 }
10295 \_msg_kernel_new:nnn { kernel } { fp-flow }
10296 { An ~ #3 ~ occurred. }
10297 \_msg_kernel_new:nnn { kernel } { fp-flow-to }
10298 { #1 ~ #3 ed ~ to ~ #2 . }
10299 \_msg_kernel_new:nnn { kernel } { fp-zero-div }
10300 { Division~by~zero~in~ #1 (#2) }
10301 \_msg_kernel_new:nnn { kernel } { fp-zero-div-ii }
10302 { Division~by~zero~in~ (#1) #3 (#2) }
10303 \_msg_kernel_new:nnn { kernel } { fp-invalid }
10304 { Invalid~operation~ #1 (#2) }
10305 \_msg_kernel_new:nnn { kernel } { fp-invalid-ii }
10306 { Invalid~operation~ (#1) #3 (#2) }
10307 </initex | package>

```

24 l3fp-round implementation

```

10308 <*initex | package>

```

24.1 Rounding tools

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 `\c_zero` or `\c_one` depending on whether the final result should be rounded up or down.

- `_fp_round:NNN <sign> <digit1> <digit2>` can expand to `\c_zero` or `\c_one`.
- `_fp_round_s:NNNw <sign> <digit1> <digit2> <more digits>;` can expand to `\c_zero ;` or `\c_one ;`.
- `_fp_round_neg:NNN <sign> <digit1> <digit2>` can expand to `\c_zero` or `\c_one`.

See implementation comments for details on the syntax.

```
\_fp\_round:NNN
\_fp\_round\_to\_nearest:NNN
\_fp\_round\_to\_ninf:NNN
\_fp\_round\_to\_zero:NNN
\_fp\_round\_to\_pinf:NNN
```

If rounding the number $\langle final\ sign \rangle \langle digit_1 \rangle \langle digit_2 \rangle$ to an integer rounds it towards zero (truncates it), this function expands to `\c_zero`, and otherwise to `\c_one`. Typically used within the scope of an `_int_eval:w`, to add 1 if needed, and thereby round correctly. The result depends on the rounding mode.

It is very important that $\langle final\ sign \rangle$ be the final sign of the result. Otherwise, the result will be incorrect in the case of rounding towards $-\infty$ or towards $+\infty$. Also recall that $\langle final\ sign \rangle$ is 0 for positive, and 2 for negative.

By default, the functions below return `\c_zero`, but this is superseded by `_fp_round_return_one:`, which instead returns `\c_one`, expanding everything and removing

`\c_zero` 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 $\langle digit_2 \rangle$ is larger than 5, then round up. If it is less than 5, round down. If it is exactly 5, then round such that $\langle digit_1 \rangle$ plus the result is even. In other words, round up if $\langle digit_1 \rangle$ is odd.

```

10310 \cs_new:Npn \__fp_round_return_one:
10311 { \exp_after:wN \c_one \tex_romannumeral:D }
10312 \cs_new:Npn \__fp_round_to_ninf:NNN #1 #2 #3
10313 {
10314   \if_meaning:w 2 #1
10315     \if_int_compare:w #3 > \c_zero
10316       \__fp_round_return_one:
10317     \fi:
10318   \fi:
10319   \c_zero
10320 }
10321 \cs_new:Npn \__fp_round_to_zero:NNN #1 #2 #3 { \c_zero }
10322 \cs_new:Npn \__fp_round_to_pinf:NNN #1 #2 #3
10323 {
10324   \if_meaning:w 0 #1
10325     \if_int_compare:w #3 > \c_zero
10326       \__fp_round_return_one:
10327     \fi:
10328   \fi:
10329   \c_zero
10330 }
10331 \cs_new:Npn \__fp_round_to_nearest:NNN #1 #2 #3
10332 {
10333   \if_int_compare:w #3 > \c_five
10334     \__fp_round_return_one:
10335   \else:
10336     \if_meaning:w 5 #3
10337       \if_int_odd:w #2 \exp_stop_f:
10338       \__fp_round_return_one:
10339     \fi:
10340   \fi:
10341   \fi:
10342   \c_zero
10343 }
10344 \cs_new_eq:NN \__fp_round:NNN \__fp_round_to_nearest:NNN

```

(End definition for `__fp_round:NNN`.)

`__fp_round_s:NNNw` Similar to `__fp_round:NNN`, but with an extra semicolon, this function expands to `\c_zero` ; if rounding $\langle final\ sign \rangle \langle digit \rangle . \langle more\ digits \rangle$ to an integer truncates, and to `\c_one` ; otherwise. The $\langle more\ digits \rangle$ part must be a digit, followed by something that does not overflow a `\int_use:N __int_eval:w` construction. The only relevant information about this piece is whether it is zero or not.

```

10345 \cs_new:Npn \__fp_round_s:NNNw #1 #2 #3 #4;

```

```

10346 {
10347   \exp_after:wN \__fp_round:NNN
10348   \exp_after:wN #1
10349   \exp_after:wN #2
10350   \int_use:N \__int_eval:w
10351   \if_int_odd:w 0 \if_meaning:w 0 #3 1 \fi:
10352   \if_meaning:w 5 #3 1 \fi:
10353   \exp_stop_f:
10354   \if_int_compare:w \__int_eval:w #4 > \c_zero
10355   1 +
10356   \fi:
10357   \fi:
10358   #3
10359 ;
10360 }

```

(End definition for __fp_round_s:NNNw.)

`__fp_round_digit:Nw` This function should always be called within an `__int_value:w` or `__int_eval:w` expansion; it may add an extra `__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.

```

10361 \cs_new:Npn \__fp_round_digit:Nw #1 #2;
10362 {
10363   \if_int_odd:w \if_meaning:w 0 #1 \c_one \else:
10364   \if_meaning:w 5 #1 \c_one \else:
10365   \c_zero \fi: \fi:
10366   \if_int_compare:w \__int_eval:w #2 > \c_zero
10367   \__int_eval:w \c_one +
10368   \fi:
10369   \fi:
10370   #1
10371 }

```

(End definition for __fp_round_digit:Nw.)

`__fp_round_neg:NNN` This expands to `\c_zero` or `\c_one` after doing the following test. Starting from a number of the form $\langle final\ sign \rangle 0.\langle 15\ digits \rangle \langle digit_1 \rangle$ with exactly 15 (non-all-zero) digits before $\langle digit_1 \rangle$, subtract from it $\langle final\ sign \rangle 0.0\dots 0\langle digit_2 \rangle$, where there are 16 zeros. If in the current rounding mode the result should be rounded down, then this function returns `\c_one`. Otherwise, *i.e.*, if the result is rounded back to the first operand, then this function returns `\c_zero`.

It turns out that this negative “round to nearest” is identical to the positive one. And this is the default mode.

```

10372 \cs_new:Npn \__fp_round_to_ninf_neg:NNN #1 #2 #3
10373 {
10374   \if_meaning:w 0 #1
10375   \if_int_compare:w #3 > \c_zero
10376   \__fp_round_return_one:

```

```

10377     \fi:
10378     \fi:
10379     \c_zero
10380   }
10381   \cs_new:Npn \__fp_round_to_zero_neg:NNN #1 #2 #3
10382   {
10383     \if_int_compare:w #3 > \c_zero
10384       \__fp_round_return_one:
10385     \fi:
10386     \c_zero
10387   }
10388   \cs_new:Npn \__fp_round_to_pinf_neg:NNN #1 #2 #3
10389   {
10390     \if_meaning:w 2 #1
10391       \if_int_compare:w #3 > \c_zero
10392         \__fp_round_return_one:
10393       \fi:
10394     \fi:
10395     \c_zero
10396   }
10397   \cs_new_eq:NN \__fp_round_to_nearest_neg:NNN \__fp_round_to_nearest:NNN
10398   \cs_new_eq:NN \__fp_round_neg:NNN \__fp_round_to_nearest_neg:NNN

```

(End definition for __fp_round_neg:NNN.)

24.2 The round function

__fp_round_o:Nw This function expects one or two arguments.

```

10399   \cs_new:Npn \__fp_round_o:Nw #1#2 @
10400   {
10401     \if_case:w
10402       \__int_eval:w \__fp_array_count:n {#2} - \c_one \__int_eval_end:
10403       \__fp_round:Nwn #1 #2 {0} \tex_romannumeral:D
10404     \or: \__fp_round:Nww #1 #2 \tex_romannumeral:D
10405     \else:
10406       \__fp_error:nffn { num-args }
10407       { \__fp_round_name_from_cs:N #1 ( ) } { 1 } { 2 }
10408     \exp_after:wN \c_nan_fp \tex_romannumeral:D
10409     \fi:
10410     -'0
10411   }

```

(End definition for __fp_round_o:Nw.)

__fp_round_name_from_cs:N

```

10412   \cs_new:Npn \__fp_round_name_from_cs:N #1
10413   {
10414     \cs_if_eq:NNTF #1 \__fp_round_to_zero:NNN { trunc }
10415     {
10416       \cs_if_eq:NNTF #1 \__fp_round_to_ninf:NNN { floor }

```

```

10417         {
10418             \cs_if_eq:NNTF #1 \__fp_round_to_pinf:NNN { ceil }
10419             { round }
10420         }
10421     }
10422 }

```

(End definition for __fp_round_name_from_cs:N.)

__fp_round:Nww

__fp_round:Nwn

```

10423 \cs_new:Npn \__fp_round:Nww #1#2 ; #3 ;
10424 {
10425     \__fp_small_int:wTF #3; { \__fp_round:Nwn #1#2; }
10426     {
10427         \__fp_invalid_operation_tl_o:ff
10428         { \__fp_round_name_from_cs:N #1 }
10429         { \__fp_array_to_clist:n { #2; #3; } }
10430     }
10431 }
10432 \cs_new:Npn \__fp_round:Nwn #1 \s__fp \__fp_chk:w #2#3#4; #5
10433 {
10434     \if_meaning:w 1 #2
10435     \exp_after:wN \__fp_round_normal:NwNNnw
10436     \exp_after:wN #1
10437     \__int_value:w #5
10438     \else:
10439     \exp_after:wN \__fp_exp_after_o:w
10440     \fi:
10441     \s__fp \__fp_chk:w #2#3#4;
10442 }
10443 \cs_new:Npn \__fp_round_normal:NwNNnw #1#2 \s__fp \__fp_chk:w 1#3#4#5;
10444 {
10445     \__fp_decimate:nNnnnn { \c_sixteen - #4 - #2 }
10446     \__fp_round_normal:NnnwNNnn #5 #1 #3 {#4} {#2}
10447 }
10448 \cs_new:Npn \__fp_round_normal:NnnwNNnn #1#2#3#4; #5#6
10449 {
10450     \exp_after:wN \__fp_round_normal:NNwNnn
10451     \int_use:N \__int_eval:w
10452     \if_int_compare:w #2 > \c_zero
10453     1 \__int_value:w #2
10454     \exp_after:wN \__fp_round_pack:Nw
10455     \int_use:N \__int_eval:w 1#3 +
10456     \else:
10457     \if_int_compare:w #3 > \c_zero
10458     1 \__int_value:w #3 +
10459     \fi:
10460     \fi:
10461     \exp_after:wN #5
10462     \exp_after:wN #6

```

```

10463     \use_none:nnnnnnn #3
10464     #1
10465     \__int_eval_end:
10466     0000 0000 0000 0000 ; #6
10467 }
10468 \cs_new:Npn \__fp_round_pack:Nw #1
10469 { \if_meaning:w 2 #1 + \c_one \fi: \__int_eval_end: }
10470 \cs_new:Npn \__fp_round_normal:NNwNnn #1 #2
10471 {
10472     \if_meaning:w 0 #2
10473     \exp_after:wN \__fp_round_special:NwwNnn
10474     \exp_after:wN #1
10475     \fi:
10476     \__fp_pack_twice_four:wNNNNNNNN
10477     \__fp_pack_twice_four:wNNNNNNNN
10478     \__fp_round_normal_end:wwNnn
10479     ; #2
10480 }
10481 \cs_new:Npn \__fp_round_normal_end:wwNnn #1;#2;#3#4#5
10482 {
10483     \exp_after:wN \__fp_exp_after_o:w \tex_romannumeral:D -‘0
10484     \__fp_sanitiz:Nw #3 #4 ; #1 ;
10485 }
10486 \cs_new:Npn \__fp_round_special:NwwNnn #1#2;#3;#4#5#6
10487 {
10488     \if_meaning:w 0 #1
10489     \__fp_case_return:nw
10490     { \exp_after:wN \__fp_zero_fp:N \exp_after:wN #4 }
10491     \else:
10492     \exp_after:wN \__fp_round_special_aux:Nw
10493     \exp_after:wN #4
10494     \int_use:N \__int_eval:w \c_one
10495     \if_meaning:w 1 #1 -#6 \else: +#5 \fi:
10496     \fi:
10497     ;
10498 }
10499 \cs_new:Npn \__fp_round_special_aux:Nw #1#2;
10500 {
10501     \exp_after:wN \__fp_exp_after_o:w \tex_romannumeral:D -‘0
10502     \__fp_sanitiz:Nw #1#2; {1000}{0000}{0000}{0000};
10503 }

```

(End definition for __fp_round:Nww and __fp_round:Nwn.)

```

10504 </initex | package>

```

25 l3fp-parse implementation

```

10505 <*initex | package>

```

10506 <@@=fp>

25.1 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.

`__fp_parse:n` Evaluates the *<floating point expression>* and leaves the result in the input stream as an internal floating point number. This function forms the basis of almost all public `l3fp` functions. During evaluation, each token is fully `f`-expanded.

T_EXhackers note: Registers (integers, toks, etc.) are automatically unpacked, without requiring a function such as `\int_use:N`. Invalid tokens remaining after `f`-expansion will lead to unrecoverable low-level T_EX errors.

(End definition for `__fp_parse:n`.)

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 with multiple arguments.
- 15 Function calls expecting exactly one argument.
- 14 Binary `**` and `^` (right to left).
- 12 Unary `+`, `-`, `!` (right to left).
- 10 Binary `*`, `/`, and juxtaposition (implicit `*`).
- 9 Binary `+` and `-`.
- 7 Comparisons.
- 5 Logical `and`, denoted by `&&`.
- 4 Logical `or`, denoted by `||`.
- 3 Ternary operator `?:`, piece `?`.
- 2 Ternary operator `?:`, piece `:`.
- 1 Commas, and parentheses accepting commas.
- 0 Parentheses expecting exactly one argument.
- 1 Start and end of the expression.

25.1.1 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 will grow 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 much 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 ;  
\tex_romannumeral:D \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 `\tex_romannumeral:D`, which expands `\operand:w`, defined to read what follows and make a number out of it, then leave `\c_zero`, 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 ;  
\tex_romannumeral:D \c_zero 333444 ;
```

where in fact `\exp_after:wN` has already been expanded, `__int_value:w` has already seen 12345, and `\tex_romannumeral:D` is still looking for a number. It finds `\c_zero`, 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 will 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.

25.1.2 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 the calculation $41 - 2^3 * 4 + 5$ will be done. Here, we abuse notations: the first argument of `\operand:Nw` should be an integer constant (`\c_three`, `\c_nine`, ...) 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 \wedge .
- Compare the precedences of $-$ and \wedge . 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 \wedge 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 will be 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 $\langle precedence \rangle$ 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 $\langle number \rangle$, performing no computation, and finds the following binary $\langle operator \rangle$. Then it expands to

$$\langle number \rangle \\ _ _ \text{fp_parse_infix_} \langle operator \rangle : N \langle precedence \rangle$$

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 $\langle precedence \rangle$ (of the earlier operator) to the `infix` auxiliary for the following $\langle operator \rangle$, to know whether to perform the computation of the $\langle operator \rangle$. If it should not be performed, the `infix` auxiliary expands to

$$@ _ \text{use_none} : n _ _ \text{fp_parse_infix_} \langle operator \rangle : N$$

and otherwise it calls `__fp_parse_operand:Nw` with the precedence of the $\langle operator \rangle$ to find its second operand $\langle number_2 \rangle$ and the next $\langle operator_2 \rangle$, and expands to

$$@ _ _ \text{fp_parse_apply_binary} : NwNwN \\ \langle operator \rangle \langle number_2 \rangle \\ @ _ _ \text{fp_parse_infix_} \langle operator_2 \rangle : N$$

The `infix` function is responsible for comparing precedences, but cannot directly call the computation functions, because the first operand $\langle number \rangle$ 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` $\langle precedence \rangle$ with some of the expansion control removed is

```
\exp_after:wN \_fp_parse_continue:NwN
\exp_after:wN  $\langle precedence \rangle$ 
\tex_romannumeral:D -‘0
\_fp_parse_one:Nw  $\langle precedence \rangle$ 
```

This expands `_fp_parse_one:Nw` $\langle precedence \rangle$ completely, which finds a number, wraps the next $\langle operator \rangle$ into an `infix` function, feeds this function the $\langle precedence \rangle$, and expands it, yielding either

```
\_fp_parse_continue:NwN  $\langle precedence \rangle$ 
 $\langle number \rangle$  @
\use_none:n \_fp_parse_infix_ $\langle operator \rangle$ :N
```

or

```
\_fp_parse_continue:NwN  $\langle precedence \rangle$ 
 $\langle number \rangle$  @
\_fp_parse_apply_binary:NwNwN
 $\langle operator \rangle$   $\langle number_2 \rangle$ 
@ \_fp_parse_infix_ $\langle operator_2 \rangle$ :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  $\langle precedence \rangle$   $\langle number \rangle$  @
\_fp_parse_infix_ $\langle operator \rangle$ :N
```

then $\langle number \rangle$ @ $_fp_parse_infix_ \langle operator \rangle$:N. In the second case, `#3` is `_fp_parse_apply_binary:NwNwN`, whose role is to compute $\langle number \rangle$ $\langle operator \rangle$ $\langle number_2 \rangle$ and to prepare for the next comparison of precedences: first we get

```
\_fp_parse_apply_binary:NwNwN
 $\langle precedence \rangle$   $\langle number \rangle$  @
 $\langle operator \rangle$   $\langle number_2 \rangle$ 
@ \_fp_parse_infix_ $\langle operator_2 \rangle$ :N
```

then

```

\exp_after:wN \__fp_parse_continue:NwN
\exp_after:wN <precedence>
\tex_romannumeral:D -'0
\__fp_<operator>_o:ww <number> <number_2>
\tex_romannumeral:D -'0
\__fp_parse_infix_<operator_2>: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 will describe various subtleties.

25.1.3 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 comparison 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.

25.1.4 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_three`, 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_three 2` is disallowed.

In the above, we need to test whether a character token `#1` is a digit:

```
\if_int_compare:w \c_nine < 1 \token_to_str:N #1 \exp_stop_f:
  is a digit
\else:
  not a digit
\fi:
```

To exclude 0, replace `\c_nine` by `\c_ten`. 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 \__int_eval:w
  ( '#1 \if_int_compare:w '#1 > 'Z - 32 \fi: ) / 26 = \c_three
  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 `{1,2,4,10,13}` will not work, 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 will not be expanded if we simply perform `f`-expansion.

```
\DeclareDocumentCommand {\test} {m} { \fp_eval:n {#1} }
\ExplSyntaxOff
\test { 1 + \X }
```

Of course, spaces will 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 will stop the `f`-expansion before further macro calls are performed. However, in practice it should be enough: in particular, floating point numbers will correctly be expanded to the underlying `\s__fp ...` structure. The `f`-expansion is performed by `__fp_parse_expand:w`.

25.2 Main auxiliary functions

`__fp_parse_operand:Nw` Reads the "...", performing every computation with a precedence higher than $\langle precedence \rangle$, then expands to where the $\langle operation \rangle$ is the first operation with a lower precedence, possibly `end`, and the "..." start just after the $\langle operation \rangle$.

(End definition for `__fp_parse_operand:Nw`.)

`__fp_parse_infix_+:N` If `+` has a precedence higher than the $\langle precedence \rangle$, cleans up a second $\langle operand \rangle$ and finds the $\langle operation_2 \rangle$ which follows, and expands to Otherwise expands to A similar function exists for each infix operator.

(End definition for `__fp_parse_infix_+:N`.)

`__fp_parse_one:Nw` Cleans up one or two operands depending on how the precedence of the next operation compares to the $\langle precedence \rangle$. If the following $\langle operation \rangle$ has a precedence higher than $\langle precedence \rangle$, expands to and otherwise expands to

(End definition for `__fp_parse_one:Nw`.)

25.3 Helpers

`__fp_parse_expand:w` This function must always come within a `\romannumeral` expansion. The $\langle tokens \rangle$ should be the part of the expression that we have not yet read. This requires in particular closing all conditionals properly before expanding.

```
10507 \cs_new:Npn \__fp_parse_expand:w #1 { -'0 #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.

```
10508 \cs_new:Npn \__fp_parse_return_semicolon:w
10509     #1 \fi: \__fp_parse_expand:w { \fi: ; #1 }
```

(End definition for `__fp_parse_return_semicolon:w`.)

`__fp_type_from_scan:N` Grabs the pieces of the stringified $\langle token \rangle$ which lies after the first `s__fp`. If the $\langle token \rangle$ does not contain that string, the result is `_?`.

```

10510 \group_begin:
10511 \char_set_catcode_other:N \S
10512 \char_set_catcode_other:N \F
10513 \char_set_catcode_other:N \P
10514 \char_set_lccode:nm { '\- } { '\_ }
10515 \tl_to_lowercase:n
10516 {
10517   \group_end:
10518   \cs_new:Npn \__fp_type_from_scan:N #1
10519   {
10520     \exp_after:wN \__fp_type_from_scan:w
10521     \token_to_str:N #1 \q_mark S--FP-? \q_mark \q_stop
10522   }
10523   \cs_new:Npn \__fp_type_from_scan:w #1 S--FP #2 \q_mark #3 \q_stop {#2}
10524 }

```

(End definition for `__fp_type_from_scan:N` and `__fp_type_from_scan:w`.)

`__fp_parse_digits_vii:N` These functions must be called within an `__int_value:w` or `__int_eval:w` construction. The first token which follows must be f-expanded prior to calling those functions.

`__fp_parse_digits_vi:N` The functions read tokens one by one, and output digits into the input stream, until

`__fp_parse_digits_v:N` meeting a non-digit, or up to a number of digits equal to their index. The full expansion

`__fp_parse_digits_iv:N` is

`__fp_parse_digits_iii:N`

`__fp_parse_digits_ii:N`

`__fp_parse_digits_i:N`

$\langle digits \rangle$; $\langle filling\ 0 \rangle$; $\langle length \rangle$

where $\langle filling\ 0 \rangle$ is a string of zeros such that $\langle digits \rangle \langle filling\ 0 \rangle$ has the length given by the index of the function, and $\langle length \rangle$ is the number of zeros in the $\langle filling\ 0 \rangle$ 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.

```

10525 \cs_set_protected:Npn \__fp_tmp:w #1 #2 #3
10526 {
10527   \cs_new:cpn { __fp_parse_digits_ #1 :N } ##1
10528   {
10529     \if_int_compare:w \c_nine < 1 \token_to_str:N ##1 \exp_stop_f:
10530     \token_to_str:N ##1 \exp_after:wN #2 \tex_romannumeral:D
10531   }
10532   \else:
10533     \__fp_parse_return_semicolon:w #3 ##1
10534   \fi:
10535   \__fp_parse_expand:w
10536 }
10537 \__fp_tmp:w {vii} \__fp_parse_digits_vi:N { 0000000 ; 7 }
10538 \__fp_tmp:w {vi} \__fp_parse_digits_v:N { 000000 ; 6 }
10539 \__fp_tmp:w {v} \__fp_parse_digits_iv:N { 00000 ; 5 }
10540 \__fp_tmp:w {iv} \__fp_parse_digits_iii:N { 0000 ; 4 }

```

```

10541 \__fp_tmp:w {iii} \__fp_parse_digits_ii:N { 000 ; 3 }
10542 \__fp_tmp:w {ii} \__fp_parse_digits_i:N { 00 ; 2 }
10543 \__fp_tmp:w {i} \__fp_parse_digits_:N { 0 ; 1 }
10544 \cs_new_nopar:Npn \__fp_parse_digits_:N { ; ; 0 }

```

(End definition for __fp_parse_digits_vii:N and others.)

25.4 Parsing one number

__fp_parse_one:Nw

This function finds one number, and packs the symbol which follows in an \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 will be split further. Despite the earlier f-expansion, #2 may still be expandable if it was protected by \exp_not:N, as happens with the L^AT_EX 2_ε command \protect. Testing if #2 is a control sequence thus includes \exp_not:N.

```

10545 \cs_new:Npn \__fp_parse_one:Nw #1 #2
10546 {
10547   \if_catcode:w \scan_stop: \exp_not:N #2
10548   \if_meaning:w \scan_stop: #2
10549     \exp_after:wN \exp_after:wN
10550     \exp_after:wN \__fp_parse_one_fp:NN
10551   \else:
10552     \exp_after:wN \exp_after:wN
10553     \exp_after:wN \__fp_parse_one_register:NN
10554   \fi:
10555   \else:
10556     \if_int_compare:w \c_nine < 1 \token_to_str:N #2 \exp_stop_f:
10557       \exp_after:wN \exp_after:wN
10558       \exp_after:wN \__fp_parse_one_digit:NN
10559     \else:
10560       \exp_after:wN \exp_after:wN
10561       \exp_after:wN \__fp_parse_one_other:NN
10562     \fi:
10563   \fi:
10564   #1 #2
10565 }

```

(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, dispatched using __fp_type_from_scan:N.

- \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.

```

10566 \cs_new:Npn \__fp_parse_one_fp:NN #1#2
10567 {
10568   \cs:w __fp_exp_after \__fp_type_from_scan:N #2 _f:nw \cs_end:
10569   {
10570     \exp_after:wN \__fp_parse_infix:NN
10571     \exp_after:wN #1 \tex_romannumeral:D \__fp_parse_expand:w
10572   }
10573   #2
10574 }
10575 \cs_new:Npn \__fp_exp_after_mark_f:nw #1
10576 {
10577   \_msg_kernel_expandable_error:nn { kernel } { fp-early-end }
10578   \exp_after:wN \c_nan_fp \tex_romannumeral:D -'0 #1
10579 }
10580 \cs_new:cpn { __fp_exp_after?_f:nw } #1#2
10581 {
10582   \_msg_kernel_expandable_error:nnn { kernel } { bad-variable } {#2}
10583   \exp_after:wN \c_nan_fp \tex_romannumeral:D -'0 #1
10584 }

```

(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 assume that it is a register, but carefully unpacking 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 $\langle value \rangle e \langle exponent \rangle$ 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_eval:w` $\langle decimal value \rangle$ `pt`, and use an auxiliary of `\dim_to_fp:n`, which performs the multiplication by 2^{-16} , correctly rounded.

```

10585 \cs_new:Npn \__fp_parse_one_register:NN #1#2
10586 {
10587   \exp_after:wN \__fp_parse_infix_after_operand:NwN
10588   \exp_after:wN #1
10589   \tex_romannumeral:D -'0
10590   \exp_after:wN \__fp_parse_one_register_aux:Nw
10591   \exp_after:wN #2
10592   \__int_value:w

```

```

10593         \exp_after:wN \__fp_parse_exponent:N
10594         \tex_romannumeral:D \__fp_parse_expand:w
10595     }
10596 \group_begin:
10597 \char_set_catcode_other:N \P
10598 \char_set_catcode_other:N \T
10599 \char_set_catcode_other:N \M
10600 \char_set_catcode_other:N \U
10601 \tl_to_lowercase:n
10602 {
10603     \group_end:
10604     \cs_new:Npn \__fp_parse_one_register_aux:Nw #1
10605     {
10606         \exp_after:wN \use:nn
10607         \exp_after:wN \__fp_parse_one_register_auxii:wwwNw
10608         \exp_after:wN { \tex_the:D \exp_not:N #1 }
10609         ; \__fp_parse_one_register_dim:ww
10610         PT ; \__fp_parse_one_register_mu:www
10611         . PT ; \__fp_parse_one_register_int:www
10612         \q_stop
10613     }
10614     \cs_new:Npn \__fp_parse_one_register_auxii:wwwNw
10615     #1 . #2 PT #3 ; #4#5 \q_stop { #4 #1.#2; }
10616     \cs_new:Npn \__fp_parse_one_register_mu:www #1 MU; #2;
10617     { \__fp_parse_one_register_dim:ww #1; }
10618 }
10619 \cs_new:Npn \__fp_parse_one_register_int:www #1; #2.; #3;
10620 { \__fp_parse:n { #1 e #3 } }
10621 \cs_new:Npn \__fp_parse_one_register_dim:ww #1; #2;
10622 {
10623     \exp_after:wN \__fp_from_dim_test:ww
10624     \__int_value:w #2 \exp_after:wN ,
10625     \__int_value:w \__dim_eval:w #1 pt ;
10626 }

```

(End definition for __fp_parse_one_register:NN and others.)

`__fp_parse_one_digit:NN` A digit marks the beginning of an explicit floating point number. Once the number is found, we will 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.

```

10627 \cs_new:Npn \__fp_parse_one_digit:NN #1
10628 {
10629     \exp_after:wN \__fp_parse_infix_after_operand:NwN
10630     \exp_after:wN #1
10631     \tex_romannumeral:D -‘0
10632     \exp_after:wN \__fp_sanitize:wN
10633     \int_use:N \__int_eval:w \c_zero \__fp_parse_trim_zeros:N
10634 }

```

(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 a 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.

```

10635 \cs_new:Npn \_fp_parse_one_other:NN #1 #2
10636 {
10637   \if_int_compare:w
10638     \_int_eval:w
10639     ( '#2 \if_int_compare:w '#2 > 'Z - \c_thirty_two \fi: ) / 26
10640     = \c_three
10641     \exp_after:wN \_fp_parse_word:Nw
10642     \exp_after:wN #1
10643     \exp_after:wN #2
10644     \tex_romannumeral:D \exp_after:wN \_fp_parse_letters:N
10645     \tex_romannumeral:D
10646   \else:
10647     \exp_after:wN \_fp_parse_prefix:NNN
10648     \exp_after:wN #1
10649     \exp_after:wN #2
10650     \cs:w
10651     \_fp_parse_prefix_ \token_to_str:N #2 :Nw
10652     \exp_after:wN
10653     \cs_end:
10654     \tex_romannumeral:D
10655   \fi:
10656   \_fp_parse_expand:w
10657 }

```

(End definition for _fp_parse_one_other:NN.)

_fp_parse_word:Nw Finding letters is a simple recursion. Once _fp_parse_letters:N has done its job, _fp_parse_letters:N 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.

```

10658 \cs_new:Npn \_fp_parse_word:Nw #1#2;
10659 {
10660   \cs_if_exist_use:cF { \_fp_parse_word_#2:N }
10661   {
10662     \_msg_kernel_expandable_error:nnn
10663     { kernel } { unknown-fp-word } {#2}
10664     \exp_after:wN \c_nan_fp \tex_romannumeral:D -'0
10665     \_fp_parse_infix:NN
10666   }
10667   #1
10668 }

```

```

10669 \cs_new:Npn \__fp_parse_letters:N #1
10670 {
10671   -'0
10672   \if_int_compare:w
10673     \if_catcode:w \scan_stop: \exp_not:N #1
10674     \c_zero
10675     \else:
10676       \__int_eval:w
10677       ( '#1 \if_int_compare:w '#1 > 'Z - \c_thirty_two \fi: )
10678       / 26
10679       \fi:
10680       = \c_three
10681       \exp_after:wN #1
10682       \tex_romannumeral:D \exp_after:wN \__fp_parse_letters:N
10683       \tex_romannumeral:D
10684     \else:
10685       \__fp_parse_return_semicolon:w #1
10686     \fi:
10687     \__fp_parse_expand:w
10688   }

```

(End definition for __fp_parse_word:Nw.)

__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.

```

10689 \cs_new:Npn \__fp_parse_prefix:NNN #1#2#3
10690 {
10691   \if_meaning:w \scan_stop: #3
10692     \exp_after:wN \__fp_parse_prefix_unknown:NNN
10693     \exp_after:wN #2
10694   \fi:
10695   #3 #1
10696 }
10697 \cs_new:Npn \__fp_parse_prefix_unknown:NNN #1#2#3
10698 {
10699   \cs_if_exist:cTF { __fp_parse_infix_ \token_to_str:N #1 :N }
10700   {
10701     \__msg_kernel_expandable_error:nnn
10702     { kernel } { fp-missing-number } {#1}
10703     \exp_after:wN \c_nan_fp \tex_romannumeral:D -'0
10704     \__fp_parse_infix:NN #3 #1
10705   }
10706   {
10707     \__msg_kernel_expandable_error:nnn

```

```

10708         { kernel } { fp-unknown-symbol } {#1}
10709         \__fp_parse_one:Nw #3
10710     }
10711 }

```

(End definition for __fp_parse_prefix:NNN and __fp_parse_prefix_unknown:NNN.)

25.4.1 Numbers: trimming leading zeros

Numbers will be 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 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_trim_zeros:N; otherwise, our number is exactly zero, and we call __fp_parse_zero: to take care of that case.

```

10712 \cs_new:Npn \__fp_parse_trim_zeros:N #1
10713 {
10714     \if:w 0 \exp_not:N #1
10715         \exp_after:wN \__fp_parse_trim_zeros:N
10716         \tex_romannumeral:D
10717     \else:
10718         \if:w . \exp_not:N #1
10719             \exp_after:wN \__fp_parse_trim_zeros:N
10720             \tex_romannumeral:D
10721         \else:
10722             \__fp_parse_trim_end:w #1
10723         \fi:
10724     \fi:
10725     \__fp_parse_expand:w
10726 }
10727 \cs_new:Npn \__fp_parse_trim_end:w #1 \fi: \fi: \__fp_parse_expand:w
10728 {
10729     \fi:
10730     \fi:
10731     \if_int_compare:w \c_nine < 1 \token_to_str:N #1 \exp_stop_f:
10732         \exp_after:wN \__fp_parse_large:N
10733     \else:
10734         \exp_after:wN \__fp_parse_zero:
10735     \fi:
10736     #1
10737 }

```

(End definition for __fp_parse_trim_zeros:N and __fp_parse_trim_end:w.)

`__fp_parse_strim_zeros:N` 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”.

```

10738 \cs_new:Npn \__fp_parse_strim_zeros:N #1
10739 {
10740   \if:w 0 \exp_not:N #1
10741     - \c_one
10742     \exp_after:wN \__fp_parse_strim_zeros:N \tex_romannumeral:D
10743   \else:
10744     \__fp_parse_strim_end:w #1
10745   \fi:
10746   \__fp_parse_expand:w
10747 }
10748 \cs_new:Npn \__fp_parse_strim_end:w #1 \fi: \__fp_parse_expand:w
10749 {
10750   \fi:
10751   \if_int_compare:w \c_nine < 1 \token_to_str:N #1 \exp_stop_f:
10752     \exp_after:wN \__fp_parse_small:N
10753   \else:
10754     \exp_after:wN \__fp_parse_zero:
10755   \fi:
10756   #1
10757 }

```

(End definition for `__fp_parse_strim_zeros:N` and `__fp_parse_strim_end:w`.)

`__fp_parse_zero:` After reading a significand of 0, we need to remove any exponent, then put a sign of 1 for `__fp_sanitizewN`, small hack to denote an exact zero (rather than an underflow).

```

10758 \cs_new:Npn \__fp_parse_zero:
10759 {
10760   \exp_after:wN ; \exp_after:wN 1
10761   \__int_value:w \__fp_parse_exponent:N
10762 }

```

(End definition for `__fp_parse_zero:`.)

25.4.2 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 will leave those digits in the `__int_value:w`, and grab some more, or stop if there are no more digits. Then the `pack_leading` auxiliary puts the various parts in the appropriate order for the processing further up.

```

10763 \cs_new:Npn \__fp_parse_small:N #1
10764 {
10765   \exp_after:wN \__fp_parse_pack_leading:NNNNNww
10766   \int_use:N \__int_eval:w 1 \token_to_str:N #1
10767   \exp_after:wN \__fp_parse_small_leading:wwNN
10768   \__int_value:w 1
10769   \exp_after:wN \__fp_parse_digits_vii:N
10770   \tex_romannumeral:D \__fp_parse_expand:w
10771 }

```

(End definition for __fp_parse_small:N.)

__fp_parse_small_leading:wwNN 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 \c_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.

```

10772 \cs_new:Npn \__fp_parse_small_leading:wwNN 1 #1 ; #2; #3 #4
10773 {
10774   #1 #2
10775   \exp_after:wN \__fp_parse_pack_trailing:NNNNNNww
10776   \exp_after:wN \c_zero
10777   \int_use:N \__int_eval:w 1
10778   \if_int_compare:w \c_nine < 1 \token_to_str:N #4 \exp_stop_f:
10779     \token_to_str:N #4
10780     \exp_after:wN \__fp_parse_small_trailing:wwNN
10781     \__int_value:w 1
10782     \exp_after:wN \__fp_parse_digits_vi:N
10783     \tex_romannumeral:D
10784   \else:
10785     0000 0000 \__fp_parse_exponent:Nw #4
10786   \fi:
10787   \__fp_parse_expand:w
10788 }

```

(End definition for __fp_parse_small_leading:wwNN.)

__fp_parse_small_trailing:wwNN 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 +\c_zero or to +\c_one. Otherwise, there is no 16-th digit, so we put a 0, and look for an exponent.

```

10789 \cs_new:Npn \__fp_parse_small_trailing:wwNN 1 #1 ; #2; #3 #4
10790 {
10791   #1 #2
10792   \if_int_compare:w \c_nine < 1 \token_to_str:N #4 \exp_stop_f:
10793     \token_to_str:N #4
10794     \exp_after:wN \__fp_parse_small_round:NN

```

```

10795     \exp_after:wN #4
10796     \tex_romannumeral:D
10797   \else:
10798     0 \__fp_parse_exponent:Nw #4
10799   \fi:
10800   \__fp_parse_expand:w
10801 }

```

(End definition for __fp_parse_small_trailing:wwNN.)

```

\__fp_parse_pack_trailing:NNNNNNww
\__fp_parse_pack_leading:NNNNNNww
\__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 (+ `\c_one` 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.

```

10802 \cs_new:Npn \__fp_parse_pack_trailing:NNNNNNww #1 #2 #3#4#5#6 #7; #8 ;
10803 {
10804   \if_meaning:w 2 #2 + \c_one \fi:
10805   ; #8 + #1 ; {#3#4#5#6} {#7};
10806 }
10807 \cs_new:Npn \__fp_parse_pack_leading:NNNNNNww #1 #2#3#4#5 #6; #7;
10808 {
10809   + #7
10810   \if_meaning:w 2 #1 \__fp_parse_pack_carry:w \fi:
10811   ; 0 {#2#3#4#5} {#6}
10812 }
10813 \cs_new:Npn \__fp_parse_pack_carry:w \fi: ; 0 #1
10814 { \fi: + \c_one ; 0 {1000} }

```

(End definition for __fp_parse_pack_trailing:NNNNNNww, __fp_parse_pack_leading:NNNNNNww, and __fp_parse_pack_carry:w.)

25.4.3 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.

```

10815 \cs_new:Npn \__fp_parse_large:N #1
10816 {

```

```

10817 \exp_after:wN \_fp_parse_large_leading:wwNN
10818 \_int_value:w 1 \token_to_str:N #1
10819 \exp_after:wN \_fp_parse_digits_vii:N
10820 \tex_romannumeral:D \_fp_parse_expand:w
10821 }

```

(End definition for _fp_parse_large:N.)

_fp_parse_large_leading:wwNN

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.

```

10822 \cs_new:Npn \_fp_parse_large_leading:wwNN 1 #1 ; #2; #3 #4
10823 {
10824   + \c_eight - #3
10825   \exp_after:wN \_fp_parse_pack_leading:NNNNNww
10826   \int_use:N \_int_eval:w 1 #1
10827   \if_int_compare:w \c_nine < 1 \token_to_str:N #4 \exp_stop_f:
10828     \exp_after:wN \_fp_parse_large_trailing:wwNN
10829     \_int_value:w 1 \token_to_str:N #4
10830     \exp_after:wN \_fp_parse_digits_vi:N
10831     \tex_romannumeral:D
10832   \else:
10833     \if:w . \exp_not:N #4
10834       \exp_after:wN \_fp_parse_small_leading:wwNN
10835       \_int_value:w 1
10836       \cs:w
10837         \_fp_parse_digits_
10838         \tex_romannumeral:D #3
10839         :N \exp_after:wN
10840       \cs_end:
10841       \tex_romannumeral:D
10842     \else:
10843       #2
10844       \exp_after:wN \_fp_parse_pack_trailing:NNNNNNww
10845       \exp_after:wN \c_zero
10846       \_int_value:w 1 0000 0000
10847       \_fp_parse_exponent:Nw #4
10848     \fi:
10849   \fi:
10850   \_fp_parse_expand:w
10851 }

```

(End definition for _fp_parse_large_leading:wwNN.)

_fp_parse_large_trailing:wwNN

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 $\langle digits \rangle$ 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 $\langle digits \rangle$, 7 minus the $\langle number\ of\ zeros \rangle$, 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 $\langle zeros \rangle$ and providing a 16-th digit of 0.

```

10852 \cs_new:Npn \_fp_parse_large_trailing:wwNN 1 #1 ; #2; #3 #4
10853 {
10854   \if_int_compare:w \c_nine < 1 \token_to_str:N #4 \exp_stop_f:
10855     \exp_after:wN \_fp_parse_pack_trailing:NNNNNNww
10856     \exp_after:wN \c_eight
10857     \int_use:N \_int_eval:w 1 #1 \token_to_str:N #4
10858     \exp_after:wN \_fp_parse_large_round:NN
10859     \exp_after:wN #4
10860     \tex_romannumeral:D
10861   \else:
10862     \exp_after:wN \_fp_parse_pack_trailing:NNNNNNww
10863     \int_use:N \_int_eval:w \c_seven - #3 \exp_stop_f:
10864     \int_use:N \_int_eval:w 1 #1
10865     \if:w . \exp_not:N #4
10866       \exp_after:wN \_fp_parse_small_trailing:wwNN
10867       \_int_value:w 1
10868       \cs:w
10869         \_fp_parse_digits_
10870         \tex_romannumeral:D #3
10871         :N \exp_after:wN
10872         \cs_end:
10873         \tex_romannumeral:D
10874     \else:
10875       #2 0 \_fp_parse_exponent:Nw #4
10876     \fi:
10877   \fi:
10878   \_fp_parse_expand:w
10879 }

```

(End definition for `_fp_parse_large_trailing:wwNN`.)

25.4.4 Number: beyond 16 digits, rounding

`_fp_parse_round_loop:N` This loop is called when rounding a number (whether the mantissa is small or large).
`_fp_parse_round_up:N` 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 `;\c_zero`, otherwise by `;\c_one`. 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.

```

10880 \cs_new:Npn \_fp_parse_round_loop:N #1
10881 {
10882   \if_int_compare:w \c_nine < 1 \token_to_str:N #1 \exp_stop_f:

```

```

10883     + \c_one
10884     \if:w 0 \token_to_str:N #1
10885         \exp_after:wN \__fp_parse_round_loop:N
10886         \tex_romannumeral:D
10887     \else:
10888         \exp_after:wN \__fp_parse_round_up:N
10889         \tex_romannumeral:D
10890     \fi:
10891 \else:
10892     \__fp_parse_return_semicolon:w \c_zero #1
10893 \fi:
10894 \__fp_parse_expand:w
10895 }
10896 \cs_new:Npn \__fp_parse_round_up:N #1
10897 {
10898     \if_int_compare:w \c_nine < 1 \token_to_str:N #1 \exp_stop_f:
10899         + \c_one
10900         \exp_after:wN \__fp_parse_round_up:N
10901         \tex_romannumeral:D
10902     \else:
10903         \__fp_parse_return_semicolon:w \c_one #1
10904     \fi:
10905     \__fp_parse_expand:w
10906 }

```

(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 `\c_zero` or `\c_one` is added to the surrounding integer expression.

```

10907 \cs_new:Npn \__fp_parse_round_after:wN #1; #2
10908 {
10909     + #2 \exp_after:wN ;
10910     \int_use:N \__int_eval:w #1 + \__fp_parse_exponent:N
10911 }

```

(End definition for `__fp_parse_round_after:wN`.)

`__fp_parse_small_round:NN` 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 `;\langle exponent \rangle` only. `__fp_parse_round_after:wN` Otherwise, we will expand to `+\c_zero` or `+\c_one`, then `;\langle exponent \rangle`. 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 `+\c_zero` or `+\c_one` 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`.

```

10912 \cs_new:Npn \__fp_parse_small_round:NN #1#2

```

```

10913 {
10914   \if_int_compare:w \c_nine < 1 \token_to_str:N #2 \exp_stop_f:
10915   +
10916   \exp_after:wN \__fp_round_s:NNNw
10917   \exp_after:wN 0
10918   \exp_after:wN #1
10919   \exp_after:wN #2
10920   \int_use:N \__int_eval:w
10921   \exp_after:wN \__fp_parse_round_after:wN
10922   \int_use:N \__int_eval:w \c_zero * \__int_eval:w \c_zero
10923   \exp_after:wN \__fp_parse_round_loop:N
10924   \tex_romannumeral:D
10925   \else:
10926     \__fp_parse_exponent:Nw #2
10927   \fi:
10928   \__fp_parse_expand:w
10929 }

```

(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.

```

10930 \cs_new:Npn \__fp_parse_large_round:NN #1#2
10931 {
10932   \if_int_compare:w \c_nine < 1 \token_to_str:N #2 \exp_stop_f:
10933   +
10934   \exp_after:wN \__fp_round_s:NNNw
10935   \exp_after:wN 0
10936   \exp_after:wN #1
10937   \exp_after:wN #2
10938   \int_use:N \__int_eval:w
10939   \exp_after:wN \__fp_parse_large_round_aux:wNN
10940   \int_use:N \__int_eval:w \c_one
10941   \exp_after:wN \__fp_parse_round_loop:N
10942   \else: %^^A could be dot, or e, or other
10943     \exp_after:wN \__fp_parse_large_round_test:NN
10944     \exp_after:wN #1
10945     \exp_after:wN #2
10946   \fi:
10947 }
10948 \cs_new:Npn \__fp_parse_large_round_test:NN #1#2
10949 {

```

```

10950 \if:w . \exp_not:N #2
10951 \exp_after:wN \__fp_parse_small_round:NN
10952 \exp_after:wN #1
10953 \tex_romannumeral:D
10954 \else:
10955 \__fp_parse_exponent:Nw #2
10956 \fi:
10957 \__fp_parse_expand:w
10958 }
10959 \cs_new:Npn \__fp_parse_large_round_aux:wNN #1 ; #2 #3
10960 {
10961 + #2
10962 \exp_after:wN \__fp_parse_round_after:wN
10963 \int_use:N \__int_eval:w #1
10964 \if:w . \exp_not:N #3
10965 + \c_zero * \__int_eval:w \c_zero
10966 \exp_after:wN \__fp_parse_round_loop:N
10967 \tex_romannumeral:D \exp_after:wN \__fp_parse_expand:w
10968 \else:
10969 \exp_after:wN ;
10970 \exp_after:wN \c_zero
10971 \exp_after:wN #3
10972 \fi:
10973 }

```

(End definition for `__fp_parse_large_round:NN`, `__fp_parse_large_round_test:NN`, and `__fp_parse_large_round_aux:wNN`.)

25.4.5 Number: finding the exponent

Expansion is a little bit tricky here, in part because we accept input where multiplication is implicit.

```

\@@_parse:n { 3.2 erf(0.1) }
\@@_parse:n { 3.2 e\l_my_int }
\@@_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 `__int_eval:w ...` there if needed.

```

10974 \cs_new:Npn \__fp_parse_exponent:Nw #1 #2 \__fp_parse_expand:w
10975 {
10976   \exp_after:wN ;
10977   \__int_value:w #2 \__fp_parse_exponent:N #1
10978 }

```

(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.

```

10979 \cs_new:Npn \__fp_parse_exponent:N #1
10980 {
10981   \if:w e \exp_not:N #1
10982     \exp_after:wN \__fp_parse_exponent_aux:N
10983     \tex_romannumeral:D
10984   \else:
10985     0 \__fp_parse_return_semicolon:w #1
10986   \fi:
10987   \__fp_parse_expand:w
10988 }
10989 \cs_new:Npn \__fp_parse_exponent_aux:N #1
10990 {
10991   \if_int_compare:w \if_catcode:w \scan_stop: \exp_not:N #1
10992     \c_zero \else: ' #1 \fi: > '9 \exp_stop_f:
10993     0 \exp_after:wN ; \exp_after:wN e
10994   \else:
10995     \exp_after:wN \__fp_parse_exponent_sign:N
10996   \fi:
10997   #1
10998 }

```

(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).

```

10999 \cs_new:Npn \__fp_parse_exponent_sign:N #1
11000 {
11001   \if:w + \if:w - \exp_not:N #1 + \fi: \token_to_str:N #1
11002   \exp_after:wN \__fp_parse_exponent_sign:N

```

```

11003     \tex_romannumeral:D \exp_after:wN \__fp_parse_expand:w
11004   \else:
11005     \exp_after:wN \__fp_parse_exponent_body:N
11006     \exp_after:wN #1
11007   \fi:
11008 }

```

(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).

```

11009 \cs_new:Npn \__fp_parse_exponent_body:N #1
11010 {
11011   \if_int_compare:w \c_nine < 1 \token_to_str:N #1 \exp_stop_f:
11012   \token_to_str:N #1
11013   \exp_after:wN \__fp_parse_exponent_digits:N
11014   \tex_romannumeral:D
11015   \else:
11016     \__fp_parse_exponent_keep:NTF #1
11017     { \__fp_parse_return_semicolon:w #1 }
11018     {
11019       \exp_after:wN ;
11020       \tex_romannumeral:D
11021     }
11022   \fi:
11023   \__fp_parse_expand:w
11024 }

```

(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 T_EX error. It is mostly harmless, except when parsing 0e9876543210, which should be a valid representation of 0, but is not.

```

11025 \cs_new:Npn \__fp_parse_exponent_digits:N #1
11026 {
11027   \if_int_compare:w \c_nine < 1 \token_to_str:N #1 \exp_stop_f:
11028   \token_to_str:N #1
11029   \exp_after:wN \__fp_parse_exponent_digits:N
11030   \tex_romannumeral:D
11031   \else:
11032     \__fp_parse_return_semicolon:w #1
11033   \fi:
11034   \__fp_parse_expand:w
11035 }

```

(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.

```

11036 \prg_new_conditional:Npnn \__fp_parse_exponent_keep:N #1 { TF }
11037 {
11038   \if_catcode:w \scan_stop: \exp_not:N #1
11039   \if_meaning:w \scan_stop: #1
11040   \if_int_compare:w
11041     \__str_if_eq_x:nn { \s__fp } { \exp_not:N #1 } = \c_zero
11042     0
11043     \__msg_kernel_expandable_error:nnn
11044     { kernel } { fp-after-e } { floating~point~ }
11045     \prg_return_true:
11046   \else:
11047     0
11048     \__msg_kernel_expandable_error:nnn
11049     { kernel } { bad-variable } { #1 }
11050     \prg_return_false:
11051   \fi:
11052 \else:
11053   \if_int_compare:w
11054     \__str_if_eq_x:nn { \__int_value:w #1 } { \tex_the:D #1 }
11055     = \c_zero
11056     \__int_value:w #1
11057   \else:
11058     0
11059     \__msg_kernel_expandable_error:nnn
11060     { kernel } { fp-after-e } { dimension~#1 }
11061   \fi:
11062   \prg_return_false:
11063 \fi:
11064 \else:
11065   0
11066   \__msg_kernel_expandable_error:nnn
11067   { kernel } { fp-missing } { exponent }
11068   \prg_return_true:
11069 \fi:
11070 }

```

(End definition for `__fp_parse_exponent_keep:N`.)

25.5 Constants, functions and prefix operators

25.5.1 Prefix operators

`__fp_parse_prefix+:Nw` A unary + does nothing: we should continue looking for a number.

```

11071 \cs_new_eq:cN { __fp_parse_prefix+:Nw } \__fp_parse_one:Nw

```

(End definition for `_fp_parse_prefix_+:Nw`.)

`_fp_parse_apply_unary: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 `\tex_romannumeral:D` thus the infix function #5.

```

11072 \cs_new:Npn \_fp_parse_apply_unary:NNNwN #1#2#3#4#5
11073 {
11074     #3 #2 #4 @
11075     \tex_romannumeral:D -'0 #5 #1
11076 }

```

(End definition for `_fp_parse_apply_unary:NNNwN`.)

`_fp_parse_prefix -:Nw` The unary - and boolean not are harder: we parse the operand using a precedence equal
`_fp_parse_prefix !:Nw` to the maximum of the previous precedence ##1 and the precedence `\c_twelve` of the unary operator, then call the appropriate `_fp_⟨operation⟩_o:w` function, where the `⟨operation⟩` is `set_sign` or `not`.

```

11077 \cs_set_protected:Npn \_fp_tmp:w #1#2#3#4
11078 {
11079     \cs_new:cpn { \_fp_parse_prefix_ #1 :Nw } ##1
11080     {
11081         \exp_after:wN \_fp_parse_apply_unary:NNNwN
11082         \exp_after:wN ##1
11083         \exp_after:wN #4
11084         \exp_after:wN #3
11085         \tex_romannumeral:D
11086         \if_int_compare:w #2 < ##1
11087             \_fp_parse_operand:Nw ##1
11088         \else:
11089             \_fp_parse_operand:Nw #2
11090         \fi:
11091         \_fp_parse_expand:w
11092     }
11093 }
11094 \_fp_tmp:w - \c_twelve \_fp_set_sign_o:w 2
11095 \_fp_tmp:w ! \c_twelve \_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.

```

11096 \cs_new:cpn { \_fp_parse_prefix .:Nw } #1
11097 {
11098     \exp_after:wN \_fp_parse_infix_after_operand:NwN
11099     \exp_after:wN #1

```

```

11100 \tex_romannumeral:D -‘0
11101 \exp_after:wN \__fp_sanitize:wN
11102 \int_use:N \__int_eval:w \c_zero \__fp_parse_strim_zeros:N
11103 }

```

(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. Commas will be allowed if the previous precedence is 16 (function with multiple arguments) or 13 (unary boolean “not”). In this case, find an operand using the precedence 1; otherwise the precedence 0. 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 the array it found as an operand, fetching the following infix operator.

```

11104 \group_begin:
11105 \char_set_catcode_letter:N (
11106 \char_set_catcode_letter:N )
11107 \cs_new:Npn \__fp_parse_prefix_(:Nw #1
11108 {
11109 \exp_after:wN \__fp_parse_lparen_after:NwN
11110 \exp_after:wN #1
11111 \tex_romannumeral:D
11112 \if_int_compare:w #1 = \c_sixteen
11113 \__fp_parse_operand:Nw \c_one
11114 \else:
11115 \__fp_parse_operand:Nw \c_zero
11116 \fi:
11117 \__fp_parse_expand:w
11118 }
11119 \cs_new:Npn \__fp_parse_lparen_after:NwN #1#2 @ #3
11120 {
11121 \token_if_eq_meaning:NNTF #3 \__fp_parse_infix_):N
11122 {
11123 \__fp_exp_after_array_f:w #2 \s__fp_stop
11124 \exp_after:wN \__fp_parse_infix:NN
11125 \exp_after:wN #1
11126 \tex_romannumeral:D \__fp_parse_expand:w
11127 }
11128 {
11129 \__msg_kernel_expandable_error:nnn
11130 { kernel } { fp-missing } { } }
11131 #2 @ \use_none:n #3
11132 }
11133 }
11134 \group_end:

```

(End definition for __fp_parse_prefix_(:Nw and __fp_parse_lparen_after:NwN.)

25.5.2 Constants

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`.

```

\__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
11135 \cs_set_protected:Npn \__fp_tmp:w #1 #2
11136 {
11137   \cs_new_nopar:cpn { __fp_parse_word_#1:N }
11138   { \exp_after:wN #2 \tex_romannumeral:D -'0 \__fp_parse_infix:NN }
11139 }
11140 \__fp_tmp:w { inf } \c_inf_fp
11141 \__fp_tmp:w { nan } \c_nan_fp
11142 \__fp_tmp:w { pi } \c_pi_fp
11143 \__fp_tmp:w { deg } \c_one_degree_fp
11144 \__fp_tmp:w { true } \c_one_fp
11145 \__fp_tmp:w { false } \c_zero_fp

```

(End definition for `__fp_parse_word_inf:N` and others.)

Dimension units are also floating point constants but their value is not stored as a floating point constant. We give the values explicitly here.

```

\__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
11146 \cs_set_protected:Npn \__fp_tmp:w #1 #2
11147 {
11148   \cs_new_nopar:cpn { __fp_parse_word_#1:N }
11149   {
11150     \__fp_exp_after_f:nw { \__fp_parse_infix:NN }
11151     \s__fp \__fp_chk:w 10 #2 ;
11152   }
11153 }
11154 \__fp_tmp:w {pt} { {1} {1000} {0000} {0000} {0000} }
11155 \__fp_tmp:w {in} { {2} {7227} {0000} {0000} {0000} }
11156 \__fp_tmp:w {pc} { {2} {1200} {0000} {0000} {0000} }
11157 \__fp_tmp:w {cm} { {2} {2845} {2755} {9055} {1181} }
11158 \__fp_tmp:w {mm} { {1} {2845} {2755} {9055} {1181} }
11159 \__fp_tmp:w {dd} { {1} {1070} {0085} {6496} {0630} }
11160 \__fp_tmp:w {cc} { {2} {1284} {0102} {7795} {2756} }
11161 \__fp_tmp:w {nd} { {1} {1066} {9783} {4645} {6693} }
11162 \__fp_tmp:w {nc} { {2} {1280} {3740} {1574} {8031} }
11163 \__fp_tmp:w {bp} { {1} {1003} {7500} {0000} {0000} }
11164 \__fp_tmp:w {sp} { {-4} {1525} {8789} {0625} {0000} }

```

(End definition for `__fp_parse_word_pt:N` and others.)

The font-dependent units `em` and `ex` must be evaluated on the fly. We reuse an auxiliary of `\dim_to_fp:n`.

```

\__fp_parse_word_em:N
\__fp_parse_word_ex:N
11165 \tl_map_inline:nn { {em} {ex} }
11166 {
11167   \cs_new_nopar:cpn { __fp_parse_word_#1:N }
11168   {
11169     \exp_after:wN \__fp_from_dim_test:ww
11170     \exp_after:wN 0 \exp_after:wN ,

```

```

11171         \_int_value:w \_dim_eval:w 1 #1 \exp_after:wN ;
11172         \tex_romannumeral:D -'0 \_fp_parse_infix:NN
11173     }
11174 }

```

(End definition for _fp_parse_word_em:N and _fp_parse_word_ex:N.)

25.5.3 Functions

```

\_fp_parse_unary_function:nNN
\_fp_parse_function:NNN
11175 \cs_new:Npn \_fp_parse_unary_function:nnn #1#2#3
11176 {
11177     \exp_after:wN \_fp_parse_apply_unary:NNNwN
11178     \exp_after:wN #3
11179     \exp_after:wN #2
11180     \cs:w \_fp_#1_o:w \exp_after:wN \cs_end:
11181     \tex_romannumeral:D
11182     \_fp_parse_operand:Nw \c_fifteen \_fp_parse_expand:w
11183 }
11184 \cs_new:Npn \_fp_parse_function:NNN #1#2#3
11185 {
11186     \exp_after:wN \_fp_parse_apply_unary:NNNwN
11187     \exp_after:wN #3
11188     \exp_after:wN #2
11189     \exp_after:wN #1
11190     \tex_romannumeral:D
11191     \_fp_parse_operand:Nw \c_sixteen \_fp_parse_expand:w
11192 }

```

(End definition for _fp_parse_unary_function:nnn and _fp_parse_function:NNN.)

_fp_parse_word_acot:N Those functions are also unary (not binary), but may receive a variable number of arguments.

```

\_fp_parse_word_acotd:N
\_fp_parse_word_atan:N
\_fp_parse_word_atand:N
\_fp_parse_word_max:N
\_fp_parse_word_min:N
11193 \cs_new_nopar:Npn \_fp_parse_word_acot:N
11194 { \_fp_parse_function:NNN \_fp_acot_o:Nw \use_i:nn }
11195 \cs_new_nopar:Npn \_fp_parse_word_acotd:N
11196 { \_fp_parse_function:NNN \_fp_acot_o:Nw \use_ii:nn }
11197 \cs_new_nopar:Npn \_fp_parse_word_atan:N
11198 { \_fp_parse_function:NNN \_fp_atan_o:Nw \use_i:nn }
11199 \cs_new_nopar:Npn \_fp_parse_word_atand:N
11200 { \_fp_parse_function:NNN \_fp_atan_o:Nw \use_ii:nn }
11201 \cs_new_nopar:Npn \_fp_parse_word_max:N
11202 { \_fp_parse_function:NNN \_fp_minmax_o:Nw 2 }
11203 \cs_new_nopar:Npn \_fp_parse_word_min:N
11204 { \_fp_parse_function:NNN \_fp_minmax_o:Nw 0 }

```

(End definition for _fp_parse_word_acot:N and others.)

_fp_parse_word_abs:N Unary functions.

```

\_fp_parse_word_exp:N
\_fp_parse_word_ln:N
\_fp_parse_word_sqrt:N
11205 \cs_new:Npn \_fp_parse_word_abs:N

```

```

11206 { \_fp_parse_unary_function:nnn { set_sign } 0 }
11207 \cs_new_nopar:Npn \_fp_parse_word_exp:N
11208 { \_fp_parse_unary_function:nnn {exp} ? }
11209 \cs_new_nopar:Npn \_fp_parse_word_ln:N
11210 { \_fp_parse_unary_function:nnn {ln} ? }
11211 \cs_new_nopar:Npn \_fp_parse_word_sqrt:N
11212 { \_fp_parse_unary_function:nnn {sqrt} ? }

```

(End definition for _fp_parse_word_abs:N and others.)

_fp_parse_word_acos:N Unary functions.

```

\_fp_parse_word_acosd:N 11213 \tl_map_inline:nn
\_fp_parse_word_acsc:N 11214 {
\_fp_parse_word_acscd:N 11215 {acos} {acsc} {asec} {asin}
\_fp_parse_word_asec:N 11216 {cos} {cot} {csc} {sec} {sin} {tan}
\_fp_parse_word_asecd:N 11217 }
\_fp_parse_word_asin:N 11218 {
\_fp_parse_word_asind:N 11219 \cs_new_nopar:cpn { \_fp_parse_word_#1:N }
\_fp_parse_word_cos:N 11220 { \_fp_parse_unary_function:nnn {#1} \use_i:nn }
\_fp_parse_word_cosd:N 11221 \cs_new_nopar:cpn { \_fp_parse_word_#1d:N }
\_fp_parse_word_cot:N 11222 { \_fp_parse_unary_function:nnn {#1} \use_ii:nn }
\_fp_parse_word_cotd:N 11223 }
\_fp_parse_word_csc:N
\_fp_parse_word_cscd:N
\_fp_parse_word_trunc:N
\_fp_parse_word_sec:N
\_fp_parse_word_floor:N
\_fp_parse_word_ceil:N
\_fp_parse_word_sind:N
\_fp_parse_word_tan:N
\_fp_parse_word_tand:N

```

(End definition for _fp_parse_word_acos:N and others.)

```

11230 \cs_new_nopar:Npn \_fp_parse_word_trunc:N
11231 { \_fp_parse_function:NNN \_fp_round_o:Nw \_fp_round_to_zero:NNN }
11232 \cs_new_nopar:Npn \_fp_parse_word_floor:N
11233 { \_fp_parse_function:NNN \_fp_round_o:Nw \_fp_round_to_ninf:NNN }
11234 \cs_new_nopar:Npn \_fp_parse_word_ceil:N
11235 { \_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

```

11230 \cs_new:Npn \_fp_parse_word_round:N #1#2
11231 {
11232   \if_meaning:w + #2
11233     \_fp_parse_round:Nw \_fp_round_to_pinf:NNN
11234   \else:
11235     \if_meaning:w 0 #2
11236       \_fp_parse_round:Nw \_fp_round_to_zero:NNN
11237     \else:
11238       \if_meaning:w - #2
11239         \_fp_parse_round:Nw \_fp_round_to_ninf:NNN
11240       \fi:
11241     \fi:
11242   \fi:

```

```

11243 \__fp_parse_function:NNN
11244 \__fp_round_o:Nw \__fp_round_to_nearest:NNN #1
11245 #2
11246 }
11247 \cs_new:Npn \__fp_parse_round:Nw
11248 #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.)

25.6 Main functions

`__fp_parse:n` Start a `\romannumeral` expansion so that `__fp_parse:n` expands in two steps. The `__fp_parse_operand:Nw` function will perform computations until reaching an operation with precedence `\c_minus_one` 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 `\c_zero`.

```

11249 \cs_new:Npn \__fp_parse:n #1
11250 {
11251   \tex_romannumeral:D
11252   \exp_after:wN \__fp_parse_after:ww
11253   \tex_romannumeral:D
11254   \__fp_parse_operand:Nw \c_minus_one
11255   \__fp_parse_expand:w #1
11256   \s__fp_mark \__fp_parse_infix_end:N
11257   \s__fp_stop
11258 }
11259 \cs_new:Npn \__fp_parse_after:ww
11260 #1@ \__fp_parse_infix_end:N \s__fp_stop
11261 { \c_zero #1 }

```

(End definition for __fp_parse:n.)

`__fp_parse_operand:Nw` The `__fp_parse_operand` This is just a shorthand which sets up both `__fp_parse_continue` and `__fp_parse_one` with the same precedence. Note the trailing `\tex_romannumeral:D`. This function should be used with much care.

```

11262 \cs_new:Npn \__fp_parse_operand:Nw #1
11263 {
11264   -'0
11265   \exp_after:wN \__fp_parse_continue:NwN
11266   \exp_after:wN #1
11267   \tex_romannumeral:D -'0
11268   \exp_after:wN \__fp_parse_one:Nw
11269   \exp_after:wN #1
11270   \tex_romannumeral:D
11271 }
11272 \cs_new:Npn \__fp_parse_continue:NwN #1 #2 @ #3 { #3 #1 #2 @ }

```

(End definition for __fp_parse_operand:Nw.)

`_fp_parse_apply_binary:NwNwN` Receives $\langle precedence \rangle \langle operand_1 \rangle @ \langle operation \rangle \langle operand_2 \rangle @ \langle infix command \rangle$. Builds the appropriate call to the $\langle operation \rangle$ #3.

```

11273 \cs_new:Npn \_fp_parse_apply_binary:NwNwN #1 #2@ #3 #4@ #5
11274 {
11275   \exp_after:wN \_fp_parse_continue:NwN
11276   \exp_after:wN #1
11277   \tex_romannumeral:D -'0 \cs:w \_fp_#3_o:ww \cs_end: #2 #4
11278   \tex_romannumeral:D -'0 #5 #1
11279 }

```

(End definition for `_fp_parse_apply_binary:NwNwN`.)

25.7 Infix operators

`_fp_parse_infix_after_operand:NwN`

```

11280 \cs_new:Npn \_fp_parse_infix_after_operand:NwN #1 #2;
11281 {
11282   \_fp_exp_after_f:nw { \_fp_parse_infix:NN #1 }
11283   #2;
11284 }
11285 \group_begin:
11286 \char_set_catcode_letter:N \*
11287 \cs_new:Npn \_fp_parse_infix:NN #1 #2
11288 {
11289   \if_catcode:w \scan_stop: \exp_not:N #2
11290   \if_int_compare:w
11291     \_str_if_eq_x:nn { \s__fp_mark } { \exp_not:N #2 }
11292     = \c_zero
11293     \exp_after:wN \exp_after:wN
11294     \exp_after:wN \_fp_parse_infix_mark:NNN
11295   \else:
11296     \exp_after:wN \exp_after:wN
11297     \exp_after:wN \_fp_parse_infix_juxtapose:N
11298   \fi:
11299 \else:
11300   \if_int_compare:w
11301     \_int_eval:w
11302     ( '#2 \if_int_compare:w '#2 > 'Z - \c_thirty_two \fi: )
11303     / 26
11304     = \c_three
11305     \exp_after:wN \exp_after:wN
11306     \exp_after:wN \_fp_parse_infix_juxtapose:N
11307   \else:
11308     \exp_after:wN \_fp_parse_infix_check:NNN
11309     \cs:w
11310     \_fp_parse_infix_ \token_to_str:N #2 :N
11311     \exp_after:wN \exp_after:wN \exp_after:wN
11312     \cs_end:
11313   \fi:

```

```

11314     \fi:
11315     #1
11316     #2
11317   }
11318   \cs_new:Npn \__fp_parse_infix_check:NNN #1#2#3
11319   {
11320     \if_meaning:w \scan_stop: #1
11321     \__msg_kernel_expandable_error:nnn
11322     { kernel } { fp-missing } { * }
11323     \exp_after:wN \__fp_parse_infix_*:N
11324     \exp_after:wN #2
11325     \exp_after:wN #3
11326   \else:
11327     \exp_after:wN #1
11328     \exp_after:wN #2
11329     \tex_romannumeral:D \exp_after:wN \__fp_parse_expand:w
11330   \fi:
11331   }
11332   \group_end:

```

(End definition for __fp_parse_infix_after_operand:NwN.)

25.7.1 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.

```

11333 \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.

```

11334 \cs_new:Npn \__fp_parse_infix_end:N #1
11335 { @ \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.

```

11336 \group_begin:
11337 \char_set_catcode_letter:N \)
11338 \cs_new:Npn \__fp_parse_infix_):N #1
11339 {
11340   \if_int_compare:w #1 < \c_zero
11341   \__msg_kernel_expandable_error:nnn { kernel } { fp-extra } { ) }
11342   \exp_after:wN \__fp_parse_infix:NN
11343   \exp_after:wN #1
11344   \tex_romannumeral:D \exp_after:wN \__fp_parse_expand:w
11345   \else:

```

```

11346         \exp_after:wN @
11347         \exp_after:wN \use_none:n
11348         \exp_after:wN \__fp_parse_infix_):N
11349     \fi:
11350 }
11351 \group_end:

```

(End definition for __fp_parse_infix_):N.)

```

\__fp_parse_infix_
:N
11352 \group_begin:
11353 \char_set_catcode_letter:N \,
11354 \cs_new:Npn \__fp_parse_infix_,:N #1
11355 {
11356     \if_int_compare:w #1 > \c_one
11357         \exp_after:wN @
11358         \exp_after:wN \use_none:n
11359         \exp_after:wN \__fp_parse_infix_,:N
11360     \else:
11361         \if_int_compare:w #1 = \c_one
11362             \exp_after:wN \__fp_parse_infix_comma:w
11363             \tex_romannumeral:D
11364         \else:
11365             \exp_after:wN \__fp_parse_infix_comma_gobble:w
11366             \tex_romannumeral:D
11367         \fi:
11368         \__fp_parse_operand:Nw \c_one
11369         \exp_after:wN \__fp_parse_expand:w
11370     \fi:
11371 }
11372 \cs_new:Npn \__fp_parse_infix_comma:w #1 @
11373 { #1 @ \use_none:n }
11374 \cs_new:Npn \__fp_parse_infix_comma_gobble:w #1 @
11375 {
11376     \_msg_kernel_expandable_error:nn { kernel } { fp-extra-comma }
11377     @ \use_none:n
11378 }
11379 \group_end:

```

(End definition for __fp_parse_infix_ and :N.)

25.7.2 Usual infix operators

__fp_parse_infix_+:N
__fp_parse_infix_-: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.

The odd requirement to set `\+` here is to cover the case where `expl3` is loaded by plain `TEX`: `\+` is an `\outer` macro there, and so the following code would otherwise give an error in that case.

```

11380 \group_begin:
11381 {*package}
11382   \cs_set_nopar:Npn \+ { }
11383 }/package}
11384 \char_set_catcode_other:N \&
11385 \char_set_catcode_letter:N \^
11386 \char_set_catcode_letter:N \/
11387 \char_set_catcode_letter:N \-
11388 \char_set_catcode_letter:N \+
11389 \cs_set_protected:Npn \__fp_tmp:w #1#2#3#4
11390 {
11391   \cs_new:Npn #1 ##1
11392   {
11393     \if_int_compare:w ##1 < #3
11394       \exp_after:wN @
11395       \exp_after:wN \__fp_parse_apply_binary:NwNwN
11396       \exp_after:wN #2
11397       \tex_romannumeral:D
11398       \__fp_parse_operand:Nw #4
11399       \exp_after:wN \__fp_parse_expand:w
11400     \else:
11401       \exp_after:wN @
11402       \exp_after:wN \use_none:n
11403       \exp_after:wN #1
11404     \fi:
11405   }
11406 }
11407 \__fp_tmp:w \__fp_parse_infix_^:N ^ \c_fifteen \c_fourteen
11408 \__fp_tmp:w \__fp_parse_infix_/:N / \c_ten \c_ten
11409 \__fp_tmp:w \__fp_parse_infix_mul:N * \c_ten \c_ten
11410 \__fp_tmp:w \__fp_parse_infix_-:N - \c_nine \c_nine
11411 \__fp_tmp:w \__fp_parse_infix_+:N + \c_nine \c_nine
11412 \__fp_tmp:w \__fp_parse_infix_and:N & \c_five \c_five
11413 \__fp_tmp:w \__fp_parse_infix_or:N | \c_four \c_four
11414 \group_end:

```

(End definition for `__fp_parse_infix_+:N` and others.)

25.7.3 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_juxtapose:N`.

```

11415 \cs_new:cpn { __fp_parse_infix_(:N } #1
11416 { \__fp_parse_infix_juxtapose:N #1 ( }

```

(End definition for `__fp_parse_infix_(:N`.)

`__fp_parse_infix_juxtapose:N` Juxtaposition follows the same scheme as other binary operations, but calls `__fp_parse_apply_juxtapose:NwNwN` rather than directly calling `__fp_parse_apply_binary:NwNwN`. This lets us catch errors such as `...(1,2,3)pt` where one operand of

the juxtaposition is not a single number: both #3 and #5 of the apply auxiliary must be empty.

```

11417 \cs_new:Npn \__fp_parse_infix_juxtapose:N #1
11418 {
11419   \if_int_compare:w #1 < \c_ten
11420     \exp_after:wN @
11421     \exp_after:wN \__fp_parse_apply_juxtapose:NwwN
11422     \tex_romannumeral:D
11423     \__fp_parse_operand:Nw \c_ten
11424     \exp_after:wN \__fp_parse_expand:w
11425   \else:
11426     \exp_after:wN @
11427     \exp_after:wN \use_none:n
11428     \exp_after:wN \__fp_parse_infix_juxtapose:N
11429   \fi:
11430 }
11431 \cs_new:Npn \__fp_parse_apply_juxtapose:NwwN #1 #2;#3@ #4;#5@
11432 {
11433   \if_catcode:w ^ \tl_to_str:n { #3 #5 } ^
11434   \else:
11435     \__fp_error:nffn { invalid-ii }
11436     { \__fp_array_to_clist:n { #2; #3 } }
11437     { \__fp_array_to_clist:n { #4; #5 } }
11438     { }
11439   \fi:
11440   \__fp_parse_apply_binary:NwNwN #1 #2;@ * #4;@
11441 }

```

(End definition for `__fp_parse_infix_juxtapose:N` and `__fp_parse_apply_juxtapose:NwwN`.)

25.7.4 Multi-character cases

`__fp_parse_infix_*:N`

```

11442 \group_begin:
11443   \char_set_catcode_letter:N ^
11444   \cs_new:cpn { \__fp_parse_infix_*:N } #1#2
11445   {
11446     \if:w * \exp_not:N #2
11447       \exp_after:wN \__fp_parse_infix_^:N
11448       \exp_after:wN #1
11449     \else:
11450       \exp_after:wN \__fp_parse_infix_mul:N
11451       \exp_after:wN #1
11452       \exp_after:wN #2
11453     \fi:
11454   }
11455 \group_end:

```

(End definition for `__fp_parse_infix_*:N`.)

```

\__fp_parse_infix_|:Nw
\__fp_parse_infix_&:Nw
11456 \group_begin:
11457 \char_set_catcode_letter:N \|
11458 \char_set_catcode_letter:N \&
11459 \cs_new:Npn \__fp_parse_infix_|:N #1#2
11460 {
11461   \if:w | \exp_not:N #2
11462     \exp_after:wN \__fp_parse_infix_|:N
11463     \exp_after:wN #1
11464     \tex_romannumeral:D \exp_after:wN \__fp_parse_expand:w
11465   \else:
11466     \exp_after:wN \__fp_parse_infix_or:N
11467     \exp_after:wN #1
11468     \exp_after:wN #2
11469   \fi:
11470 }
11471 \cs_new:Npn \__fp_parse_infix_&:N #1#2
11472 {
11473   \if:w & \exp_not:N #2
11474     \exp_after:wN \__fp_parse_infix_&:N
11475     \exp_after:wN #1
11476     \tex_romannumeral:D \exp_after:wN \__fp_parse_expand:w
11477   \else:
11478     \exp_after:wN \__fp_parse_infix_and:N
11479     \exp_after:wN #1
11480     \exp_after:wN #2
11481   \fi:
11482 }
11483 \group_end:

(End definition for \__fp_parse_infix_|:Nw.)

```

25.7.5 Ternary operator

```

\__fp_parse_infix_?:N
\__fp_parse_infix_:N
11484 \group_begin:
11485 \char_set_catcode_letter:N \?
11486 \cs_new:Npn \__fp_parse_infix_?:N #1
11487 {
11488   \if_int_compare:w #1 < \c_three
11489     \exp_after:wN @
11490     \exp_after:wN \__fp_ternary:NwwN
11491     \tex_romannumeral:D
11492     \__fp_parse_operand:Nw \c_three
11493     \exp_after:wN \__fp_parse_expand:w
11494   \else:
11495     \exp_after:wN @
11496     \exp_after:wN \use_none:n
11497     \exp_after:wN \__fp_parse_infix_?:N
11498   \fi:

```

```

11499     }
11500 \cs_new:Npn \__fp_parse_infix_::N #1
11501 {
11502   \if_int_compare:w #1 < \c_three
11503     \__msg_kernel_expandable_error:nnnn
11504     { kernel } { fp-missing } { ? } { ~for~?: }
11505     \exp_after:wN @
11506     \exp_after:wN \__fp_ternary_auxii:NwwN
11507     \tex_romannumeral:D
11508     \__fp_parse_operand:Nw \c_two
11509     \exp_after:wN \__fp_parse_expand:w
11510   \else:
11511     \exp_after:wN @
11512     \exp_after:wN \use_none:n
11513     \exp_after:wN \__fp_parse_infix_::N
11514   \fi:
11515 }
11516 \group_end:

```

(End definition for __fp_parse_infix_?:N and __fp_parse_infix_::N.)

25.7.6 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
11517 \cs_new:cpn { __fp_parse_infix_<:N } #1
11518 {
11519   \__fp_parse_compare:NNNNNNN #1 \c_one
11520   \c_zero \c_zero \c_zero \c_zero <
11521 }
11522 \cs_new:cpn { __fp_parse_infix_=:N } #1
11523 {
11524   \__fp_parse_compare:NNNNNNN #1 \c_one
11525   \c_zero \c_zero \c_zero \c_zero =
11526 }
11527 \cs_new:cpn { __fp_parse_infix_>:N } #1
11528 {
11529   \__fp_parse_compare:NNNNNNN #1 \c_one
11530   \c_zero \c_zero \c_zero \c_zero >
11531 }
11532 \cs_new:cpn { __fp_parse_infix_!:N } #1
11533 {
11534   \exp_after:wN \__fp_parse_compare:NNNNNNN
11535   \exp_after:wN #1
11536   \exp_after:wN \c_zero
11537   \exp_after:wN \c_one
11538   \exp_after:wN \c_one
11539   \exp_after:wN \c_one
11540   \exp_after:wN \c_one
11541 }
11542 \cs_new:Npn \__fp_parse_excl_error:

```

```

11543 {
11544   \_msg_kernel_expandable_error:nnnn
11545   { kernel } { fp-missing } { = } { ~after~!. }
11546 }
11547 \cs_new:Npn \__fp_parse_compare:NNNNNNN #1
11548 {
11549   \if_int_compare:w #1 < \c_seven
11550     \exp_after:wN \__fp_parse_compare_auxi:NNNNNNN
11551     \exp_after:wN \__fp_parse_excl_error:
11552   \else:
11553     \exp_after:wN @
11554     \exp_after:wN \use_none:n
11555     \exp_after:wN \__fp_parse_compare:NNNNNNN
11556   \fi:
11557 }
11558 \cs_new:Npn \__fp_parse_compare_auxi:NNNNNNN #1#2#3#4#5#6#7
11559 {
11560   \if_case:w
11561     \if_catcode:w \scan_stop: \exp_not:N #7
11562     \c_minus_one
11563   \else:
11564     \__int_eval:w '#7 - '< \__int_eval_end:
11565   \fi:
11566   \__fp_parse_compare_auxii:NNNNN #2#2#4#5#6
11567 \or: \__fp_parse_compare_auxii:NNNNN #2#3#2#5#6
11568 \or: \__fp_parse_compare_auxii:NNNNN #2#3#4#2#6
11569 \or: \__fp_parse_compare_auxii:NNNNN #2#3#4#5#2
11570 \else: #1 \__fp_parse_compare_end:NNNNw #3#4#5#6#7
11571 \fi:
11572 }
11573 \cs_new:Npn \__fp_parse_compare_auxii:NNNNN #1#2#3#4#5
11574 {
11575   \exp_after:wN \__fp_parse_compare_auxi:NNNNNNN
11576   \exp_after:wN \prg_do_nothing:
11577   \exp_after:wN #1
11578   \exp_after:wN #2
11579   \exp_after:wN #3
11580   \exp_after:wN #4
11581   \exp_after:wN #5
11582   \tex_romannumeral:D \exp_after:wN \__fp_parse_expand:w
11583 }
11584 \cs_new:Npn \__fp_parse_compare_end:NNNNw #1#2#3#4#5 \fi:
11585 {
11586   \fi:
11587   \exp_after:wN @
11588   \exp_after:wN \__fp_parse_apply_compare:NwNNNNNNwN
11589   \exp_after:wN \c_one_fp
11590   \exp_after:wN #1
11591   \exp_after:wN #2
11592   \exp_after:wN #3

```

```

11593 \exp_after:wN #4
11594 \tex_romannumeral:D
11595 \__fp_parse_operand:Nw \c_seven \__fp_parse_expand:w #5
11596 }
11597 \cs_new:Npn \__fp_parse_apply_compare:NwNNNNNwN
11598 #1 #2@ #3 #4#5#6#7 #8@ #9
11599 {
11600 \if_int_odd:w
11601 \if_meaning:w \c_zero_fp #3
11602 \c_zero
11603 \else:
11604 \if_case:w \__fp_compare_back:ww #8 #2 \exp_stop_f:
11605 #5 \or: #6 \or: #7 \else: #4
11606 \fi:
11607 \fi:
11608 \exp_after:wN \__fp_parse_apply_compare_aux:NNwN
11609 \exp_after:wN \c_one_fp
11610 \else:
11611 \exp_after:wN \__fp_parse_apply_compare_aux:NNwN
11612 \exp_after:wN \c_zero_fp
11613 \fi:
11614 #1 #8 #9
11615 }
11616 \cs_new:Npn \__fp_parse_apply_compare_aux:NNwN #1 #2 #3; #4
11617 {
11618 \if_meaning:w \__fp_parse_compare:NNNNNNN #4
11619 \exp_after:wN \__fp_parse_continue_compare:NNwNN
11620 \exp_after:wN #1
11621 \exp_after:wN #2
11622 \tex_romannumeral:D -'0
11623 \__fp_exp_after_o:w #3;
11624 \tex_romannumeral:D -'0
11625 \else:
11626 \exp_after:wN \__fp_parse_continue:NwN
11627 \exp_after:wN #2
11628 \tex_romannumeral:D -'0
11629 \exp_after:wN #1
11630 \tex_romannumeral:D -'0
11631 \fi:
11632 #4 #2
11633 }
11634 \cs_new:Npn \__fp_parse_continue_compare:NNwNN #1#2 #3@ #4#5
11635 { #4 #2 #3@ #1 }

```

(End definition for __fp_parse_infix_<:N and others.)

25.8 Candidate: defining new l3fp functions

\fp_function:Nw Parse the argument of the function #1 using __fp_parse_operand:Nw with a precedence of 16, and pass the function and argument to __fp_function_apply:nw.

```

11636 \cs_new:Npn \fp_function:Nw #1
11637 {
11638   \exp_after:wN \__fp_function_apply:nw
11639   \exp_after:wN #1
11640   \tex_romannumeral:D
11641   \__fp_parse_operand:Nw \c_sixteen \__fp_parse_expand:w
11642 }

```

(End definition for \fp_function:Nw. This function is documented on page ??.)

\fp_new_function:Npn Save the code provided by the user in the control sequence __fp_user_#1. Define
 __fp_new_function:NNnnn #1 to call __fp_function_apply:nw after parsing one operand using __fp_parse_
 __fp_new_function:Ncfnn operand:Nw with precedence 16. The auxiliary __fp_function_args:Nwn receives the
 __fp_function_args:Nwn user function and the number of arguments (half of the number of tokens in the parameter
 text #2), followed by the operand (as a token list of floating points). It checks the number
 of arguments, and applies the user function to the arguments (without the outer brace
 group).

```

11643 \cs_new_protected:Npn \fp_new_function:Npn #1#2#
11644 {
11645   \__fp_new_function:Ncfnn #1
11646   { \__fp_user_ \cs_to_str:N #1 }
11647   { \int_eval:n { \tl_count:n {#2} / \c_two } }
11648   {#2}
11649 }
11650 \cs_new_protected:Npn \__fp_new_function:NNnnn #1#2#3#4#5
11651 {
11652   \cs_new_nopar:Npn #1
11653   {
11654     \exp_after:wN \__fp_function_apply:nw \exp_after:wN
11655     {
11656       \exp_after:wN \__fp_function_args:Nwn
11657       \exp_after:wN #2
11658       \__int_value:w #3 \exp_after:wN ; \exp_after:wN
11659     }
11660     \tex_romannumeral:D
11661     \__fp_parse_operand:Nw \c_sixteen \__fp_parse_expand:w
11662   }
11663   \cs_new:Npn #2 #4 {#5}
11664 }
11665 \cs_generate_variant:Nn \__fp_new_function:NNnnn { Ncf }
11666 \cs_new:Npn \__fp_function_args:Nwn #1#2; #3
11667 {
11668   \int_compare:nNnTF { \tl_count:n {#3} } = {#2}
11669   { #1 #3 }
11670   {
11671     \__msg_kernel_expandable_error:nnnnn
11672     { kernel } { fp-num-args } { #1() } {#2} {#2}
11673     \c_nan_fp
11674   }
11675 }

```

(End definition for \fp_new_function:Npn. This function is documented on page ??.)

```
\__fp_function_apply:nw
\__fp_function_store:wwNwnn
  \__fp_function_store_end:wnnn
```

The auxiliary __fp_function_apply:nw is called after parsing an operand, so it receives some code #1, then the operand ending with @, then a function such as __fp_parse_infix_+:N (but not always of this form, see comparisons for instance). Package the operand (an array) into a token list with floating point items: this is the role of __fp_function_store:wwNwnn and __fp_function_store_end:wnnn. Then apply __fp_parse:n to the code #1 followed by a brace group with this token list. This results in a floating point result, which will correctly be parsed as the next operand of whatever was looking for one. The trailing \s__fp_mark is used as a special infix operator to indicate that the next token has already gone through __fp_parse_infix:NN.

```
11676 \cs_new:Npn \__fp_function_apply:nw #1#2 @
11677   {
11678     \__fp_parse:n
11679     {
11680       \__fp_function_store:wwNwnn #2
11681       \s__fp_mark \__fp_function_store:wwNwnn ;
11682       \s__fp_mark \__fp_function_store_end:wnnn
11683       \s__fp_stop { } { } {#1}
11684     }
11685     \s__fp_mark
11686   }
11687 \cs_new:Npn \__fp_function_store:wwNwnn
11688   #1; #2 \s__fp_mark #3#4 \s__fp_stop #5#6
11689   { #3 #2 \s__fp_mark #3#4 \s__fp_stop { #5 #6 } { { #1; } } }
11690 \cs_new:Npn \__fp_function_store_end:wnnn
11691   #1 \s__fp_stop #2#3#4
11692   { #4 {#2} }
```

(End definition for __fp_function_apply:nw, __fp_function_store:wwNwnn, and __fp_function_store_end:wnnn.)

25.9 Messages

```
11693 \__msg_kernel_new:nnn { kernel } { unknown-fp-word }
11694   { Unknown~fp-word~#1. }
11695 \__msg_kernel_new:nnn { kernel } { fp-missing }
11696   { Missing~#1~inserted #2. }
11697 \__msg_kernel_new:nnn { kernel } { fp-extra }
11698   { Extra~#1~ignored. }
11699 \__msg_kernel_new:nnn { kernel } { fp-early-end }
11700   { Premature~end~in~fp-expression. }
11701 \__msg_kernel_new:nnn { kernel } { fp-after-e }
11702   { Cannot~use~#1 after~'e'. }
11703 \__msg_kernel_new:nnn { kernel } { fp-missing-number }
11704   { Missing~number~before~'#1'. }
11705 \__msg_kernel_new:nnn { kernel } { fp-unknown-symbol }
11706   { Unknown~symbol~#1~ignored. }
11707 \__msg_kernel_new:nnn { kernel } { fp-extra-comma }
```

```

11708 { Unexpected-comma:~extra-arguments-ignored. }
11709 \__msg_kernel_new:nnn { kernel } { fp-num-args }
11710 { #1~expects~between~#2~and~#3~arguments. }
11711 </initex | package>

```

26 l3fp-logic Implementation

```

11712 <*initex | package>
11713 <@@=fp>

```

26.1 Syntax of internal functions

- `__fp_compare_npos:nwnw` $\{\langle expo_1 \rangle\} \langle body_1 \rangle ; \{\langle expo_2 \rangle\} \langle body_2 \rangle ;$
- `__fp_minmax_o:Nw` $\langle sign \rangle \langle floating\ point\ array \rangle$
- `__fp_not_o:w ?` $\langle floating\ point\ array \rangle$ (with one floating point number only)
- `__fp_&_o:ww` $\langle floating\ point \rangle \langle floating\ point \rangle$
- `__fp_|_o:ww` $\langle floating\ point \rangle \langle floating\ point \rangle$
- `__fp_ternary:NwwN`, `__fp_ternary_auxi:NwwN`, `__fp_ternary_auxii:NwwN` have to be understood.

26.2 Existence test

`\fp_if_exist_p:N` Copies of the `cs` functions defined in `l3basics`.
`\fp_if_exist_p:c` 11714 `\prg_new_eq_conditional:NNn \fp_if_exist:N \cs_if_exist:N { TF , T , F , p }`
`\fp_if_exist:NTF` 11715 `\prg_new_eq_conditional:NNn \fp_if_exist:c \cs_if_exist:c { TF , T , F , p }`
`\fp_if_exist:cTF` (End definition for `\fp_if_exist:NTF` and `\fp_if_exist:cTF`. These functions are documented on page 182.)

26.3 Comparison

`\fp_compare_p:n` Within floating point expressions, comparison operators are treated as operations, so we
`\fp_compare:nTF` evaluate #1, then compare with 0.
`__fp_compare_return:w` 11716 `\prg_new_conditional:Npnn \fp_compare:n #1 { p , T , F , TF }`
11717 `{`
11718 `\exp_after:wN __fp_compare_return:w`
11719 `\tex_romannumeral:D -'0 __fp_parse:n {#1}`
11720 `}`
11721 `\cs_new:Npn __fp_compare_return:w \s__fp __fp_chk:w #1#2;`
11722 `{`
11723 `\if_meaning:w 0 #1`
11724 `\prg_return_false:`
11725 `\else:`
11726 `\prg_return_true:`
11727 `\fi:`
11728 `}`

(End definition for `\fp_compare:nTF`. This function is documented on page 183.)

`\fp_compare_p:nNn` Evaluate #1 and #3, using an auxiliary to expand both, and feed the two floating point numbers swapped to `__fp_compare_back:ww`, defined below. Compare the result with `\fp_compare:nNnTF` ‘#2-’=, which is -1 for $<$, 0 for $=$, 1 for $>$ and 2 for $?$.
`__fp_compare_aux:wn`

```

11729 \prg_new_conditional:Npnn \fp_compare:nNn #1#2#3 { p , T , F , TF }
11730 {
11731   \if_int_compare:w
11732     \exp_after:wN \__fp_compare_aux:wn
11733     \tex_romannumeral:D -'0 \__fp_parse:n {#1} {#3}
11734     = \__int_eval:w ' #2 - ' = \__int_eval_end:
11735     \prg_return_true:
11736   \else:
11737     \prg_return_false:
11738   \fi:
11739 }
11740 \cs_new:Npn \__fp_compare_aux:wn #1; #2
11741 {
11742   \exp_after:wN \__fp_compare_back:ww
11743   \tex_romannumeral:D -'0 \__fp_parse:n {#2} #1;
11744 }

```

(End definition for `\fp_compare:nNnTF`. This function is documented on page 183.)

`__fp_compare_back:ww`
`__fp_compare_nan:w`

`__fp_compare_back: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.

```

11745 \cs_new:Npn \__fp_compare_back:ww
11746   \s_fp \__fp_chk:w #1 #2 #3;
11747   \s_fp \__fp_chk:w #4 #5 #6;
11748 {
11749   \__int_value:w
11750   \if_meaning:w 3 #1 \exp_after:wN \__fp_compare_nan:w \fi:
11751   \if_meaning:w 3 #4 \exp_after:wN \__fp_compare_nan:w \fi:
11752   \if_meaning:w 2 #5 - \fi:
11753   \if_meaning:w #2 #5
11754     \if_meaning:w #1 #4
11755       \if_meaning:w 1 #1
11756         \__fp_compare_npos:nwnw #6; #3;
11757       \else:
11758         0
11759       \fi:
11760     \else:
11761       \if_int_compare:w #4 < #1 - \fi: 1

```

```

11762         \fi:
11763     \else:
11764         \if_int_compare:w #1#4 = \c_zero
11765             0
11766         \else:
11767             1
11768         \fi:
11769     \fi:
11770 \exp_stop_f:
11771 }
11772 \cs_new:Npn \__fp_compare_nan:w #1 \exp_stop_f: { \c_two }

(End definition for \__fp_compare_back:ww and \__fp_compare_nan:w.)

```

`__fp_compare_npos:nwnw` `__fp_compare_npos:nwnw {<expo1>} <body1> ; {<expo2>} <body2> ;`
`__fp_compare_significand:nnnnnnnn` 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.

```

11773 \cs_new:Npn \__fp_compare_npos:nwnw #1#2; #3#4;
11774 {
11775     \if_int_compare:w #1 = #3 \exp_stop_f:
11776         \__fp_compare_significand:nnnnnnnn #2 #4
11777     \else:
11778         \if_int_compare:w #1 < #3 - \fi: 1
11779     \fi:
11780 }
11781 \cs_new:Npn \__fp_compare_significand:nnnnnnnn #1#2#3#4#5#6#7#8
11782 {
11783     \if_int_compare:w #1#2 = #5#6 \exp_stop_f:
11784     \if_int_compare:w #3#4 = #7#8 \exp_stop_f:
11785         0
11786     \else:
11787         \if_int_compare:w #3#4 < #7#8 - \fi: 1
11788     \fi:
11789     \else:
11790         \if_int_compare:w #1#2 < #5#6 - \fi: 1
11791     \fi:
11792 }

(End definition for \__fp_compare_npos:nwnw.)

```

26.4 Floating point expression loops

`\fp_do_until: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.

`\fp_do_while:nn`

`\fp_until_do:nn` 11793 `\cs_new:Npn \fp_do_until:nn #1#2`

`\fp_while_do:nn`

```

11794 {
11795     #2
11796     \fp_compare:nF {#1}
11797     { \fp_do_until:nn {#1} {#2} }
11798 }
11799 \cs_new:Npn \fp_do_while:nn #1#2
11800 {
11801     #2
11802     \fp_compare:nT {#1}
11803     { \fp_do_while:nn {#1} {#2} }
11804 }
11805 \cs_new:Npn \fp_until_do:nn #1#2
11806 {
11807     \fp_compare:nF {#1}
11808     {
11809         #2
11810         \fp_until_do:nn {#1} {#2}
11811     }
11812 }
11813 \cs_new:Npn \fp_while_do:nn #1#2
11814 {
11815     \fp_compare:nT {#1}
11816     {
11817         #2
11818         \fp_while_do:nn {#1} {#2}
11819     }
11820 }

```

(End definition for \fp_do_until:nn and others. These functions are documented on page 184.)

\fp_do_until:nNnn As above but not using the nNn syntax.

```

\fp_do_while:nNnn 11821 \cs_new:Npn \fp_do_until:nNnn #1#2#3#4
\fp_until_do:nNnn 11822 {
\fp_while_do:nNnn 11823     #4
11824     \fp_compare:nNnF {#1} #2 {#3}
11825     { \fp_do_until:nNnn {#1} #2 {#3} {#4} }
11826 }
11827 \cs_new:Npn \fp_do_while:nNnn #1#2#3#4
11828 {
11829     #4
11830     \fp_compare:nNnT {#1} #2 {#3}
11831     { \fp_do_while:nNnn {#1} #2 {#3} {#4} }
11832 }
11833 \cs_new:Npn \fp_until_do:nNnn #1#2#3#4
11834 {
11835     \fp_compare:nNnF {#1} #2 {#3}
11836     {
11837         #4
11838         \fp_until_do:nNnn {#1} #2 {#3} {#4}
11839     }

```

```

11840 }
11841 \cs_new:Npn \fp_while_do:nNnn #1#2#3#4
11842 {
11843   \fp_compare:nNnT {#1} #2 {#3}
11844   {
11845     #4
11846     \fp_while_do:nNnn {#1} #2 {#3} {#4}
11847   }
11848 }

```

(End definition for `\fp_do_until:nNnn` and others. These functions are documented on page 184.)

26.5 Extrema

`__fp_minmax_o:Nw` 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, currently impossible. Since no number is smaller (larger) than that, it will never alter the maximum (minimum). The weird fp-like trailing marker breaks the loop correctly: see the precise definition of `__fp_minmax_loop:Nww`.

```

11849 \cs_new:Npn \__fp_minmax_o:Nw #1#2 @
11850 {
11851   \if_meaning:w 0 #1
11852     \exp_after:wN \__fp_minmax_loop:Nww \exp_after:wN \c_one
11853   \else:
11854     \exp_after:wN \__fp_minmax_loop:Nww \exp_after:wN \c_minus_one
11855   \fi:
11856   #2
11857   \s__fp \__fp_chk:w 2 #1 \s__fp_exact ;
11858   \s__fp \__fp_chk:w { 3 \__fp_minmax_break_o:w } ;
11859 }

```

(End definition for `__fp_minmax_o:Nw`.)

`__fp_minmax_loop:Nww` The first argument is `-1` or `1` 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.

```

11860 \cs_new:Npn \__fp_minmax_loop:Nww
11861   #1 \s__fp \__fp_chk:w #2#3; \s__fp \__fp_chk:w #4#5;
11862 {
11863   \if_meaning:w 3 #4
11864     \if_meaning:w 3 #2
11865       \__fp_minmax_auxi:ww
11866     \else:

```

```

11867     \__fp_minmax_auxii:ww
11868     \fi:
11869     \else:
11870         \if_int_compare:w
11871             \__fp_compare_back:ww
11872             \s__fp \__fp_chk:w #4#5;
11873             \s__fp \__fp_chk:w #2#3;
11874             = #1
11875             \__fp_minmax_auxii:ww
11876         \else:
11877             \__fp_minmax_auxi:ww
11878         \fi:
11879     \fi:
11880     \__fp_minmax_loop:Nww #1
11881     \s__fp \__fp_chk:w #2#3;
11882     \s__fp \__fp_chk:w #4#5;
11883 }

```

(End definition for __fp_minmax_loop:Nww.)

__fp_minmax_auxi:ww
__fp_minmax_auxii:ww

Keep the first/second number, and remove the other.

```

11884 \cs_new:Npn \__fp_minmax_auxi:ww #1 \fi: \fi: #2 \s__fp #3 ; \s__fp #4;
11885 { \fi: \fi: #2 \s__fp #3 ; }
11886 \cs_new:Npn \__fp_minmax_auxii:ww #1 \fi: \fi: #2 \s__fp #3 ;
11887 { \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.

```

11888 \cs_new:Npn \__fp_minmax_break_o:w #1 \fi: \fi: #2 \s__fp #3; #4;
11889 { \fi: \__fp_exp_after_o:w \s__fp #3; }

```

(End definition for __fp_minmax_break_o:w.)

26.6 Boolean operations

__fp_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.

```

11890 \cs_new:cpn { __fp_not_o:w } #1 \s__fp \__fp_chk:w #2#3; @
11891 {
11892     \if_meaning:w 0 #2
11893     \exp_after:wN \exp_after:wN \exp_after:wN \c_one_fp
11894     \else:
11895     \exp_after:wN \exp_after:wN \exp_after:wN \c_zero_fp
11896     \fi:
11897 }

```

(End definition for __fp_not_o:w.)

`__fp_&o:ww` For `and`, if the first number is zero, return it (with the same sign). Otherwise, return
`__fp_|o:ww` the second one. For `or`, the logic is reversed: if the first number is non-zero, return
`__fp_and_return:wNw` 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.

```

11898 \group_begin:
11899 \char_set_catcode_letter:N &
11900 \char_set_catcode_letter:N |
11901 \cs_new:Npn \__fp_&o:ww #1 \s__fp \__fp_chk:w #2#3;
11902 {
11903   \if_meaning:w 0 #2 #1
11904     \__fp_and_return:wNw \s__fp \__fp_chk:w #2#3;
11905   \fi:
11906   \__fp_exp_after_o:w
11907 }
11908 \cs_new_nopar:Npn \__fp_|o:ww { \__fp_&o:ww \else: }
11909 \group_end:
11910 \cs_new:Npn \__fp_and_return:wNw #1; \fi: #2#3; { \fi: #2 #1; }

```

(End definition for `__fp_&o:ww`.)

26.7 Ternary operator

`__fp_ternary:NwwN` The first function receives the test and the true branch of the `?:` ternary operator. It
`__fp_ternary_auxi:NwwN` returns the true branch, unless the test branch is zero. In that case, the function returns
`__fp_ternary_auxii:NwwN` a very specific nan. The second function receives the output of the first function, and the
`__fp_ternary_loop_break:w` false branch. It returns the previous input, unless that is the special `nan`, in which case
`__fp_ternary_loop:Nw` we return the false branch.
`__fp_ternary_map_break:`
`__fp_ternary_break_point:n`

```

11911 \cs_new:Npn \__fp_ternary:NwwN #1 #2@ #3@ #4
11912 {
11913   \if_meaning:w \__fp_parse_infix_:N #4
11914     \__fp_ternary_loop:Nw
11915     #2
11916     \s__fp \__fp_chk:w { \__fp_ternary_loop_break:w } ;
11917     \__fp_ternary_break_point:n { \exp_after:wN \__fp_ternary_auxi:NwwN }
11918     \exp_after:wN #1
11919     \tex_romannumeral:D -‘0
11920     \__fp_exp_after_array_f:w #3 \s__fp_stop
11921     \exp_after:wN @
11922     \tex_romannumeral:D
11923     \__fp_parse_operand:Nw \c_two
11924     \__fp_parse_expand:w
11925   \else:
11926     \_msg_kernel_expandable_error:nnnn
11927     { kernel } { fp-missing } { : } { ~for~?: }
11928     \exp_after:wN \__fp_parse_continue:NwN
11929     \exp_after:wN #1
11930     \tex_romannumeral:D -‘0
11931     \__fp_exp_after_array_f:w #3 \s__fp_stop

```

```

11932     \exp_after:wN #4
11933     \exp_after:wN #1
11934     \fi:
11935   }
11936   \cs_new:Npn \__fp_ternary_loop_break:w
11937     #1 \fi: #2 \__fp_ternary_break_point:n #3
11938   {
11939     \c_zero = \c_zero \fi:
11940     \exp_after:wN \__fp_ternary_auxii:NwwN
11941   }
11942   \cs_new:Npn \__fp_ternary_loop:Nw \s__fp \__fp_chk:w #1#2;
11943   {
11944     \if_int_compare:w #1 > \c_zero
11945       \exp_after:wN \__fp_ternary_map_break:
11946       \fi:
11947     \__fp_ternary_loop:Nw
11948   }
11949   \cs_new:Npn \__fp_ternary_map_break: #1 \__fp_ternary_break_point:n #2 {#2}
11950   \cs_new:Npn \__fp_ternary_auxi:NwwN #1#2@#3@#4
11951   {
11952     \exp_after:wN \__fp_parse_continue:NwN
11953     \exp_after:wN #1
11954     \tex_romannumeral:D -‘0
11955     \__fp_exp_after_array_f:w #2 \s__fp_stop
11956     #4 #1
11957   }
11958   \cs_new:Npn \__fp_ternary_auxii:NwwN #1#2@#3@#4
11959   {
11960     \exp_after:wN \__fp_parse_continue:NwN
11961     \exp_after:wN #1
11962     \tex_romannumeral:D -‘0
11963     \__fp_exp_after_array_f:w #3 \s__fp_stop
11964     #4 #1
11965   }

```

(End definition for `__fp_ternary:NwwN`, `__fp_ternary_auxi:NwwN`, and `__fp_ternary_auxii:NwwN`.)

```

11966 </initex | package>

```

27 l3fp-basics Implementation

```

11967 <*initex | package>
11968 <@@=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>.

27.1 Common to several operations

```

\__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}`.

```

11969 \cs_new:Npn \__fp_basics_pack_low:NNNNNw #1 #2#3#4#5 #6;
11970 { + #1 - \c_one ; {#2#3#4#5} {#6} ; }
11971 \cs_new:Npn \__fp_basics_pack_high:NNNNNw #1 #2#3#4#5 #6;
11972 {
11973   \if_meaning:w 2 #1
11974     \__fp_basics_pack_high_carry:w
11975   \fi:
11976   ; {#2#3#4#5} {#6}
11977 }
11978 \cs_new:Npn \__fp_basics_pack_high_carry:w \fi: ; #1
11979 { \fi: + \c_one ; {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:NNNNNw
  \__fp_basics_pack_weird_high:NNNNNNNNNw

```

I don't fully understand those functions, used for additions and divisions. Hence the name.

```

11980 \cs_new:Npn \__fp_basics_pack_weird_low:NNNNNw #1 #2#3#4 #5;
11981 {
11982   \if_meaning:w 2 #1
11983     + \c_one
11984   \fi:
11985   \__int_eval_end:
11986   #2#3#4; {#5} ;
11987 }
11988 \cs_new:Npn \__fp_basics_pack_weird_high:NNNNNNNNNw
11989 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:NNNNNw` and `__fp_basics_pack_weird_high:NNNNNNNNNw`.)

27.2 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.

27.2.1 Sign, exponent, and special numbers

`__fp_-_o:ww` A previous version of this function grabbed its two operands, changed the sign of the second, and called `__fp+_o:ww`. However, for efficiency reasons, the operands were swapped in the process, which means that error messages ended up wrong. Now, 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 check that it was followed by `\s__fp` and not arbitrary junk.

```

11990 \cs_new_nopar:cpx { __fp_-_o:ww } \s__fp
11991 {
11992   \exp_not:c { __fp+_o:ww }
11993   \exp_not:n { \s__fp \__fp_neg_sign:N }
11994 }

```

(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 (equivalent to changing the $\langle sign_2 \rangle$ of the second operand). If the $\langle types \rangle$ `#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 $\langle sign_2 \rangle$ (expansion of `#1#5`) as an argument. If the $\langle types \rangle$ are distinct, the result is simply the floating point number with the highest $\langle type \rangle$. Since case 3 (used for two `nan`) also picks the first operand, we can also use it when $\langle type_1 \rangle$ is greater than $\langle type_2 \rangle$. Also note that we don't need to worry about $\langle sign_2 \rangle$ in that case since the second operand is discarded.

```

11995 \cs_new:cpx { __fp+_o:ww }
11996 { \s__fp #1 \__fp_chk:w #2 #3 ; \s__fp \__fp_chk:w #4 #5
11997   {

```

```

11998     \if_case:w
11999         \if_meaning:w #2 #4
12000             #2 \exp_stop_f:
12001         \else:
12002             \if_int_compare:w #2 > #4 \exp_stop_f:
12003             \c_three
12004         \else:
12005             \c_minus_one
12006         \fi:
12007     \fi:
12008         \exp_after:wN \__fp_add_zeros_o:Nww \__int_value:w
12009     \or: \exp_after:wN \__fp_add_normal_o:Nww \__int_value:w
12010     \or: \exp_after:wN \__fp_add_inf_o:Nww \__int_value:w
12011     \or: \__fp_case_return_i_o:ww
12012     \else: \exp_after:wN \__fp_add_return_ii_o:Nww \__int_value:w
12013     \fi:
12014     #1 #5
12015     \s__fp \__fp_chk:w #2 #3 ;
12016     \s__fp \__fp_chk:w #4 #5
12017 }

```

(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.

```

12018 \cs_new:Npn \__fp_add_return_ii_o:Nww #1 #2 ; \s__fp \__fp_chk:w #3 #4
12019 { \__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.

```

12020 \cs_new:Npn \__fp_add_zeros_o:Nww #1 \s__fp \__fp_chk:w 0 #2
12021 {
12022     \if_int_compare:w #2 #1 = 20 \exp_stop_f:
12023     \exp_after:wN \__fp_add_return_ii_o:Nww
12024     \else:
12025         \__fp_case_return_i_o:ww
12026     \fi:
12027     #1
12028     \s__fp \__fp_chk:w 0 #2
12029 }

```

(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 $\langle sign_2 \rangle$ (#1) and the $\langle sign_2 \rangle$ (#4) are identical.

```

12030 \cs_new:Npn \__fp_add_inf_o:Nww
12031     #1 \s__fp \__fp_chk:w 2 #2 #3; \s__fp \__fp_chk:w 2 #4
12032 {

```

```

12033 \if_meaning:w #1 #2
12034 \__fp_case_return_i_o:ww
12035 \else:
12036 \__fp_case_use:nw
12037 {
12038 \if_meaning:w #1 #4
12039 \exp_after:wN \__fp_invalid_operation_o:Nww
12040 \exp_after:wN +
12041 \else:
12042 \exp_after:wN \__fp_invalid_operation_o:Nww
12043 \exp_after:wN -
12044 \fi:
12045 }
12046 \fi:
12047 \s__fp \__fp_chk:w 2 #2 #3;
12048 \s__fp \__fp_chk:w 2 #4
12049 }

```

(End definition for __fp_add_inf_o:Nww.)

```

\__fp_add_normal_o:Nww \__fp_add_normal_o:Nww <sign2> \s__fp \__fp_chk:w 1 <sign1> <exp1>
<body1> ; \s__fp \__fp_chk:w 1 <initial sign2> <exp2> <body2> ;

```

We now have two normal numbers to add, and we have to check signs and exponents more carefully before performing the addition.

```

12050 \cs_new:Npn \__fp_add_normal_o:Nww #1 \s__fp \__fp_chk:w 1 #2
12051 {
12052 \if_meaning:w #1#2
12053 \exp_after:wN \__fp_add_npos_o:NnwNnw
12054 \else:
12055 \exp_after:wN \__fp_sub_npos_o:NnwNnw
12056 \fi:
12057 #2
12058 }

```

(End definition for __fp_add_normal_o:Nww.)

27.2.2 Absolute addition

In this subsection, we perform the addition of two positive normal numbers.

```

\__fp_add_npos_o:NnwNnw \__fp_add_npos_o:NnwNnw <sign1> <exp1> <body1> ; \s__fp \__fp_chk:w 1
<initial sign2> <exp2> <body2> ;

```

Since we are doing an addition, the final sign is $\langle sign_1 \rangle$. Start an $__int_eval:w$, responsible for computing the exponent: the result, and the $\langle final\ sign \rangle$ 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.

```

12059 \cs_new:Npn \__fp_add_npos_o:NnwNnw #1#2#3 ; \s__fp \__fp_chk:w 1 #4 #5
12060 {
12061   \exp_after:wN \__fp_sanitize:Nw
12062   \exp_after:wN #1
12063   \int_use:N \__int_eval:w
12064   \if_int_compare:w #2 > #5 \exp_stop_f:
12065     #2
12066     \exp_after:wN \__fp_add_big_i_o:wNww \__int_value:w -
12067   \else:
12068     #5
12069     \exp_after:wN \__fp_add_big_ii_o:wNww \__int_value:w
12070   \fi:
12071   \__int_eval:w #5 - #2 ; #1 #3;
12072 }

```

(End definition for __fp_add_npos_o:NnwNnw.)

__fp_add_big_i_o:wNww __fp_add_big_i_o:wNww $\langle shift \rangle$; $\langle final\ sign \rangle$ $\langle body_1 \rangle$; $\langle body_2 \rangle$;
 __fp_add_big_ii_o:wNww Shift the significand of the small number, then add with __fp_add_significand_o:NnnwnnnnN.

```

12073 \cs_new:Npn \__fp_add_big_i_o:wNww #1; #2 #3; #4;
12074 {
12075   \__fp_decimate:nNnnnn {#1}
12076   \__fp_add_significand_o:NnnwnnnnN
12077   #4
12078   #3
12079   #2
12080 }
12081 \cs_new:Npn \__fp_add_big_ii_o:wNww #1; #2 #3; #4;
12082 {
12083   \__fp_decimate:nNnnnn {#1}
12084   \__fp_add_significand_o:NnnwnnnnN
12085   #3
12086   #4
12087   #2
12088 }

```

(End definition for __fp_add_big_i_o:wNww.)

_fp_add_significand_o:NnnwnnnnN __fp_add_significand_o:NnnwnnnnN $\langle rounding\ digit \rangle$ $\{ \langle Y'_1 \rangle \}$ $\{ \langle Y'_2 \rangle \}$
 _fp_add_significand_pack:NNNNNNN $\langle extra-digits \rangle$; $\{ \langle X_1 \rangle \}$ $\{ \langle X_2 \rangle \}$ $\{ \langle X_3 \rangle \}$ $\{ \langle X_4 \rangle \}$ $\langle final\ sign \rangle$
 _fp_add_significand_test_o:N 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 $0.99 \cdots 95 \rightarrow 1.00 \cdots 0$, but this situation always give an exact power of 10, for which it is easy to correct the result at the end.

```

12089 \cs_new:Npn \__fp_add_significand_o:NnnwnnnnN #1 #2#3 #4; #5#6#7#8
12090 {
12091   \exp_after:wN \__fp_add_significand_test_o:N

```

```

12092 \int_use:N \__int_eval:w 1#5#6 + #2
12093 \exp_after:wN \__fp_add_significand_pack:NNNNNNN
12094 \int_use:N \__int_eval:w 1#7#8 + #3 ; #1
12095 }
12096 \cs_new:Npn \__fp_add_significand_pack:NNNNNNN #1 #2#3#4#5#6#7
12097 {
12098 \if_meaning:w 2 #1
12099 + \c_one
12100 \fi:
12101 ; #2 #3 #4 #5 #6 #7 ;
12102 }
12103 \cs_new:Npn \__fp_add_significand_test_o:N #1
12104 {
12105 \if_meaning:w 2 #1
12106 \exp_after:wN \__fp_add_significand_carry_o:wwwNN
12107 \else:
12108 \exp_after:wN \__fp_add_significand_no_carry_o:wwwNN
12109 \fi:
12110 }

```

(End definition for __fp_add_significand_o:NnnwnnnnN.)

__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.

```

12111 \cs_new:Npn \__fp_add_significand_no_carry_o:wwwNN
12112 #1; #2; #3#4 ; #5#6
12113 {
12114 \exp_after:wN \__fp_basics_pack_high:NNNNNw
12115 \int_use:N \__int_eval:w 1 #1
12116 \exp_after:wN \__fp_basics_pack_low:NNNNNw
12117 \int_use:N \__int_eval:w 1 #2 #3#4
12118 + \__fp_round:NNN #6 #4 #5
12119 \exp_after:wN ;
12120 }

```

(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.

```

12121 \cs_new:Npn \__fp_add_significand_carry_o:wwwNN
12122 #1; #2; #3#4; #5#6
12123 {
12124 + \c_one
12125 \exp_after:wN \__fp_basics_pack_weird_high:NNNNNNNNw
12126 \int_use:N \__int_eval:w 1 1 #1
12127 \exp_after:wN \__fp_basics_pack_weird_low:NNNNw

```

```

12128      \int_use:N \__int_eval:w 1 #2#3 +
12129      \exp_after:wN \__fp_round:NNN
12130      \exp_after:wN #6
12131      \exp_after:wN #3
12132      \__int_value:w \__fp_round_digit:Nw #4 #5 ;
12133      \exp_after:wN ;
12134    }

```

(End definition for __fp_add_significand_carry_o:wwwNN.)

27.2.3 Absolute subtraction

```

\__fp_sub_npos_o:NnwNnw \__fp_sub_npos_o:NnwNnw <sign1> <exp1> <body1> ; \s__fp \__fp_chk:w 1
\__fp_sub_eq_o:Nnwnw <initial sign2> <exp2> <body2> ;
\__fp_sub_npos_ii_o:Nnwnw

```

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 $\langle sign_1 \rangle$.

```

12135 \cs_new:Npn \__fp_sub_npos_o:NnwNnw #1#2#3; \s__fp \__fp_chk:w 1 #4#5#6;
12136 {
12137   \if_case:w \__fp_compare_npos:nwnw {#2} #3; {#5} #6; \exp_stop_f:
12138   \exp_after:wN \__fp_sub_eq_o:Nnwnw
12139   \or:
12140   \exp_after:wN \__fp_sub_npos_i_o:Nnwnw
12141   \else:
12142   \exp_after:wN \__fp_sub_npos_ii_o:Nnwnw
12143   \fi:
12144   #1 {#2} #3; {#5} #6;
12145 }
12146 \cs_new:Npn \__fp_sub_eq_o:Nnwnw #1#2; #3; { \exp_after:wN \c_zero_fp }
12147 \cs_new:Npn \__fp_sub_npos_ii_o:Nnwnw #1 #2; #3;
12148 {
12149   \exp_after:wN \__fp_sub_npos_i_o:Nnwnw
12150   \int_use:N \__int_eval:w \c_two - #1 \__int_eval_end:
12151   #3; #2;
12152 }

```

(End definition for __fp_sub_npos_o:NnwNnw.)

__fp_sub_npos_i_o:Nnwnw After the computation is done, __fp_sanitizew checks for overflow/underflow. It expects the $\langle final\ sign \rangle$ and the $\langle exponent \rangle$ (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.

```

12153 \cs_new:Npn \__fp_sub_npos_i_o:Nnwnw #1 #2#3; #4#5;
12154 {
12155   \exp_after:wN \__fp_sanitizew

```

```

12156 \exp_after:wN #1
12157 \int_use:N \__int_eval:w
12158 #2
12159 \if_int_compare:w #2 = #4 \exp_stop_f:
12160 \exp_after:wN \__fp_sub_back_near_o:nnnnnnnnN
12161 \else:
12162 \exp_after:wN \__fp_decimate:nNnnnn \exp_after:wN
12163 { \int_use:N \__int_eval:w #2 - #4 - \c_one \exp_after:wN }
12164 \exp_after:wN \__fp_sub_back_far_o:NnnwnnnnN
12165 \fi:
12166 #5
12167 #3
12168 #1
12169 }

```

(End definition for __fp_sub_npos_i_o:Nnnwnw.)

```

\__fp_sub_back_near_o:nnnnnnnnN \__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}
\__fp_sub_back_near_pack:NNNNNNw {\langle X_2 \rangle} {\langle X_3 \rangle} {\langle X_4 \rangle} \langle final sign \rangle
\__fp_sub_back_near_after:wNNNNw

```

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.

```

12170 \cs_new:Npn \__fp_sub_back_near_o:nnnnnnnnN #1#2#3#4 #5#6#7#8 #9
12171 {
12172 \exp_after:wN \__fp_sub_back_near_after:wNNNNw
12173 \int_use:N \__int_eval:w 10#5#6 - #1#2 - \c_eleven
12174 \exp_after:wN \__fp_sub_back_near_pack:NNNNNNw
12175 \int_use:N \__int_eval:w 11#7#8 - #3#4 \exp_after:wN ;
12176 }
12177 \cs_new:Npn \__fp_sub_back_near_pack:NNNNNNw #1#2#3#4#5#6#7 ;
12178 { + #1#2 ; {#3#4#5#6} {#7} ; }
12179 \cs_new:Npn \__fp_sub_back_near_after:wNNNNw 10 #1#2#3#4 #5 ;
12180 {
12181 \if_meaning:w 0 #1
12182 \exp_after:wN \__fp_sub_back_shift:wnnnn
12183 \fi:
12184 ; {#1#2#3#4} {#5}
12185 }

```

(End definition for __fp_sub_back_near_o:nnnnnnnnN.)

```

\__fp_sub_back_shift:wnnnn \__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.

```

12186 \cs_new:Npn \__fp_sub_back_shift:wnnnn ; #1#2
12187 {
12188   \exp_after:wN \__fp_sub_back_shift_ii:ww
12189   \__int_value:w #1 #2 0 ;
12190 }
12191 \cs_new:Npn \__fp_sub_back_shift_ii:ww #1 0 ; #2#3 ;
12192 {
12193   \if_meaning:w @ #1 @
12194   - \c_seven
12195   - \exp_after:wN \use_i:nnn
12196   \exp_after:wN \__fp_sub_back_shift_iii:NNNNNNNNw
12197   \__int_value:w #2#3 0 ~ 123456789;
12198   \else:
12199   - \__fp_sub_back_shift_iii:NNNNNNNNw #1 123456789;
12200   \fi:
12201   \exp_after:wN \__fp_pack_twice_four:wNNNNNNNN
12202   \exp_after:wN \__fp_pack_twice_four:wNNNNNNNN
12203   \exp_after:wN \__fp_sub_back_shift_iv:nnnnw
12204   \exp_after:wN ;
12205   \__int_value:w
12206   #1 ~ #2#3 0 ~ 0000 0000 0000 000 ;
12207 }
12208 \cs_new:Npn \__fp_sub_back_shift_iii:NNNNNNNNw #1#2#3#4#5#6#7#8#9; {#8}
12209 \cs_new:Npn \__fp_sub_back_shift_iv:nnnnw #1 ; #2 ; { ; #1 ; }

```

(End definition for __fp_sub_back_shift:wnnnn.)

__fp_sub_back_far_o:NnnwnnnN

__fp_sub_back_far_o:NnnwnnnN $\langle \text{rounding} \rangle \{ \langle Y'_1 \rangle \} \{ \langle Y'_2 \rangle \}$
 $\langle \text{extra-digits} \rangle ; \{ \langle X_1 \rangle \} \{ \langle X_2 \rangle \} \{ \langle X_3 \rangle \} \{ \langle X_4 \rangle \} \langle \text{final sign} \rangle$

If the difference is greater than $10^{\langle \text{expo}_x \rangle}$, call the **very_far** auxiliary. If the result is less than $10^{\langle \text{expo}_x \rangle}$, 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).

```

12210 \cs_new:Npn \__fp_sub_back_far_o:NnnwnnnN #1 #2#3 #4; #5#6#7#8
12211 {
12212   \if_case:w
12213   \if_int_compare:w 1 #2 = #5#6 \use_i:nnnn #7 \exp_stop_f:
12214   \if_int_compare:w #3 = \use_none:n #7#8 0 \exp_stop_f:
12215   \c_zero
12216   \else:
12217   \if_int_compare:w #3 > \use_none:n #7#8 0 - \fi: \c_one
12218   \fi:
12219   \else:
12220   \if_int_compare:w 1 #2 > #5#6 \use_i:nnnn #7 - \fi: \c_one
12221   \fi:

```

```

12222         \exp_after:wN \__fp_sub_back_quite_far_o:wwNN
12223     \or:    \exp_after:wN \__fp_sub_back_very_far_o:wwwNN
12224     \else:  \exp_after:wN \__fp_sub_back_not_far_o:wwwNN
12225     \fi:
12226     #2 ~ #3 ; #5 #6 ~ #7 #8 ; #1
12227 }

```

(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 will 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).

```

12228 \cs_new:Npn \__fp_sub_back_quite_far_o:wwNN #1; #2; #3#4
12229 {
12230     \exp_after:wN \__fp_sub_back_quite_far_ii:NN
12231     \exp_after:wN #3
12232     \exp_after:wN #4
12233 }
12234 \cs_new:Npn \__fp_sub_back_quite_far_ii:NN #1#2
12235 {
12236     \if_case:w \__fp_round_neg:NNN #2 0 #1
12237     \exp_after:wN \use_i:nn
12238     \else:
12239     \exp_after:wN \use_ii:nn
12240     \fi:
12241     { ; {1000} {0000} {0000} {0000} ; }
12242     { - \c_one ; {9999} {9999} {9999} {9999} ; }
12243 }

```

(End definition for __fp_sub_back_quite_far_o:wwNN.)

_fp_sub_back_not_far_o:wwwNN

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 $-\c_one$). 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 $__\text{fp_round_neg:NNN}$ 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 $__\text{fp_round_neg:NNN}$ only cares about its parity, which is identical to that of the last digit of #2.

```

12244 \cs_new:Npn \__fp_sub_back_not_far_o:wwwNN #1 ~ #2; #3 ~ #4; #5#6
12245 {
12246     - \c_one
12247     \exp_after:wN \__fp_sub_back_near_after:wNNNNw
12248     \int_use:N \__int_eval:w 1#30 - #1 - \c_eleven
12249     \exp_after:wN \__fp_sub_back_near_pack:NNNNNNw
12250     \int_use:N \__int_eval:w 11 0000 0000 + #40 - #2

```

```

12251         - \exp_after:wN \__fp_round_neg:NNN
12252         \exp_after:wN #6
12253         \use_none:nnnnnn #2 #5
12254         \exp_after:wN ;
12255     }

```

(End definition for __fp_sub_back_not_far_o:wwwNN.)

__fp_sub_back_very_far_o:wwwNN
__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.

```

12256 \cs_new:Npn \__fp_sub_back_very_far_o:wwwNN #1#2#3#4#5#6#7
12257 {
12258     \__fp_pack_eight:wNNNNNNNN
12259     \__fp_sub_back_very_far_ii_o:nnNwwNN
12260     { 0 #1#2#3 #4#5#6#7 }
12261     ;
12262 }
12263 \cs_new:Npn \__fp_sub_back_very_far_ii_o:nnNwwNN #1#2 ; #3 ; #4 ~ #5; #6#7
12264 {
12265     \exp_after:wN \__fp_basics_pack_high:NNNNw
12266     \int_use:N \__int_eval:w 1#4 - #1 - \c_one
12267     \exp_after:wN \__fp_basics_pack_low:NNNNw
12268     \int_use:N \__int_eval:w 2#5 - #2
12269     - \exp_after:wN \__fp_round_neg:NNN
12270     \exp_after:wN #7
12271     \__int_value:w
12272     \if_int_odd:w \__int_eval:w #5 - #2 \__int_eval_end:
12273     1 \else: 2 \fi:
12274     \__int_value:w \__fp_round_digit:Nw #3 #6 ;
12275     \exp_after:wN ;
12276 }

```

(End definition for __fp_sub_back_very_far_o:wwwNN.)

27.3 Multiplication

27.3.1 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`.

```

12277 \cs_new_nopar:cpn { __fp*_o:ww }

```

```

12278 {
12279   \_fp_mul_cases_o:NnNnw
12280   *
12281   { - \c_two + }
12282   \_fp_mul_npos_o:Nww
12283   { }
12284 }

```

(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 $0 \times 0 = 0 \times 1 = 1 \times 0 = 0$ to case 4 or 5 depending on the combined sign, the products $0 \times \infty$ and $\infty \times 0$ to case 6 or 7 (invalid operation), and the products $1 \times \infty = \infty \times 1 = \infty \times \infty = \infty$ 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.

```

12285 \cs_new:Npn \_fp_mul_cases_o:NnNnw
12286   #1#2#3#4 \s_fp \_fp_chk:w #5#6#7; \s_fp \_fp_chk:w #8#9
12287 {
12288   \if_case:w \_int_eval:w
12289     \if_int_compare:w #5 #8 = \c_eleven
12290     \c_one
12291   \else:
12292     \if_meaning:w 3 #8
12293     \c_three
12294   \else:
12295     \if_meaning:w 3 #5
12296     \c_two
12297   \else:
12298     \if_int_compare:w #5 #8 = \c_ten
12299     \c_nine #2 - \c_two
12300   \else:
12301     (#5 #2 #8) / \c_two * \c_two + \c_seven
12302   \fi:
12303   \fi:
12304   \fi:
12305   \if_meaning:w #6 #9 - \c_one \fi:
12306   \_int_eval_end:
12307   \_fp_case_use:nw { #3 0 }
12308 \or: \_fp_case_use:nw { #3 2 }
12309 \or: \_fp_case_return_i_o:ww
12310 \or: \_fp_case_return_ii_o:ww
12311 \or: \_fp_case_return_o:Nww \c_zero_fp
12312

```

```

12313 \or: \_fp_case_return_o:Nww \c_minus_zero_fp
12314 \or: \_fp_case_use:nw { \_fp_invalid_operation_o:Nww #1 }
12315 \or: \_fp_case_use:nw { \_fp_invalid_operation_o:Nww #1 }
12316 \or: \_fp_case_return_o:Nww \c_inf_fp
12317 \or: \_fp_case_return_o:Nww \c_minus_inf_fp
12318 #4
12319 \fi:
12320 \s__fp \_fp_chk:w #5 #6 #7;
12321 \s__fp \_fp_chk:w #8 #9
12322 }

```

(End definition for _fp_mul_cases_o:nNnnww.)

27.3.2 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 <sign1> {<exp1>}
<body1> ; \s__fp \_fp_chk:w 1 <sign2> {<exp2>} <body2> ;

```

After the computation, _fp_sanitize:Nw checks for overflow or underflow. As we did for addition, _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.

```

12323 \cs_new:Npn \_fp_mul_npos_o:Nww
12324 #1 \s__fp \_fp_chk:w #2 #3 #4 #5 ; \s__fp \_fp_chk:w #6 #7 #8 #9 ;
12325 {
12326 \exp_after:wN \_fp_sanitize:Nw
12327 \exp_after:wN #1
12328 \int_use:N \_int_eval:w
12329 #4 + #8
12330 \_fp_mul_significand_o:nnnnNnnnn #5 #1 #9
12331 }

```

(End definition for _fp_mul_npos_o:Nww.)

```

\_fp_mul_significand_o:nnnnNnnnn \_fp_mul_significand_o:nnnnNnnnn {<X1>} {<X2>} {<X3>} {<X4>} <sign>
\_fp_mul_significand_drop:NNNNWw {<Y1>} {<Y2>} {<Y3>} {<Y4>}
\_fp_mul_significand_keep:NNNNWw

```

Note the three semicolons at the end of the definition. One is for the last _fp_mul_significand_drop:NNNNWw; one is for _fp_round_digit:Nw later on; and one, preceded by \exp_after:wN, which is correctly expanded (within an _int_eval:w), is used by _fp_basics_pack_low:NNNNWw.

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 _int_eval:w.

```

12332 \cs_new:Npn \_fp_mul_significand_o:nnnnNnnnn #1#2#3#4 #5 #6#7#8#9

```

```

12333 {
12334   \exp_after:wN \_fp_mul_significand_test_f:NNN
12335   \exp_after:wN #5
12336   \int_use:N \_int_eval:w 99990000 + #1*#6 +
12337   \exp_after:wN \_fp_mul_significand_keep:NNNNNw
12338   \int_use:N \_int_eval:w 99990000 + #1*#7 + #2*#6 +
12339   \exp_after:wN \_fp_mul_significand_keep:NNNNNw
12340   \int_use:N \_int_eval:w 99990000 + #1*#8 + #2*#7 + #3*#6 +
12341   \exp_after:wN \_fp_mul_significand_drop:NNNNNw
12342   \int_use:N \_int_eval:w 99990000 + #1*#9 + #2*#8 + #3*#7 + #4*#6 +
12343   \exp_after:wN \_fp_mul_significand_drop:NNNNNw
12344   \int_use:N \_int_eval:w 99990000 + #2*#9 + #3*#8 + #4*#7 +
12345   \exp_after:wN \_fp_mul_significand_drop:NNNNNw
12346   \int_use:N \_int_eval:w 99990000 + #3*#9 + #4*#8 +
12347   \exp_after:wN \_fp_mul_significand_drop:NNNNNw
12348   \int_use:N \_int_eval:w 100000000 + #4*#9 ;
12349   ; \exp_after:wN ;
12350 }
12351 \cs_new:Npn \_fp_mul_significand_drop:NNNNNw #1#2#3#4#5 #6;
12352 { #1#2#3#4#5 ; + #6 }
12353 \cs_new:Npn \_fp_mul_significand_keep:NNNNNw #1#2#3#4#5 #6;
12354 { #1#2#3#4#5 ; #6 ; }

```

(End definition for _fp_mul_significand_o:nnnnNnnnn.)

```

\_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 $\langle \text{digit } 1 \rangle$ 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 $\langle \text{digit } 1 \rangle$ is zero, we care about digits 17 and 18, and whether further digits are zero.

```

12355 \cs_new:Npn \_fp_mul_significand_test_f:NNN #1 #2 #3
12356 {
12357   \if_meaning:w 0 #3
12358     \exp_after:wN \_fp_mul_significand_small_f:NNwwwN
12359   \else:
12360     \exp_after:wN \_fp_mul_significand_large_f:NwwNNNN
12361   \fi:
12362   #1 #3
12363 }

```

(End definition for _fp_mul_significand_test_f:NNN.)

_fp_mul_significand_large_f:NwwNNNN In this branch, $\langle \text{digit } 1 \rangle$ is non-zero. The result is thus $\langle \text{digits } 1\text{--}16 \rangle$, 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 $\langle \text{rounding digit} \rangle$, suitable for _fp_round:NNN.

```

12364 \cs_new:Npn \_fp_mul_significand_large_f:NwwNNNN #1 #2; #3; #4#5#6#7; +
12365 {

```

```

12366 \exp_after:wN \_fp_basics_pack_high:NNNNw
12367 \int_use:N \_int_eval:w 1#2
12368 \exp_after:wN \_fp_basics_pack_low:NNNNw
12369 \int_use:N \_int_eval:w 1#3#4#5#6#7
12370 + \exp_after:wN \_fp_round:NNN
12371 \exp_after:wN #1
12372 \exp_after:wN #7
12373 \_int_value:w \_fp_round_digit:Nw
12374 }

```

(End definition for _fp_mul_significand_large_f:NwwNNN.)

_fp_mul_significand_small_f:NNwwN In this branch, $\langle \text{digit } 1 \rangle$ is zero. Our result will thus be $\langle \text{digits } 2\text{--}17 \rangle$, 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.

```

12375 \cs_new:Npn \_fp_mul_significand_small_f:NNwwwN #1 #2#3; #4#5; #6; + #7
12376 {
12377   - \c_one
12378   \exp_after:wN \_fp_basics_pack_high:NNNNw
12379   \int_use:N \_int_eval:w 1#3#4
12380   \exp_after:wN \_fp_basics_pack_low:NNNNw
12381   \int_use:N \_int_eval:w 1#5#6#7
12382   + \exp_after:wN \_fp_round:NNN
12383   \exp_after:wN #1
12384   \exp_after:wN #7
12385   \_int_value:w \_fp_round_digit:Nw
12386 }

```

(End definition for _fp_mul_significand_small_f:NNwwwN.)

27.4 Division

27.4.1 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 - \c_two + 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:NnNww are provided as the fourth argument here.

```

12387 \cs_new_nopar:cpn { \_fp/_o:ww }
12388 {
12389   \_fp_mul_cases_o:NnNww
12390   /
12391   { - }

```

```

12392 \__fp_div_npos_o:Nww
12393 {
12394   \or:
12395     \__fp_case_use:nw
12396     { \__fp_division_by_zero_o:NNww \c_inf_fp / }
12397   \or:
12398     \__fp_case_use:nw
12399     { \__fp_division_by_zero_o:NNww \c_minus_inf_fp / }
12400 }
12401 }

```

(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}
{\langle A_1 \rangle} {\langle A_2 \rangle} {\langle A_3 \rangle} {\langle A_4 \rangle} ; \s__fp \__fp_chk:w 1 <sign_Z> {\exp Z}
{\langle Z_1 \rangle} {\langle Z_2 \rangle} {\langle Z_3 \rangle} {\langle Z_4 \rangle} ;

```

We want to compute A/Z . As for multiplication, `__fp_sanitize:Nw` checks for overflow or underflow; we provide it with the $\langle final\ sign \rangle$, 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 $\langle y \rangle$ obtained by adding 1 to the first 5 digits of Z (explanation given soon below), then the four $\{\langle A_i \rangle\}$, then the four $\{\langle Z_i \rangle\}$, a semi-colon, and the $\langle final\ sign \rangle$, used for rounding at the end.

```

12402 \cs_new:Npn \__fp_div_npos_o:Nww
12403   #1 \s__fp \__fp_chk:w 1 #2 #3 #4 ; \s__fp \__fp_chk:w 1 #5 #6 #7#8#9;
12404 {
12405   \exp_after:wN \__fp_sanitize:Nw
12406   \exp_after:wN #1
12407   \int_use:N \__int_eval:w
12408   #3 - #6
12409   \exp_after:wN \__fp_div_significand_i_o:wnnw
12410   \int_use:N \__int_eval:w #7 \use_i:n #8 + \c_one ;
12411   #4
12412   {\#7}{\#8}\#9 ;
12413   #1
12414 }

```

(End definition for __fp_div_npos_o:Nww.)

27.4.2 Work plan

In this subsection, we explain how to avoid overflowing $\text{T}_{\text{E}}\text{X}$'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 will be 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

$$\backslash\text{int_eval:n}\left\{\frac{A_1 A_2}{Z_1 + 1} - 1\right\} \leq 10^4 \frac{A}{Z}$$

Subtracting 1 at the end takes care of the fact that $\varepsilon\text{-TeX}$'s $\backslash_int_eval:w$ 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

$$Q_A = \backslash\text{int_eval:n}\left\{\frac{10 \cdot A_1 A_2}{\lfloor 10^{-3} \cdot Z_1 Z_2 \rfloor + 1} - 1\right\}.$$

This is always less than $10^9 A/(10^5 Z)$, 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

$$y = \lfloor 10^{-3} \cdot Z_1 Z_2 \rfloor + 1,$$

so that, taking into account the fact that $\varepsilon\text{-TeX}$ rounds ties away from zero,

$$\begin{aligned} Q_A &= \left\lfloor \frac{A_1 A_2 0}{y} - \frac{1}{2} \right\rfloor \\ &> \frac{A_1 A_2 0}{y} - \frac{3}{2}. \end{aligned}$$

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 $10^9 A$.

Let us bound B :

$$\begin{aligned}
10^5 B &= A_1 A_2 0 + 10 \cdot 0 \cdot A_3 A_4 - 10 \cdot Z_1 \cdot Z_2 Z_3 Z_4 \cdot Q_A \\
&< A_1 A_2 0 \cdot \left(1 - 10 \cdot \frac{Z_1 \cdot Z_2 Z_3 Z_4}{y}\right) + \frac{3}{2} \cdot 10 \cdot Z_1 \cdot Z_2 Z_3 Z_4 + 10 \\
&\leq \frac{A_1 A_2 0 \cdot (y - 10 \cdot Z_1 \cdot Z_2 Z_3 Z_4)}{y} + \frac{3}{2} y + 10 \\
&\leq \frac{A_1 A_2 0 \cdot 1}{y} + \frac{3}{2} y + 10 \leq \frac{10^9 A}{y} + 1.6 \cdot y.
\end{aligned}$$

At the last step, we hide 10 into the second term for later convenience. The same reasoning yields

$$\begin{aligned}
10^5 B &< 10^9 A/y + 1.6y, \\
10^5 C &< 10^9 B/y + 1.6y, \\
10^5 D &< 10^9 C/y + 1.6y, \\
10^5 E &< 10^9 D/y + 1.6y.
\end{aligned}$$

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

$$\begin{aligned}
10^5 B &< 10^9/y + 1.6y, \\
10^5 C &< 10^{13}/y^2 + 1.6(y + 10^4), \\
10^5 D &< 10^{17}/y^3 + 1.6(y + 10^4 + 10^8/y), \\
10^5 E &< 10^{21}/y^4 + 1.6(y + 10^4 + 10^8/y + 10^{12}/y^2).
\end{aligned}$$

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 $10^4 < y \leq 10^5$. 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 $\text{T}_{\text{E}}\text{X}$'s bounds in all cases!

We will 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

$$A/Z = \sum_{i=1}^4 (10^{-4i} Q_i) + 10^{-16} E/Z$$

exactly. Furthermore, we know that the result will be 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

$$\frac{2E}{Z} = 2 \frac{10^5 E}{10^5 Z} \leq 2 \frac{10^5 E}{10^4} < 36,$$

this integer part is between 0 and 35 inclusive. We let ε -TeX round

$$P = \text{\texttt{_int_eval:n}} \left\{ \frac{2 \cdot E_1 E_2}{Z_1 Z_2} \right\},$$

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 $E/Z \in ((P-1)/2, P/2)$. If it is zero, then $E/Z = P/2$. If it is positive, then $E/Z \in (P/2, (P+1)/2)$. In each case, we know how to round to an integer, depending on the parity of P , and the rounding mode.

27.4.3 Implementing the significand division

`_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:wnnnnnnnn`. Each of these calls will need $\langle y \rangle$ (#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.

```

12415 \cs_new:Npn \_fp\_div\_significand\_i\_o:wnnw #1 ; #2#3 #4 ;
12416 {
12417   \exp_after:wN \_fp\_div\_significand\_test\_o:w
12418   \int_use:N \_int\_eval:w
12419   \exp_after:wN \_fp\_div\_significand\_calc:wnnnnnnnn
12420   \int_use:N \_int\_eval:w 999999 + #2 #3 0 / #1 ;

```

```

12421      #2 #3 ;
12422      #4
12423      { \exp_after:wN \__fp_div_significand_ii:wwn \__int_value:w #1 }
12424      { \exp_after:wN \__fp_div_significand_ii:wwn \__int_value:w #1 }
12425      { \exp_after:wN \__fp_div_significand_ii:wwn \__int_value:w #1 }
12426      { \exp_after:wN \__fp_div_significand_iii:wwnnnnn \__int_value:w #1 }
12427    }

```

(End definition for __fp_div_significand_i_o:wnnw.)

```

\__fp_div_significand_calc:wwnnnnnnn \__fp_div_significand_calc:wwnnnnnnn <106 + QA> ; <A1> <A2> ; {<A3>}
\__fp_div_significand_calc_i:wwnnnnnnn {<A4>} {<Z1>} {<Z2>} {<Z3>} {<Z4>} {<continuation>}
\__fp_div_significand_calc_ii:wwnnnnnnn expands to
<106 + QA> <continuation> ; <B1> <B2> ; {<B3>} {<B4>} {<Z1>} {<Z2>} {<Z3>}
{<Z4>}

```

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 $\text{T}_{\text{E}}\text{X}$'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 *<continuation>*, this is not possible because the macro has 9 parameters.

The result we want is then (the overall power of 10 is arbitrary):

$$10^{-4}(\#2 - \#1 \cdot \#5 - 10 \cdot \langle i \rangle \cdot \#5\#6) + 10^{-8}(\#3 - \#1 \cdot \#6 - 10 \cdot \langle i \rangle \cdot \#7) \\ + 10^{-12}(\#4 - \#1 \cdot \#7 - 10 \cdot \langle i \rangle \cdot \#8) + 10^{-16}(-\#1 \cdot \#8),$$

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 $\text{T}_{\text{E}}\text{X}$'s limits once more.

```

12428 \cs_new:Npn \__fp_div_significand_calc:wwnnnnnnn 1#1
12429 {
12430   \if_meaning:w 1 #1
12431     \exp_after:wN \__fp_div_significand_calc_i:wwnnnnnnn
12432   \else:

```

```

12433     \exp_after:wN \_fp_div_significand_calc_ii:wwnnnnnnn
12434     \fi:
12435   }
12436   \cs_new:Npn \_fp_div_significand_calc_i:wwnnnnnnn #1; #2;#3#4 #5#6#7#8 #9
12437   {
12438     1 1 #1
12439     #9 \exp_after:wN ;
12440     \int_use:N \_int_eval:w \c_fp_Bigg_leading_shift_int
12441     + #2 - #1 * #5 - #5#60
12442     \exp_after:wN \_fp_pack_Bigg:NNNNNNw
12443     \int_use:N \_int_eval:w \c_fp_Bigg_middle_shift_int
12444     + #3 - #1 * #6 - #70
12445     \exp_after:wN \_fp_pack_Bigg:NNNNNNw
12446     \int_use:N \_int_eval:w \c_fp_Bigg_middle_shift_int
12447     + #4 - #1 * #7 - #80
12448     \exp_after:wN \_fp_pack_Bigg:NNNNNNw
12449     \int_use:N \_int_eval:w \c_fp_Bigg_trailing_shift_int
12450     - #1 * #8 ;
12451     {#5}{#6}{#7}{#8}
12452   }
12453   \cs_new:Npn \_fp_div_significand_calc_ii:wwnnnnnnn #1; #2;#3#4 #5#6#7#8 #9
12454   {
12455     1 0 #1
12456     #9 \exp_after:wN ;
12457     \int_use:N \_int_eval:w \c_fp_Bigg_leading_shift_int
12458     + #2 - #1 * #5
12459     \exp_after:wN \_fp_pack_Bigg:NNNNNNw
12460     \int_use:N \_int_eval:w \c_fp_Bigg_middle_shift_int
12461     + #3 - #1 * #6
12462     \exp_after:wN \_fp_pack_Bigg:NNNNNNw
12463     \int_use:N \_int_eval:w \c_fp_Bigg_middle_shift_int
12464     + #4 - #1 * #7
12465     \exp_after:wN \_fp_pack_Bigg:NNNNNNw
12466     \int_use:N \_int_eval:w \c_fp_Bigg_trailing_shift_int
12467     - #1 * #8 ;
12468     {#5}{#6}{#7}{#8}
12469   }

```

(End definition for _fp_div_significand_calc: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 will be output to the left, in an `_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 .

```

12470   \cs_new:Npn \_fp_div_significand_ii:wwn #1; #2;#3
12471   {

```

```

12472 \exp_after:wN \_fp_div_significand_pack:NNN
12473 \int_use:N \_int_eval:w
12474 \exp_after:wN \_fp_div_significand_calc:wwnnnnnnn
12475 \int_use:N \_int_eval:w 999999 + #2 #3 0 / #1 ; #2 #3 ;
12476 }

```

(End definition for _fp_div_significand_ii:wwn.)

```

\_fp_div_significand_iii:wwnnnnn \_fp_div_significand_iii:wwnnnnn <y> ; <E1> ; {<E2>} {<E3>} {<E4>}
{<Z1>} {<Z2>} {<Z3>} {<Z4>} <sign>

```

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 will 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 .

```

12477 \cs_new:Npn \_fp_div_significand_iii:wwnnnnn #1; #2;#3#4#5 #6#7
12478 {
12479   0
12480   \exp_after:wN \_fp_div_significand_iv:wwnnnnnnn
12481   \int_use:N \_int_eval:w (\c_two * #2 #3) / #6 #7 ; % <- P
12482   #2 ; {#3} {#4} {#5}
12483   {#6} {#7}
12484 }

```

(End definition for _fp_div_significand_iii:wwnnnnn.)

```

\_fp_div_significand_iv:wwnnnnnnn \_fp_div_significand_iv:wwnnnnnnn <P> ; <E1> ; {<E2>} {<E3>} {<E4>}
\_fp_div_significand_v:NNw {<Z1>} {<Z2>} {<Z3>} {<Z4>} <sign>
\_fp_div_significand_vi:Nw

```

This adds to the current expression $(10^7 + 10 \cdot Q_D)$ a contribution of $5 \cdot P + \text{sign}(T)$ with $T = 2E - PZ$. This amounts to adding $P/2$ to Q_D , with an extra $\langle \text{rounding} \rangle$ digit. This $\langle \text{rounding} \rangle$ 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: $T = 0$.

```

12485 \cs_new:Npn \__fp_div_significand_iv:wnnnnnnnn #1; #2;#3#4#5 #6#7#8#9
12486 {
12487   + \c_five * #1
12488   \exp_after:wN \__fp_div_significand_vi:Nw
12489   \int_use:N \__int_eval:w -20 + 2*#2#3 - #1*#6#7 +
12490   \exp_after:wN \__fp_div_significand_v:NN
12491   \int_use:N \__int_eval:w 199980 + 2*#4 - #1*#8 +
12492   \exp_after:wN \__fp_div_significand_v:NN
12493   \int_use:N \__int_eval:w 200000 + 2*#5 - #1*#9 ;
12494 }
12495 \cs_new:Npn \__fp_div_significand_v:NN #1#2 { #1#2 \__int_eval_end: + }
12496 \cs_new:Npn \__fp_div_significand_vi:Nw #1#2;
12497 {
12498   \if_meaning:w 0 #1
12499   \if_int_compare:w \__int_eval:w #2 > \c_zero + \c_one \fi:
12500   \else:
12501     \if_meaning:w - #1 - \else: + \fi: \c_one
12502   \fi:
12503   ;
12504 }

```

(End definition for `__fp_div_significand_iv:wnnnnnnnn`, `__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.

$$\begin{aligned} & \text{_fp_div_significand_test_o:w } 10^6 + Q_A \text{_fp_div_significand_} \\ & \text{pack:NNN } 10^6 + Q_B \text{_fp_div_significand_pack:NNN } 10^6 + Q_C \text{_fp_} \\ & \text{div_significand_pack:NNN } 10^7 + 10 \cdot Q_D + 5 \cdot P + \varepsilon ; \langle \text{sign} \rangle \end{aligned}$$

Here, $\varepsilon = \text{sign}(T)$ 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).

```

12505 \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 $\langle 5d \rangle$; $\langle 4d \rangle$; $\langle 4d \rangle$; $\langle 5d \rangle$; $\langle \text{sign} \rangle$`

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 $10^6 + \widetilde{Q}_A = 10 \dots$.

It is now time to round. This depends on how many digits the final result will have.

```

12506 \cs_new:Npn \__fp_div_significand_test_o:w 10 #1
12507 {
12508   \if_meaning:w 0 #1

```

```

12509     \exp_after:wN \_fp_div_significand_small_o:wwwNNNNwN
12510   \else:
12511     \exp_after:wN \_fp_div_significand_large_o:wwwNNNNwN
12512   \fi:
12513   #1
12514 }

```

(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:NNNNw and _fp_basics_pack_high:NNNNw. We finally get to use the *<final sign>* which has been sitting there for a while.

```

12515 \cs_new:Npn \_fp_div_significand_small_o:wwwNNNNwN
12516   0 #1; #2; #3; #4#5#6#7#8; #9
12517   {
12518     \exp_after:wN \_fp_basics_pack_high:NNNNw
12519     \int_use:N \_int_eval:w 1 #1#2
12520     \exp_after:wN \_fp_basics_pack_low:NNNNw
12521     \int_use:N \_int_eval:w 1 #3#4#5#6#7
12522     + \_fp_round:NNN #9 #7 #8
12523     \exp_after:wN ;
12524   }

```

(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.

```

12525 \cs_new:Npn \_fp_div_significand_large_o:wwwNNNNwN
12526   #1; #2; #3; #4#5#6#7#8; #9
12527   {
12528     + \c_one
12529     \exp_after:wN \_fp_basics_pack_weird_high:NNNNNNNNw
12530     \int_use:N \_int_eval:w 1 #1 #2
12531     \exp_after:wN \_fp_basics_pack_weird_low:NNNNw
12532     \int_use:N \_int_eval:w 1 #3 #4 #5 #6 +
12533     \exp_after:wN \_fp_round:NNN
12534     \exp_after:wN #9
12535     \exp_after:wN #6
12536     \_int_value:w \_fp_round_digit:Nw #7 #8 ;
12537     \exp_after:wN ;
12538   }

```

(End definition for _fp_div_significand_large_o:wwwNNNNwN.)

27.5 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.

```

12539 \cs_new:Npn \__fp_sqrt_o:w #1 \s__fp \__fp_chk:w #2#3#4; @
12540 {
12541   \if_meaning:w 0 #2 \__fp_case_return_same_o:w \fi:
12542   \if_meaning:w 2 #3
12543     \__fp_case_use:nw { \__fp_invalid_operation_o:nw { sqrt } }
12544   \fi:
12545   \if_meaning:w 1 #2 \else: \__fp_case_return_same_o:w \fi:
12546   \__fp_sqrt_npos_o:w
12547   \s__fp \__fp_chk:w #2 #3 #4;
12548 }

```

(End definition for `__fp_sqrt_o:w`.)

`__fp_sqrt_npos_o:w`
`__fp_sqrt_npos_auxi_o:w`
`__fp_sqrt_npos_auxii_o:w`

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 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 $17782794 \simeq 10^{7.25}$.

```

12549 \cs_new:Npn \__fp_sqrt_npos_o:w \s__fp \__fp_chk:w 1 0 #1#2#3#4#5;
12550 {
12551   \exp_after:wN \__fp_sanitize:Nw
12552   \exp_after:wN 0
12553   \int_use:N \__int_eval:w
12554   \if_int_odd:w #1 \exp_stop_f:
12555     \exp_after:wN \__fp_sqrt_npos_auxi_o:w
12556   \fi:
12557   #1 / \c_two
12558   \__fp_sqrt_Newton_o:wnn 56234133; 0; {#2#3} {#4#5} 0
12559 }
12560 \cs_new:Npn \__fp_sqrt_npos_auxi_o:w #1 / \c_two #2; 0; #3#4#5
12561 {
12562   ( #1 + \c_one ) / \c_two
12563   \__fp_pack_eight:w
12564   \__fp_sqrt_npos_auxii_o:w
12565   ;
12566   0 #3 #4
12567 }
12568 \cs_new:Npn \__fp_sqrt_npos_auxii_o:w #1; #2#3#4#5#6#7#8#9
12569 { \__fp_sqrt_Newton_o:wnn 17782794; 0; {#1} {#2#3#4#5#6#7#8#9} }

```

(End definition for `__fp_sqrt_npos_o:w`.)

`__fp_sqrt_Newton_o:wnn`

Newton's method maps $x \mapsto [(x + [10^8 a_1/x])/2]$ 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, $b/c - 1/2 + 1/c \leq [b/c] \leq b/c + 1/2$ and when c is odd, $b/c - 1/2 + 1/(2c) \leq [b/c] \leq b/c + 1/2 - 1/(2c)$. For all c , $b/c - 1/2 + 1/(2c) \leq [b/c] \leq b/c + 1/2$.

Let us prove that the method converges when implemented with ε -TeX integer division, for any $10^6 \leq a_1 < 10^8$ and starting value $10^6 \leq x < 10^8$. Using the inequalities above and the arithmetic-geometric inequality $(x+t)/2 \geq \sqrt{xt}$ for $t = 10^8 a_1/x$, we find

$$x' = \left\lfloor \frac{x + [10^8 a_1/x]}{2} \right\rfloor \geq \frac{x + 10^8 a_1/x - 1/2 + 1/(2x)}{2} \geq \sqrt{10^8 a_1} - \frac{1}{4} + \frac{1}{4x}.$$

After any step of iteration, we thus have $\delta = x - \sqrt{10^8 a_1} \geq -0.25 + 0.25 \cdot 10^{-8}$. The new difference $\delta' = x' - \sqrt{10^8 a_1}$ after one step is bounded above as

$$x' - \sqrt{10^8 a_1} \leq \frac{x + 10^8 a_1/x + 1/2}{2} + \frac{1}{2} - \sqrt{10^8 a_1} \leq \frac{\delta}{2} \frac{\delta}{\sqrt{10^8 a_1} + \delta} + \frac{3}{4}.$$

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:wnn` 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 $[10^7, 10^8]$.

```

12570 \cs_new:Npn \_fp_sqrt_Newton_o:wnn #1; #2; #3
12571 {
12572   \if_int_compare:w #1 = #2 \exp_stop_f:
12573   \exp_after:wN \_fp_sqrt_auxi_o:NNNNwnnN
12574   \int_use:N \_int_eval:w 9999 9999 +
12575   \exp_after:wN \_fp_use_none_until_s:w
12576   \fi:
12577   \exp_after:wN \_fp_sqrt_Newton_o:wnn
12578   \int_use:N \_int_eval:w (#1 + #3 * 1 0000 0000 / #1) / \c_two ;
12579   #1; {#3}
12580 }
```

(End definition for _fp_sqrt_Newton_o:wnn.)

_fp_sqrt_auxi_o:NNNNwnnN

This function is followed by $10^8 + x - 1$, which has 9 digits starting with 1, then ; $\{a_1\} \{a_2\} \{a'\}$. 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 will be 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, $y < 1$.

```

12581 \cs_new:Npn \_fp_sqrt_auxi_o:NNNNwnnN 1 #1#2#3#4#5;
12582 {
12583   \_fp_sqrt_auxii_o:NnnnnnnnN
12584   \_fp_sqrt_auxiii_o:wnnnnnnnn
12585   {#1#2#3#4} {#5} {2499} {9988} {7500}
12586 }

```

(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)

$$10^{4j}z = \left[\left(\lfloor 10^{4j}(a - y^2) \rfloor - 257 \right) \cdot (0.5 \cdot 10^8) \right] \Big/ \lfloor 10^8 y + 1 \rfloor.$$

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

$$10^{4j}(\sqrt{a} - y) = \frac{10^{4j}(a - y^2 - (\sqrt{a} - y)^2)}{2y} \geq \frac{\lfloor 10^{4j}(a - y^2) \rfloor - 257}{2 \cdot 10^{-8} \lfloor 10^8 y + 1 \rfloor} + \frac{1}{2}$$

where we have replaced the bound $10^{4j}(16 \cdot 10^{-2j}) = 256$ by 257 and extracted the corresponding term $1/(2 \cdot 10^{-8} \lfloor 10^8 y + 1 \rfloor) \geq 1/2$. 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.

```

12587 \cs_new:Npn \__fp_sqrt_auxii_o:NnnnnnnN #1 #2#3#4#5#6 #7#8#9
12588 {
12589   \exp_after:wN #1
12590   \int_use:N \__int_eval:w \c__fp_big_leading_shift_int
12591   + #7 - #2 * #2
12592   \exp_after:wN \__fp_pack_big:NnnnnNw
12593   \int_use:N \__int_eval:w \c__fp_big_middle_shift_int
12594   - 2 * #2 * #3
12595   \exp_after:wN \__fp_pack_big:NnnnnNw
12596   \int_use:N \__int_eval:w \c__fp_big_middle_shift_int
12597   + #8 - #3 * #3 - 2 * #2 * #4
12598   \exp_after:wN \__fp_pack_big:NnnnnNw
12599   \int_use:N \__int_eval:w \c__fp_big_middle_shift_int
12600   - 2 * #3 * #4 - 2 * #2 * #5
12601   \exp_after:wN \__fp_pack_big:NnnnnNw
12602   \int_use:N \__int_eval:w \c__fp_big_middle_shift_int
12603   + #9 000 0000 - #4 * #4 - 2 * #3 * #5 - 2 * #2 * #6
12604   \exp_after:wN \__fp_pack_big:NnnnnNw
12605   \int_use:N \__int_eval:w \c__fp_big_middle_shift_int
12606   - 2 * #4 * #5 - 2 * #3 * #6
12607   \exp_after:wN \__fp_pack_big:NnnnnNw
12608   \int_use:N \__int_eval:w \c__fp_big_middle_shift_int
12609   - #5 * #5 - 2 * #4 * #6
12610   \exp_after:wN \__fp_pack_big:NnnnnNw
12611   \int_use:N \__int_eval:w
12612   \c__fp_big_middle_shift_int
12613   - 2 * #5 * #6
12614   \exp_after:wN \__fp_pack_big:NnnnnNw
12615   \int_use:N \__int_eval:w
12616   \c__fp_big_trailing_shift_int
12617   - #6 * #6 ;
12618   % (
12619   - 257 ) * 5000 0000 / (#2#3 + 1) + 10 0000 0000 ;
12620   {#2}{#3}{#4}{#5}{#6} {#7}{#8}#9
12621 }

```

(End definition for `__fp_sqrt_auxii_o:NnnnnnnN`.)

`__fp_sqrt_auxiii_o:wnnnnnnnN`
`__fp_sqrt_auxiv_o:NnnnnNw`
`__fp_sqrt_auxv_o:NnnnnNw`
`__fp_sqrt_auxvi_o:NnnnnNw`
`__fp_sqrt_auxvii_o:NnnnnNw`

We receive here the difference $a - y^2 = d = \sum_i d_i \cdot 10^{-4i}$, as $\langle d_2 \rangle$; $\{\langle d_3 \rangle\} \dots \{\langle d_{10} \rangle\}$, 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:NnnnnnnN`, which completes the expression

$$10^{4j}z = \left[(\lfloor 10^{4j}(a - y^2) \rfloor - 257) \cdot (0.5 \cdot 10^8) \middle/ \lfloor 10^8 y + 1 \rfloor \right]$$

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 $10^4d_2 + d_3 \geq 2$, $j = 4$ 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 $10^{12}d_2 + 10^8d_3 + 10^4d_4 + d_5 \geq 1$. 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

$$10^{4j}z \geq \frac{(20000 - 257)(0.5 \cdot 10^8)}{[10^8y + 1]} \geq (20000 - 257) \cdot 0.5 > 0.$$

```

12622 \cs_new:Npn \_fp_sqrt_auxiii_o:wnnnnnnnn
12623   #1; #2#3#4#5#6#7#8#9
12624   {
12625     \if_int_compare:w #1 > \c_one
12626       \exp_after:wN \_fp_sqrt_auxiv_o:NNNNNw
12627       \int_use:N \_int_eval:w (#1#2 %)
12628     \else:
12629       \if_int_compare:w #1#2 > \c_one
12630         \exp_after:wN \_fp_sqrt_auxv_o:NNNNNw
12631         \int_use:N \_int_eval:w (#1#2#3 %)
12632       \else:
12633         \if_int_compare:w #1#2#3 > \c_one
12634           \exp_after:wN \_fp_sqrt_auxvi_o:NNNNNw
12635           \int_use:N \_int_eval:w (#1#2#3#4 %)
12636         \else:
12637           \exp_after:wN \_fp_sqrt_auxvii_o:NNNNNw
12638           \int_use:N \_int_eval:w (#1#2#3#4#5 %)
12639         \fi:
12640       \fi:
12641     \fi:
12642   }
12643 \cs_new:Npn \_fp_sqrt_auxiv_o:NNNNNw 1#1#2#3#4#5#6;
12644   { \_fp_sqrt_auxviii_o:nnnnnnn {#1#2#3#4#5#6} {00000000} }
12645 \cs_new:Npn \_fp_sqrt_auxv_o:NNNNNw 1#1#2#3#4#5#6;
12646   { \_fp_sqrt_auxviii_o:nnnnnnn {000#1#2#3#4#5} {#60000} }
12647 \cs_new:Npn \_fp_sqrt_auxvi_o:NNNNNw 1#1#2#3#4#5#6;
12648   { \_fp_sqrt_auxviii_o:nnnnnnn {0000000#1} {#2#3#4#5#6} }
12649 \cs_new:Npn \_fp_sqrt_auxvii_o:NNNNNw 1#1#2#3#4#5#6;
12650   {
12651     \if_int_compare:w #1#2 = \c_zero
12652       \exp_after:wN \_fp_sqrt_auxx_o:Nnnnnnnn
12653     \fi:
12654     \_fp_sqrt_auxviii_o:nnnnnnn {00000000} {000#1#2#3#4#5}
12655   }

```

(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 $y'^2 = (y + z)^2$.

```

12656 \cs_new:Npn \\_fp_sqrt_auxviii_o:nnnnnnn #1#2 #3#4#5#6#7
12657 {
12658   \exp_after:wN \\_fp_sqrt_auxix_o:wnwnw
12659   \int_use:N \\_int_eval:w #3
12660   \exp_after:wN \\_fp_basics_pack_low:NNNNNw
12661   \int_use:N \\_int_eval:w #1 + 1#4#5
12662   \exp_after:wN \\_fp_basics_pack_low:NNNNNw
12663   \int_use:N \\_int_eval:w #2 + 1#6#7 ;
12664 }
12665 \cs_new:Npn \\_fp_sqrt_auxix_o:wnwnw #1; #2#3; #4#5;
12666 {
12667   \\_fp_sqrt_auxii_o:NnnnnnnnN
12668   \\_fp_sqrt_auxiii_o:wnnnnnnnn {#1}{#2}{#3}{#4}{#5}
12669 }

```

(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

$$10^7 + 1/2 > 10^{24}z + 1/2 \geq (10^{24}(a - y^2) - 258) \cdot (0.5 \cdot 10^8) / (10^8y + 1),$$

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 $a \leq 1 - 10^{-16}$.

```

12670 \cs_new:Npn \\_fp_sqrt_auxx_o:Nnnnnnnn #1#2#3 #4#5#6#7#8
12671 {
12672   \exp_after:wN \\_fp_sqrt_auxxi_o:wwnnN
12673   \int_use:N \\_int_eval:w
12674   (#8 + 2499) / 5000 * 5000 ;
12675   {#4} {#5} {#6} {#7} ;
12676 }
12677 \cs_new:Npn \\_fp_sqrt_auxxi_o:wwnnN #1; #2; #3#4#5
12678 {
12679   \\_fp_sqrt_auxii_o:NnnnnnnnN

```

```

12680     \_fp_sqrt_auxxii_o:nnnnnnnnnw
12681     #2 {#1}
12682     {#3} { #4 + \c_one } #5
12683 }

```

(End definition for _fp_sqrt_auxx_o:Nnnnnnnn and _fp_sqrt_auxxi_o:wwnnN.)

```

\_fp_sqrt_auxxii_o:nnnnnnnnnw
\_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.

```

12684 \cs_new:Npn \_fp_sqrt_auxxii_o:nnnnnnnnnw 0; #1#2#3#4#5#6#7#8 #9;
12685 {
12686   \if_int_compare:w #1#2 > \c_zero
12687     \if_int_compare:w #1#2 = \c_one
12688       \if_int_compare:w #3#4 = \c_zero
12689         \if_int_compare:w #5#6 = \c_zero
12690           \if_int_compare:w #7#8 = \c_zero
12691             \_fp_sqrt_auxxiii_o:w
12692           \fi:
12693         \fi:
12694       \fi:
12695     \fi:
12696     \exp_after:wN \_fp_sqrt_auxxiv_o:wnnnnnnnN
12697     \__int_value:w 9998
12698   \else:
12699     \exp_after:wN \_fp_sqrt_auxxiv_o:wnnnnnnnN
12700     \__int_value:w 10000
12701   \fi:
12702 ;
12703 }
12704 \cs_new:Npn \_fp_sqrt_auxxiii_o:w \fi: \fi: \fi: \fi: #1 \fi: ;
12705 {
12706   \fi: \fi: \fi: \fi: \fi:
12707   \_fp_sqrt_auxxiv_o:wnnnnnnnN 9999 ;
12708 }

```

(End definition for _fp_sqrt_auxxii_o:nnnnnnnnnw 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.

```

12709 \cs_new:Npn \__fp_sqrt_auxxiv_o:wnnnnnnnnN #1; #2#3#4#5#6 #7#8#9
12710 {
12711   \exp_after:wN \__fp_basics_pack_high:NNNNNw
12712   \int_use:N \__int_eval:w 1 0000 0000 + #2#3
12713   \exp_after:wN \__fp_basics_pack_low:NNNNNw
12714   \int_use:N \__int_eval:w 1 0000 0000
12715   + #4#5
12716   \if_int_compare:w #6 > #1 \exp_stop_f: + \c_one \fi:
12717   + \exp_after:wN \__fp_round:NNN
12718   \exp_after:wN 0
12719   \exp_after:wN 0
12720   \__int_value:w
12721   \exp_after:wN \use_i:nn
12722   \exp_after:wN \__fp_round_digit:Nw
12723   \int_use:N \__int_eval:w #6 + 19999 - #1 ;
12724   \exp_after:wN ;
12725 }

```

(End definition for `__fp_sqrt_auxxiv_o:wnnnnnnnnN`.)

27.6 Setting the sign

`__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`.

```

12726 \cs_new:Npn \__fp_set_sign_o:w #1 \s__fp \__fp_chk:w #2#3#4; @
12727 {
12728   \exp_after:wN \__fp_exp_after_o:w
12729   \exp_after:wN \s__fp
12730   \exp_after:wN \__fp_chk:w
12731   \exp_after:wN #2
12732   \__int_value:w
12733   \if_case:w #3 \exp_stop_f: #1 \or: 1 \or: 0 \fi: \exp_stop_f:
12734   #4;
12735 }

```

(End definition for `__fp_set_sign_o:w`.)

```

12736 </initex | package>

```

28 l3fp-extended implementation

```

12737 <*initex | package>

```

28.1 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 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:wnn  $\langle X_1 \rangle$  ;  $\langle X_2 \rangle$  ;
\__fp_fixed_mul:wnn  $\langle X_3 \rangle$  ;
\__fp_fixed_add:wnn  $\langle X_4 \rangle$  ;
```

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: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.

28.2 Helpers for numbers with extended precision

`\c__fp_one_fixed_t1` The fixed-point number 1, used in `l3fp-expo`.

```
12739 \tl_const:Nn \c__fp_one_fixed_t1
12740 { {10000} {0000} {0000} {0000} {0000} {0000} }
```

(End definition for `\c__fp_one_fixed_t1`.)

`__fp_fixed_continue:wn` This function does nothing. Of course, there is no bound on a_1 (except T_EX’s own $2^{31}-1$).

```
12741 \cs_new:Npn \__fp_fixed_continue:wn #1; #2 { #2 #1; }
```

(End definition for `__fp_fixed_continue:wn`.)

`__fp_fixed_add_one:wn` This function adds 1 to the fixed point $\langle a \rangle$, by changing a_1 to $10000 + a_1$, then calls the $\langle continuation \rangle$. This requires $a_1 \leq 2^{31} - 10001$.

```

12742 \cs_new:Npn \__fp_fixed_add_one:wn #1#2; #3
12743 {
12744   \exp_after:wN #3 \exp_after:wN
12745   { \int_use:N \__int_eval:w \c_ten_thousand + #1 } #2 ;
12746 }

```

(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 $[0, 5 \cdot 10^8 - 1]$.

```

12747 \cs_new:Npn \__fp_fixed_div_myriad:wn #1#2#3#4#5#6;
12748 {
12749   \exp_after:wN \__fp_fixed_mul_after:wnn
12750   \int_use:N \__int_eval:w \c__fp_leading_shift_int
12751   \exp_after:wN \__fp_pack:NNNNNw
12752   \int_use:N \__int_eval:w \c__fp_trailing_shift_int
12753   + #1 ; {#2}{#3}{#4}{#5};
12754 }

```

(End definition for `__fp_fixed_div_myriad:wn`.)

`__fp_fixed_mul_after:wnn` The fixed point operations which involve multiplication end by calling this auxiliary. It braces the last block of digits, and places the $\langle continuation \rangle$ #2 in front. The $\langle continuation \rangle$ was brought up through the expansions by the packing functions.

```

12755 \cs_new:Npn \__fp_fixed_mul_after:wnn #1; #2; #3 { #3 {#1} #2; }

```

(End definition for `__fp_fixed_mul_after:wnn`.)

28.3 Multiplying a fixed point number by a short one

`__fp_fixed_mul_short:wnn` 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 $\langle continuation \rangle \{ \langle c_1 \rangle \} \dots \{ \langle c_6 \rangle \}$; in the input stream, where each of the $\langle c_i \rangle$ are blocks of 4 digits, except $\langle c_1 \rangle$, which is any \TeX integer. Note that indices for $\langle b \rangle$ start at 0: a second operand of $\{0001\}\{0000\}\{0000\}$ will leave the first operand unchanged (rather than dividing it by 10^4 , as `__fp_fixed_mul:wnn` would).

```

12756 \cs_new:Npn \__fp_fixed_mul_short:wnn #1#2#3#4#5#6; #7#8#9;
12757 {
12758   \exp_after:wN \__fp_fixed_mul_after:wnn
12759   \int_use:N \__int_eval:w \c__fp_leading_shift_int
12760   + #1*#7
12761   \exp_after:wN \__fp_pack:NNNNNw
12762   \int_use:N \__int_eval:w \c__fp_middle_shift_int
12763   + #1*#8 + #2*#7
12764   \exp_after:wN \__fp_pack:NNNNNw

```

```

12765 \int_use:N \__int_eval:w \c__fp_middle_shift_int
12766 + #1*#9 + #2*#8 + #3*#7
12767 \exp_after:wN \__fp_pack:NNNNNw
12768 \int_use:N \__int_eval:w \c__fp_middle_shift_int
12769 + #2*#9 + #3*#8 + #4*#7
12770 \exp_after:wN \__fp_pack:NNNNNw
12771 \int_use:N \__int_eval:w \c__fp_middle_shift_int
12772 + #3*#9 + #4*#8 + #5*#7
12773 \exp_after:wN \__fp_pack:NNNNNw
12774 \int_use:N \__int_eval:w \c__fp_trailing_shift_int
12775 + #4*#9 + #5*#8 + #6*#7
12776 + ( #5*#9 + #6*#8 + #6*#9 / \c_ten_thousand )
12777 / \c_ten_thousand ; ;
12778 }

```

(End definition for `__fp_fixed_mul_short:wnn`.)

28.4 Dividing a fixed point number by a small integer

```

\__fp_fixed_div_int:wnN
\__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

```

Divides the fixed point number $\langle a \rangle$ by the (small) integer $0 < \langle n \rangle < 10^4$ and feeds the result to the $\langle continuation \rangle$. 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 will have 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 \langle continuation \rangle
-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 ; {\langle n \rangle} {\langle a_6 \rangle}

```

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 $\langle continuation \rangle$ as appropriate.

```

12779 \cs_new:Npn \__fp_fixed_div_int:wnN #1#2#3#4#5#6 ; #7 ; #8
12780 {
12781 \exp_after:wN \__fp_fixed_div_int_after:Nw

```

```

12782 \exp_after:wN #8
12783 \int_use:N \__int_eval:w \c_minus_one
12784 \__fp_fixed_div_int:wnN
12785 #1; {#7} \__fp_fixed_div_int_auxi:wnn
12786 #2; {#7} \__fp_fixed_div_int_auxi:wnn
12787 #3; {#7} \__fp_fixed_div_int_auxi:wnn
12788 #4; {#7} \__fp_fixed_div_int_auxi:wnn
12789 #5; {#7} \__fp_fixed_div_int_auxi:wnn
12790 #6; {#7} \__fp_fixed_div_int_auxii:wnn ;
12791 }
12792 \cs_new:Npn \__fp_fixed_div_int:wnN #1; #2 #3
12793 {
12794 \exp_after:wN #3
12795 \int_use:N \__int_eval:w #1 / #2 - \c_one ;
12796 {#2}
12797 {#1}
12798 }
12799 \cs_new:Npn \__fp_fixed_div_int_auxi:wnn #1; #2 #3
12800 {
12801 + #1
12802 \exp_after:wN \__fp_fixed_div_int_pack:Nw
12803 \int_use:N \__int_eval:w 9999
12804 \exp_after:wN \__fp_fixed_div_int:wnN
12805 \int_use:N \__int_eval:w #3 - #1*#2 \__int_eval_end:
12806 }
12807 \cs_new:Npn \__fp_fixed_div_int_auxii:wnn #1; #2 #3 { + #1 + \c_two ; }
12808 \cs_new:Npn \__fp_fixed_div_int_pack:Nw #1 #2; { + #1; {#2} }
12809 \cs_new:Npn \__fp_fixed_div_int_after:Nw #1 #2; { #1 {#2} }

```

(End definition for __fp_fixed_div_int:wnN.)

28.5 Adding and subtracting fixed points

`__fp_fixed_add:wnn` 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, \dots, 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.

```

12810 \cs_new_nopar:Npn \__fp_fixed_add:wnn { \__fp_fixed_add:Nnnnnwnn + }
12811 \cs_new_nopar:Npn \__fp_fixed_sub:wnn { \__fp_fixed_add:Nnnnnwnn - }
12812 \cs_new:Npn \__fp_fixed_add:Nnnnnwnn #1 #2#3#4#5 #6; #7#8
12813 {
12814 \exp_after:wN \__fp_fixed_add_after:NNNNNwn
12815 \int_use:N \__int_eval:w 9 9999 9998 + #2#3 #1 #7#8
12816 \exp_after:wN \__fp_fixed_add_pack:NNNNNwn

```

```

12817      \int_use:N \__int_eval:w 1 9999 9998 + #4#5
12818      \__fp_fixed_add:nnNnnnwn #6 #1
12819    }
12820 \cs_new:Npn \__fp_fixed_add:nnNnnnwn #1#2 #3 #4#5 #6#7 ; #8
12821 {
12822   #3 #4#5
12823   \exp_after:wN \__fp_fixed_add_pack:NNNNNwn
12824   \int_use:N \__int_eval:w 2 0000 0000 #3 #6#7 + #1#2 ; {#8} ;
12825 }
12826 \cs_new:Npn \__fp_fixed_add_pack:NNNNNwn #1 #2#3#4#5 #6; #7
12827 { + #1 ; {#7} {#2#3#4#5} {#6} }
12828 \cs_new:Npn \__fp_fixed_add_after:NNNNNwn 1 #1 #2#3#4#5 #6; #7
12829 { #7 {#1#2#3#4#5} {#6} }

```

(End definition for `__fp_fixed_add:wnn` and `__fp_fixed_sub:wnn`.)

28.6 Multiplying fixed points

`__fp_fixed_mul:wnn` Computes $a \times b$ and feeds the result to $\langle continuation \rangle$. This function requires $0 \leq a_1, b_1 < 10000$. 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

$$\begin{aligned}
a \times b = & a_1 \cdot b_1 \cdot 10^{-8} \\
& + (a_1 \cdot b_2 + a_2 \cdot b_1) \cdot 10^{-12} \\
& + (a_1 \cdot b_3 + a_2 \cdot b_2 + a_3 \cdot b_1) \cdot 10^{-16} \\
& + (a_1 \cdot b_4 + a_2 \cdot b_3 + a_3 \cdot b_2 + a_4 \cdot b_1) \cdot 10^{-20} \\
& + \left(a_2 \cdot b_4 + a_3 \cdot b_3 + a_4 \cdot b_2 \right. \\
& \quad \left. + \frac{a_3 \cdot b_4 + a_4 \cdot b_3 + a_1 \cdot b_6 + a_2 \cdot b_5 + a_5 \cdot b_2 + a_6 \cdot b_1}{10^4} \right. \\
& \quad \left. + a_1 \cdot b_5 + a_5 \cdot b_1 \right) \cdot 10^{-24} + O(10^{-24}),
\end{aligned}$$

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, \dots, a_4 and b_1, \dots, 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, \dots, a_4 , the rest of a , and b_1, \dots, 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 $\langle continuation \rangle$ as arguments. It writes the end of the expression, including the right parenthesis and the denominator of the fraction. The $\langle continuation \rangle$ is finally placed in front of the 6 brace groups by `__fp_fixed_mul_after:wnn`.

```

12830 \cs_new:Npn \__fp_fixed_mul:wnn #1#2#3#4 #5; #6#7#8#9
12831 {
12832   \exp_after:wN \__fp_fixed_mul_after:wnn
12833   \int_use:N \__int_eval:w \c__fp_leading_shift_int

```

```

12834 \exp_after:wN \__fp_pack:NNNNNw
12835 \int_use:N \__int_eval:w \c__fp_middle_shift_int
12836 + #1*#6
12837 \exp_after:wN \__fp_pack:NNNNNw
12838 \int_use:N \__int_eval:w \c__fp_middle_shift_int
12839 + #1*#7 + #2*#6
12840 \exp_after:wN \__fp_pack:NNNNNw
12841 \int_use:N \__int_eval:w \c__fp_middle_shift_int
12842 + #1*#8 + #2*#7 + #3*#6
12843 \exp_after:wN \__fp_pack:NNNNNw
12844 \int_use:N \__int_eval:w \c__fp_middle_shift_int
12845 + #1*#9 + #2*#8 + #3*#7 + #4*#6
12846 \exp_after:wN \__fp_pack:NNNNNw
12847 \int_use:N \__int_eval:w \c__fp_trailing_shift_int
12848 + #2*#9 + #3*#8 + #4*#7
12849 + ( #3*#9 + #4*#8
12850 + \__fp_fixed_mul:nnnnnnnw #5 {#6}{#7} {#1}{#2}
12851 }
12852 \cs_new:Npn \__fp_fixed_mul:nnnnnnnw #1#2 #3#4 #5#6 #7#8 ;
12853 {
12854 #1*#4 + #2*#3 + #5*#8 + #6*#7 ) / \c_ten_thousand
12855 + #1*#3 + #5*#7 ; ;
12856 }

```

(End definition for __fp_fixed_mul:wnn.)

28.7 Combining product and sum of fixed points

__fp_fixed_mul_add:wwwn Compute $a \times b + c$, $c - a \times b$, and $1 - a \times b$ and feed the result to the *continuation*.
 __fp_fixed_mul_sub_back:wwwn Those functions require $0 \leq a_1, b_1, c_1 \leq 10000$. Since those functions are at the heart of
 __fp_fixed_mul_one_minus_mul:wwn 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 will perform carries in

$$\begin{aligned}
 a \times b + c = & (a_1 \cdot b_1 + c_1 c_2) \cdot 10^{-8} \\
 & + (a_1 \cdot b_2 + a_2 \cdot b_1) \cdot 10^{-12} \\
 & + (a_1 \cdot b_3 + a_2 \cdot b_2 + a_3 \cdot b_1 + c_3 c_4) \cdot 10^{-16} \\
 & + (a_1 \cdot b_4 + a_2 \cdot b_3 + a_3 \cdot b_2 + a_4 \cdot b_1) \cdot 10^{-20} \\
 & + \left(a_2 \cdot b_4 + a_3 \cdot b_3 + a_4 \cdot b_2 \right. \\
 & \quad \left. + \frac{a_3 \cdot b_4 + a_4 \cdot b_3 + a_1 \cdot b_6 + a_2 \cdot b_5 + a_5 \cdot b_2 + a_6 \cdot b_1}{10^4} \right. \\
 & \quad \left. + a_1 \cdot b_5 + a_5 \cdot b_1 + c_5 c_6 \right) \cdot 10^{-24} + O(10^{-24}),
 \end{aligned}$$

where $c_1 c_2$, $c_3 c_4$, $c_5 c_6$ 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 $+c_5c_6$; $\{\langle continuation \rangle\}$;. The $+c_5c_6$ piece, which is omitted for `_fp_fixed_one_minus_mul:wnn`, will be taken in the integer expression for the 10^{-24} level.

```

12857 \cs_new:Npn \_fp\_fixed\_mul\_add:wwwn #1; #2; #3#4#5#6#7#8;
12858 {
12859   \exp\_after:wN \_fp\_fixed\_mul\_after:wwn
12860   \int\_use:N \_int\_eval:w \c\_fp\_big\_leading\_shift\_int
12861   \exp\_after:wN \_fp\_pack\_big:NNNNNNw
12862   \int\_use:N \_int\_eval:w \c\_fp\_big\_middle\_shift\_int + #3 #4
12863   \_fp\_fixed\_mul\_add:Nwnnnwnnn +
12864   + #5 #6 ; #2 ; #1 ; #2 ; +
12865   + #7 #8 ; ;
12866 }
12867 \cs_new:Npn \_fp\_fixed\_mul\_sub\_back:wwwn #1; #2; #3#4#5#6#7#8;
12868 {
12869   \exp\_after:wN \_fp\_fixed\_mul\_after:wwn
12870   \int\_use:N \_int\_eval:w \c\_fp\_big\_leading\_shift\_int
12871   \exp\_after:wN \_fp\_pack\_big:NNNNNNw
12872   \int\_use:N \_int\_eval:w \c\_fp\_big\_middle\_shift\_int + #3 #4
12873   \_fp\_fixed\_mul\_add:Nwnnnwnnn -
12874   + #5 #6 ; #2 ; #1 ; #2 ; -
12875   + #7 #8 ; ;
12876 }
12877 \cs_new:Npn \_fp\_fixed\_one\_minus\_mul:wnn #1; #2;
12878 {
12879   \exp\_after:wN \_fp\_fixed\_mul\_after:wwn
12880   \int\_use:N \_int\_eval:w \c\_fp\_big\_leading\_shift\_int
12881   \exp\_after:wN \_fp\_pack\_big:NNNNNNw
12882   \int\_use:N \_int\_eval:w \c\_fp\_big\_middle\_shift\_int + 1 0000 0000
12883   \_fp\_fixed\_mul\_add:Nwnnnwnnn -
12884   ; #2 ; #1 ; #2 ; -
12885   ; ;
12886 }

```

(End definition for `_fp_fixed_mul_add:wwwn`, `_fp_fixed_mul_sub_back:wwwn`, and `_fp_fixed_mul_one_minus_mul:wnn`.)

`_fp_fixed_mul_add:Nwnnnwnnn` Here, $\langle op \rangle$ is either + or -. Arguments #3, #4, #5 are $\langle b_1 \rangle$, $\langle b_2 \rangle$, $\langle b_3 \rangle$; arguments #7, #8, #9 are $\langle a_1 \rangle$, $\langle a_2 \rangle$, $\langle a_3 \rangle$. 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 $(a_1 \cdot b_3 + a_2 \cdot b_2 + a_3 \cdot b_1 + c_3c_4)$ for 10^{-16} . The a - b products use the sign #1. Note that #2 is empty for `_fp_fixed_one_minus_mul:wnn`. We call the *ii* auxiliary for levels 10^{-20} and 10^{-24} , keeping the pieces of $\langle a \rangle$ we've read, but not $\langle b \rangle$, since there is another copy later in the input stream.

```

12887 \cs_new:Npn \_fp\_fixed\_mul\_add:Nwnnnwnnn #1 #2; #3#4#5#6; #7#8#9
12888 {
12889   #1 #7*#3
12890   \exp\_after:wN \_fp\_pack\_big:NNNNNNw

```

```

12891 \int_use:N \__int_eval:w \c__fp_big_middle_shift_int
12892 #1 #7*#4 #1 #8*#3
12893 \exp_after:wN \__fp_pack_big:NNNNNNw
12894 \int_use:N \__int_eval:w \c__fp_big_middle_shift_int
12895 #1 #7*#5 #1 #8*#4 #1 #9*#3 #2
12896 \exp_after:wN \__fp_pack_big:NNNNNNw
12897 \int_use:N \__int_eval:w \c__fp_big_middle_shift_int
12898 #1 \__fp_fixed_mul_add:nnnnwnnnn {#7}{#8}{#9}
12899 }

```

(End definition for `__fp_fixed_mul_add:nnnnwnnnn`.)

`__fp_fixed_mul_add:nnnnwnnnn` 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 $\langle a \rangle$ and $\langle b \rangle$ 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 will 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 $\langle b \rangle$.

```

12900 \cs_new:Npn \__fp_fixed_mul_add:nnnnwnnnn #1#2#3#4#5; #6#7#8#9
12901 {
12902   ( #1*#9 + #2*#8 + #3*#7 + #4*#6 )
12903   \exp_after:wN \__fp_pack_big:NNNNNNw
12904   \int_use:N \__int_eval:w \c__fp_big_trailing_shift_int
12905   \__fp_fixed_mul_add:nnnnwnnnwN
12906   { #6 + #4*#7 + #3*#8 + #2*#9 + #1 }
12907   { #7 + #4*#8 + #3*#9 + #2 }
12908   {#1} #5;
12909   {#6}
12910 }

```

(End definition for `__fp_fixed_mul_add:nnnnwnnnn`.)

`__fp_fixed_mul_add:nnnnwnnnwN` Complete the $\langle partial_1 \rangle$ and $\langle partial_2 \rangle$ 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.

```

12911 \cs_new:Npn \__fp_fixed_mul_add:nnnnwnnnwN #1#2 #3#4#5; #6#7#8; #9
12912 {
12913   #9 (#4* #1 *#7)
12914   #9 (#5*#6+#4* #2 *#7+#3*#8) / \c_ten_thousand
12915 }

```

(End definition for `__fp_fixed_mul_add:nnnnwnnnwN`.)

28.8 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.

`__fp_ep_to_fixed:wwn` Converts an extended-precision number with an exponent at most 4 to a fixed point number whose first block will have 12 digits, most often starting with many zeros.

```

12916 \cs_new:Npn \__fp_ep_to_fixed:wwn #1,#2
12917 {
12918   \exp_after:wN \__fp_ep_to_fixed_auxi:www
12919   \int_use:N \__int_eval:w 1 0000 0000 + #2 \exp_after:wN ;
12920   \tex_romannumeral:D -'0
12921   \prg_replicate:nn { \c_four - \int_max:nn {#1} { -32 } } { 0 } ;
12922 }
12923 \cs_new:Npn \__fp_ep_to_fixed_auxi:www #1#2; #3#4#5#6#7;
12924 {
12925   \__fp_pack_eight:wNNNNNNNN
12926   \__fp_pack_twice_four:wNNNNNNNN
12927   \__fp_pack_twice_four:wNNNNNNNN
12928   \__fp_pack_twice_four:wNNNNNNNN
12929   \__fp_ep_to_fixed_auxii:nnnnnnnwn ;
12930   #2 #1#3#4#5#6#7 0000 !
12931 }
12932 \cs_new:Npn \__fp_ep_to_fixed_auxii:nnnnnnnwn #1#2#3#4#5#6#7; #8! #9
12933 { #9 {#1#2}{#3}{#4}{#5}{#6}{#7}; }
```

(End definition for `__fp_ep_to_fixed:wwn`.)

`__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).

```

12934 \cs_new:Npn \__fp_ep_to_ep:wwN #1,#2#3#4#5#6#7; #8
12935 {
12936   \exp_after:wN #8
12937   \int_use:N \__int_eval:w #1 + \c_four
12938   \exp_after:wN \use_i:nn
12939   \exp_after:wN \__fp_ep_to_ep_loop:N
```

```

12940      \int_use:N \__int_eval:w 1 0000 0000 + #2 \__int_eval_end:
12941      #3#4#5#6#7 ; ; !
12942    }
12943 \cs_new:Npn \__fp_ep_to_ep_loop:N #1
12944 {
12945   \if_meaning:w 0 #1
12946   - \c_one
12947   \else:
12948     \__fp_ep_to_ep_end:www #1
12949   \fi:
12950   \__fp_ep_to_ep_loop:N
12951 }
12952 \cs_new:Npn \__fp_ep_to_ep_end:www
12953 #1 \fi: \__fp_ep_to_ep_loop:N #2; #3!
12954 {
12955   \fi:
12956   \if_meaning:w ; #1
12957   - \c_two * \c__fp_max_exponent_int
12958   \__fp_ep_to_ep_zero:ww
12959   \fi:
12960   \__fp_pack_twice_four:wNNNNNNNN
12961   \__fp_pack_twice_four:wNNNNNNNN
12962   \__fp_pack_twice_four:wNNNNNNNN
12963   \__fp_use_i:ww , ;
12964   #1 #2 0000 0000 0000 0000 0000 0000 ;
12965 }
12966 \cs_new:Npn \__fp_ep_to_ep_zero:ww \fi: #1; #2; #3;
12967 { \fi: , {1000}{0000}{0000}{0000}{0000}{0000} ; }

```

(End definition for __fp_ep_to_ep:wwN.)

__fp_ep_compare:www
 __fp_ep_compare_aux:www

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].

```

12968 \cs_new:Npn \__fp_ep_compare:www #1,#2#3#4#5#6#7;
12969 { \__fp_ep_compare_aux:www {#1}{#2}{#3}{#4}{#5}; #6#7; }
12970 \cs_new:Npn \__fp_ep_compare_aux:www #1;#2;#3;#4#5#6#7#8#9;
12971 {
12972   \if_case:w
12973     \__fp_compare_npos:nwnw #1; {#3}{#4}{#5}{#6}{#7}; \exp_stop_f:
12974     \if_int_compare:w #2 = #8#9 \exp_stop_f:
12975     0
12976     \else:
12977       \if_int_compare:w #2 < #8#9 - \fi: 1
12978     \fi:
12979   \or: 1
12980   \else: -1
12981   \fi:
12982 }

```

(End definition for `_fp_ep_compare:www`.)

`_fp_ep_mul:wwwN`
`_fp_ep_mul_raw:wwwN`

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].

```

12983 \cs_new:Npn \_fp_ep_mul:wwwN #1,#2; #3,#4;
12984 {
12985   \_fp_ep_to_ep:wwN #3,#4;
12986   \_fp_fixed_continue:wn
12987   {
12988     \_fp_ep_to_ep:wwN #1,#2;
12989     \_fp_ep_mul_raw:wwwN
12990   }
12991   \_fp_fixed_continue:wn
12992 }
12993 \cs_new:Npn \_fp_ep_mul_raw:wwwN #1,#2; #3,#4; #5
12994 {
12995   \_fp_fixed_mul:wwN #2; #4;
12996   { \exp_after:wN #5 \int_use:N \_int_eval:w #1 + #3 , }
12997 }

```

(End definition for `_fp_ep_mul:wwwN` and `_fp_ep_mul_raw:wwwN`.)

28.9 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 will first find an integer estimate $a \simeq 10^8 / \langle d \rangle$ by computing

$$\begin{aligned}
 \alpha &= \left\lfloor \frac{10^9}{\langle d_1 \rangle + 1} \right\rfloor \\
 \beta &= \left\lfloor \frac{10^9}{\langle d_1 \rangle} \right\rfloor \\
 a &= 10^3 \alpha + (\beta - \alpha) \cdot \left(10^3 - \left\lfloor \frac{\langle d_2 \rangle}{10} \right\rfloor \right) - 1250,
 \end{aligned}$$

where $\left\lfloor \frac{\cdot}{\cdot} \right\rfloor$ 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 will 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

$$\frac{\langle n \rangle}{\langle d \rangle} = \frac{\langle n \rangle a}{10^8} ((1 + \epsilon)(1 + \epsilon^2) + \epsilon^4).$$

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 $\left\lfloor \frac{\langle d_2 \rangle}{10} \right\rfloor$ will at most underestimate $10^{-1}(\langle d_2 \rangle + 1)$ by 0.5, as can be checked for each possible last digit of $\langle d_2 \rangle$. Then,

$$10^7 \langle d \rangle a < \left(10^3 \langle d_1 \rangle + \left\lfloor \frac{\langle d_2 \rangle}{10} \right\rfloor + \frac{1}{2} \right) \left(\left(10^3 - \left\lfloor \frac{\langle d_2 \rangle}{10} \right\rfloor \right) \beta + \left\lfloor \frac{\langle d_2 \rangle}{10} \right\rfloor \alpha - 1250 \right) \quad (1)$$

$$< \left(10^3 \langle d_1 \rangle + \left\lfloor \frac{\langle d_2 \rangle}{10} \right\rfloor + \frac{1}{2} \right) \quad (2)$$

$$\left(\left(10^3 - \left\lfloor \frac{\langle d_2 \rangle}{10} \right\rfloor \right) \left(\frac{10^9}{\langle d_1 \rangle} + \frac{1}{2} \right) + \left\lfloor \frac{\langle d_2 \rangle}{10} \right\rfloor \left(\frac{10^9}{\langle d_1 \rangle + 1} + \frac{1}{2} \right) - 1250 \right) \quad (3)$$

$$< \left(10^3 \langle d_1 \rangle + \left\lfloor \frac{\langle d_2 \rangle}{10} \right\rfloor + \frac{1}{2} \right) \left(\frac{10^{12}}{\langle d_1 \rangle} - \left\lfloor \frac{\langle d_2 \rangle}{10} \right\rfloor \frac{10^9}{\langle d_1 \rangle (\langle d_1 \rangle + 1)} - 750 \right) \quad (4)$$

We recognize a quadratic polynomial in $\left\lfloor \frac{\langle d_2 \rangle}{10} \right\rfloor$ with a negative leading coefficient: this polynomial is bounded above, according to $(\left\lfloor \frac{\langle d_2 \rangle}{10} \right\rfloor + a)(b - c\left\lfloor \frac{\langle d_2 \rangle}{10} \right\rfloor) \leq (b + ca)^2 / (4c)$. 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 $0.374563\dots$, 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

$$10^7 \langle d \rangle a > \left(10^3 \langle d_1 \rangle + \left\lfloor \frac{\langle d_2 \rangle}{10} \right\rfloor - \frac{1}{2} \right) \left(\frac{10^{12}}{\langle d_1 \rangle} - \left\lfloor \frac{\langle d_2 \rangle}{10} \right\rfloor \frac{10^9}{\langle d_1 \rangle (\langle d_1 \rangle + 1)} - 1750 \right)$$

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 will give 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:wwwn` 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 $\langle continuation \rangle$ once we are done. First normalize the inputs so that both first block lie in $[1000, 9999]$, then call `__fp_ep_div_esti:wwwn` $\langle denominator \rangle$ $\langle numerator \rangle$, responsible for estimating the inverse of the denominator.

```

12998 \cs_new:Npn \__fp_ep_div:wwwn #1,#2; #3,#4;
12999 {
13000   \__fp_ep_to_ep:wwN #1,#2;
13001   \__fp_fixed_continue:wn
13002   {
13003     \__fp_ep_to_ep:wwN #3,#4;
13004     \__fp_ep_div_esti:wwwn
13005   }
13006 }

```

(End definition for `__fp_ep_div:wwwn`.)

`__fp_ep_div_esti:wwwn` The `esti` function evaluates $\alpha = 10^9 / (\langle d_1 \rangle + 1)$, which is used twice in the expression
`__fp_ep_div_estii:wwnnwwn` for a , and combines the exponents $\#1$ and $\#4$ (with a shift by 1 because we will compute
`__fp_ep_div_estiii:NNNNwwwn` $\langle n \rangle / (10 \langle d \rangle)$). 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_epsilon:wnNNNNn`, which computes $10^{-9}a / (1 - \epsilon)$, that is, $1 / (10 \langle d \rangle)$ and we
finally multiply this by the numerator $\#8$.

```

13007 \cs_new:Npn \__fp_ep_div_esti:wwwn #1,#2#3; #4,
13008 {
13009   \exp_after:wN \__fp_ep_div_estii:wwnnwwn
13010   \int_use:N \__int_eval:w 10 0000 0000 / ( #2 + \c_one )
13011   \exp_after:wN ;
13012   \int_use:N \__int_eval:w #4 - #1 + \c_one ,
13013   {#2} #3;
13014 }
13015 \cs_new:Npn \__fp_ep_div_estii:wwnnwwn #1; #2,#3#4#5; #6; #7
13016 {
13017   \exp_after:wN \__fp_ep_div_estiii:NNNNwwwn
13018   \int_use:N \__int_eval:w 10 0000 0000 - 1750
13019   + #1 000 + (10 0000 0000 / #3 - #1) * (1000 - #4 / 10) ;
13020   {#3}{#4}#5; #6; { #7 #2, }
13021 }
13022 \cs_new:Npn \__fp_ep_div_estiii:NNNNwwwn 1#1#2#3#4#5#6; #7;
13023 {
13024   \__fp_fixed_mul_short:wwn #7; {#1}{#2#3#4#5}{#6};
13025   \__fp_ep_div_epsilon:wnNNNNn {#1#2#3#4}#5#6
13026   \__fp_fixed_mul:wwn
13027 }

```

(End definition for `__fp_ep_div_esti:wnwn`, `__fp_ep_div_estii:wnwnwn`, and `__fp_ep_div_estiii:NNNNNwnwn`.)

`__fp_ep_div_epsilon:wnNNNNNn`
`__fp_ep_div_eps_pack:NNNNNw`
`__fp_ep_div_epsilonii:wnNNNNNn`

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 `epsiii` 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`.

```

13028 \cs_new:Npn \__fp_ep_div_epsilon:wnNNNNNn #1#2#3#4#5#6;
13029 {
13030   \exp_after:wN \__fp_ep_div_epsilonii:wnNNNNNn
13031   \int_use:N \__int_eval:w 1 9998 - #2
13032   \exp_after:wN \__fp_ep_div_eps_pack:NNNNNw
13033   \int_use:N \__int_eval:w 1 9999 9998 - #3#4
13034   \exp_after:wN \__fp_ep_div_eps_pack:NNNNNw
13035   \int_use:N \__int_eval:w 2 0000 0000 - #5#6 ; ;
13036 }
13037 \cs_new:Npn \__fp_ep_div_eps_pack:NNNNNw #1#2#3#4#5#6;
13038 { + #1 ; {#2#3#4#5} {#6} }
13039 \cs_new:Npn \__fp_ep_div_epsilonii:wnNNNNNn 1#1; #2; #3#4#5#6#7#8
13040 {
13041   \__fp_fixed_mul:wn {0000}{#1}#2; {0000}{#1}#2;
13042   \__fp_fixed_add_one:wN
13043   \__fp_fixed_mul:wn {10000} {#1} #2 ;
13044   {
13045     \__fp_fixed_mul_short:wn {0000}{#1}#2; {#3}{#4#5#6#7}{#8000};
13046     \__fp_fixed_div_myriad:wn
13047     \__fp_fixed_mul:wn
13048   }
13049   \__fp_fixed_add:wn {#3}{#4#5#6#7}{#8000}{0000}{0000}{0000};
13050 }

```

(End definition for `__fp_ep_div_epsilon:wnNNNNNn`, `__fp_ep_div_eps_pack:NNNNNw`, and `__fp_ep_div_epsilonii:wnNNNNNn`.)

28.10 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 will replace 10^8 by a slightly larger number which will ensure 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 $x^{-1/2} = 10^{-2}ry^{-1/2}$.

```
\__fp_ep_isqrt:wwn
\__fp_ep_isqrt_aux:wwn
\__fp_ep_isqrt_auxii:wwnnwn
```

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 10^4x (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.

```
13051 \cs_new:Npn \__fp_ep_isqrt:wwn #1,#2;
13052 {
13053   \__fp_ep_to_ep:wwN #1,#2;
13054   \__fp_ep_isqrt_auxi:wwn
13055 }
13056 \cs_new:Npn \__fp_ep_isqrt_auxi:wwn #1,
13057 {
13058   \exp_after:wN \__fp_ep_isqrt_auxii:wwnnwn
13059   \int_use:N \__int_eval:w
13060   \int_if_odd:nTF {#1}
13061     { (\c_one - #1) / \c_two , 535 , { 0 } { } }
13062     { \c_one - #1 / \c_two , 168 , { } { 0 } }
13063 }
13064 \cs_new:Npn \__fp_ep_isqrt_auxii:wwnnwn #1, #2, #3#4 #5#6; #7
13065 {
13066   \__fp_ep_isqrt_esti:wwnnwn #2, 0, #5, {#3} {#4}
13067   {#5} #6 ; { #7 #1 , }
13068 }
```

(End definition for `__fp_ep_isqrt:wwn`.)

```
\__fp_ep_isqrt_esti:wwnnwn
\__fp_ep_isqrt_estii:wwnnwn
\__fp_ep_isqrt_estiii:NNNNwwn
```

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_epsilon:wwN`, which computes $1/\sqrt{y}$, and we finally multiply the result by r .

```
13069 \cs_new:Npn \__fp_ep_isqrt_esti:wwnnwn #1, #2, #3, #4
```

```

13070 {
13071   \if_int_compare:w #1 = #2 \exp_stop_f:
13072   \exp_after:wN \__fp_ep_isqrt_estii:wwnnwn
13073   \fi:
13074   \exp_after:wN \__fp_ep_isqrt_esti:wwnnwn
13075   \int_use:N \__int_eval:w
13076   (#1 + 1 0050 0000 #4 / (#1 * #3)) / \c_two ,
13077   #1, #3, {#4}
13078 }
13079 \cs_new:Npn \__fp_ep_isqrt_estii:wwnnwn #1, #2, #3, #4#5
13080 {
13081   \exp_after:wN \__fp_ep_isqrt_estiii:NNNNNwwwn
13082   \int_use:N \__int_eval:w 1000 0000 + #2 * #2 #5 * \c_five
13083   \exp_after:wN , \int_use:N \__int_eval:w 10000 + #2 ;
13084 }
13085 \cs_new:Npn \__fp_ep_isqrt_estiii:NNNNNwwwn 1#1#2#3#4#5#6, 1#7#8; #9;
13086 {
13087   \__fp_fixed_mul_short:wwn #9; {#1} {#2#3#4#5} {#600} ;
13088   \__fp_ep_isqrt_epsii:wN
13089   \__fp_fixed_mul_short:wwn {#7} {#80} {0000} ;
13090 }

```

(End definition for __fp_ep_isqrt_esti:wwnnwn, __fp_ep_isqrt_estii:wwnnwn, 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`.

```

13091 \cs_new:Npn \__fp_ep_isqrt_epsi:wN #1;
13092 {
13093   \__fp_fixed_sub:wwn {15000}{0000}{0000}{0000}{0000}{0000}; #1;
13094   \__fp_ep_isqrt_epsii:wwN #1;
13095   \__fp_ep_isqrt_epsii:wwN #1;
13096   \__fp_ep_isqrt_epsii:wwN #1;
13097 }
13098 \cs_new:Npn \__fp_ep_isqrt_epsii:wwN #1; #2;
13099 {
13100   \__fp_fixed_mul:wwn #1; #1;
13101   \__fp_fixed_mul_sub_back:wwwn #2;
13102   {15000}{0000}{0000}{0000}{0000}{0000};
13103   \__fp_fixed_mul:wwn #1;
13104 }

```

(End definition for __fp_ep_isqrt_epsi:wN and __fp_ep_isqrt_epsii:wwN.)

28.11 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: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
`__fp_ep_inv_to_float:wwN` fixed point number.

```
13105 \cs_new:Npn \__fp_ep_to_float:wwN #1,
13106   { + \__int_eval:w #1 \__fp_fixed_to_float:wN }
13107 \cs_new:Npn \__fp_ep_inv_to_float:wwN #1,#2;
13108   {
13109     \__fp_ep_div:wwwN 1,{1000}{0000}{0000}{0000}{0000}{0000}; #1,#2;
13110     \__fp_ep_to_float:wwN
13111   }
```

(End definition for `__fp_ep_to_float:wwN` and `__fp_ep_inv_to_float:wwN`.)

`__fp_fixed_inv_to_float:wN` Another function which reduces to converting an extended precision number to a float.

```
13112 \cs_new:Npn \__fp_fixed_inv_to_float:wN
13113   { \__fp_ep_inv_to_float:wwN 0, }
```

(End definition for `__fp_fixed_inv_to_float:wN`.)

`__fp_fixed_to_float_rad:wN` Converts the fixed point number #1 from degrees to radians then to a floating point number. This could perhaps remain in `l3fp-trig`.

```
13114 \cs_new:Npn \__fp_fixed_to_float_rad:wN #1;
13115   {
13116     \__fp_fixed_mul:wwN #1; {5729}{5779}{5130}{8232}{0876}{7981};
13117     { \__fp_ep_to_float:wwN 2, }
13118   }
```

(End definition for `__fp_fixed_to_float_rad:wN`.)

`__fp_fixed_to_float:wN` yields

`__fp_fixed_to_float:Nw` $\langle exponent \rangle ; \{ \langle a'_1 \rangle \} \{ \langle a'_2 \rangle \} \{ \langle a'_3 \rangle \} \{ \langle a'_4 \rangle \} ;$

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 $\langle a'_1 \rangle$ is positive (otherwise, it is sign of an error before), and we assume that it is less than 10^8 .⁸

```
13119 \cs_new:Npn \__fp_fixed_to_float:Nw #1#2; { \__fp_fixed_to_float:wN #2; #1 }
13120 \cs_new:Npn \__fp_fixed_to_float:wN #1#2#3#4#5#6; #7
13121   {
13122     + \__int_eval:w \c_four % for the 8-digit-at-the-start thing.
13123     \exp_after:wN \exp_after:wN
13124     \exp_after:wN \__fp_fixed_to_loop:N
13125     \exp_after:wN \use_none:n
13126     \int_use:N \__int_eval:w
13127     1 0000 0000 + #1 \exp_after:wN \__fp_use_none_stop_f:n
```

⁸Bruno: I must double check this assumption.

```

13128     \_int_value:w 1#2 \exp_after:wN \_fp_use_none_stop_f:n
13129     \_int_value:w 1#3#4 \exp_after:wN \_fp_use_none_stop_f:n
13130     \_int_value:w 1#5#6
13131     \exp_after:wN ;
13132     \exp_after:wN ;
13133 }
13134 \cs_new:Npn \_fp_fixed_to_loop:N #1
13135 {
13136     \if_meaning:w 0 #1
13137     - \c_one
13138     \exp_after:wN \_fp_fixed_to_loop:N
13139     \else:
13140     \exp_after:wN \_fp_fixed_to_loop_end:w
13141     \exp_after:wN #1
13142     \fi:
13143 }
13144 \cs_new:Npn \_fp_fixed_to_loop_end:w #1 #2 ;
13145 {
13146     \if_meaning:w ; #1
13147     \exp_after:wN \_fp_fixed_to_float_zero:w
13148     \else:
13149     \exp_after:wN \_fp_pack_twice_four:wNNNNNNNN
13150     \exp_after:wN \_fp_pack_twice_four:wNNNNNNNN
13151     \exp_after:wN \_fp_fixed_to_float_pack:ww
13152     \exp_after:wN ;
13153     \fi:
13154     #1 #2 0000 0000 0000 0000 ;
13155 }
13156 \cs_new:Npn \_fp_fixed_to_float_zero:w ; 0000 0000 0000 0000 ;
13157 {
13158     - \c_two * \c__fp_max_exponent_int ;
13159     {0000} {0000} {0000} {0000} ;
13160 }
13161 \cs_new:Npn \_fp_fixed_to_float_pack:ww #1 ; #2#3 ; ;
13162 {
13163     \if_int_compare:w #2 > \c_four
13164     \exp_after:wN \_fp_fixed_to_float_round_up:wnnnnw
13165     \fi:
13166     ; #1 ;
13167 }
13168 \cs_new:Npn \_fp_fixed_to_float_round_up:wnnnnw ; #1#2#3#4 ;
13169 {
13170     \exp_after:wN \_fp_basics_pack_high:NNNNw
13171     \int_use:N \_int_eval:w 1 #1#2
13172     \exp_after:wN \_fp_basics_pack_low:NNNNw
13173     \int_use:N \_int_eval:w 1 #3#4 + \c_one ;
13174 }

```

(End definition for _fp_fixed_to_float:wN and _fp_fixed_to_float:Nw.)

```

13175 </initex | package)

```

29 l3fp-expo implementation

13176 $\langle *initex | package \rangle$

13177 $\langle @@=fp \rangle$

29.1 Logarithm

29.1.1 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, $c \in [1, 10]$ will be such that $0.7 \leq ac < 1.4$.

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 $5 \leq c < 50$ such that $0.91 \leq ac/5 < 1.1$, 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:

$$\ln\left(\frac{ac}{5}\right) = \ln\left(\frac{1+t}{1-t}\right) = 2t \left(1 + t^2 \left(\frac{1}{3} + t^2 \left(\frac{1}{5} + t^2 \left(\frac{1}{7} + t^2 \left(\frac{1}{9} + \dots\right)\right)\right)\right)\right)$$

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

$$t = \frac{\epsilon}{1 - \epsilon} = \epsilon(1 + \epsilon)(1 + \epsilon^2)(1 + \epsilon^4) \dots,$$

is not too difficult to compute.

29.1.2 Some constants

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 $\ln(5)$.

<code>\c__fp_ln_i_fixed_tl</code>	13178	<code>\tl_const:Nn \c__fp_ln_i_fixed_tl</code>	<code>{ {0000}{0000}{0000}{0000}{0000} }</code>
<code>\c__fp_ln_ii_fixed_tl</code>	13179	<code>\tl_const:Nn \c__fp_ln_ii_fixed_tl</code>	<code>{ {6931}{4718}{0559}{9453}{0941}{7232} }</code>
<code>\c__fp_ln_iii_fixed_tl</code>	13180	<code>\tl_const:Nn \c__fp_ln_iii_fixed_tl</code>	<code>{{10986}{1228}{8668}{1096}{9139}{5245} }</code>
<code>\c__fp_ln_iv_fixed_tl</code>	13181	<code>\tl_const:Nn \c__fp_ln_iv_fixed_tl</code>	<code>{{13862}{9436}{1119}{8906}{1883}{4464} }</code>
<code>\c__fp_ln_vii_fixed_tl</code>	13182	<code>\tl_const:Nn \c__fp_ln_vii_fixed_tl</code>	<code>{{17917}{5946}{9228}{0550}{0081}{2477} }</code>
<code>\c__fp_ln_viii_fixed_tl</code>	13183	<code>\tl_const:Nn \c__fp_ln_viii_fixed_tl</code>	<code>{{19459}{1014}{9055}{3133}{0510}{5353} }</code>
<code>\c__fp_ln_ix_fixed_tl</code>	13184	<code>\tl_const:Nn \c__fp_ln_ix_fixed_tl</code>	<code>{{20794}{4154}{1679}{8359}{2825}{1696} }</code>
<code>\c__fp_ln_x_fixed_tl</code>	13185	<code>\tl_const:Nn \c__fp_ln_x_fixed_tl</code>	<code>{{21972}{2457}{7336}{2193}{8279}{0490} }</code>
	13186	<code>\tl_const:Nn \c__fp_ln_x_fixed_tl</code>	<code>{{23025}{8509}{2994}{0456}{8401}{7991} }</code>

(End definition for `\c__fp_ln_i_fixed_tl` and others.)

29.1.3 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`.

```

13187 \cs_new:Npn \__fp_ln_o:w #1 \s__fp \__fp_chk:w #2#3#4; @
13188 {
13189   \if_meaning:w 2 #3
13190     \__fp_case_use:nw { \__fp_invalid_operation_o:nw { ln } }
13191   \fi:
13192   \if_case:w #2 \exp_stop_f:
13193     \__fp_case_use:nw
13194     { \__fp_division_by_zero_o:Nnw \c_minus_inf_fp { ln } }
13195   \or:
13196   \else:
13197     \__fp_case_return_same_o:w
13198   \fi:
13199   \__fp_ln_npos_o:w \s__fp \__fp_chk:w #2#3#4;
13200 }

```

(End definition for `__fp_ln_o:w`.)

29.1.4 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.

```

13201 \cs_new:Npn \__fp_ln_npos_o:w \s__fp \__fp_chk:w 10#1#2#3;
13202 { %^A todo: ln(1) should be "exact zero", not "underflow"
13203   \exp_after:wN \__fp_sanitize:Nw
13204   \__int_value:w % for the overall sign
13205   \if_int_compare:w #1 < \c_one
13206     2
13207   \else:
13208     0
13209   \fi:
13210   \exp_after:wN \exp_stop_f:
13211   \int_use:N \__int_eval:w % for the exponent
13212   \__fp_ln_significand:NNNNnnnnN #2#3
13213   \__fp_ln_exponent:wn {#1}
13214 }

```

(End definition for `__fp_ln_npos_o:w`.)

`_fp_ln_significand:NNNNnnnnN` $\langle X_1 \rangle \{ \langle X_2 \rangle \} \{ \langle X_3 \rangle \} \{ \langle X_4 \rangle \} \langle continuation \rangle$

This function expands to

$\langle continuation \rangle \{ \langle Y_1 \rangle \} \{ \langle Y_2 \rangle \} \{ \langle Y_3 \rangle \} \{ \langle Y_4 \rangle \} \{ \langle Y_5 \rangle \} \{ \langle Y_6 \rangle \} ;$

where $Y = -\ln(X)$ as an extended fixed point.

```

13215 \cs_new:Npn \__fp_ln_significand:NNNNnnnnN #1#2#3#4
13216 {
13217   \exp_after:wN \__fp_ln_x_ii:wnnnnn
13218   \__int_value:w
13219   \if_case:w #1 \exp_stop_f:
13220   \or:
13221     \if_int_compare:w #2 < \c_four
13222     \__int_eval:w \c_ten - #2
13223   \else:
13224     6
13225   \fi:
13226   \or: 4
13227   \or: 3
13228   \or: 2
13229   \or: 2
13230   \or: 2
13231   \else: 1
13232   \fi:
13233   ; { #1 #2 #3 #4 }
13234 }

```

(End definition for `__fp_ln_significand:NNNNnnnnN`.)

`__fp_ln_x_ii:wnnnnn` We have thus found $c \in [1, 10]$ such that $0.7 \leq ac < 1.4$ in all cases. Compute $1 + x = 1 + ac \in [1.7, 2.4]$.

```

13235 \cs_new:Npn \__fp_ln_x_ii:wnnnnn #1; #2#3#4#5
13236 {
13237   \exp_after:wN \__fp_ln_div_after:Nw
13238   \cs:w c__fp_ln_ \tex_romannumeral:D #1 _fixed_tl \exp_after:wN \cs_end:
13239   \__int_value:w
13240   \exp_after:wN \__fp_ln_x_iv:wnnnnnnnnn
13241   \int_use:N \__int_eval:w
13242   \exp_after:wN \__fp_ln_x_iii_var:NNNNNw
13243   \int_use:N \__int_eval:w 9999 9990 + #1*#2#3 +
13244   \exp_after:wN \__fp_ln_x_iii:NNNNNNw
13245   \int_use:N \__int_eval:w 10 0000 0000 + #1*#4#5 ;
13246   {20000} {0000} {0000} {0000}
13247 } %%^A todo: reoptimize (a generalization attempt failed).
13248 \cs_new:Npn \__fp_ln_x_iii:NNNNNNw #1#2 #3#4#5#6 #7;
13249 { #1#2; {#3#4#5#6} {#7} }
13250 \cs_new:Npn \__fp_ln_x_iii_var:NNNNNw #1 #2#3#4#5 #6;
13251 {
13252   #1#2#3#4#5 + \c_one ;
13253   {#1#2#3#4#5} {#6}
13254 }

```

The Taylor series will be 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 $2.147 \dots$, 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 `eTeX` 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

$$\begin{aligned} 10^4 B &\leq A_1 A_2 \cdot A_3 A_4 - \left(\frac{A_1 A_2}{y} - \frac{3}{2} \right) 10^4 Z \\ &\leq A_1 A_2 \left(1 - \frac{10^4 Z}{y} \right) + 1 + \frac{3}{2} y \\ &\leq 10^8 \frac{A}{y} + 1 + \frac{3}{2} y \end{aligned}$$

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).⁹

⁹Bruno: to be completed.

`__fp_ln_x_iv:wnnnnnnnn` $\langle 1 \text{ or } 2 \rangle \langle 8d \rangle$; $\{\langle 4d \rangle\} \{\langle 4d \rangle\}$ $\langle fixed-tl \rangle$

The number is x . Compute y by adding 1 to the five first digits.

```

13255 \cs_new:Npn \__fp_ln_x_iv:wnnnnnnnn #1; #2#3#4#5 #6#7#8#9
13256 {
13257   \exp_after:wN \__fp_div_significand_pack:NNN
13258   \int_use:N \__int_eval:w
13259   \__fp_ln_div_i:w #1 ;
13260   #6 #7 ; {#8} {#9}
13261   {#2} {#3} {#4} {#5}
13262   { \exp_after:wN \__fp_ln_div_ii:wnn \__int_value:w #1 }
13263   { \exp_after:wN \__fp_ln_div_ii:wnn \__int_value:w #1 }
13264   { \exp_after:wN \__fp_ln_div_ii:wnn \__int_value:w #1 }
13265   { \exp_after:wN \__fp_ln_div_ii:wnn \__int_value:w #1 }
13266   { \exp_after:wN \__fp_ln_div_vi:wnn \__int_value:w #1 }
13267 }
13268 \cs_new:Npn \__fp_ln_div_i:w #1;
13269 {
13270   \exp_after:wN \__fp_div_significand_calc:wnnnnnnnn
13271   \int_use:N \__int_eval:w 999999 + 2 0000 0000 / #1 ; % Q1
13272 }
13273 \cs_new:Npn \__fp_ln_div_ii:wnn #1; #2;#3 % y; B1;B2 <- for k=1
13274 {
13275   \exp_after:wN \__fp_div_significand_pack:NNN
13276   \int_use:N \__int_eval:w
13277   \exp_after:wN \__fp_div_significand_calc:wnnnnnnnn
13278   \int_use:N \__int_eval:w 999999 + #2 #3 / #1 ; % Q2
13279   #2 #3 ;
13280 }
13281 \cs_new:Npn \__fp_ln_div_vi:wnn #1; #2;#3#4#5 #6#7#8#9 %y;F1;F2F3F4x1x2x3x4
13282 {
13283   \exp_after:wN \__fp_div_significand_pack:NNN
13284   \int_use:N \__int_eval:w 1000000 + #2 #3 / #1 ; % Q6
13285 }

```

We now have essentially¹⁰

$$\begin{aligned} & _ _ \text{fp_ln_div_after:Nw} \langle fixed\ tl \rangle _ _ \text{fp_div_significand_pack:NNN} 10^6 + \\ & Q_1 _ _ \text{fp_div_significand_pack:NNN} 10^6 + Q_2 _ _ \text{fp_div_significand_} \\ & \text{pack:NNN} 10^6 + Q_3 _ _ \text{fp_div_significand_pack:NNN} 10^6 + Q_4 _ _ \text{fp_} \\ & \text{div_significand_pack:NNN} 10^6 + Q_5 _ _ \text{fp_div_significand_pack:NNN} \\ & 10^6 + Q_6 ; \langle exponent \rangle ; \langle continuation \rangle \end{aligned}$$

where $\langle fixed\ tl \rangle$ holds the logarithm of a number in $[1, 10]$, and $\langle exponent \rangle$ 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

¹⁰Bruno: add a mention that the error on Q_6 is bounded by 10 (probably 6.7), and thus corresponds to an error of 10^{-23} on the final result, small enough in all cases.

```

    \__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.

```

13286 \cs_new:Npn \__fp_ln_div_after:Nw #1#2;
13287 {
13288   \if_meaning:w 0 #2
13289     \exp_after:wN \__fp_ln_t_small:Nw
13290   \else:
13291     \exp_after:wN \__fp_ln_t_large:NNw
13292     \exp_after:wN -
13293   \fi:
13294   #1
13295 }
13296 \cs_new:Npn \__fp_ln_t_small:Nw #1 #2; #3; #4; #5; #6; #7;
13297 {
13298   \exp_after:wN \__fp_ln_t_large:NNw
13299   \exp_after:wN + % <sign>
13300   \exp_after:wN #1
13301   \int_use:N \__int_eval:w 9999 - #2 \exp_after:wN ;
13302   \int_use:N \__int_eval:w 9999 - #3 \exp_after:wN ;
13303   \int_use:N \__int_eval:w 9999 - #4 \exp_after:wN ;
13304   \int_use:N \__int_eval:w 9999 - #5 \exp_after:wN ;
13305   \int_use:N \__int_eval:w 9999 - #6 \exp_after:wN ;
13306   \int_use:N \__int_eval:w 1 0000 - #7 ;
13307 }

```

```

    \__fp_ln_t_large:NNw <sign><fixed tl> <t123456

```

Compute the square t^2 , and keep t at the end with its sign. We know that $t < 0.1765$, 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.

```

13308 \cs_new:Npn \__fp_ln_t_large:NNw #1 #2 #3; #4; #5; #6; #7; #8;
13309 {
13310   \exp_after:wN \__fp_ln_square_t_after:w
13311   \int_use:N \__int_eval:w 9999 0000 + #3*#3
13312   \exp_after:wN \__fp_ln_square_t_pack:NNNNNw
13313   \int_use:N \__int_eval:w 9999 0000 + 2*#3*#4
13314   \exp_after:wN \__fp_ln_square_t_pack:NNNNNw
13315   \int_use:N \__int_eval:w 9999 0000 + 2*#3*#5 + #4*#4
13316   \exp_after:wN \__fp_ln_square_t_pack:NNNNNw
13317   \int_use:N \__int_eval:w 9999 0000 + 2*#3*#6 + 2*#4*#5
13318   \exp_after:wN \__fp_ln_square_t_pack:NNNNNw
13319   \int_use:N \__int_eval:w 1 0000 0000 + 2*#3*#7 + 2*#4*#6 + #5*#5
13320   + (2*#3*#8 + 2*#4*#7 + 2*#5*#6) / 1 0000
13321   % ; ; ;

```

```

13322 \exp_after:wN \_fp_ln_twice_t_after:w
13323 \int_use:N \_int_eval:w -1 + 2*#3
13324 \exp_after:wN \_fp_ln_twice_t_pack:Nw
13325 \int_use:N \_int_eval:w 9999 + 2*#4
13326 \exp_after:wN \_fp_ln_twice_t_pack:Nw
13327 \int_use:N \_int_eval:w 9999 + 2*#5
13328 \exp_after:wN \_fp_ln_twice_t_pack:Nw
13329 \int_use:N \_int_eval:w 9999 + 2*#6
13330 \exp_after:wN \_fp_ln_twice_t_pack:Nw
13331 \int_use:N \_int_eval:w 9999 + 2*#7
13332 \exp_after:wN \_fp_ln_twice_t_pack:Nw
13333 \int_use:N \_int_eval:w 10000 + 2*#8 ; ;
13334 { \_fp_ln_c:NwNw #1 }
13335 #2
13336 }
13337 \cs_new:Npn \_fp_ln_twice_t_pack:Nw #1 #2; { + #1 ; {#2} }
13338 \cs_new:Npn \_fp_ln_twice_t_after:w #1; { ; ; ; {#1} }
13339 \cs_new:Npn \_fp_ln_square_t_pack:NNNNw #1 #2#3#4#5 #6;
13340 { + #1#2#3#4#5 ; {#6} }
13341 \cs_new:Npn \_fp_ln_square_t_after:w 1 0 #1#2#3 #4;
13342 { \_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:NwNn ⟨sign⟩ } ⟨fixed tl⟩ ⟨exponent⟩ ; ⟨continuation⟩

```

And we want to compute

$$\ln\left(\frac{1+t}{1-t}\right) = 2t \left(1 + T \left(\frac{1}{3} + T \left(\frac{1}{5} + T \left(\frac{1}{7} + T \left(\frac{1}{9} + \dots\right)\right)\right)\right)\right)$$

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;

```

11

This uses the routine for dividing a number by a small integer ($< 10^4$).

```

13343 \cs_new:Npn \_fp_ln_Taylor:wwNw
13344 { \_fp_ln_Taylor_loop:www 21 ; {0000}{0000}{0000}{0000}{0000}{0000} ; }
13345 \cs_new:Npn \_fp_ln_Taylor_loop:www #1; #2; #3;
13346 {

```

¹¹Bruno: add explanations.

```

13347 \if_int_compare:w #1 = \c_one
13348 \__fp_ln_Taylor_break:w
13349 \fi:
13350 \exp_after:wN \__fp_fixed_div_int:wwN \c__fp_one_fixed_tl ; #1;
13351 \__fp_fixed_add:wwN #2;
13352 \__fp_fixed_mul:wwN #3;
13353 {
13354 \exp_after:wN \__fp_ln_Taylor_loop:www
13355 \int_use:N \__int_eval:w #1 - \c_two ;
13356 }
13357 #3;
13358 }
13359 \cs_new:Npn \__fp_ln_Taylor_break:w \fi: #1 \__fp_fixed_add:wwN #2#3; #4 ;;
13360 {
13361 \fi:
13362 \exp_after:wN \__fp_fixed_mul:wwN
13363 \exp_after:wN { \int_use:N \__int_eval:w 10000 + #2 } #3;
13364 }

```

(End definition for `__fp_ln_Taylor:wwNw`. This function is documented on page ??.)

`__fp_ln_c:NwNw` $\langle sign \rangle \{ \langle r_1 \rangle \} \{ \langle r_2 \rangle \} \{ \langle r_3 \rangle \} \{ \langle r_4 \rangle \} \{ \langle r_5 \rangle \} \{ \langle r_6 \rangle \} ; \langle fixed\ tl \rangle$
 $\langle exponent \rangle ; \langle continuation \rangle$

We are now reduced to finding $\ln(c)$ and $\langle exponent \rangle \ln(10)$ 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 will be at least $\ln(10/7) \simeq 0.35$.¹²

```

13365 \cs_new:Npn \__fp_ln_c:NwNw #1 #2; #3
13366 {
13367 \if_meaning:w + #1
13368 \exp_after:wN \exp_after:wN \exp_after:wN \__fp_fixed_sub:wwN
13369 \else:
13370 \exp_after:wN \exp_after:wN \exp_after:wN \__fp_fixed_add:wwN
13371 \fi:
13372 #3 ; #2 ;
13373 }

```

13

(End definition for `__fp_ln_c:NwNw`. This function is documented on page ??.)

`__fp_ln_exponent:wn` $\{ \langle s_1 \rangle \} \{ \langle s_2 \rangle \} \{ \langle s_3 \rangle \} \{ \langle s_4 \rangle \} \{ \langle s_5 \rangle \} \{ \langle s_6 \rangle \} ;$
 $\{ \langle exponent \rangle \}$

Compute $\langle exponent \rangle$ times $\ln(10)$. Apart from the cases where $\langle exponent \rangle$ is 0 or 1, the result will necessarily be 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,

¹²Bruno: that was wrong at some point, I must check.

¹³Bruno: this *must* be updated with correct values!

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.

```

13374 \cs_new:Npn \__fp_ln_exponent:wn #1; #2
13375 {
13376   \if_case:w #2 \exp_stop_f:
13377     \c_zero \__fp_case_return:nw { \__fp_fixed_to_float:Nw 2 }
13378   \or:
13379     \exp_after:wN \__fp_ln_exponent_one:ww \__int_value:w
13380   \else:
13381     \if_int_compare:w #2 > \c_zero
13382       \exp_after:wN \__fp_ln_exponent_small:NNww
13383       \exp_after:wN 0
13384       \exp_after:wN \__fp_fixed_sub:wwn \__int_value:w
13385     \else:
13386       \exp_after:wN \__fp_ln_exponent_small:NNww
13387       \exp_after:wN 2
13388       \exp_after:wN \__fp_fixed_add:wwn \__int_value:w -
13389     \fi:
13390   \fi:
13391   #2; #1;
13392 }

```

Now we painfully write all the cases.¹⁴ No overflow nor underflow can happen, except when computing $\ln(1)$.

```

13393 \cs_new:Npn \__fp_ln_exponent_one:ww 1; #1;
13394 {
13395   \c_zero
13396   \exp_after:wN \__fp_fixed_sub:wwn \c__fp_ln_x_fixed_t1 ; #1;
13397   \__fp_fixed_to_float:wN 0
13398 }

```

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.

```

13399 \cs_new:Npn \__fp_ln_exponent_small:NNww #1#2#3; #4#5#6#7#8#9;
13400 {
13401   \c_four
13402   \exp_after:wN \__fp_fixed_mul:wwn
13403     \c__fp_ln_x_fixed_t1 ;
13404     {#3}{0000}{0000}{0000}{0000}{0000} ;
13405   #2
13406     {0000}{#4}{#5}{#6}{#7}{#8};
13407   \__fp_fixed_to_float:wN #1
13408 }

```

(End definition for `__fp_ln_exponent:wn`. This function is documented on page ??.)

¹⁴Bruno: do rounding.

29.2 Exponential

29.2.1 Sign, exponent, and special numbers

_fp_exp_o:w

```

13409 \cs_new:Npn \_fp_exp_o:w #1 \s_fp \_fp_chk:w #2#3#4; @
13410 {
13411   \if_case:w #2 \exp_stop_f:
13412     \_fp_case_return_o:Nw \c_one_fp
13413   \or:
13414     \exp_after:wN \_fp_exp_normal:w
13415   \or:
13416     \if_meaning:w 0 #3
13417       \exp_after:wN \_fp_case_return_o:Nw
13418       \exp_after:wN \c_inf_fp
13419     \else:
13420       \exp_after:wN \_fp_case_return_o:Nw
13421       \exp_after:wN \c_zero_fp
13422     \fi:
13423   \or:
13424     \_fp_case_return_same_o:w
13425   \fi:
13426   \s_fp \_fp_chk:w #2#3#4;
13427 }
```

(End definition for _fp_exp_o:w.)

_fp_exp_normal:w

_fp_exp_pos:Nnwnw

```

13428 \cs_new:Npn \_fp_exp_normal:w \s_fp \_fp_chk:w 1#1
13429 {
13430   \if_meaning:w 0 #1
13431     \_fp_exp_pos:Nnwnw + \_fp_fixed_to_float:wN
13432   \else:
13433     \_fp_exp_pos:Nnwnw - \_fp_fixed_inv_to_float:wN
13434   \fi:
13435 }
13436 \cs_new:Npn \_fp_exp_pos:Nnwnw #1#2#3 \fi: #4#5;
13437 {
13438   \fi:
13439   \exp_after:wN \_fp_sanitize:Nw
13440   \exp_after:wN 0
13441   \_int_value:w #1 \_int_eval:w
13442   \if_int_compare:w #4 < - \c_eight
13443     \c_one
13444     \exp_after:wN \_fp_add_big_i_o:wNww
13445     \int_use:N \_int_eval:w \c_one - #4 ;
13446     0 {1000}{0000}{0000}{0000} ; #5;
13447     \tex_romannumeral:D
13448   \else:
13449     \if_int_compare:w #4 > \c_five % cf \c_fp_max_exponent_int
```

```

13450         \exp_after:wN \__fp_exp_overflow:
13451         \tex_romannumeral:D
13452     \else:
13453         \if_int_compare:w #4 < \c_zero
13454             \exp_after:wN \use_i:nn
13455         \else:
13456             \exp_after:wN \use_ii:nn
13457         \fi:
13458         {
13459             \c_zero
13460             \__fp_decimate:nNnnnn { - #4 }
13461             \__fp_exp_Taylor:Nnnwn
13462         }
13463         {
13464             \__fp_decimate:nNnnnn { \c_sixteen - #4 }
13465             \__fp_exp_pos_large:NnnNwn
13466         }
13467         #5
13468         {#4}
13469         #1 #2 0
13470         \tex_romannumeral:D
13471     \fi:
13472 \fi:
13473     \exp_after:wN \c_zero
13474 }
13475 \cs_new:Npn \__fp_exp_overflow:
13476 { + \c_two * \c__fp_max_exponent_int ; {1000} {0000} {0000} {0000} ; }

```

(End definition for __fp_exp_normal:w and __fp_exp_pos:Nnnwn.)

`__fp_exp_Taylor:Nnnwn`
`__fp_exp_Taylor_loop:www`
`__fp_exp_Taylor_break:Nww`

This function is called for numbers in the range $[10^{-9}, 10^{-1})$. Our only task is to compute 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.

```

13477 \cs_new:Npn \__fp_exp_Taylor:Nnnwn #1#2#3 #4; #5 #6
13478 {
13479     #6
13480     \__fp_pack_twice_four:wNNNNNNNN
13481     \__fp_pack_twice_four:wNNNNNNNN
13482     \__fp_pack_twice_four:wNNNNNNNN
13483     \__fp_exp_Taylor_ii:ww
13484     ; #2#3#4 0000 0000 ;
13485 }
13486 \cs_new:Npn \__fp_exp_Taylor_ii:ww #1; #2;
13487 { \__fp_exp_Taylor_loop:www 10 ; #1 ; #1 ; \s_stop }
13488 \cs_new:Npn \__fp_exp_Taylor_loop:www #1; #2; #3;
13489 {
13490     \if_int_compare:w #1 = \c_one
13491         \exp_after:wN \__fp_exp_Taylor_break:Nww
13492     \fi:

```

```

13493 \_fp_fixed_div_int:wwN #3 ; #1 ;
13494 \_fp_fixed_add_one:wN
13495 \_fp_fixed_mul:wwN #2 ;
13496 {
13497   \exp_after:wN \_fp_exp_Taylor_loop:www
13498   \int_use:N \_int_eval:w #1 - 1 ;
13499   #2 ;
13500 }
13501 }
13502 \cs_new:Npn \_fp_exp_Taylor_break:Nww #1 #2; #3 \s_stop
13503 { \_fp_fixed_add_one:wN #2 ; }

```

(End definition for _fp_exp_Taylor:Nnnwn.)

_fp_exp_pos_large:NnnNwn The first two arguments are irrelevant (a rounding digit, and a brace group with 8 zeros).
_fp_exp_large_after:wwN The third argument is the integer part of our number, then we have the decimal part
 _fp_exp_large:w delimited by a semicolon, and finally the exponent, in the range [0, 5]. Remove leading
 _fp_exp_large_v:wN zeros from the integer part: putting #4 in there too ensures that an integer part of 0 is
 _fp_exp_large_iv:wN also removed. Then read digits one by one, looking up $\exp(\langle digit \rangle \cdot 10^{\langle exponent \rangle})$ in a table,
_fp_exp_large_iii:wN and multiplying that to the current total. The loop is done by having the auxiliary for
_fp_exp_large_ii:wN one exponent call the auxiliary for the next exponent. The current total is expressed by
_fp_exp_large_i:wN leaving the exponent behind in the input stream (we are currently within an _int_
_fp_exp_large_:wN eval:w), and keeping track of a fixed point number, #1 for the numbered auxiliaries. Our
usage of \if_case:w is somewhat dirty for optimization: T_EX jumps to the appropriate
case, but we then close the \if_case:w “by hand”, using \or: and \fi: as delimiters.

```

13504 \cs_new:Npn \_fp_exp_pos_large:NnnNwn #1#2#3 #4#5; #6
13505 {
13506   \exp_after:wN \exp_after:wN
13507   \cs:w \_fp_exp_large\tex_romannumeral:D #6:wN \exp_after:wN \cs_end:
13508   \exp_after:wN \c__fp_one_fixed_tl
13509   \exp_after:wN ;
13510   \_int_value:w #3 #4 \exp_stop_f:
13511   #5 00000 ;
13512 }
13513 \cs_new:Npn \_fp_exp_large:w #1 \or: #2 \fi:
13514 { \fi: \_fp_fixed_mul:wwN #1; }
13515 \cs_new:Npn \_fp_exp_large_v:wN #1; #2
13516 {
13517   \if_case:w #2 ~ \exp_after:wN \_fp_fixed_continue:wN \or:
13518   + 4343 \_fp_exp_large:w {8806}{8182}{2566}{2921}{5872}{6150} \or:
13519   + 8686 \_fp_exp_large:w {7756}{0047}{2598}{6861}{0458}{3204} \or:
13520   + 13029 \_fp_exp_large:w {6830}{5723}{7791}{4884}{1932}{7351} \or:
13521   + 17372 \_fp_exp_large:w {6015}{5609}{3095}{3052}{3494}{7574} \or:
13522   + 21715 \_fp_exp_large:w {5297}{7951}{6443}{0315}{3251}{3576} \or:
13523   + 26058 \_fp_exp_large:w {4665}{6719}{0099}{3379}{5527}{2929} \or:
13524   + 30401 \_fp_exp_large:w {4108}{9724}{3326}{3186}{5271}{5665} \or:
13525   + 34744 \_fp_exp_large:w {3618}{6973}{3140}{0875}{3856}{4102} \or:
13526   + 39087 \_fp_exp_large:w {3186}{9209}{6113}{3900}{6705}{9685} \or:
13527   \fi:

```

```

13528     #1;
13529     \__fp_exp_large_iv:wN
13530 }
13531 \cs_new:Npn \__fp_exp_large_iv:wN #1; #2
13532 {
13533     \if_case:w #2 ~           \exp_after:wN \__fp_fixed_continue:wn \or:
13534     + 435 \__fp_exp_large:w {1970}{0711}{1401}{7046}{9938}{8888} \or:
13535     + 869 \__fp_exp_large:w {3881}{1801}{9428}{4368}{5764}{8232} \or:
13536     + 1303 \__fp_exp_large:w {7646}{2009}{8905}{4704}{8893}{1073} \or:
13537     + 1738 \__fp_exp_large:w {1506}{3559}{7005}{0524}{9009}{7592} \or:
13538     + 2172 \__fp_exp_large:w {2967}{6283}{8402}{3667}{0689}{6630} \or:
13539     + 2606 \__fp_exp_large:w {5846}{4389}{5650}{2114}{7278}{5046} \or:
13540     + 3041 \__fp_exp_large:w {1151}{7900}{5080}{6878}{2914}{4154} \or:
13541     + 3475 \__fp_exp_large:w {2269}{1083}{0850}{6857}{8724}{4002} \or:
13542     + 3909 \__fp_exp_large:w {4470}{3047}{3316}{5442}{6408}{6591} \or:
13543     \fi:
13544     #1;
13545     \__fp_exp_large_iii:wN
13546 }
13547 \cs_new:Npn \__fp_exp_large_iii:wN #1; #2
13548 {
13549     \if_case:w #2 ~           \exp_after:wN \__fp_fixed_continue:wn \or:
13550     + 44 \__fp_exp_large:w {2688}{1171}{4181}{6135}{4484}{1263} \or:
13551     + 87 \__fp_exp_large:w {7225}{9737}{6812}{5749}{2581}{7748} \or:
13552     + 131 \__fp_exp_large:w {1942}{4263}{9524}{1255}{9365}{8421} \or:
13553     + 174 \__fp_exp_large:w {5221}{4696}{8976}{4143}{9505}{8876} \or:
13554     + 218 \__fp_exp_large:w {1403}{5922}{1785}{2837}{4107}{3977} \or:
13555     + 261 \__fp_exp_large:w {3773}{0203}{0092}{9939}{8234}{0143} \or:
13556     + 305 \__fp_exp_large:w {1014}{2320}{5473}{5004}{5094}{5533} \or:
13557     + 348 \__fp_exp_large:w {2726}{3745}{7211}{2566}{5673}{6478} \or:
13558     + 391 \__fp_exp_large:w {7328}{8142}{2230}{7421}{7051}{8866} \or:
13559     \fi:
13560     #1;
13561     \__fp_exp_large_ii:wN
13562 }
13563 \cs_new:Npn \__fp_exp_large_ii:wN #1; #2
13564 {
13565     \if_case:w #2 ~           \exp_after:wN \__fp_fixed_continue:wn \or:
13566     + 5 \__fp_exp_large:w {2202}{6465}{7948}{0671}{6516}{9579} \or:
13567     + 9 \__fp_exp_large:w {4851}{6519}{5409}{7902}{7796}{9107} \or:
13568     + 14 \__fp_exp_large:w {1068}{6474}{5815}{2446}{2146}{9905} \or:
13569     + 18 \__fp_exp_large:w {2353}{8526}{6837}{0199}{8540}{7900} \or:
13570     + 22 \__fp_exp_large:w {5184}{7055}{2858}{7072}{4640}{8745} \or:
13571     + 27 \__fp_exp_large:w {1142}{0073}{8981}{5684}{2836}{6296} \or:
13572     + 31 \__fp_exp_large:w {2515}{4386}{7091}{9167}{0062}{6578} \or:
13573     + 35 \__fp_exp_large:w {5540}{6223}{8439}{3510}{0525}{7117} \or:
13574     + 40 \__fp_exp_large:w {1220}{4032}{9431}{7840}{8020}{0271} \or:
13575     \fi:
13576     #1;
13577     \__fp_exp_large_i:wN

```

```

13578 }
13579 \cs_new:Npn \__fp_exp_large_i:wN #1; #2
13580 {
13581   \if_case:w #2 ~      \exp_after:wN \__fp_fixed_continue:wn \or:
13582     + 1 \__fp_exp_large:w {2718}{2818}{2845}{9045}{2353}{6029} \or:
13583     + 1 \__fp_exp_large:w {7389}{0560}{9893}{0650}{2272}{3043} \or:
13584     + 2 \__fp_exp_large:w {2008}{5536}{9231}{8766}{7740}{9285} \or:
13585     + 2 \__fp_exp_large:w {5459}{8150}{0331}{4423}{9078}{1103} \or:
13586     + 3 \__fp_exp_large:w {1484}{1315}{9102}{5766}{0342}{1116} \or:
13587     + 3 \__fp_exp_large:w {4034}{2879}{3492}{7351}{2260}{8387} \or:
13588     + 4 \__fp_exp_large:w {1096}{6331}{5842}{8458}{5992}{6372} \or:
13589     + 4 \__fp_exp_large:w {2980}{9579}{8704}{1728}{2747}{4359} \or:
13590     + 4 \__fp_exp_large:w {8103}{0839}{2757}{5384}{0077}{1000} \or:
13591   \fi:
13592   #1;
13593   \__fp_exp_large_:wN
13594 }
13595 \cs_new:Npn \__fp_exp_large_:wN #1; #2
13596 {
13597   \if_case:w #2 ~      \exp_after:wN \__fp_fixed_continue:wn \or:
13598     + 1 \__fp_exp_large:w {1105}{1709}{1807}{5647}{6248}{1171} \or:
13599     + 1 \__fp_exp_large:w {1221}{4027}{5816}{0169}{8339}{2107} \or:
13600     + 1 \__fp_exp_large:w {1349}{8588}{0757}{6003}{1039}{8374} \or:
13601     + 1 \__fp_exp_large:w {1491}{8246}{9764}{1270}{3178}{2485} \or:
13602     + 1 \__fp_exp_large:w {1648}{7212}{7070}{0128}{1468}{4865} \or:
13603     + 1 \__fp_exp_large:w {1822}{1188}{0039}{0508}{9748}{7537} \or:
13604     + 1 \__fp_exp_large:w {2013}{7527}{0747}{0476}{5216}{2455} \or:
13605     + 1 \__fp_exp_large:w {2225}{5409}{2849}{2467}{6045}{7954} \or:
13606     + 1 \__fp_exp_large:w {2459}{6031}{1115}{6949}{6638}{0013} \or:
13607   \fi:
13608   #1;
13609   \__fp_exp_large_after:wwn
13610 }
13611 \cs_new:Npn \__fp_exp_large_after:wwn #1; #2; #3
13612 {
13613   \__fp_exp_Taylor:Nnnwn ? { } { } 0 #2; {} #3
13614   \__fp_fixed_mul:wwn #1;
13615 }

```

(End definition for __fp_exp_pos_large:NnnNwn and others.)

29.3 Power

Raising a number a to a power b leads to many distinct situations.

a^b	$-\infty$	$-y$	$-n$	± 0	$+n$	$+y$	$+\infty$	NaN
$+\infty$	+0	+0	+0	+1	$+\infty$	$+\infty$	$+\infty$	NaN
$1 < x$	+0	$+x^{-y}$	$+x^{-n}$	+1	$+x^n$	$+x^y$	$+\infty$	NaN
+1	+1	+1	+1	+1	+1	+1	+1	+1
$0 < x < 1$	$+\infty$	$+x^{-y}$	$+x^{-n}$	+1	$+x^n$	$+x^y$	+0	NaN
+0	$+\infty$	$+\infty$	$+\infty$	+1	+0	+0	+0	NaN
-0	NaN	NaN	$\pm\infty$	+1	± 0	+0	+0	NaN
$-1 < -x < 0$	NaN	NaN	$\pm x^{-n}$	+1	$\pm x^n$	NaN	+0	NaN
-1	NaN	NaN	± 1	+1	± 1	NaN	NaN	NaN
$-x < -1$	+0	NaN	$\pm x^{-n}$	+1	$\pm x^n$	NaN	NaN	NaN
$-\infty$	+0	+0	± 0	+1	$\pm\infty$	NaN	NaN	NaN
NaN	NaN	NaN	NaN	+1	NaN	NaN	NaN	NaN

One peculiarity of this operation is that $\text{NaN}^0 = 1^{\text{NaN}} = 1$, because this relation is obeyed for any number, even $\pm\infty$.

`__fp^_o:ww` We cram a 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:ww` followed by the two `fp` a and b . For $a = +0$ or $+\infty$, 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: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.

```

13616 \cs_new:cpn { __fp_ \iow_char:N \^_o:ww }
13617   \s__fp \__fp_chk:w #1#2#3; \s__fp \__fp_chk:w #4#5#6;
13618   {
13619     \if_meaning:w 0 #4
13620       \__fp_case_return_o:Nw \c_one_fp
13621     \fi:
13622     \if_case:w #2 \exp_stop_f:
13623       \exp_after:wN \use_i:nn
13624     \or:
13625       \__fp_case_return_o:Nw \c_nan_fp
13626     \else:
13627       \exp_after:wN \__fp_pow_neg:www
13628       \tex_romannumeral:D -'0 \exp_after:wN \use:nn
13629     \fi:
13630     {
13631       \if_meaning:w 1 #1
13632       \exp_after:wN \__fp_pow_normal:ww
13633     \else:

```

```

13634         \exp_after:wN \__fp_pow_zero_or_inf:ww
13635         \fi:
13636         \s__fp \__fp_chk:w #1#2#3;
13637     }
13638     { \s__fp \__fp_chk:w #4#5#6; \s__fp \__fp_chk:w #1#2#3; }
13639     \s__fp \__fp_chk:w #4#5#6;
13640 }

```

(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 $a = \pm 0$ with $b < 0$ and we have a division by zero, or $a = \pm\infty$ and $b > 0$ and the result is also $+\infty$, but without any exception.

```

13641 \cs_new:Npn \__fp_pow_zero_or_inf:ww
13642     \s__fp \__fp_chk:w #1#2; \s__fp \__fp_chk:w #3#4
13643 {
13644     \if_meaning:w 1 #4
13645         \__fp_case_return_same_o:w
13646     \fi:
13647     \if_meaning:w #1 #4
13648         \__fp_case_return_o:Nw \c_zero_fp
13649     \fi:
13650     \if_meaning:w 0 #1
13651         \__fp_case_use:nw
13652         {
13653             \__fp_division_by_zero_o:NNww \c_inf_fp ^
13654             \s__fp \__fp_chk:w #1 #2 ;
13655         }
13656     \else:
13657         \__fp_case_return_o:Nw \c_inf_fp
13658     \fi:
13659     \s__fp \__fp_chk:w #3#4
13660 }

```

(End definition for __fp_pow_zero_or_inf:ww.)

__fp_pow_normal: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:ww.

2 Return $+\infty$ or $+0$ depending on the sign of b and whether the exponent of a is positive or not.

3 Return b .

```

13661 \cs_new:Npn \__fp_pow_normal:ww
13662   \s__fp \__fp_chk:w 1 #1#2#3; \s__fp \__fp_chk:w #4#5
13663   {
13664     \if_int_compare:w \__str_if_eq_x:nn { #2 #3 }
13665       { 1 {1000} {0000} {0000} {0000} } = \c_zero
13666       \if_int_compare:w #4 #1 = 32 \exp_stop_f:
13667       \exp_after:wN \__fp_case_return_ii_o:ww
13668       \fi:
13669       \__fp_case_return_o:Nww \c_one_fp
13670     \fi:
13671     \if_case:w #4 \exp_stop_f:
13672     \or:
13673       \exp_after:wN \__fp_pow_npos:Nww
13674       \exp_after:wN #5
13675     \or:
13676       \if_meaning:w 2 #5 \exp_after:wN \reverse_if:N \fi:
13677       \if_int_compare:w #2 > \c_zero
13678         \exp_after:wN \__fp_case_return_o:Nww
13679         \exp_after:wN \c_inf_fp
13680       \else:
13681         \exp_after:wN \__fp_case_return_o:Nww
13682         \exp_after:wN \c_zero_fp
13683       \fi:
13684     \or:
13685       \__fp_case_return_ii_o:ww
13686     \fi:
13687     \s__fp \__fp_chk:w 1 #1 {#2} #3 ;
13688     \s__fp \__fp_chk:w #4 #5
13689   }

```

(End definition for __fp_pow_normal:ww.)

__fp_pow_npos: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.

```

13690 \cs_new:Npn \__fp_pow_npos:Nww #1 \s__fp \__fp_chk:w 1#2#3
13691   {
13692     \exp_after:wN \__fp_sanitize:Nw
13693     \exp_after:wN 0
13694     \__int_value:w
13695     \if:w #1 \if_int_compare:w #3 > \c_zero 0 \else: 2 \fi:
13696     \exp_after:wN \__fp_pow_npos_aux:NNww
13697     \exp_after:wN +
13698     \exp_after:wN \__fp_fixed_to_float:wN
13699     \else:

```

```

13700         \exp_after:wN \__fp_pow_npos_aux:NNnww
13701         \exp_after:wN -
13702         \exp_after:wN \__fp_fixed_inv_to_float:wN
13703     \fi:
13704     {#3}
13705 }

```

(End definition for __fp_pow_npos: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 $-\ln(x)$.

```

13706 \cs_new:Npn \__fp_pow_npos_aux:NNnww #1#2#3#4#5; \s__fp \__fp_chk:w 1#6#7#8;
13707 {
13708     #1
13709     \__int_eval:w
13710     \__fp_ln_significand:NNNNnnnN #4#5
13711     \__fp_pow_exponent:wnN {#3}
13712     \__fp_fixed_mul:wwn #8 {0000}{0000} ;
13713     \__fp_pow_B:wwN #7;
13714     #1 #2 0 % fixed_to_float:wN
13715 }
13716 \cs_new:Npn \__fp_pow_exponent:wnN #1; #2
13717 {
13718     \if_int_compare:w #2 > \c_zero
13719         \exp_after:wN \__fp_pow_exponent:Nwnnnnnw % n\ln(10) - (-\ln(x))
13720         \exp_after:wN +
13721     \else:
13722         \exp_after:wN \__fp_pow_exponent:Nwnnnnnw % -(|n|\ln(10) + (-\ln(x)))
13723         \exp_after:wN -
13724     \fi:
13725     #2; #1;
13726 }
13727 \cs_new:Npn \__fp_pow_exponent:Nwnnnnnw #1#2; #3#4#5#6#7#8;
13728 { %^A todo: use that in ln.
13729     \exp_after:wN \__fp_fixed_mul_after:wwn
13730     \int_use:N \__int_eval:w \c__fp_leading_shift_int
13731     \exp_after:wN \__fp_pack:NNNNNw
13732     \int_use:N \__int_eval:w \c__fp_middle_shift_int
13733     #1#2*23025 - #1 #3
13734     \exp_after:wN \__fp_pack:NNNNNw
13735     \int_use:N \__int_eval:w \c__fp_middle_shift_int
13736     #1 #2*8509 - #1 #4
13737     \exp_after:wN \__fp_pack:NNNNNw
13738     \int_use:N \__int_eval:w \c__fp_middle_shift_int
13739     #1 #2*2994 - #1 #5
13740     \exp_after:wN \__fp_pack:NNNNNw
13741     \int_use:N \__int_eval:w \c__fp_middle_shift_int
13742     #1 #2*0456 - #1 #6
13743     \exp_after:wN \__fp_pack:NNNNNw
13744     \int_use:N \__int_eval:w \c__fp_trailing_shift_int

```

```

13745             #1 #2*8401 - #1 #7
13746             #1 ( #2*7991 - #8 ) / 1 0000 ; ;
13747     }
13748     \cs_new:Npn \__fp_pow_B:wwN #1#2#3#4#5#6; #7;
13749     {
13750         \if_int_compare:w #7 < \c_zero
13751         \exp_after:wN \__fp_pow_C_neg:w \__int_value:w -
13752         \else:
13753         \if_int_compare:w #7 < 22 \exp_stop_f:
13754         \exp_after:wN \__fp_pow_C_pos:w \__int_value:w
13755         \else:
13756         \exp_after:wN \__fp_pow_C_overflow:w \__int_value:w
13757         \fi:
13758         \fi:
13759         #7 \exp_after:wN ;
13760         \int_use:N \__int_eval:w 10 0000 + #1 \__int_eval_end:
13761         #2#3#4#5#6 0000 0000 0000 0000 0000 0000 ; %^A todo: how many 0?
13762     }
13763     \cs_new:Npn \__fp_pow_C_overflow:w #1; #2; #3
13764     {
13765         + \c_two * \c__fp_max_exponent_int
13766         \exp_after:wN \__fp_fixed_continue:wn \c__fp_one_fixed_tl ;
13767     }
13768     \cs_new:Npn \__fp_pow_C_neg:w #1 ; 1
13769     {
13770         \exp_after:wN \exp_after:wN \exp_after:wN \__fp_pow_C_pack:w
13771         \prg_replicate:nn {#1} {0}
13772     }
13773     \cs_new:Npn \__fp_pow_C_pos:w #1; 1
13774     { \__fp_pow_C_pos_loop:wN #1; }
13775     \cs_new:Npn \__fp_pow_C_pos_loop:wN #1; #2
13776     {
13777         \if_meaning:w 0 #1
13778         \exp_after:wN \__fp_pow_C_pack:w
13779         \exp_after:wN #2
13780         \else:
13781         \if_meaning:w 0 #2
13782         \exp_after:wN \__fp_pow_C_pos_loop:wN \__int_value:w
13783         \else:
13784         \exp_after:wN \__fp_pow_C_overflow:w \__int_value:w
13785         \fi:
13786         \__int_eval:w #1 - \c_one \exp_after:wN ;
13787         \fi:
13788     }
13789     \cs_new:Npn \__fp_pow_C_pack:w
13790     { \exp_after:wN \__fp_exp_large_v:wN \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: a^b , $a \in [-\infty, -0]$, and b . If b is

an even integer (case -1), $a^b = a^b$. If b is an odd integer (case 0), $a^b = -a^b$, obtained by a call to `__fp_pow_neg_aux:wNN`. Otherwise, the sign is undefined. This is invalid, unless 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, $(-0.1)**(12345.6)$ will give $+0$ rather than complaining that the sign is not defined.

```

13791 \cs_new:Npn \__fp_pow_neg:www \s__fp \__fp_chk:w #1#2; #3; #4;
13792 {
13793   \if_case:w \__fp_pow_neg_case:w #4 ;
13794     \exp_after:wN \__fp_pow_neg_aux:wNN
13795   \or:
13796     \if_int_compare:w \__int_eval:w #1 / \c_two = \c_one
13797       \__fp_invalid_operation_o:Nww ^ #3; #4;
13798       \tex_romannumeral:D -‘0
13799       \exp_after:wN \exp_after:wN
13800       \exp_after:wN \__fp_use_none_until_s:w
13801     \fi:
13802   \fi:
13803   \__fp_exp_after_o:w
13804   \s__fp \__fp_chk:w #1#2;
13805 }
13806 \cs_new:Npn \__fp_pow_neg_aux:wNN #1 \s__fp \__fp_chk:w #2#3
13807 {
13808   \exp_after:wN \__fp_exp_after_o:w
13809   \exp_after:wN \s__fp
13810   \exp_after:wN \__fp_chk:w
13811   \exp_after:wN #2
13812   \int_use:N \__int_eval:w \c_two - #3 \__int_eval_end:
13813 }

```

(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:NNNNNNNw

```

This function expects a floating point number, and “returns” -1 if it is an even integer, 0 if it is an odd integer, and 1 if it is not an integer. Zeros are even, $\pm\infty$ and `nan` are non-integers. The sign of normal numbers is irrelevant to parity. If the exponent is greater than sixteen, then the number is even. If the exponent is non-positive, the number cannot be an integer. We also separate the ranges of exponent $[1, 8]$ and $[9, 16]$. In the former case, check that the last 8 digits are zero (otherwise we don’t have an integer). In both cases, consider the appropriate 8 digits, either `#4#5` or `#2#3`, remove the first few: we are then left with $\langle digit \rangle \langle digits \rangle$; which would be the digits surrounding the decimal period. If the $\langle digits \rangle$ are non-zero, the number is not an integer. Otherwise, check the parity of the $\langle digit \rangle$ and return `\c_zero` or `\c_minus_one`.

```

13814 \cs_new:Npn \__fp_pow_neg_case:w \s__fp \__fp_chk:w #1#2#3;
13815 {
13816   \if_case:w #1 \exp_stop_f:
13817     \c_minus_one
13818   \or: \__fp_pow_neg_case_aux:nnnnn #3
13819   \else: \c_one
13820   \fi:
13821 }

```

```

13822 \cs_new:Npn \__fp_pow_neg_case_aux:nnnnn #1#2#3#4#5
13823 {
13824   \if_int_compare:w #1 > \c_eight
13825     \if_int_compare:w #1 > \c_sixteen
13826       \c_minus_one
13827     \else:
13828       \exp_after:wN \exp_after:wN
13829       \exp_after:wN \__fp_pow_neg_case_aux:NNNNNNNw
13830       \prg_replicate:nn { \c_sixteen - #1 } { 0 } #4#5 ;
13831     \fi:
13832   \else:
13833     \if_int_compare:w #1 > \c_zero
13834       \if_int_compare:w #4#5 = \c_zero
13835         \exp_after:wN \exp_after:wN
13836         \exp_after:wN \__fp_pow_neg_case_aux:NNNNNNNw
13837         \prg_replicate:nn { \c_eight - #1 } { 0 } #2#3 ;
13838       \else:
13839         \c_one
13840       \fi:
13841     \else:
13842       \c_one
13843     \fi:
13844   \fi:
13845 }
13846 \cs_new:Npn \__fp_pow_neg_case_aux:NNNNNNNw #1#2#3#4#5#6#7#8#9;
13847 {
13848   \if_int_compare:w 0 #9 = \c_zero
13849     \if_int_odd:w #8 \exp_stop_f:
13850       \c_zero
13851     \else:
13852       \c_minus_one
13853     \fi:
13854   \else:
13855     \c_one
13856   \fi:
13857 }

```

(End definition for __fp_pow_neg_case:w, __fp_pow_neg_case_aux:nnnnn, and __fp_pow_neg_case_aux:NNNNNNNw.)

```

13858 </initex | package>

```

30 l3fp-trig Implementation

```

13859 <*initex | package>
13860 <@@=fp>

```

30.1 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 , $\pm \infty$ 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 $\lfloor \frac{x}{\pi/4} \rfloor \bmod 8$ (in degrees, the same formula with $\pi/4 \rightarrow 45$), the sign, and the function to compute.

30.1.1 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:NNwww` will be called to compute the Taylor series: this function receives a sign `#3`, an initial octant of 0, and the function `__fp_ep_to_float:wwN` which converts the result of the series to a floating point directly rather than taking its inverse, since $\sin(x) = \#3 \sin|x|$.

```

13861 \cs_new:Npn \__fp_sin_o:w #1 \s_fp \__fp_chk:w #2#3#4; @
13862 {
13863   \if_case:w #2 \exp_stop_f:
13864     \__fp_case_return_same_o:w
13865   \or:   \__fp_case_use:nw
13866     {
13867       \__fp_trig:NNNNwn #1 \__fp_sin_series_o:NNwww
13868       \__fp_ep_to_float:wwN #3 \c_zero
13869     }
13870   \or:   \__fp_case_use:nw
13871     { \__fp_invalid_operation_o:fw { #1 { sin } { sind } } }
13872   \else: \__fp_case_return_same_o:w
13873   \fi:
13874   \s_fp \__fp_chk:w #2 #3 #4;
13875 }
```

(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 will 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 $\cos(x) = +\sin(\pi/2 + |x|)$.

```

13876 \cs_new:Npn \__fp_cos_o:w #1 \s__fp \__fp_chk:w #2#3; @
13877 {
13878   \if_case:w #2 \exp_stop_f:
13879     \__fp_case_return_o:Nw \c_one_fp
13880   \or:   \__fp_case_use:nw
13881     {
13882       \__fp_trig:NNNNNwn #1 \__fp_sin_series_o:NNwww
13883       \__fp_ep_to_float:wwN 0 \c_two
13884     }
13885   \or:   \__fp_case_use:nw
13886     { \__fp_invalid_operation_o:fw { #1 { cos } { cosd } } }
13887   \else: \__fp_case_return_same_o:w
13888   \fi:
13889   \s__fp \__fp_chk:w #2 #3;
13890 }

```

(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 $\csc(x) = \#3(\sin|x|)^{-1}$.

```

13891 \cs_new:Npn \__fp_csc_o:w #1 \s__fp \__fp_chk:w #2#3#4; @
13892 {
13893   \if_case:w #2 \exp_stop_f:
13894     \__fp_cot_zero_o:Nfw #3 { #1 { csc } { cscd } }
13895   \or:   \__fp_case_use:nw
13896     {
13897       \__fp_trig:NNNNNwn #1 \__fp_sin_series_o:NNwww
13898       \__fp_ep_inv_to_float:wwN #3 \c_zero
13899     }
13900   \or:   \__fp_case_use:nw
13901     { \__fp_invalid_operation_o:fw { #1 { csc } { cscd } } }
13902   \else: \__fp_case_return_same_o:w
13903   \fi:
13904   \s__fp \__fp_chk:w #2 #3 #4;
13905 }

```

(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 $\sec(x) = +1/\sin(\pi/2 + |x|)$.

```

13906 \cs_new:Npn \__fp_sec_o:w #1 \s__fp \__fp_chk:w #2#3; @
13907 {
13908   \if_case:w #2 \exp_stop_f:
13909     \__fp_case_return_o:Nw \c_one_fp
13910   \or: \__fp_case_use:nw
13911     {
13912       \__fp_trig:NNNNNwn #1 \__fp_sin_series_o:NNwww
13913       \__fp_ep_inv_to_float:wwN 0 \c_two
13914     }
13915   \or: \__fp_case_use:nw
13916     { \__fp_invalid_operation_o:fw { #1 { sec } { secd } } }
13917   \else: \__fp_case_return_same_o:w
13918   \fi:
13919   \s__fp \__fp_chk:w #2 #3;
13920 }

```

(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:NNwww`, 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.

```

13921 \cs_new:Npn \__fp_tan_o:w #1 \s__fp \__fp_chk:w #2#3#4; @
13922 {
13923   \if_case:w #2 \exp_stop_f:
13924     \__fp_case_return_same_o:w
13925   \or: \__fp_case_use:nw
13926     {
13927       \__fp_trig:NNNNNwn #1
13928       \__fp_tan_series_o:NNwww 0 #3 \c_one
13929     }
13930   \or: \__fp_case_use:nw
13931     { \__fp_invalid_operation_o:fw { #1 { tan } { tand } } }
13932   \else: \__fp_case_return_same_o:w
13933   \fi:
13934   \s__fp \__fp_chk:w #2 #3 #4;
13935 }

```

(End definition for __fp_tan_o:w.)

__fp_cot_o:w 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:NNwww` 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.

```

13936 \cs_new:Npn \__fp_cot_o:w #1 \s__fp \__fp_chk:w #2#3#4; @

```

```

13937 {
13938   \if_case:w #2 \exp_stop_f:
13939     \__fp_cot_zero_o:Nfw #3 { #1 { cot } { cotd } }
13940   \or:   \__fp_case_use:nw
13941     {
13942       \__fp_trig:NNNNNwn #1
13943       \__fp_tan_series_o:NNwww 2 #3 \c_three
13944     }
13945   \or:   \__fp_case_use:nw
13946     { \__fp_invalid_operation_o:fw { #1 { cot } { cotd } } }
13947   \else: \__fp_case_return_same_o:w
13948   \fi:
13949   \s__fp \__fp_chk:w #2 #3 #4;
13950 }
13951 \cs_new:Npn \__fp_cot_zero_o:Nfw #1#2#3 \fi:
13952 {
13953   \fi:
13954   \token_if_eq_meaning:NNTF 0 #1
13955   { \exp_args:Nnf \__fp_division_by_zero_o:Nnw \c_inf_fp }
13956   { \exp_args:Nnf \__fp_division_by_zero_o:Nnw \c_minus_inf_fp }
13957   {#2}
13958 }

```

(End definition for __fp_cot_o:w.)

30.1.2 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:wN or __fp_ep_inv_to_float: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.

```

13959 \cs_new:Npn \__fp_trig:NNNNNwn #1#2#3#4#5 \s__fp \__fp_chk:w 1#6#7#8;
13960 {
13961   \exp_after:wN #2
13962   \exp_after:wN #3
13963   \exp_after:wN #4

```

```

13964 \int_use:N \__int_eval:w #5
13965 \exp_after:wN \exp_after:wN \exp_after:wN \exp_after:wN
13966 \if_int_compare:w #7 > #1 \c_zero \c_one
13967 #1 \__fp_trig_large:ww \__fp_trigd_large:ww
13968 \else:
13969 #1 \__fp_trig_small:ww \__fp_trigd_small:ww
13970 \fi:
13971 #7,#8{0000}{0000};
13972 }

```

(End definition for __fp_trig:NNNNwn.)

30.1.3 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 will be 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.

```

13973 \cs_new:Npn \__fp_trig_small:ww #1,#2;
13974 { \__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.

```

13975 \cs_new:Npn \__fp_trigd_small:ww #1,#2;
13976 {
13977 \__fp_ep_mul_raw:wwwN
13978 -1,{1745}{3292}{5199}{4329}{5769}{2369}; #1,#2;
13979 \__fp_trig_small:ww
13980 }

```

(End definition for __fp_trigd_small:ww.)

30.1.4 Argument reduction in degrees

__fp_trigd_large:ww 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 $\langle block_1 \rangle + \langle block_2 \rangle \pmod{9}$, 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).

```

13981 \cs_new:Npn \_fp_trigd_large:ww #1, #2#3#4#5#6#7;
13982 {
13983   \exp_after:wN \_fp_pack_eight:wNNNNNNNN
13984   \exp_after:wN \_fp_pack_eight:wNNNNNNNN
13985   \exp_after:wN \_fp_pack_twice_four:wNNNNNNNN
13986   \exp_after:wN \_fp_pack_twice_four:wNNNNNNNN
13987   \exp_after:wN \_fp_trigd_large_auxi:nnnnwNNNN
13988   \exp_after:wN ;
13989   \tex_romannumeral:D -'0
13990   \prg_replicate:nn { \int_max:nn { 22 - #1 } { 0 } } { 0 }
13991   #2#3#4#5#6#7 0000 0000 0000 !
13992 }
13993 \cs_new:Npn \_fp_trigd_large_auxi:nnnnwNNNN #1#2#3#4#5; #6#7#8#9
13994 {
13995   \exp_after:wN \_fp_trigd_large_auxii:wNw
13996   \int_use:N \_int_eval:w #1 + #2
13997   - (#1 + #2 - \c_four) / \c_nine * \c_nine \_int_eval_end:
13998   #3;
13999   #4; #5{#6#7#8#9};
14000 }
14001 \cs_new:Npn \_fp_trigd_large_auxii:wNw #1; #2#3;
14002 {
14003   + (#1#2 - \c_four) / \c_nine * \c_two
14004   \exp_after:wN \_fp_trigd_large_auxiii:www
14005   \int_use:N \_int_eval:w #1#2
14006   - (#1#2 - \c_four) / \c_nine * \c_nine \_int_eval_end: #3 ;
14007 }
14008 \cs_new:Npn \_fp_trigd_large_auxiii:www #1; #2; #3!
14009 {
14010   \if_int_compare:w #1 < 4500 \exp_stop_f:
14011   \exp_after:wN \_fp_use_i_until_s:nw
14012   \exp_after:wN \_fp_fixed_continue:wn
14013   \else:
14014     + \c_one
14015   \fi:
14016   \_fp_fixed_sub:wwn {9000}{0000}{0000}{0000}{0000}{0000};
14017   {#1}#2{0000}{0000};
14018   { \_fp_trigd_small:ww 2, }
14019 }

```

(End definition for `_fp_trigd_large:ww` and others.)

30.1.5 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 $x \rightarrow \pi/2 - x$ 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 $0.6 \cdot \text{ulp}$ in all cases.

`_fp_trig_inverse_two_pi:` This macro expands to `,,!` or `,!` followed by 10112 decimals of $10^{-16}/(2\pi)$. The number of decimals we really need is the maximum exponent plus the number of digits we will need later, 52, plus 12 (4 - 1 groups of 4 digits). We store the decimals as a control sequence name, and convert it to a token list when required: strings take up less memory than their token list representation.

```

14020 \cs_new_nopar:Npx \_fp_trig_inverse_two_pi:
14021 {
14022   \exp_not:n { \exp_after:wN \use_none:n \token_to_str:N }
14023   \cs:w , , !
14024   0000000000000000159154943091895335768883763372514362034459645740 ~
14025   4564487476673440588967976342265350901138027662530859560728427267 ~
14026   5795803689291184611457865287796741073169983922923996693740907757 ~
14027   3077746396925307688717392896217397661693362390241723629011832380 ~
14028   1142226997557159404618900869026739561204894109369378440855287230 ~
14029   9994644340024867234773945961089832309678307490616698646280469944 ~
14030   8652187881574786566964241038995874139348609983868099199962442875 ~
14031   5851711788584311175187671605465475369880097394603647593337680593 ~
14032   0249449663530532715677550322032477781639716602294674811959816584 ~
14033   0606016803035998133911987498832786654435279755070016240677564388 ~
14034   8495713108801221993761476813777647378906330680464579784817613124 ~
14035   2731406996077502450029775985708905690279678513152521001631774602 ~
14036   0924811606240561456203146484089248459191435211575407556200871526 ~
14037   6068022171591407574745827225977462853998751553293908139817724093 ~
14038   5825479707332871904069997590765770784934703935898280871734256403 ~
14039   6689511662545705943327631268650026122717971153211259950438667945 ~
14040   0376255608363171169525975812822494162333431451061235368785631136 ~
14041   3669216714206974696012925057833605311960859450983955671870995474 ~

```

14042 6510431623815517580839442979970999505254387566129445883306846050 ~
14043 7852915151410404892988506388160776196993073410389995786918905980 ~
14044 9373777206187543222718930136625526123878038753888110681406765434 ~
14045 0828278526933426799556070790386060352738996245125995749276297023 ~
14046 5940955843011648296411855777124057544494570217897697924094903272 ~
14047 9477021664960356531815354400384068987471769158876319096650696440 ~
14048 4776970687683656778104779795450353395758301881838687937766124814 ~
14049 9530599655802190835987510351271290432315804987196868777594656634 ~
14050 6221034204440855497850379273869429353661937782928735937843470323 ~
14051 0237145837923557118636341929460183182291964165008783079331353497 ~
14052 7909974586492902674506098936890945883050337030538054731232158094 ~
14053 3197676032283131418980974982243833517435698984750103950068388003 ~
14054 9786723599608024002739010874954854787923568261139948903268997427 ~
14055 0834961149208289037767847430355045684560836714793084567233270354 ~
14056 8539255620208683932409956221175331839402097079357077496549880868 ~
14057 6066360968661967037474542102831219251846224834991161149566556037 ~
14058 9696761399312829960776082779901007830360023382729879085402387615 ~
14059 5744543092601191005433799838904654921248295160707285300522721023 ~
14060 6017523313173179759311050328155109373913639645305792607180083617 ~
14061 9548767246459804739772924481092009371257869183328958862839904358 ~
14062 6866663975673445140950363732719174311388066383072592302759734506 ~
14063 0548212778037065337783032170987734966568490800326988506741791464 ~
14064 6835082816168533143361607309951498531198197337584442098416559541 ~
14065 5225064339431286444038388356150879771645017064706751877456059160 ~
14066 8716857857939226234756331711132998655941596890719850688744230057 ~
14067 5191977056900382183925622033874235362568083541565172971088117217 ~
14068 9593683256488518749974870855311659830610139214454460161488452770 ~
14069 2511411070248521739745103866736403872860099674893173561812071174 ~
14070 0478899368886556923078485023057057144063638632023685201074100574 ~
14071 8592281115721968003978247595300166958522123034641877365043546764 ~
14072 6456565971901123084767099309708591283646669191776938791433315566 ~
14073 5066981321641521008957117286238426070678451760111345080069947684 ~
14074 2235698962488051577598095339708085475059753626564903439445420581 ~
14075 7886435683042000315095594743439252544850674914290864751442303321 ~
14076 3324569511634945677539394240360905438335528292434220349484366151 ~
14077 4663228602477666660495314065734357553014090827988091478669343492 ~
14078 2737602634997829957018161964321233140475762897484082891174097478 ~
14079 2637899181699939487497715198981872666294601830539583275209236350 ~
14080 6853889228468247259972528300766856937583659722919824429747406163 ~
14081 8183113958306744348516928597383237392662402434501997809940402189 ~
14082 6134834273613676449913827154166063424829363741850612261086132119 ~
14083 9863346284709941839942742955915628333990480382117501161211667205 ~
14084 1912579303552929241134403116134112495318385926958490443846807849 ~
14085 0973982808855297045153053991400988698840883654836652224668624087 ~
14086 2540140400911787421220452307533473972538149403884190586842311594 ~
14087 6322744339066125162393106283195323883392131534556381511752035108 ~
14088 7459558201123754359768155340187407394340363397803881721004531691 ~
14089 8295194879591767395417787924352761740724605939160273228287946819 ~
14090 3649128949714953432552723591659298072479985806126900733218844526 ~
14091 7943350455801952492566306204876616134365339920287545208555344144 ~

14092 0990512982727454659118132223284051166615650709837557433729548631 ~
14093 2041121716380915606161165732000083306114606181280326258695951602 ~
14094 4632166138576614804719932707771316441201594960110632830520759583 ~
14095 4850305079095584982982186740289838551383239570208076397550429225 ~
14096 9847647071016426974384504309165864528360324933604354657237557916 ~
14097 1366324120457809969715663402215880545794313282780055246132088901 ~
14098 8742121092448910410052154968097113720754005710963406643135745439 ~
14099 9159769435788920793425617783022237011486424925239248728713132021 ~
14100 7667360756645598272609574156602343787436291321097485897150713073 ~
14101 9104072643541417970572226547980381512759579124002534468048220261 ~
14102 7342299001020483062463033796474678190501811830375153802879523433 ~
14103 4195502135689770912905614317878792086205744999257897569018492103 ~
14104 2420647138519113881475640209760554895793785141404145305151583964 ~
14105 2823265406020603311891586570272086250269916393751527887360608114 ~
14106 5569484210322407772727421651364234366992716340309405307480652685 ~
14107 0930165892136921414312937134106157153714062039784761842650297807 ~
14108 8606266969960809184223476335047746719017450451446166382846208240 ~
14109 8673595102371302904443779408535034454426334130626307459513830310 ~
14110 2293146934466832851766328241515210179422644395718121717021756492 ~
14111 1964449396532222187658488244511909401340504432139858628621083179 ~
14112 3939608443898019147873897723310286310131486955212620518278063494 ~
14113 5711866277825659883100535155231665984394090221806314454521212978 ~
14114 9734471488741258268223860236027109981191520568823472398358013366 ~
14115 0683786328867928619732367253606685216856320119489780733958419190 ~
14116 6659583867852941241871821727987506103946064819585745620060892122 ~
14117 8416394373846549589932028481236433466119707324309545859073361878 ~
14118 6290631850165106267576851216357588696307451999220010776676830946 ~
14119 9814975622682434793671310841210219520899481912444048751171059184 ~
14120 4139907889455775184621619041530934543802808938628073237578615267 ~
14121 7971143323241969857805637630180884386640607175368321362629671224 ~
14122 2609428540110963218262765120117022552929289655594608204938409069 ~
14123 0760692003954646191640021567336017909631872891998634341086903200 ~
14124 5796637103128612356988817640364252540837098108148351903121318624 ~
14125 7228181050845123690190646632235938872454630737272808789830041018 ~
14126 9485913673742589418124056729191238003306344998219631580386381054 ~
14127 2457893450084553280313511884341007373060595654437362488771292628 ~
14128 9807423539074061786905784443105274262641767830058221486462289361 ~
14129 9296692992033046693328438158053564864073184440599549689353773183 ~
14130 6726613130108623588021288043289344562140479789454233736058506327 ~
14131 0439981932635916687341943656783901281912202816229500333012236091 ~
14132 8587559201959081224153679499095448881099758919890811581163538891 ~
14133 6339402923722049848375224236209100834097566791710084167957022331 ~
14134 7897107102928884897013099533995424415335060625843921452433864640 ~
14135 3432440657317477553405404481006177612569084746461432976543900008 ~
14136 3826521145210162366431119798731902751191441213616962045693602633 ~
14137 6102355962140467029012156796418735746835873172331004745963339773 ~
14138 2477044918885134415363760091537564267438450166221393719306748706 ~
14139 2881595464819775192207710236743289062690709117919412776212245117 ~
14140 2354677115640433357720616661564674474627305622913332030953340551 ~
14141 3841718194605321501426328000879551813296754972846701883657425342 ~

```

14142 5016994231069156343106626043412205213831587971115075454063290657 ~
14143 0248488648697402872037259869281149360627403842332874942332178578 ~
14144 7750735571857043787379693402336902911446961448649769719434527467 ~
14145 4429603089437192540526658890710662062575509930379976658367936112 ~
14146 8137451104971506153783743579555867972129358764463093757203221320 ~
14147 2460565661129971310275869112846043251843432691552928458573495971 ~
14148 5042565399302112184947232132380516549802909919676815118022483192 ~
14149 5127372199792134331067642187484426215985121676396779352982985195 ~
14150 8545392106957880586853123277545433229161989053189053725391582222 ~
14151 9232597278133427818256064882333760719681014481453198336237910767 ~
14152 1255017528826351836492103572587410356573894694875444694018175923 ~
14153 0609370828146501857425324969212764624247832210765473750568198834 ~
14154 5641035458027261252285503154325039591848918982630498759115406321 ~
14155 0354263890012837426155187877318375862355175378506956599570028011 ~
14156 5841258870150030170259167463020842412449128392380525772514737141 ~
14157 2310230172563968305553583262840383638157686828464330456805994018 ~
14158 7001071952092970177990583216417579868116586547147748964716547948 ~
14159 8312140431836079844314055731179349677763739898930227765607058530 ~
14160 4083747752640947435070395214524701683884070908706147194437225650 ~
14161 2823145872995869738316897126851939042297110721350756978037262545 ~
14162 8141095038270388987364516284820180468288205829135339013835649144 ~
14163 3004015706509887926715417450706686888783438055583501196745862340 ~
14164 8059532724727843829259395771584036885940989939255241688378793572 ~
14165 7967951654076673927031256418760962190243046993485989199060012977 ~
14166 7469214532970421677817261517850653008552559997940209969455431545 ~
14167 2745856704403686680428648404512881182309793496962721836492935516 ~
14168 2029872469583299481932978335803459023227052612542114437084359584 ~
14169 9443383638388317751841160881711251279233374577219339820819005406 ~
14170 3292937775306906607415304997682647124407768817248673421685881509 ~
14171 9133422075930947173855159340808957124410634720893194912880783576 ~
14172 3115829400549708918023366596077070927599010527028150868897828549 ~
14173 4340372642729262103487013992868853550062061514343078665396085995 ~
14174 0058714939141652065302070085265624074703660736605333805263766757 ~
14175 2018839497277047222153633851135483463624619855425993871933367482 ~
14176 0422097449956672702505446423243957506869591330193746919142980999 ~
14177 3424230550172665212092414559625960554427590951996824313084279693 ~
14178 7113207021049823238195747175985519501864630940297594363194450091 ~
14179 9150616049228764323192129703446093584259267276386814363309856853 ~
14180 2786024332141052330760658841495858718197071242995959226781172796 ~
14181 4438853796763139274314227953114500064922126500133268623021550837
14182 \cs_end:
14183 }

```

(End definition for _fp_trig_inverse_two_pi:.)

```

\_fp_trig_large:ww
\_fp_trig_large_auxi:wwwww
\_fp_trig_large_auxii:ww
\_fp_trig_large_auxiii:wnnnnnnnn
\_fp_trig_large_auxiv:wN

```

The exponent #1 is between 1 and 10000. We discard the integer part of $10^{\#1-16}/(2\pi)$, that is, the first #1 digits of $10^{-16}/(2\pi)$, because it yields an integer contribution to $x/(2\pi)$. The auxii auxiliary discards 64 digits at a time thanks to spaces inserted in the result of _fp_trig_inverse_two_pi:, while auxiii discards 8 digits at a time, and

`auxiv` discards digits one at a time. Then 64 digits are packed into groups of 4 and the `auxv` auxiliary is called.

```

14184 \cs_new:Npn \__fp_trig_large:ww #1, #2#3#4#5#6;
14185 {
14186   \exp_after:wN \__fp_trig_large_auxi:wwwww
14187   \int_use:N \__int_eval:w (#1 - 32) / 64 \exp_after:wN ,
14188   \int_use:N \__int_eval:w (#1 - 4) / 8 \exp_after:wN ,
14189   \__int_value:w #1 \__fp_trig_inverse_two_pi: ;
14190   {#2}{#3}{#4}{#5} ;
14191 }
14192 \cs_new:Npn \__fp_trig_large_auxi:wwwww #1, #2, #3, #4!
14193 {
14194   \prg_replicate:nn {#1} { \__fp_trig_large_auxii:ww }
14195   \prg_replicate:nn { #2 - #1 * \c_eight }
14196   { \__fp_trig_large_auxiii:wNNNNNNNN }
14197   \prg_replicate:nn { #3 - #2 * \c_eight }
14198   { \__fp_trig_large_auxiv:wN }
14199   \prg_replicate:nn { \c_eight } { \__fp_pack_twice_four:wNNNNNNNN }
14200   \__fp_trig_large_auxv:www
14201   ;
14202 }
14203 \cs_new:Npn \__fp_trig_large_auxii:ww #1; #2 ~ { #1; }
14204 \cs_new:Npn \__fp_trig_large_auxiii:wNNNNNNNN
14205   #1; #2#3#4#5#6#7#8#9 { #1; }
14206 \cs_new:Npn \__fp_trig_large_auxiv:wN #1; #2 { #1; }

```

(End definition for `__fp_trig_large:ww` and others.)

```

\__fp_trig_large_auxv:www
\__fp_trig_large_auxvi:wNNNNNNNN
\__fp_trig_large_pack:NNNNw

```

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 some 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.

```

14207 \cs_new:Npn \__fp_trig_large_auxv:www #1; #2; #3;
14208 {
14209   \exp_after:wN \__fp_use_i_until_s:nw
14210   \exp_after:wN \__fp_trig_large_auxvii:w
14211   \int_use:N \__int_eval:w \c__fp_leading_shift_int
14212   \prg_replicate:nn { \c_thirteen }
14213   { \__fp_trig_large_auxvi:wNNNNNNNN }
14214   + \c__fp_trailing_shift_int - \c__fp_middle_shift_int
14215   \__fp_use_i_until_s:nw

```

```

14216         ; #3 #1 ; ;
14217     }
14218 \cs_new:Npn \__fp_trig_large_auxvi:wnnnnnnnn #1; #2#3#4#5#6#7#8#9
14219 {
14220     \exp_after:wN \__fp_trig_large_pack:NNNNNw
14221     \int_use:N \__int_eval:w \c__fp_middle_shift_int
14222         + #2*#9 + #3*#8 + #4*#7 + #5*#6
14223         #1; {#2}{#3}{#4}{#5} {#7}{#8}{#9}
14224 }
14225 \cs_new:Npn \__fp_trig_large_pack:NNNNNw #1#2#3#4#5#6;
14226 { + #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.

```

14227 \cs_new:Npn \__fp_trig_large_auxvii:w #1#2#3
14228 {
14229     \exp_after:wN \__fp_trig_large_auxviii:ww
14230     \int_use:N \__int_eval:w (#1#2#3 - 62) / 125 ;
14231     #1#2#3
14232 }
14233 \cs_new:Npn \__fp_trig_large_auxviii:ww #1;
14234 {
14235     + #1
14236     \if_int_odd:w #1 \exp_stop_f:
14237         \exp_after:wN \__fp_trig_large_auxix:Nw
14238         \exp_after:wN -
14239     \else:
14240         \exp_after:wN \__fp_trig_large_auxix:Nw
14241         \exp_after:wN +
14242     \fi:
14243 }
14244 \cs_new_nopar:Npn \__fp_trig_large_auxix:Nw
14245 {
14246     \exp_after:wN \__fp_use_i_until_s:nw
14247     \exp_after:wN \__fp_trig_large_auxxi:w
14248     \int_use:N \__int_eval:w \c__fp_leading_shift_int
14249     \prg_replicate:nn { \c_thirteen }
14250     { \__fp_trig_large_auxx:wNNNNN }

```

```

14251         + \c__fp_trailing_shift_int - \c__fp_middle_shift_int
14252     ;
14253 }
14254 \cs_new:Npn \__fp_trig_large_auxx:wNNNNN #1; #2 #3#4#5#6
14255 {
14256     \exp_after:wN \__fp_trig_large_pack:NNNNNw
14257     \int_use:N \__int_eval:w \c__fp_middle_shift_int
14258     #2 \c_eight * #3#4#5#6
14259     #1; #2
14260 }
14261 \cs_new:Npn \__fp_trig_large_auxxi:w #1;
14262 {
14263     \exp_after:wN \__fp_ep_mul_raw:wwwN
14264     \int_use:N \__int_eval:w \c_zero \__fp_ep_to_ep_loop:N #1 ; ; !
14265     0,{7853}{9816}{3397}{4483}{0961}{5661};
14266     \__fp_trig_small:ww
14267 }

```

(End definition for __fp_trig_large_auxvii:w and __fp_trig_large_auxviii:w.)

30.1.6 Computing the power series

__fp_sin_series_o:NNwww Here we receive a conversion function __fp_ep_to_float:wwN or __fp_ep_inv_to_float: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 will control 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, ...}, we are near an extremum of the function and we use the series

$$\cos(x) = 1 - x^2 \left(\frac{1}{2!} - x^2 \left(\frac{1}{4!} - x^2 \left(\dots \right) \right) \right).$$

Otherwise, the series

$$\sin(x) = x \left(1 - x^2 \left(\frac{1}{3!} - x^2 \left(\frac{1}{5!} - x^2 \left(\dots \right) \right) \right) \right)$$

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.

```

14268 \cs_new:Npn \__fp_sin_series_o:NNwww #1#2#3. #4;

```

```

14269 {
14270   \__fp_fixed_mul:wwn #4; #4;
14271   {
14272     \exp_after:wN \__fp_sin_series_aux_o:NNnwww
14273     \exp_after:wN #1
14274     \__int_value:w
14275     \if_int_odd:w \__int_eval:w (#3 + \c_two) / \c_four \__int_eval_end:
14276       #2
14277     \else:
14278       \if_meaning:w #2 0 2 \else: 0 \fi:
14279     \fi:
14280     {#3}
14281   }
14282 }
14283 \cs_new:Npn \__fp_sin_series_aux_o:NNnwww #1#2#3 #4; #5,#6;
14284 {
14285   \if_int_odd:w \__int_eval:w #3 / \c_two \__int_eval_end:
14286   \exp_after:wN \use_i:nn
14287   \else:
14288   \exp_after:wN \use_ii:nn
14289   \fi:
14290   { % 1/18!
14291     \__fp_fixed_mul_sub_back:wwwn {0000}{0000}{0000}{0001}{5619}{2070};
14292     #4;{0000}{0000}{0000}{0477}{9477}{3324};
14293     \__fp_fixed_mul_sub_back:wwwn #4;{0000}{0000}{0011}{4707}{4559}{7730};
14294     \__fp_fixed_mul_sub_back:wwwn #4;{0000}{0000}{2087}{6756}{9878}{6810};
14295     \__fp_fixed_mul_sub_back:wwwn #4;{0000}{0027}{5573}{1922}{3985}{8907};
14296     \__fp_fixed_mul_sub_back:wwwn #4;{0000}{2480}{1587}{3015}{8730}{1587};
14297     \__fp_fixed_mul_sub_back:wwwn #4;{0013}{8888}{8888}{8888}{8888}{8889};
14298     \__fp_fixed_mul_sub_back:wwwn #4;{0416}{6666}{6666}{6666}{6666}{6667};
14299     \__fp_fixed_mul_sub_back:wwwn #4;{5000}{0000}{0000}{0000}{0000}{0000};
14300     \__fp_fixed_mul_sub_back:wwwn#4;{10000}{0000}{0000}{0000}{0000}{0000};
14301     { \__fp_fixed_continue:wn 0, }
14302   }
14303   { % 1/17!
14304     \__fp_fixed_mul_sub_back:wwwn {0000}{0000}{0000}{0028}{1145}{7254};
14305     #4;{0000}{0000}{0000}{7647}{1637}{3182};
14306     \__fp_fixed_mul_sub_back:wwwn #4;{0000}{0000}{0160}{5904}{3836}{8216};
14307     \__fp_fixed_mul_sub_back:wwwn #4;{0000}{0002}{5052}{1083}{8544}{1719};
14308     \__fp_fixed_mul_sub_back:wwwn #4;{0000}{0275}{5731}{9223}{9858}{9065};
14309     \__fp_fixed_mul_sub_back:wwwn #4;{0001}{9841}{2698}{4126}{9841}{2698};
14310     \__fp_fixed_mul_sub_back:wwwn #4;{0083}{3333}{3333}{3333}{3333}{3333};
14311     \__fp_fixed_mul_sub_back:wwwn #4;{1666}{6666}{6666}{6666}{6666}{6667};
14312     \__fp_fixed_mul_sub_back:wwwn#4;{10000}{0000}{0000}{0000}{0000}{0000};
14313     { \__fp_ep_mul:wwwn 0, } #5,#6;
14314   }
14315   {
14316     \exp_after:wN \__fp_sanitize:Nw
14317     \exp_after:wN #2
14318     \int_use:N \__int_eval:w #1

```

```

14319     }
14320     #2
14321 }

```

(End definition for `_fp_sin_series_o:NNwww` and `_fp_sin_series_aux_o:NNwww`.)

```

\_fp_tan_series_o:NNwww
\_fp_tan_series_aux_o:Nnwww

```

Contrarily to `_fp_sin_series_o:NNwww` 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:wwwn`, 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.

```

14322 \cs_new:Npn \_fp_tan_series_o:NNwww #1#2#3. #4;
14323 {
14324   \_fp_fixed_mul:wwn #4; #4;
14325   {
14326     \exp_after:wN \_fp_tan_series_aux_o:Nnwww
14327     \_int_value:w
14328     \if_int_odd:w \_int_eval:w #3 / \c_two \_int_eval_end:
14329     \exp_after:wN \reverse_if:N
14330     \fi:
14331     \if_meaning:w #1#2 2 \else: 0 \fi:
14332     {#3}
14333   }
14334 }
14335 \cs_new:Npn \_fp_tan_series_aux_o:Nnwww #1 #2 #3; #4,#5;
14336 {
14337   \_fp_fixed_mul_sub_back:wwwn {0000}{0000}{1527}{3493}{0856}{7059};
14338   #3; {0000}{0159}{6080}{0274}{5257}{6472};
14339   \_fp_fixed_mul_sub_back:wwwn #3; {0002}{4571}{2320}{0157}{2558}{8481};
14340   \_fp_fixed_mul_sub_back:wwwn #3; {0115}{5830}{7533}{5397}{3168}{2147};
14341   \_fp_fixed_mul_sub_back:wwwn #3; {1929}{8245}{6140}{3508}{7719}{2982};
14342   \_fp_fixed_mul_sub_back:wwwn #3; {10000}{0000}{0000}{0000}{0000}{0000};
14343   { \_fp_ep_mul:wwwwn 0, } #4,#5;
14344   {
14345     \_fp_fixed_mul_sub_back:wwwn {0000}{0007}{0258}{0681}{9408}{4706};

```

```

14346                                     #3;{0000}{2343}{7175}{1399}{6151}{7670};
14347 \__fp_fixed_mul_sub_back:wwwn #3;{0019}{2638}{4588}{9232}{8861}{3691};
14348 \__fp_fixed_mul_sub_back:wwwn #3;{0536}{6357}{0691}{4344}{6852}{4252};
14349 \__fp_fixed_mul_sub_back:wwwn #3;{5263}{1578}{9473}{6842}{1052}{6315};
14350 \__fp_fixed_mul_sub_back:wwwn#3;{10000}{0000}{0000}{0000}{0000}{0000};
14351 {
14352     \reverse_if:N \if_int_odd:w
14353     \__int_eval:w (#2 - \c_one) / \c_two \__int_eval_end:
14354     \exp_after:wN \__fp_reverse_args:Nww
14355     \fi:
14356     \__fp_ep_div:wwwn 0,
14357 }
14358 }
14359 {
14360     \exp_after:wN \__fp_sanitize:Nw
14361     \exp_after:wN #1
14362     \int_use:N \__int_eval:w \__fp_ep_to_float:wwN
14363 }
14364 #1
14365 }

```

(End definition for `__fp_tan_series_o:NNwww` and `__fp_tan_series_aux_o:Nnwww`.)

30.2 Inverse trigonometric functions

All inverse trigonometric functions (arcsine, arccosine, arctangent, arccotangent, arcsecant, 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 $\text{atan}(y, x) = \text{atan}(y/x)$ 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

$$\arccos x = \text{atan}(\sqrt{1 - x^2}, x) \quad (5)$$

$$\arcsin x = \text{atan}(x, \sqrt{1 - x^2}) \quad (6)$$

$$\text{asec } x = \text{atan}(\sqrt{x^2 - 1}, 1) \quad (7)$$

$$\text{acsc } x = \text{atan}(1, \sqrt{x^2 - 1}) \quad (8)$$

$$\text{atan } x = \text{atan}(x, 1) \quad (9)$$

$$\text{acot } x = \text{atan}(1, x). \quad (10)$$

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 $\text{atan}(y, x) = \text{atan}(y/x)$ is the angular coordinate of the point (x, y) .

As for direct trigonometric functions, the first step in computing $\text{atan}(y, x)$ is argument reduction. The sign of y will give 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 will 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.

30.2.1 Arctangent and arccotangent

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. Here, we dispatch according to the number of arguments. The one-argument versions of arctangent and arccotangent are special cases of the two-argument ones: $\operatorname{atan}(y) = \operatorname{atan}(y, 1) = \operatorname{acot}(1, y)$ and $\operatorname{acot}(x) = \operatorname{atan}(1, x) = \operatorname{acot}(x, 1)$.

`__fp_atan_o:Nw`
`__fp_acot_o:Nw`
`__fp_atan_dispatch_o:NNnNw`

```

14366 \cs_new_nopar:Npn \__fp_atan_o:Nw
14367 {
14368   \__fp_atan_dispatch_o:NNnNw
14369   \__fp_acotii_o:Nww \__fp_atanii_o:Nww { atan }
14370 }
14371 \cs_new_nopar:Npn \__fp_acot_o:Nw
14372 {
14373   \__fp_atan_dispatch_o:NNnNw
14374   \__fp_atanii_o:Nww \__fp_acotii_o:Nww { acot }
14375 }
14376 \cs_new:Npn \__fp_atan_dispatch_o:NNnNw #1#2#3#4#5@
14377 {
14378   \if_case:w
14379     \__int_eval:w \__fp_array_count:n {#5} - \c_one \__int_eval_end:

```

```

14380         \exp_after:wN #1 \exp_after:wN #4 \c_one_fp #5
14381         \tex_romannumeral:D
14382     \or: #2 #4 #5 \tex_romannumeral:D
14383     \else:
14384         \_msg_kernel_expandable_error:nnnnn
14385         { kernel } { fp-num-args } { #3() } { 1 } { 2 }
14386         \exp_after:wN \c_nan_fp \tex_romannumeral:D
14387     \fi:
14388     \exp_after:wN \c_zero
14389 }

```

(End definition for `_fp_atan_o:Nw` and `_fp_acot_o:Nw`.)

`_fp_atanii_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 $\{\pm\pi/4, \pm3\pi/4\}$ (in degrees, $\{\pm45, \pm135\}$). 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 $\{\pm0, \pm\pi\}$ (in degrees, $\{\pm0, \pm180\}$). Since $\text{acot}(x, y) = \text{atan}(y, x)$, `_fp_acotii_o:ww` simply reverses its two arguments.

```

14390 \cs_new:Npn \_fp_atanii_o:Nww
14391     #1 \s__fp \_fp_chk:w #2#3#4; \s__fp \_fp_chk:w #5
14392 {
14393     \if_meaning:w 3 #2 \_fp_case_return_i_o:ww \fi:
14394     \if_meaning:w 3 #5 \_fp_case_return_ii_o:ww \fi:
14395     \if_case:w
14396         \if_meaning:w #2 #5
14397         \if_meaning:w 1 #2 \c_ten \else: \c_zero \fi:
14398     \else:
14399         \if_int_compare:w #2 > #5 \c_one \else: \c_two \fi:
14400     \fi:
14401     \_fp_case_return:nw { \_fp_atan_inf_o:NNNw #1 #3 \c_two }
14402     \or: \_fp_case_return:nw { \_fp_atan_inf_o:NNNw #1 #3 \c_four }
14403     \or: \_fp_case_return:nw { \_fp_atan_inf_o:NNNw #1 #3 \c_zero }
14404     \fi:
14405     \_fp_atan_normal_o:NNnwNnw #1
14406     \s__fp \_fp_chk:w #2#3#4;
14407     \s__fp \_fp_chk:w #5
14408 }
14409 \cs_new:Npn \_fp_acotii_o:Nww #1#2; #3;
14410 { \_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:NwwwwN`, with arguments the final sign `#2`; the octant `#3`; $\text{atan } z/z = 1$ 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, $\text{atan } z$

will be computed to be 0, and the result will be $[\#3/2] \cdot \pi/4$ if the sign #5 of x is positive, and $[(7 - \#3)/2] \cdot \pi/4$ for negative x , where the divisions are rounded up.

```

14411 \cs_new:Npn \__fp_atan_inf_o:NNNw #1#2#3 \s__fp \__fp_chk:w #4#5#6;
14412 {
14413   \exp_after:wN \__fp_atan_combine_o:NwwwwwN
14414   \exp_after:wN #2
14415   \int_use:N \__int_eval:w
14416   \if_meaning:w 2 #5 \c_seven - \fi: #3 \exp_after:wN ;
14417   \c__fp_one_fixed_tl ;
14418   {0000}{0000}{0000}{0000}{0000}{0000};
14419   0,{0000}{0000}{0000}{0000}{0000}{0000}; #1
14420 }

```

(End definition for `__fp_atan_inf_o:NNNw`.)

`__fp_atan_normal_o:NNwNnw`

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 $\text{atan}(x, \sqrt{1 - x^2})$ without intermediate rounding errors.

```

14421 \cs_new_protected:Npn \__fp_atan_normal_o:NNwNnw
14422   #1 \s__fp \__fp_chk:w 1#2#3#4; \s__fp \__fp_chk:w 1#5#6#7;
14423 {
14424   \__fp_atan_test_o:NwNwNwN
14425   #2 #3, #4{0000}{0000};
14426   #5 #6, #7{0000}{0000}; #1
14427 }

```

(End definition for `__fp_atan_normal_o:NNwNnw`.)

`__fp_atan_test_o:NwNwNwN`

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 $(\text{atan } z)/z = 1 - \dots$, 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 what z will be, so we simply leave a contribution to the octant: $\langle \text{octant} \rangle \rightarrow 7 - \langle \text{octant} \rangle$ 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:wNwNw` after the operands have been ordered.

```

14428 \cs_new:Npn \__fp_atan_test_o:NwNwNwN #1#2,#3; #4#5,#6;
14429 {
14430   \exp_after:wN \__fp_atan_combine_o:NwwwwwN
14431   \exp_after:wN #1
14432   \int_use:N \__int_eval:w
14433   \if_meaning:w 2 #4
14434     \c_seven - \__int_eval:w
14435   \fi:
14436   \if_int_compare:w

```

```

14437         \_fp_ep_compare:www #2,#3; #5,#6; > \c_zero
14438         \c_three -
14439         \exp_after:wN \_fp_reverse_args:Nww
14440     \fi:
14441     \_fp_atan_div:wnwnw #2,#3; #5,#6;
14442 }

```

(End definition for _fp_atan_test_o:NwwNwwN.)

```

\_fp_atan_div:wnwnw
\_fp_atan_near:wwn
\_fp_atan_near_aux:wn

```

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 $\text{atan} \frac{b-a}{a+b}$. Otherwise, the octant is 0 (again, combined with earlier terms) and we wish to compute $\text{atan} \frac{a}{b}$. In any case, call _fp_atan_auxi:ww followed by z , as a comma-delimited exponent and a fixed point number.

```

14443 \cs_new:Npn \_fp_atan_div:wnwnw #1,#2#3; #4,#5#6;
14444 {
14445     \if_int_compare:w
14446         \_int_eval:w 41421 * #5 < #2 000
14447         \if_case:w \_int_eval:w #4 - #1 \_int_eval_end: 00 \or: 0 \fi:
14448     \exp_stop_f:
14449     \exp_after:wN \_fp_atan_near:wwn
14450     \fi:
14451     \c_zero
14452     \_fp_ep_div:wwwn #1,{#2}#3; #4,{#5}#6;
14453     \_fp_atan_auxi:ww
14454 }
14455 \cs_new:Npn \_fp_atan_near:wwn
14456     \c_zero \_fp_ep_div:wwwn #1,#2; #3,
14457     {
14458         \c_one
14459         \_fp_ep_to_fixed:wn #1 - #3, #2;
14460         \_fp_atan_near_aux:wn
14461     }
14462 \cs_new:Npn \_fp_atan_near_aux:wn #1; #2;
14463 {
14464     \_fp_fixed_add:wn #1; #2;
14465     { \_fp_fixed_sub:wn #2; #1; { \_fp_ep_div:wwwn 0, } 0, }
14466 }

```

(End definition for _fp_atan_div:wnwnw and _fp_atan_near: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.

```

14467 \cs_new:Npn \_fp_atan_auxi:ww #1,#2;
14468 { \_fp_ep_to_fixed:wn #1,#2; \_fp_atan_auxii:w #1,#2; }

```

```

14469 \cs_new:Npn \__fp_atan_auxii:w #1;
14470 {
14471   \__fp_fixed_mul:wwn #1; #1;
14472   {
14473     \__fp_atan_Taylor_loop:www 39 ;
14474     {0000}{0000}{0000}{0000}{0000}{0000} ;
14475   }
14476   ! #1;
14477 }

```

(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 $\#1 = 2k - 1$, $\#2 = \frac{1}{2k+1} - z^2(\frac{1}{2k+3} - z^2(\dots - z^2\frac{1}{39}))$, and $\#3 = z^2$. To go to the next step $k \rightarrow k - 1$, 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.

```

14478 \cs_new:Npn \__fp_atan_Taylor_loop:www #1; #2; #3;
14479 {
14480   \if_int_compare:w #1 = \c_minus_one
14481     \__fp_atan_Taylor_break:w
14482   \fi:
14483   \exp_after:wN \__fp_fixed_div_int:wwN \c__fp_one_fixed_tl ; #1;
14484   \__fp_rrot:www \__fp_fixed_mul_sub_back:wwwn #2; #3;
14485   {
14486     \exp_after:wN \__fp_atan_Taylor_loop:www
14487     \int_use:N \__int_eval:w #1 - \c_two ;
14488   }
14489   #3;
14490 }
14491 \cs_new:Npn \__fp_atan_Taylor_break:w
14492   \fi: #1 \__fp_fixed_mul_sub_back:wwwn #2; #3 !
14493 { \fi: ; #2 ; }

```

(End definition for __fp_atan_Taylor_loop:www and __fp_atan_Taylor_break:w.)

__fp_atan_combine_o:NwwwwN
 __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

$$\langle sign \rangle \left(\left\lceil \frac{\langle octant \rangle}{2} \right\rceil \frac{\pi}{4} + (-1)^{\langle octant \rangle} \frac{\operatorname{atan} z}{z} \cdot z \right), \quad (11)$$

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 · #4. In both cases, convert to a floating point with `__fp_fixed_to_float:wN`.

```

14494 \cs_new:Npn \__fp_atan_combine_o:NwwwwN #1 #2; #3; #4; #5,#6; #7
14495 {
14496   \exp_after:wN \__fp_sanitize:Nw
14497   \exp_after:wN #1
14498   \int_use:N \__int_eval:w
14499   \if_meaning:w 0 #2
14500     \exp_after:wN \use_i:nn
14501   \else:
14502     \exp_after:wN \use_ii:nn
14503   \fi:
14504   { #5 \__fp_fixed_mul:wwn #3; #6; }
14505   {
14506     \__fp_fixed_mul:wwn #3; #4;
14507     {
14508       \exp_after:wN \__fp_atan_combine_aux:ww
14509       \int_use:N \__int_eval:w #2 / \c_two ; #2;
14510     }
14511   }
14512   { #7 \__fp_fixed_to_float:wN \__fp_fixed_to_float_rad:wN }
14513   #1
14514 }
14515 \cs_new:Npn \__fp_atan_combine_aux:ww #1; #2;
14516 {
14517   \__fp_fixed_mul_short:wwn
14518   {7853}{9816}{3397}{4483}{0961}{5661};
14519   {#1}{0000}{0000};
14520   {
14521     \if_int_odd:w #2 \exp_stop_f:
14522     \exp_after:wN \__fp_fixed_sub:wwn
14523   \else:
14524     \exp_after:wN \__fp_fixed_add:wwn
14525   \fi:
14526   }
14527 }

```

(End definition for `__fp_atan_combine_o:NwwwwN` and `__fp_atan_combine_aux:ww`.)

30.2.2 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).

```

14528 \cs_new:Npn \__fp_asin_o:w #1 \s__fp \__fp_chk:w #2#3; @
14529 {
14530   \if_case:w #2 \exp_stop_f:

```

```

14531     \__fp_case_return_same_o:w
14532 \or:
14533     \__fp_case_use:nw
14534     { \__fp_asin_normal_o:NfwNnnnnw #1 { #1 { asin } { asind } } }
14535 \or:
14536     \__fp_case_use:nw
14537     { \__fp_invalid_operation_o:fw { #1 { asin } { asind } } }
14538 \else:
14539     \__fp_case_return_same_o:w
14540 \fi:
14541 \s__fp \__fp_chk:w #2 #3;
14542 }

```

(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.

```

14543 \cs_new:Npn \__fp_acos_o:w #1 \s__fp \__fp_chk:w #2#3; @
14544 {
14545     \if_case:w #2 \exp_stop_f:
14546     \__fp_case_use:nw { \__fp_atan_inf_o:NNNw #1 0 \c_four }
14547 \or:
14548     \__fp_case_use:nw
14549     {
14550         \__fp_asin_normal_o:NfwNnnnnw #1 { #1 { acos } { acosd } }
14551         \__fp_reverse_args:Nww
14552     }
14553 \or:
14554     \__fp_case_use:nw
14555     { \__fp_invalid_operation_o:fw { #1 { acos } { acosd } } }
14556 \else:
14557     \__fp_case_return_same_o:w
14558 \fi:
14559 \s__fp \__fp_chk:w #2 #3;
14560 }

```

(End definition for __fp_acos_o:w.)

__fp_asin_normal_o:NfwNnnnnw If the exponent #5 is strictly less than 1, the operand lies within $(-1, 1)$ and the operation is permitted: call __fp_asin_auxi_o:nNww with the appropriate arguments. If the number is exactly ± 1 (the test works because we know that $\#5 \geq 1$, $\#6\#7 \geq 10000000$, $\#8\#9 \geq 0$, with equality only for ± 1), we also call __fp_asin_auxi_o:nNww. 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.

```

14561 \cs_new:Npn \__fp_asin_normal_o:NfwNnnnnw
14562     #1#2#3 \s__fp \__fp_chk:w 1#4#5#6#7#8#9;
14563 {

```

```

14564 \if_int_compare:w #5 < \c_one
14565 \exp_after:wN \__fp_use_none_until_s:w
14566 \fi:
14567 \if_int_compare:w \__int_eval:w #5 + #6#7 + #8#9 = 1000 0001 ~
14568 \exp_after:wN \__fp_use_none_until_s:w
14569 \fi:
14570 \__fp_use_i:ww
14571 \__fp_invalid_operation_o:fw {#2}
14572 \s__fp \__fp_chk:w 1#4{#5}{#6}{#7}{#8}{#9};
14573 \__fp_asin_auxi_o:NnNww
14574 #1 {#3} #4 #5,{#6}{#7}{#8}{#9}{0000}{0000};
14575 }

```

(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`.

```

14576 \cs_new:Npn \__fp_asin_auxi_o:NnNww #1#2#3#4,#5;
14577 {
14578   \__fp_ep_to_fixed:wwn #4,#5;
14579   \__fp_asin_isqrt:wn
14580   \__fp_ep_mul:wwwwn #4,#5;
14581   \__fp_ep_to_ep:wwN
14582   \__fp_fixed_continue:wn
14583   { #2 \__fp_atan_test_o:NwwNwwN #3 }
14584   0 1,{1000}{0000}{0000}{0000}{0000}{0000}; #1
14585 }
14586 \cs_new:Npn \__fp_asin_isqrt:wn #1;
14587 {
14588   \exp_after:wN \__fp_fixed_sub:wwn \c__fp_one_fixed_tl ; #1;
14589   {
14590     \__fp_fixed_add_one:wN #1;
14591     \__fp_fixed_continue:wn { \__fp_ep_mul:wwwwn 0, } 0,
14592   }
14593   \__fp_ep_isqrt:wwn
14594 }

```

(End definition for __fp_asin_auxi_o:NnNww and __fp_asin_isqrt:wn.)

30.2.3 Arc cosecant 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 arc cosecant of ± 0 raises an invalid operation exception. The arc cosecant of $\pm\infty$ is ± 0 with the same sign. The arc cosecant 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.

```

14595 \cs_new:Npn \__fp_acsc_o:w #1 \s__fp \__fp_chk:w #2#3#4; @
14596 {
14597     \if_case:w \if_meaning:w 2 #2 #3 \fi: #2 \exp_stop_f:
14598         \__fp_case_use:nw
14599         { \__fp_invalid_operation_o:fw { #1 { acsc } { acscd } } }
14600     \or: \__fp_case_use:nw
14601         { \__fp_acsc_normal_o:NfwNnw #1 { #1 { acsc } { acscd } } }
14602     \or: \__fp_case_return_o:Nw \c_zero_fp
14603     \or: \__fp_case_return_same_o:w
14604     \else: \__fp_case_return_o:Nw \c_minus_zero_fp
14605     \fi:
14606     \s__fp \__fp_chk:w #2 #3 #4;
14607 }

```

(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 arc cosecant 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`.

```

14608 \cs_new:Npn \__fp_asec_o:w #1 \s__fp \__fp_chk:w #2#3; @
14609 {
14610     \if_case:w #2 \exp_stop_f:
14611         \__fp_case_use:nw
14612         { \__fp_invalid_operation_o:fw { #1 { asec } { asecd } } }
14613     \or:
14614         \__fp_case_use:nw
14615         {
14616             \__fp_acsc_normal_o:NfwNnw #1 { #1 { asec } { asecd } }
14617             \__fp_reverse_args:Nww
14618         }
14619     \or: \__fp_case_use:nw { \__fp_atan_inf_o:NNNw #1 0 \c_four }
14620     \else: \__fp_case_return_same_o:w
14621     \fi:
14622     \s__fp \__fp_chk:w #2 #3;
14623 }

```

(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:nNww` (with all the appropriate arguments). This computes what we want thanks to $\operatorname{acsc}(x) = \operatorname{asin}(1/x)$ and $\operatorname{asec}(x) = \operatorname{acos}(1/x)$.

```

14624 \cs_new:Npn \__fp_acsc_normal_o:NfwNnw #1#2#3 \s__fp \__fp_chk:w 1#4#5#6;
14625 {
14626   \int_compare:nNnTF {#5} < \c_one
14627   {
14628     \__fp_invalid_operation_o:fw {#2}
14629     \s__fp \__fp_chk:w 1#4{#5}#6;
14630   }
14631   {
14632     \__fp_ep_div:wwwn
14633     1,{1000}{0000}{0000}{0000}{0000}{0000};
14634     #5,#6{0000}{0000};
14635     { \__fp_asin_auxi_o:NnNww #1 {#3} #4 }
14636   }
14637 }

```

(End definition for `__fp_acsc_normal_o:NfwNnw`.)

```

14638 </initex | package>

```

31 13fp-convert implementation

```

14639 <*initex | package>

```

```

14640 <@@=fp>

```

31.1 Trimming trailing zeros

`__fp_trim_zeros: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 will be the dot auxiliary, which removes a trailing dot if any. We then clean-up with the `end` auxiliary, keeping only the number.

```

14641 \cs_new:Npn \__fp_trim_zeros:w #1 ;
14642 {
14643   \__fp_trim_zeros_loop:w #1
14644   ; \__fp_trim_zeros_loop:w 0; \__fp_trim_zeros_dot:w .; \s__stop
14645 }
14646 \cs_new:Npn \__fp_trim_zeros_loop:w #1 0; #2 { #2 #1 ; #2 }
14647 \cs_new:Npn \__fp_trim_zeros_dot:w #1 .; { \__fp_trim_zeros_end:w #1 ; }
14648 \cs_new:Npn \__fp_trim_zeros_end:w #1 ; #2 \s__stop { #1 }

```

(End definition for `__fp_trim_zeros:w`.)

31.2 Scientific notation

`\fp_to_scientific:N` The three public functions evaluate their argument, then pass it to `__fp_to_scientific_dispatch:w`.

```

\fp_to_scientific:c
\fp_to_scientific:n
14649 \cs_new:Npn \fp_to_scientific:N #1
14650 { \exp_after:wN \__fp_to_scientific_dispatch:w #1 }

```

```

14651 \cs_generate_variant:Nn \fp_to_scientific:N { c }
14652 \cs_new_nopar:Npn \fp_to_scientific:n
14653 {
14654   \exp_after:wN \__fp_to_scientific_dispatch:w
14655   \tex_romannumeral:D -'0 \__fp_parse:n
14656 }

```

(End definition for `\fp_to_scientific:N`, `\fp_to_scientific:c`, and `\fp_to_scientific:n`. These functions are documented on page 182.)

```

\__fp_to_scientific_dispatch: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. Finally trim zeros. The whole construction is within a call to `\tl_to_lowercase:n`, responsible for creating `e` with category “other”.

```

14657 \group_begin:
14658 \char_set_catcode_other:N E
14659 \tl_to_lowercase:n
14660 {
14661   \group_end:
14662   \cs_new:Npn \__fp_to_scientific_dispatch:w \s__fp \__fp_chk:w #1#2
14663   {
14664     \if_meaning:w 2 #2 \exp_after:wN - \tex_romannumeral:D -'0 \fi:
14665     \if_case:w #1 \exp_stop_f:
14666       \__fp_case_return:nw { 0 }
14667     \or: \exp_after:wN \__fp_to_scientific_normal:wnnnnn
14668     \or:
14669       \__fp_case_use:nw
14670       {
14671         \__fp_invalid_operation:nnw
14672         {
14673           \exp_after:wN 1
14674           \exp_after:wN E
14675           \int_use:N \c__fp_max_exponent_int
14676         }
14677         { fp_to_scientific }
14678       }
14679     \or:
14680       \__fp_case_use:nw
14681       {
14682         \__fp_invalid_operation:nnw
14683         { 0 }
14684         { fp_to_scientific }
14685       }

```

```

14686         \fi:
14687         \s__fp \__fp_chk:w #1 #2
14688     }
14689     \cs_new:Npn \__fp_to_scientific_normal:wnnnnn
14690         \s__fp \__fp_chk:w 1 #1 #2 #3#4#5#6 ;
14691     {
14692         \if_int_compare:w #2 = \c_one
14693             \exp_after:wN \__fp_to_scientific_normal:wNw
14694         \else:
14695             \exp_after:wN \__fp_to_scientific_normal:wNw
14696             \exp_after:wN E
14697             \int_use:N \__int_eval:w #2 - \c_one
14698         \fi:
14699         ; #3 #4 #5 #6 ;
14700     }
14701 }
14702 \cs_new:Npn \__fp_to_scientific_normal:wNw #1 ; #2#3;
14703 { \__fp_trim_zeros:w #2.#3 ; #1 }

```

(End definition for `__fp_to_scientific_dispatch:w`, `__fp_to_scientific_normal:wnnnnn`, and `__fp_to_scientific_normal:wNw`.)

31.3 Decimal representation

`\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.

```

\fp_to_decimal:c
\fp_to_decimal:n
14704 \cs_new:Npn \fp_to_decimal:N #1
14705 { \exp_after:wN \__fp_to_decimal_dispatch:w #1 }
14706 \cs_generate_variant:Nn \fp_to_decimal:N { c }
14707 \cs_new_nopar:Npn \fp_to_decimal:n
14708 {
14709     \exp_after:wN \__fp_to_decimal_dispatch:w
14710     \tex_romannumeral:D -'0 \__fp_parse:n
14711 }

```

(End definition for `\fp_to_decimal:N`, `\fp_to_decimal:c`, and `\fp_to_decimal:n`. These functions are documented on page 181.)

```

\__fp_to_decimal_dispatch:w
    \__fp_to_decimal_normal:wnnnnn
\__fp_to_decimal_large:Nnnw
\__fp_to_decimal_huge:wnnnn

```

The structure is similar to `__fp_to_scientific_dispatch: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.<zeros><digits>`, trimmed.

```

14712 \cs_new:Npn \__fp_to_decimal_dispatch:w \s__fp \__fp_chk:w #1#2
14713 {
14714     \if_meaning:w 2 #2 \exp_after:wN - \tex_romannumeral:D -'0 \fi:

```

```

14715 \if_case:w #1 \exp_stop_f:
14716 \__fp_case_return:nw { 0 }
14717 \or: \exp_after:wN \__fp_to_decimal_normal:wnnnnn
14718 \or:
14719 \__fp_case_use:nw
14720 {
14721 \__fp_invalid_operation:nnw
14722 {
14723 \exp_after:wN \exp_after:wN \exp_after:wN 1
14724 \prg_replicate:nn \c__fp_max_exponent_int 0
14725 }
14726 { fp_to_decimal }
14727 }
14728 \or:
14729 \__fp_case_use:nw
14730 {
14731 \__fp_invalid_operation:nnw
14732 { 0 }
14733 { fp_to_decimal }
14734 }
14735 \fi:
14736 \s__fp \__fp_chk:w #1 #2
14737 }
14738 \cs_new:Npn \__fp_to_decimal_normal:wnnnnn
14739 \s__fp \__fp_chk:w 1 #1 #2 #3#4#5#6 ;
14740 {
14741 \int_compare:nNnTF {#2} > \c_zero
14742 {
14743 \int_compare:nNnTF {#2} < \c_sixteen
14744 {
14745 \__fp_decimate:nNnnnn { \c_sixteen - #2 }
14746 \__fp_to_decimal_large:Nnnw
14747 }
14748 {
14749 \exp_after:wN \exp_after:wN
14750 \exp_after:wN \__fp_to_decimal_huge:wnnnn
14751 \prg_replicate:nn { #2 - \c_sixteen } { 0 } ;
14752 }
14753 {#3} {#4} {#5} {#6}
14754 }
14755 {
14756 \exp_after:wN \__fp_trim_zeros:w
14757 \exp_after:wN 0
14758 \exp_after:wN .
14759 \tex_romannumeral:D -'0 \prg_replicate:nn { - #2 } { 0 }
14760 #3#4#5#6 ;
14761 }
14762 }
14763 \cs_new:Npn \__fp_to_decimal_large:Nnnw #1#2#3#4;
14764 {

```

```

14765 \exp_after:wN \_fp_trim_zeros:w \_int_value:w
14766 \if_int_compare:w #2 > \c_zero
14767 #2
14768 \fi:
14769 \exp_stop_f:
14770 #3.#4 ;
14771 }
14772 \cs_new:Npn \_fp_to_decimal_huge:wnnnn #1; #2#3#4#5 { #2#3#4#5 #1 }

```

(End definition for `_fp_to_decimal_dispatch:w` and others.)

31.4 Token list representation

`\fp_to_tl:N` These three public functions evaluate their argument, then pass it to `_fp_to_tl_dispatch:w`.
`\fp_to_tl:c`
`\fp_to_tl:n`

```

14773 \cs_new:Npn \fp_to_tl:N #1 { \exp_after:wN \_fp_to_tl_dispatch:w #1 }
14774 \cs_generate_variant:Nn \fp_to_tl:N { c }
14775 \cs_new_nopar:Npn \fp_to_tl:n
14776 {
14777 \exp_after:wN \_fp_to_tl_dispatch:w
14778 \tex_romannumeral:D -'0 \_fp_parse:n
14779 }

```

(End definition for `\fp_to_tl:N`, `\fp_to_tl:c`, and `\fp_to_tl:n`. These functions are documented on page 182.)

`_fp_to_tl_dispatch:w` 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.

```

14780 \cs_new:Npn \_fp_to_tl_dispatch:w \s__fp \_fp_chk:w #1#2
14781 {
14782 \if_meaning:w 2 #2 \exp_after:wN - \tex_romannumeral:D -'0 \fi:
14783 \if_case:w #1 \exp_stop_f:
14784 \_fp_case_return:nw { 0 }
14785 \or: \exp_after:wN \_fp_to_tl_normal:nnnnn
14786 \or: \_fp_case_return:nw { \tl_to_str:n {inf} }
14787 \else: \_fp_case_return:nw { \tl_to_str:n {nan} }
14788 \fi:
14789 }
14790 \cs_new:Npn \_fp_to_tl_normal:nnnnn #1
14791 {
14792 \if_int_compare:w #1 > \c_sixteen
14793 \exp_after:wN \_fp_to_scientific_normal:wnnnnn
14794 \else:
14795 \if_int_compare:w #1 < - \c_two
14796 \exp_after:wN \exp_after:wN
14797 \exp_after:wN \_fp_to_scientific_normal:wnnnnn
14798 \else:
14799 \exp_after:wN \exp_after:wN

```

```

14800         \exp_after:wN \__fp_to_decimal_normal:wnnnnn
14801         \fi:
14802     \fi:
14803     \s__fp \__fp_chk:w 1 0 {#1}
14804 }

```

(End definition for __fp_to_tl_dispatch:w and __fp_to_tl_normal:nnnnn.)

31.5 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.

31.6 Convert to dimension or integer

\fp_to_dim:N These three public functions rely on \fp_to_decimal:n internally. We make sure to produce pt with category other.

\fp_to_dim:c

\fp_to_dim:n

```

14805 \cs_new:Npx \fp_to_dim:N #1
14806 { \exp_not:N \fp_to_decimal:N #1 \tl_to_str:n {pt} }
14807 \cs_generate_variant:Nn \fp_to_dim:N { c }
14808 \cs_new:Npx \fp_to_dim:n #1
14809 { \exp_not:N \fp_to_decimal:n {#1} \tl_to_str:n {pt} }

```

(End definition for \fp_to_dim:N, \fp_to_dim:c, and \fp_to_dim:n. These functions are documented on page 181.)

\fp_to_int:N These three public functions evaluate their argument, then pass it to \fp_to_int_dispatch:w.

\fp_to_int:c

\fp_to_int:n

```

14810 \cs_new:Npn \fp_to_int:N #1 { \exp_after:wN \__fp_to_int_dispatch:w #1 }
14811 \cs_generate_variant:Nn \fp_to_int:N { c }
14812 \cs_new_nopar:Npn \fp_to_int:n
14813 {
14814     \exp_after:wN \__fp_to_int_dispatch:w
14815     \tex_romannumeral:D -'0 \__fp_parse:n
14816 }

```

(End definition for \fp_to_int:N, \fp_to_int:c, and \fp_to_int:n. These functions are documented on page 182.)

__fp_to_int_dispatch:w 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 will be no trailing dot nor zero.

```

14817 \cs_new:Npn \__fp_to_int_dispatch:w #1;
14818 {
14819     \exp_after:wN \__fp_to_decimal_dispatch:w \tex_romannumeral:D -'0
14820     \__fp_round:Nwn \__fp_round_to_nearest:NNN #1; { 0 }
14821 }

```

(End definition for __fp_to_int_dispatch:w.)

31.7 Convert from a dimension

`\dim_to_fp:n` 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:` in `\dim_to_fp:n`.

```

14822 \cs_new:Npn \dim_to_fp:n #1
14823 {
14824   \exp_after:wN \__fp_from_dim_test:ww
14825   \exp_after:wN 0
14826   \exp_after:wN ,
14827   \__int_value:w \etex_glueexpr:D #1 ;
14828 }
14829 \cs_new:Npn \__fp_from_dim_test:ww #1, #2
14830 {
14831   \if_meaning:w 0 #2
14832     \__fp_case_return:nw { \exp_after:wN \c_zero_fp }
14833   \else:
14834     \exp_after:wN \__fp_from_dim:wNw
14835     \int_use:N \__int_eval:w #1 - \c_four
14836     \if_meaning:w - #2
14837       \exp_after:wN , \exp_after:wN 2 \__int_value:w
14838     \else:
14839       \exp_after:wN , \exp_after:wN 0 \__int_value:w #2
14840     \fi:
14841   \fi:
14842 }
14843 \cs_new:Npn \__fp_from_dim:wNw #1,#2#3;
14844 {
14845   \__fp_pack_twice_four:wNNNNNNNN \__fp_from_dim:wNNnnnnnn ;
14846   #3 000 0000 00 {10}987654321; #2 {#1}
14847 }
14848 \cs_new:Npn \__fp_from_dim:wNNnnnnnn #1; #2#3#4#5#6#7#8#9
14849 { \__fp_from_dim:wnnnnwNn #1 {#2#300} {0000} ; }
14850 \cs_new:Npn \__fp_from_dim:wnnnnwNn #1; #2#3#4#5#6; #7#8
14851 {
14852   \__fp_mul_npos_o:Nww #7
14853   \s__fp \__fp_chk:w 1 #7 {#5} #1 ;
14854   \s__fp \__fp_chk:w 1 0 {#8} {1525} {8789} {0625} {0000} ;
14855   \prg_do_nothing:
14856 }

```

(End definition for `\dim_to_fp:n`. This function is documented on page 83.)

31.8 Use and eval

\fp_use:N Those public functions are simple copies of the decimal conversions.

```
\fp_use:c 14857 \cs_new_eq:NN \fp_use:N \fp_to_decimal:N
\fp_eval:n 14858 \cs_generate_variant:Nn \fp_use:N { c }
14859 \cs_new_eq:NN \fp_eval:n \fp_to_decimal:n
```

(End definition for \fp_use:N, \fp_use:c, and \fp_eval:n. These functions are documented on page 182.)

\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.

```
14860 \cs_new:Npn \fp_abs:n #1
14861 { \fp_to_decimal:n { abs \__fp_parse:n {#1} } }
```

(End definition for \fp_abs:n. This function is documented on page 194.)

\fp_max:nn Similar to \fp_abs:n, for consistency with \int_max:nn, etc.

```
\fp_min:nn 14862 \cs_new:Npn \fp_max:nn #1#2
14863 { \fp_to_decimal:n { max ( \__fp_parse:n {#1} , \__fp_parse:n {#2} ) } }
14864 \cs_new:Npn \fp_min:nn #1#2
14865 { \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 194.)

31.9 Convert an array of floating points to a comma list

__fp_array_to_clist:n 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.

```
14866 \cs_new:Npn \__fp_array_to_clist:n #1
14867 {
14868   \tl_if_empty:nF {#1}
14869   {
14870     \__fp_expand:n
14871     {
14872       { \use_ii:nn }
14873       \__fp_array_to_clist_loop:Nw #1 { ? \__prg_break: } ;
14874       \__prg_break_point:
14875     }
14876   }
```

```

14877 }
14878 \cs_new:Npx \__fp_array_to_clist_loop:Nw #1#2;
14879 {
14880   \exp_not:N \use_none:n #1
14881   \exp_not:N \exp_after:wN
14882     {
14883     \exp_not:N \exp_after:wN ,
14884     \exp_not:N \exp_after:wN \c_space_tl
14885     \exp_not:N \tex_romannumeral:D -‘0
14886     \exp_not:N \__fp_to_tl_dispatch:w #1 #2 ;
14887     }
14888   \exp_not:N \__fp_array_to_clist_loop:Nw
14889 }

```

(End definition for `__fp_array_to_clist:n`.)

```

14890 </initex | package>

```

32 l3fp-assign implementation

```

14891 <*initex | package>
14892 <@@=fp>

```

32.1 Assigning values

\fp_new:N Floating point variables are initialized to be +0.

```

14893 \cs_new_protected:Npn \fp_new:N #1
14894 { \cs_new_eq:NN #1 \c_zero_fp }
14895 \cs_generate_variant:Nn \fp_new:N {c}

```

(End definition for `\fp_new:N`. This function is documented on page 180.)

\fp_set:Nn Simply use `__fp_parse:n` within various f-expanding assignments.

```

\fp_set:cN 14896 \cs_new_protected:Npn \fp_set:Nn #1#2
\fp_gset:Nn 14897 { \tl_set:Nx #1 { \exp_not:f { \__fp_parse:n {#2} } } }
\fp_gset:cN 14898 \cs_new_protected:Npn \fp_gset:Nn #1#2
\fp_const:Nn 14899 { \tl_gset:Nx #1 { \exp_not:f { \__fp_parse:n {#2} } } }
\fp_const:cN 14900 \cs_new_protected:Npn \fp_const:Nn #1#2
14901 { \tl_const:Nx #1 { \exp_not:f { \__fp_parse:n {#2} } } }
14902 \cs_generate_variant:Nn \fp_set:Nn {c}
14903 \cs_generate_variant:Nn \fp_gset:Nn {c}
14904 \cs_generate_variant:Nn \fp_const:Nn {c}

```

(End definition for `\fp_set:Nn` and others. These functions are documented on page 180.)

\fp_set_eq:NN Copying a floating point is the same as copying the underlying token list.

```

\fp_set_eq:cN 14905 \cs_new_eq:NN \fp_set_eq:NN \tl_set_eq:NN
\fp_set_eq:Nc 14906 \cs_new_eq:NN \fp_gset_eq:NN \tl_gset_eq:NN
\fp_set_eq:cc 14907 \cs_generate_variant:Nn \fp_set_eq:NN { c , Nc , cc }
\fp_gset_eq:NN 14908 \cs_generate_variant:Nn \fp_gset_eq:NN { c , Nc , cc }
\fp_gset_eq:cN
\fp_gset_eq:Nc
\fp_gset_eq:cc

```

(End definition for `\fp_set_eq:NN` and others. These functions are documented on page 181.)

```

\fp_zero:N Setting a floating point to zero: copy \c_zero_fp.
\fp_zero:c 14909 \cs_new_protected:Npn \fp_zero:N #1 { \fp_set_eq:NN #1 \c_zero_fp }
\fp_gzero:N 14910 \cs_new_protected:Npn \fp_gzero:N #1 { \fp_gset_eq:NN #1 \c_zero_fp }
\fp_gzero:c 14911 \cs_generate_variant:Nn \fp_zero:N { c }
14912 \cs_generate_variant:Nn \fp_gzero:N { c }

```

(End definition for `\fp_zero:N` and others. These functions are documented on page 180.)

```

\fp_zero_new:N Set the floating point to zero, or define it if needed.
\fp_zero_new:c 14913 \cs_new_protected:Npn \fp_zero_new:N #1
\fp_gzero_new:N 14914 { \fp_if_exist:NTF #1 { \fp_zero:N #1 } { \fp_new:N #1 } }
\fp_gzero_new:c 14915 \cs_new_protected:Npn \fp_gzero_new:N #1
14916 { \fp_if_exist:NTF #1 { \fp_gzero:N #1 } { \fp_new:N #1 } }
14917 \cs_generate_variant:Nn \fp_zero_new:N { c }
14918 \cs_generate_variant:Nn \fp_gzero_new:N { c }

```

(End definition for `\fp_zero_new:N` and others. These functions are documented on page 180.)

32.2 Updating values

These match the equivalent functions in `l3int` and `l3skip`.

```

\fp_add:Nn For the sake of error recovery we should not simply set #1 to #1±(#2): for instance, if #2
\fp_add:cn is 0)+2, the parsing error would be raised at the last closing parenthesis rather than at
\fp_gadd:Nn the closing parenthesis in the user argument. Thus we evaluate #2 instead of just putting
\fp_gadd:cn parentheses. As an optimization we use \__fp_parse:n rather than \fp_eval:n, which
\fp_sub:Nn would convert the result away from the internal representation and back.
\fp_sub:cn 14919 \cs_new_protected_nopar:Npn \fp_add:Nn { \__fp_add:NNNn \fp_set:Nn + }
\fp_gsub:Nn 14920 \cs_new_protected_nopar:Npn \fp_gadd:Nn { \__fp_add:NNNn \fp_gset:Nn + }
\fp_gsub:cn 14921 \cs_new_protected_nopar:Npn \fp_sub:Nn { \__fp_add:NNNn \fp_set:Nn - }
\__fp_add:NNNn 14922 \cs_new_protected_nopar:Npn \fp_gsub:Nn { \__fp_add:NNNn \fp_gset:Nn - }
14923 \cs_new_protected:Npn \__fp_add:NNNn #1#2#3#4
14924 { #1 #3 { #3 #2 \__fp_parse:n {#4} } }
14925 \cs_generate_variant:Nn \fp_add:Nn { c }
14926 \cs_generate_variant:Nn \fp_gadd:Nn { c }
14927 \cs_generate_variant:Nn \fp_sub:Nn { c }
14928 \cs_generate_variant:Nn \fp_gsub:Nn { c }

```

(End definition for `\fp_add:Nn` and others. These functions are documented on page 181.)

32.3 Showing values

`\fp_show:N` This shows the result of computing its argument. The `_msg_show_variable:n` auxiliary expects its input in a slightly odd form, starting with `>~`, and displays the rest.

```
\fp_show:c
\fp_show:n
14929 \cs_new_protected:Npn \fp_show:N #1
14930 {
14931   \fp_if_exist:NTF #1
14932     { \_msg_show_variable:n { > ~ \fp_to_tl:N #1 } }
14933     {
14934       \_msg_kernel_error:nnx { kernel } { variable-not-defined }
14935       { \token_to_str:N #1 }
14936     }
14937 }
14938 \cs_new_protected:Npn \fp_show:n #1
14939 { \_msg_show_variable:n { > ~ \fp_to_tl:n {#1} } }
14940 \cs_generate_variant:Nn \fp_show:N { c }
```

(End definition for `\fp_show:N`, `\fp_show:c`, and `\fp_show:n`. These functions are documented on page 187.)

32.4 Some useful constants and scratch variables

`\c_one_fp` Some constants.

```
\c_e_fp
14941 \fp_const:Nn \c_e_fp { 2.718 2818 2845 9045 }
14942 \fp_const:Nn \c_one_fp { 1 }
```

(End definition for `\c_one_fp` and `\c_e_fp`. These variables are documented on page 185.)

`\c_pi_fp` We simply round π to the closest multiple of 10^{-15} .

```
\c_one_degree_fp
14943 \fp_const:Nn \c_pi_fp { 3.141 5926 5358 9793 }
14944 \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 185.)

`\l_tmpa_fp` Scratch variables are simply initialized there.

```
\l_tmpb_fp
14945 \fp_new:N \l_tmpa_fp
14946 \fp_new:N \l_tmpb_fp
14947 \fp_new:N \g_tmpa_fp
14948 \fp_new:N \g_tmpb_fp
```

(End definition for `\l_tmpa_fp` and others. These variables are documented on page 185.)

```
14949 </initex | package>
```

33 l3candidates Implementation

14950 $\langle *initex | package \rangle$

33.1 Additions to l3basics

14951 $\langle @@=cs \rangle$

$\backslash cs_log:N$ The same as $\backslash cs_show:N$ and $\backslash cs_show:c$, but using $\backslash_msg_log_wrap:n$ instead of
 $\backslash cs_log:c$ $\backslash_msg_show_variable:n$.

```

14952 \group_begin:
14953   \tex_lccode:D ‘? = ‘: \scan_stop:
14954   \tex_catcode:D ‘? = 12 \scan_stop:
14955   \tex_lowercase:D
14956   {
14957     \group_end:
14958     \cs_new_protected:Npn \cs_log:N #1
14959     {
14960       \_msg_log_wrap:n
14961       {
14962         > ~ \token_to_str:N #1 =
14963         \exp_after:wN \_cs_show:www \cs_meaning:N #1
14964         \use_none:nn ? \prg_do_nothing:
14965       }
14966     }
14967   }
14968   \cs_new_protected_nopar:Npn \cs_log:c
14969   { \group_begin: \exp_args:Nnc \group_end: \cs_log:N }
```

(End definition for $\backslash cs_log:N$ and $\backslash cs_log:c$. These functions are documented on page 197.)

$\backslash_kernel_register_log:N$ Check that the variable exists, then write its name and value to the log file.

```

\__kernel_register_log:c 14970 \cs_new_protected:Npn \__kernel_register_log:N #1
14971 {
14972   \cs_if_exist:NTF #1
14973   { \_msg_log_value:x { \token_to_str:N #1 = \tex_the:D #1 } }
14974   {
14975     \_msg_kernel_error:nnx { kernel } { variable-not-defined }
14976     { \token_to_str:N #1 }
14977   }
14978 }
14979 \cs_generate_variant:Nn \__kernel_register_log:N { c }
```

(End definition for $\backslash_kernel_register_log:N$ and $\backslash_kernel_register_log:c$.)

33.2 Additions to l3box

14980 $\langle @@=box \rangle$

33.3 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.

```
14981 \fp_new:N \l__box_angle_fp
```

(End definition for `\l__box_angle_fp`. This variable is documented on page 200.)

\l__box_cos_fp These are used to hold the calculated sine and cosine values while carrying out a rotation.

\l__box_sin_fp

```
14982 \fp_new:N \l__box_cos_fp
```

```
14983 \fp_new:N \l__box_sin_fp
```

(End definition for `\l__box_cos_fp` and `\l__box_sin_fp`. These variables are documented on page 200.)

\l__box_top_dim These are the positions of the four edges of a box before manipulation.

\l__box_bottom_dim

```
14984 \dim_new:N \l__box_top_dim
```

\l__box_left_dim

```
14985 \dim_new:N \l__box_bottom_dim
```

\l__box_right_dim

```
14986 \dim_new:N \l__box_left_dim
```

```
14987 \dim_new:N \l__box_right_dim
```

(End definition for `\l__box_top_dim` and others. These variables are documented on page ??.)

\l__box_top_new_dim These are the positions of the four edges of a box after manipulation.

\l__box_bottom_new_dim

```
14988 \dim_new:N \l__box_top_new_dim
```

\l__box_left_new_dim

```
14989 \dim_new:N \l__box_bottom_new_dim
```

\l__box_right_new_dim

```
14990 \dim_new:N \l__box_left_new_dim
```

```
14991 \dim_new:N \l__box_right_new_dim
```

(End definition for `\l__box_top_new_dim` and others. These variables are documented on page ??.)

\l__box_internal_box Scratch space, but also needed by some parts of the driver.

```
14992 \box_new:N \l__box_internal_box
```

(End definition for `\l__box_internal_box`. This variable is documented on page 201.)

\box_rotate:Nn 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

__box_rotate:N

__box_rotate_x:nnN

```
14993 \cs_new_protected:Npn \box_rotate:Nn #1#2
```

__box_rotate_y:nnN

```
14994 {
```

__box_rotate_quadrant_one:

```
14995 \hbox_set:Nn #1
```

__box_rotate_quadrant_two:

```
14996 {
```

__box_rotate_quadrant_three:

```
14997 \group_begin:
```

__box_rotate_quadrant_four:

```
14998 \fp_set:Nn \l__box_angle_fp {#2}
```

```
14999 \fp_set:Nn \l__box_sin_fp { sind ( \l__box_angle_fp ) }
```

```
15000 \fp_set:Nn \l__box_cos_fp { cosd ( \l__box_angle_fp ) }
```

```
15001 \__box_rotate:N #1
```

```
15002 \group_end:
```

```
15003 }
```

```
15004 }
```

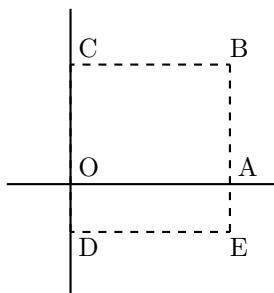


Figure 1: Co-ordinates of a box prior to rotation.

The edges of the box are then recorded: the left edge will always be at zero. Rotation of the four edges then takes place: this is most efficiently done on a quadrant by quadrant basis.

```

15005 \cs_new_protected:Npn \__box_rotate:N #1
15006 {
15007   \dim_set:Nn \l__box_top_dim { \box_ht:N #1 }
15008   \dim_set:Nn \l__box_bottom_dim { -\box_dp:N #1 }
15009   \dim_set:Nn \l__box_right_dim { \box_wd:N #1 }
15010   \dim_zero:N \l__box_left_dim

```

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.)

```

15011   \fp_compare:nNnTF \l__box_sin_fp > \c_zero_fp
15012   {
15013     \fp_compare:nNnTF \l__box_cos_fp > \c_zero_fp
15014     { \__box_rotate_quadrant_one: }
15015     { \__box_rotate_quadrant_two: }
15016   }
15017   {
15018     \fp_compare:nNnTF \l__box_cos_fp < \c_zero_fp
15019     { \__box_rotate_quadrant_three: }

```

```

15020         { \__box_rotate_quadrant_four: }
15021     }

```

The position of the box edges are now known, but the box at this stage be misplaced relative to the current T_EX reference point. So the content of the box is moved such that the reference point of the rotated box will be in the same place as the original.

```

15022     \hbox_set:Nn \l__box_internal_box { \box_use:N #1 }
15023     \hbox_set:Nn \l__box_internal_box
15024     {
15025         \tex_kern:D -\l__box_left_new_dim
15026         \hbox:n
15027         {
15028             \__driver_box_rotate_begin:
15029             \box_use:N \l__box_internal_box
15030             \__driver_box_rotate_end:
15031         }
15032     }

```

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.

```

15033     \box_set_ht:Nn \l__box_internal_box { \l__box_top_new_dim }
15034     \box_set_dp:Nn \l__box_internal_box { -\l__box_bottom_new_dim }
15035     \box_set_wd:Nn \l__box_internal_box
15036     { \l__box_right_new_dim - \l__box_left_new_dim }
15037     \box_use:N \l__box_internal_box
15038 }

```

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.

```

15039 \cs_new_protected:Npn \__box_rotate_x:nnN #1#2#3
15040 {
15041     \dim_set:Nn #3
15042     {
15043         \fp_to_dim:n
15044         {
15045             \l__box_cos_fp * \dim_to_fp:n {#1}
15046             - \l__box_sin_fp * \dim_to_fp:n {#2}
15047         }
15048     }
15049 }
15050 \cs_new_protected:Npn \__box_rotate_y:nnN #1#2#3
15051 {
15052     \dim_set:Nn #3
15053     {
15054         \fp_to_dim:n
15055         {

```

```

15056         \l__box_sin_fp * \dim_to_fp:n {#1}
15057         + \l__box_cos_fp * \dim_to_fp:n {#2}
15058     }
15059 }
15060 }

```

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.

```

15061 \cs_new_protected:Npn \__box_rotate_quadrant_one:
15062 {
15063     \__box_rotate_y:nnN \l__box_right_dim \l__box_top_dim
15064     \l__box_top_new_dim
15065     \__box_rotate_y:nnN \l__box_left_dim \l__box_bottom_dim
15066     \l__box_bottom_new_dim
15067     \__box_rotate_x:nnN \l__box_left_dim \l__box_top_dim
15068     \l__box_left_new_dim
15069     \__box_rotate_x:nnN \l__box_right_dim \l__box_bottom_dim
15070     \l__box_right_new_dim
15071 }
15072 \cs_new_protected:Npn \__box_rotate_quadrant_two:
15073 {
15074     \__box_rotate_y:nnN \l__box_right_dim \l__box_bottom_dim
15075     \l__box_top_new_dim
15076     \__box_rotate_y:nnN \l__box_left_dim \l__box_top_dim
15077     \l__box_bottom_new_dim
15078     \__box_rotate_x:nnN \l__box_right_dim \l__box_top_dim
15079     \l__box_left_new_dim
15080     \__box_rotate_x:nnN \l__box_left_dim \l__box_bottom_dim
15081     \l__box_right_new_dim
15082 }
15083 \cs_new_protected:Npn \__box_rotate_quadrant_three:
15084 {
15085     \__box_rotate_y:nnN \l__box_left_dim \l__box_bottom_dim
15086     \l__box_top_new_dim
15087     \__box_rotate_y:nnN \l__box_right_dim \l__box_top_dim
15088     \l__box_bottom_new_dim
15089     \__box_rotate_x:nnN \l__box_right_dim \l__box_bottom_dim
15090     \l__box_left_new_dim
15091     \__box_rotate_x:nnN \l__box_left_dim \l__box_top_dim
15092     \l__box_right_new_dim
15093 }
15094 \cs_new_protected:Npn \__box_rotate_quadrant_four:
15095 {
15096     \__box_rotate_y:nnN \l__box_left_dim \l__box_top_dim
15097     \l__box_top_new_dim
15098     \__box_rotate_y:nnN \l__box_right_dim \l__box_bottom_dim
15099     \l__box_bottom_new_dim

```

```

15100     \__box_rotate_x:nnN \l__box_left_dim \l__box_bottom_dim
15101         \l__box_left_new_dim
15102     \__box_rotate_x:nnN \l__box_right_dim \l__box_top_dim
15103         \l__box_right_new_dim
15104 }

```

(End definition for `\box_rotate:Nn`. This function is documented on page 199.)

`\l__box_scale_x_fp` Scaling is potentially-different in the two axes.

```

\l__box_scale_y_fp 15105 \fp_new:N \l__box_scale_x_fp
15106 \fp_new:N \l__box_scale_y_fp

```

(End definition for `\l__box_scale_x_fp` and `\l__box_scale_y_fp`. These variables are documented on page 201.)

`\box_resize:Nnn` Resizing a box starts by working out the various dimensions of the existing box.

```

\box_resize:cnn 15107 \cs_new_protected:Npn \box_resize:Nnn #1#2#3
\__box_resize_set_corners:N 15108 {
\__box_resize:Nn 15109     \hbox_set:Nn #1
15110     {
15111         \group_begin:
15112         \__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.

```

15113         \fp_set:Nn \l__box_scale_x_fp
15114         { \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.

```

15115         \fp_set:Nn \l__box_scale_y_fp
15116         {
15117             \dim_to_fp:n {#3}
15118             / \dim_to_fp:n { \l__box_top_dim - \l__box_bottom_dim }
15119         }

```

Hand off to the auxiliary which does the work.

```

15120         \__box_resize:Nn #1 {#2}
15121     \group_end:
15122 }
15123 }
15124 \cs_generate_variant:Nn \box_resize:Nnn { c }
15125 \cs_new_protected:Npn \__box_resize_set_corners:N #1
15126 {
15127     \dim_set:Nn \l__box_top_dim { \box_ht:N #1 }
15128     \dim_set:Nn \l__box_bottom_dim { -\box_dp:N #1 }
15129     \dim_set:Nn \l__box_right_dim { \box_wd:N #1 }
15130     \dim_zero:N \l__box_left_dim
15131 }

```

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. This is done using the absolute value of the scale so that the new edge is in the correct place. 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.

```

15132 \cs_new_protected:Npn \__box_resize:Nn #1#2
15133 {
15134   \dim_set:Nn \l__box_right_new_dim { \dim_abs:n {#2} }
15135   \dim_set:Nn \l__box_bottom_new_dim
15136     { \fp_abs:n { \l__box_scale_y_fp } \l__box_bottom_dim }
15137   \dim_set:Nn \l__box_top_new_dim
15138     { \fp_abs:n { \l__box_scale_y_fp } \l__box_top_dim }
15139   \__box_resize_common:N #1
15140 }

```

(End definition for `\box_resize:Nnn` and `\box_resize:cnn`. These functions are documented on page 198.)

`\box_resize_to_ht:Nn` 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).

```

\box_resize_to_ht:Nn
\box_resize_to_ht:cn
\box_resize_to_ht_plus_dp:Nn
\box_resize_to_ht_plus_dp:cn
\box_resize_to_wd:Nn
\box_resize_to_wd:cn
\box_resize_to_wd_and_ht:Nnn
\box_resize_to_wd_and_ht:cnn
15141 \cs_new_protected:Npn \box_resize_to_ht:Nn #1#2
15142 {
15143   \hbox_set:Nn #1
15144   {
15145     \group_begin:
15146       \__box_resize_set_corners:N #1
15147       \fp_set:Nn \l__box_scale_y_fp
15148       {
15149         \dim_to_fp:n {#2}
15150         / \dim_to_fp:n { \l__box_top_dim }
15151       }
15152       \fp_set_eq:NN \l__box_scale_x_fp \l__box_scale_y_fp
15153       \__box_resize:Nn #1 {#2}
15154     \group_end:
15155   }
15156 }
15157 \cs_generate_variant:Nn \box_resize_to_ht:Nn { c }
15158 \cs_new_protected:Npn \box_resize_to_ht_plus_dp:Nn #1#2
15159 {
15160   \hbox_set:Nn #1
15161   {
15162     \group_begin:
15163       \__box_resize_set_corners:N #1
15164       \fp_set:Nn \l__box_scale_y_fp
15165       {
15166         \dim_to_fp:n {#2}
15167         / \dim_to_fp:n { \l__box_top_dim - \l__box_bottom_dim }

```

```

15168         }
15169         \fp_set_eq:NN \l__box_scale_x_fp \l__box_scale_y_fp
15170         \__box_resize:Nn #1 {#2}
15171     \group_end:
15172 }
15173 }
15174 \cs_generate_variant:Nn \box_resize_to_ht_plus_dp:Nn { c }
15175 \cs_new_protected:Npn \box_resize_to_wd:Nn #1#2
15176 {
15177     \hbox_set:Nn #1
15178     {
15179         \group_begin:
15180         \__box_resize_set_corners:N #1
15181         \fp_set:Nn \l__box_scale_x_fp
15182             { \dim_to_fp:n {#2} / \dim_to_fp:n { \l__box_right_dim } }
15183         \fp_set_eq:NN \l__box_scale_y_fp \l__box_scale_x_fp
15184         \__box_resize:Nn #1 {#2}
15185     \group_end:
15186 }
15187 }
15188 \cs_generate_variant:Nn \box_resize_to_wd:Nn { c }
15189 \cs_new_protected:Npn \box_resize_to_wd_and_ht:Nnn #1#2#3
15190 {
15191     \hbox_set:Nn #1
15192     {
15193         \group_begin:
15194         \__box_resize_set_corners:N #1
15195         \fp_set:Nn \l__box_scale_x_fp
15196             { \dim_to_fp:n {#2} / \dim_to_fp:n { \l__box_right_dim } }
15197         \fp_set:Nn \l__box_scale_y_fp
15198             {
15199                 \dim_to_fp:n {#3}
15200                 / \dim_to_fp:n { \l__box_top_dim }
15201             }
15202         \__box_resize:Nn #1 {#2}
15203     \group_end:
15204 }
15205 }
15206 \cs_generate_variant:Nn \box_resize_to_wd_and_ht:Nnn { c }

```

(End definition for `\box_resize_to_ht:Nn` and `\box_resize_to_ht:cn`. These functions are documented on page 198.)

`\box_scale:Nnn` 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 dimension scaling operations are carried out using the \TeX mechanism as it avoids needing to use too many `fp` operations.

```

15207 \cs_new_protected:Npn \box_scale:Nnn #1#2#3
15208 {

```

```

15209 \hbox_set:Nn #1
15210 {
15211   \group_begin:
15212     \fp_set:Nn \l__box_scale_x_fp {#2}
15213     \fp_set:Nn \l__box_scale_y_fp {#3}
15214     \dim_set:Nn \l__box_top_dim { \box_ht:N #1 }
15215     \dim_set:Nn \l__box_bottom_dim { -\box_dp:N #1 }
15216     \dim_set:Nn \l__box_right_dim { \box_wd:N #1 }
15217     \dim_zero:N \l__box_left_dim
15218     \dim_set:Nn \l__box_top_new_dim
15219       { \fp_abs:n { \l__box_scale_y_fp } \l__box_top_dim }
15220     \dim_set:Nn \l__box_bottom_new_dim
15221       { \fp_abs:n { \l__box_scale_y_fp } \l__box_bottom_dim }
15222     \dim_set:Nn \l__box_right_new_dim
15223       { \fp_abs:n { \l__box_scale_x_fp } \l__box_right_dim }
15224     \__box_resize_common:N #1
15225   \group_end:
15226 }
15227 }
15228 \cs_generate_variant:Nn \box_scale:Nnn { c }

```

(End definition for `\box_scale:Nnn` and `\box_scale:cnn`. These functions are documented on page 199.)

`__box_resize_common:N` The main resize function places in input into a box which will start of with zero width, and includes the handles for engine rescaling.

```

15229 \cs_new_protected:Npn \__box_resize_common:N #1
15230 {
15231   \hbox_set:Nn \l__box_internal_box
15232   {
15233     \__driver_box_scale_begin:
15234     \hbox_overlap_right:n { \box_use:N #1 }
15235     \__driver_box_scale_end:
15236   }

```

The new height and depth can be applied directly.

```

15237   \fp_compare:nNnTF \l__box_scale_y_fp > \c_zero_fp
15238   {
15239     \box_set_ht:Nn \l__box_internal_box { \l__box_top_new_dim }
15240     \box_set_dp:Nn \l__box_internal_box { -\l__box_bottom_new_dim }
15241   }
15242   {
15243     \box_set_dp:Nn \l__box_internal_box { \l__box_top_new_dim }
15244     \box_set_ht:Nn \l__box_internal_box { -\l__box_bottom_new_dim }
15245   }

```

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.

```

15246   \fp_compare:nNnTF \l__box_scale_x_fp < \c_zero_fp

```

```

15247 {
15248   \hbox_to_wd:nn { \l__box_right_new_dim }
15249   {
15250     \tex_kern:D \l__box_right_new_dim
15251     \box_use:N \l__box_internal_box
15252     \tex_hss:D
15253   }
15254 }
15255 {
15256   \box_set_wd:Nn \l__box_internal_box { \l__box_right_new_dim }
15257   \hbox:n
15258   {
15259     \tex_kern:D \c_zero_dim
15260     \box_use:N \l__box_internal_box
15261     \tex_hss:D
15262   }
15263 }
15264 }

```

(End definition for `__box_resize_common:N`.)

33.4 Viewing part of a box

`\box_clip:N` A wrapper around the driver-dependent code.

```

\box_clip:c 15265 \cs_new_protected:Npn \box_clip:N #1
15266 { \hbox_set:Nn #1 { \__driver_box_use_clip:N #1 } }
15267 \cs_generate_variant:Nn \box_clip:N { c }

```

(End definition for `\box_clip:N` and `\box_clip:c`. These functions are documented on page 200.)

`\box_trim:Nnnnn` Trimming from the left- and right-hand edges of the box is easy: kern the appropriate parts off each side.

`\box_trim:cnnnn`

```

15268 \cs_new_protected:Npn \box_trim:Nnnnn #1#2#3#4#5
15269 {
15270   \hbox_set:Nn \l__box_internal_box
15271   {
15272     \tex_kern:D -\__dim_eval:w #2 \__dim_eval_end:
15273     \box_use:N #1
15274     \tex_kern:D -\__dim_eval:w #4 \__dim_eval_end:
15275   }

```

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`.

```

15276   \dim_compare:nNnTF { \box_dp:N #1 } > {#3}
15277   {
15278     \hbox_set:Nn \l__box_internal_box

```

```

15279         {
15280             \box_move_down:nn \c_zero_dim
15281             { \box_use:N \l__box_internal_box }
15282         }
15283         \box_set_dp:Nn \l__box_internal_box { \box_dp:N #1 - (#3) }
15284     }
15285     {
15286         \hbox_set:Nn \l__box_internal_box
15287         {
15288             \box_move_down:nn { #3 - \box_dp:N #1 }
15289             { \box_use:N \l__box_internal_box }
15290         }
15291         \box_set_dp:Nn \l__box_internal_box \c_zero_dim
15292     }

```

Same thing, this time from the top of the box.

```

15293     \dim_compare:nNnTF { \box_ht:N \l__box_internal_box } > {#5}
15294     {
15295         \hbox_set:Nn \l__box_internal_box
15296         {
15297             \box_move_up:nn \c_zero_dim
15298             { \box_use:N \l__box_internal_box }
15299         }
15300         \box_set_ht:Nn \l__box_internal_box
15301         { \box_ht:N \l__box_internal_box - (#5) }
15302     }
15303     {
15304         \hbox_set:Nn \l__box_internal_box
15305         {
15306             \box_move_up:nn { #5 - \box_ht:N \l__box_internal_box }
15307             { \box_use:N \l__box_internal_box }
15308         }
15309         \box_set_ht:Nn \l__box_internal_box \c_zero_dim
15310     }
15311     \box_set_eq:NN #1 \l__box_internal_box
15312 }
15313 \cs_generate_variant:Nn \box_trim:Nnnnn { c }

```

(End definition for `\box_trim:Nnnnn` and `\box_trim:cnnnn`. These functions are documented on page 200.)

`\box_viewport:Nnnnn` The same general logic as for the trim operation, but with absolute dimensions. As a
`\box_viewport:cnnnn` result, there are some things to watch out for in the vertical direction.

```

15314 \cs_new_protected:Npn \box_viewport:Nnnnn #1#2#3#4#5
15315 {
15316     \hbox_set:Nn \l__box_internal_box
15317     {
15318         \tex_kern:D -\__dim_eval:w #2 \__dim_eval_end:
15319         \box_use:N #1
15320         \tex_kern:D \__dim_eval:w #4 - \box_wd:N #1 \__dim_eval_end:

```

```

15321     }
15322     \dim_compare:nNnTF {#3} < \c_zero_dim
15323     {
15324         \hbox_set:Nn \l__box_internal_box
15325         {
15326             \box_move_down:nn \c_zero_dim
15327             { \box_use:N \l__box_internal_box }
15328         }
15329         \box_set_dp:Nn \l__box_internal_box { -\dim_eval:n {#3} }
15330     }
15331     {
15332         \hbox_set:Nn \l__box_internal_box
15333         { \box_move_down:nn {#3} { \box_use:N \l__box_internal_box } }
15334         \box_set_dp:Nn \l__box_internal_box \c_zero_dim
15335     }
15336     \dim_compare:nNnTF {#5} > \c_zero_dim
15337     {
15338         \hbox_set:Nn \l__box_internal_box
15339         {
15340             \box_move_up:nn \c_zero_dim
15341             { \box_use:N \l__box_internal_box }
15342         }
15343         \box_set_ht:Nn \l__box_internal_box
15344         {
15345             #5
15346             \dim_compare:nNnT {#3} > \c_zero_dim
15347             { - (#3) }
15348         }
15349     }
15350     {
15351         \hbox_set:Nn \l__box_internal_box
15352         {
15353             \box_move_up:nn { -\dim_eval:n {#5} }
15354             { \box_use:N \l__box_internal_box }
15355         }
15356         \box_set_ht:Nn \l__box_internal_box \c_zero_dim
15357     }
15358     \box_set_eq:NN #1 \l__box_internal_box
15359 }
15360 \cs_generate_variant:Nn \box_viewport:Nnnnn { c }

```

(End definition for `\box_viewport:Nnnnn` and `\box_viewport:cnnnn`. These functions are documented on page 200.)

33.5 Additions to l3clist

```

15361 <@@=clist>
\clist_log:N Same as \clist_show:N but using \_msg_log_variable:Nnn.
\clist_log:c 15362 \cs_new_protected:Npn \clist_log:N #1
\clist_log:n

```

```

15363 {
15364     \_msg_log_variable:Nnn #1 { clist }
15365     { \clist_map_function:NN #1 \_msg_show_item:n }
15366 }
15367 \cs_new_protected:Npn \clist_log:n #1
15368 {
15369     \clist_set:Nn \l__clist_internal_clist {#1}
15370     \clist_log:N \l__clist_internal_clist
15371 }
15372 \cs_generate_variant:Nn \clist_log:N { c }

```

(End definition for `\clist_log:N`, `\clist_log:c`, and `\clist_log:n`. These functions are documented on page 201.)

33.6 Additions to l3coffins

```

15373 <@@=coffin>

```

33.7 Rotating coffins

`\l__coffin_sin_fp` Used for rotations to get the sine and cosine values.

```

\l__coffin_cos_fp 15374 \fp_new:N \l__coffin_sin_fp
15375 \fp_new:N \l__coffin_cos_fp

```

(End definition for `\l__coffin_sin_fp`. This variable is documented on page ??.)

`\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.

```

15376 \prop_new:N \l__coffin_bounding_prop

```

(End definition for `\l__coffin_bounding_prop`. This variable is documented on page ??.)

`\l__coffin_bounding_shift_dim` The shift of the bounding box of a coffin from the real content.

```

15377 \dim_new:N \l__coffin_bounding_shift_dim

```

(End definition for `\l__coffin_bounding_shift_dim`. This variable is documented on page ??.)

`\l__coffin_left_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.

```

\l__coffin_right_corner_dim 15378 \dim_new:N \l__coffin_left_corner_dim
\l__coffin_bottom_corner_dim 15379 \dim_new:N \l__coffin_right_corner_dim
\l__coffin_top_corner_dim 15380 \dim_new:N \l__coffin_bottom_corner_dim
15381 \dim_new:N \l__coffin_top_corner_dim

```

(End definition for `\l__coffin_left_corner_dim`. This variable is documented on page ??.)

`\coffin_rotate:Nn` 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.

```

15382 \cs_new_protected:Npn \coffin_rotate:Nn #1#2
15383 {
15384   \fp_set:Nn \l__coffin_sin_fp { sind ( #2 ) }
15385   \fp_set:Nn \l__coffin_cos_fp { cosd ( #2 ) }

```

The corners and poles of the coffin can now be rotated around the origin. This is best achieved using mapping functions.

```

15386   \prop_map_inline:cn { l__coffin_corners_ \__int_value:w #1 _prop }
15387   { \__coffin_rotate_corner:Nnnn #1 {##1} ##2 }
15388   \prop_map_inline:cn { l__coffin_poles_ \__int_value:w #1 _prop }
15389   { \__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.

```

15390   \__coffin_set_bounding:N #1
15391   \prop_map_inline:Nn \l__coffin_bounding_prop
15392   { \__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.

```

15393   \__coffin_find_corner_maxima:N #1
15394   \__coffin_find_bounding_shift:
15395   \box_rotate:Nn #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.

```

15396   \hbox_set:Nn \l__coffin_internal_box
15397   {
15398     \tex_kern:D
15399     \__dim_eval:w
15400     \l__coffin_bounding_shift_dim - \l__coffin_left_corner_dim
15401     \__dim_eval_end:
15402     \box_move_down:nn { \l__coffin_bottom_corner_dim }
15403     { \box_use:N #1 }
15404   }

```

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.

```

15405 \box_set_ht:Nn \l__coffin_internal_box
15406   { \l__coffin_top_corner_dim - \l__coffin_bottom_corner_dim }
15407 \box_set_dp:Nn \l__coffin_internal_box { 0 pt }
15408 \box_set_wd:Nn \l__coffin_internal_box
15409   { \l__coffin_right_corner_dim - \l__coffin_left_corner_dim }
15410 \hbox_set:Nn #1 { \box_use: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.

```

15411 \prop_map_inline:cn { l__coffin_corners_ \__int_value:w #1 _prop }
15412   { \__coffin_shift_corner:Nnnn #1 {##1} ##2 }
15413 \prop_map_inline:cn { l__coffin_poles_ \__int_value:w #1 _prop }
15414   { \__coffin_shift_pole:Nnnnnn #1 {##1} ##2 }
15415 }
15416 \cs_generate_variant:Nn \coffin_rotate:Nn { c }

```

(End definition for \coffin_rotate:Nn and \coffin_rotate:cn. These functions are documented on page 201.)

__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.

```

15417 \cs_new_protected:Npn \__coffin_set_bounding:N #1
15418 {
15419   \prop_put:Nnx \l__coffin_bounding_prop { tl }
15420   { { 0 pt } { \dim_use:N \box_ht:N #1 } }
15421   \prop_put:Nnx \l__coffin_bounding_prop { tr }
15422   { { \dim_use:N \box_wd:N #1 } { \dim_use:N \box_ht:N #1 } }
15423   \dim_set:Nn \l__coffin_internal_dim { - \box_dp:N #1 }
15424   \prop_put:Nnx \l__coffin_bounding_prop { bl }
15425   { { 0 pt } { \dim_use:N \l__coffin_internal_dim } }
15426   \prop_put:Nnx \l__coffin_bounding_prop { br }
15427   { { \dim_use:N \box_wd:N #1 } { \dim_use:N \l__coffin_internal_dim } }
15428 }

```

(End definition for __coffin_set_bounding:N. This function is documented on page ??.)

_coffin_rotate_bounding:nnn 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.

__coffin_rotate_corner:Nnnn

```

15429 \cs_new_protected:Npn \__coffin_rotate_bounding:nnn #1#2#3
15430 {
15431   \__coffin_rotate_vector:nnNN {#2} {#3} \l__coffin_x_dim \l__coffin_y_dim
15432   \prop_put:Nnx \l__coffin_bounding_prop {#1}
15433   { { \dim_use:N \l__coffin_x_dim } { \dim_use:N \l__coffin_y_dim } }
15434 }
15435 \cs_new_protected:Npn \__coffin_rotate_corner:Nnnn #1#2#3#4
15436 {
15437   \__coffin_rotate_vector:nnNN {#3} {#4} \l__coffin_x_dim \l__coffin_y_dim
15438   \prop_put:cnx { l__coffin_corners_ \__int_value:w #1 _prop } {#2}
15439   { { \dim_use:N \l__coffin_x_dim } { \dim_use:N \l__coffin_y_dim } }
15440 }

```

(End definition for `__coffin_rotate_bounding:nnn`. This function is documented on page ??.)

`__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.

```

15441 \cs_new_protected:Npn \__coffin_rotate_pole:Nnnnnn #1#2#3#4#5#6
15442 {
15443   \__coffin_rotate_vector:nnNN {#3} {#4} \l__coffin_x_dim \l__coffin_y_dim
15444   \__coffin_rotate_vector:nnNN {#5} {#6}
15445   \l__coffin_x_prime_dim \l__coffin_y_prime_dim
15446   \__coffin_set_pole:Nnx #1 {#2}
15447   {
15448     { \dim_use:N \l__coffin_x_dim } { \dim_use:N \l__coffin_y_dim }
15449     { \dim_use:N \l__coffin_x_prime_dim }
15450     { \dim_use:N \l__coffin_y_prime_dim }
15451   }
15452 }
```

(End definition for `__coffin_rotate_pole:Nnnnnn`. This function is documented on page ??.)

`__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.

```

15453 \cs_new_protected:Npn \__coffin_rotate_vector:nnNN #1#2#3#4
15454 {
15455   \dim_set:Nn #3
15456   {
15457     \fp_to_dim:n
15458     {
15459       \dim_to_fp:n {#1} * \l__coffin_cos_fp
15460       - \dim_to_fp:n {#2} * \l__coffin_sin_fp
15461     }
15462   }
15463   \dim_set:Nn #4
15464   {
15465     \fp_to_dim:n
15466     {
15467       \dim_to_fp:n {#1} * \l__coffin_sin_fp
15468       + \dim_to_fp:n {#2} * \l__coffin_cos_fp
15469     }
15470   }
15471 }
```

(End definition for `__coffin_rotate_vector:nnNN`. This function is documented on page ??.)

`__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.

```

15472 \cs_new_protected:Npn \__coffin_find_corner_maxima:N #1
15473 {
15474   \dim_set:Nn \l__coffin_top_corner_dim { -\c_max_dim }
15475   \dim_set:Nn \l__coffin_right_corner_dim { -\c_max_dim }
15476   \dim_set:Nn \l__coffin_bottom_corner_dim { \c_max_dim }
15477   \dim_set:Nn \l__coffin_left_corner_dim { \c_max_dim }
15478   \prop_map_inline:cn { l__coffin_corners_ \__int_value:w #1 _prop }
15479     { \__coffin_find_corner_maxima_aux:nn ##2 }
15480 }
15481 \cs_new_protected:Npn \__coffin_find_corner_maxima_aux:nn #1#2
15482 {
15483   \dim_set:Nn \l__coffin_left_corner_dim
15484     { \dim_min:nn { \l__coffin_left_corner_dim } {#1} }
15485   \dim_set:Nn \l__coffin_right_corner_dim
15486     { \dim_max:nn { \l__coffin_right_corner_dim } {#1} }
15487   \dim_set:Nn \l__coffin_bottom_corner_dim
15488     { \dim_min:nn { \l__coffin_bottom_corner_dim } {#2} }
15489   \dim_set:Nn \l__coffin_top_corner_dim
15490     { \dim_max:nn { \l__coffin_top_corner_dim } {#2} }
15491 }

```

(End definition for __coffin_find_corner_maxima:N. This function is documented on page ??.)

__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.

```

15492 \cs_new_protected_nopar:Npn \__coffin_find_bounding_shift:
15493 {
15494   \dim_set:Nn \l__coffin_bounding_shift_dim { \c_max_dim }
15495   \prop_map_inline:Nn \l__coffin_bounding_prop
15496     { \__coffin_find_bounding_shift_aux:nn ##2 }
15497 }
15498 \cs_new_protected:Npn \__coffin_find_bounding_shift_aux:nn #1#2
15499 {
15500   \dim_set:Nn \l__coffin_bounding_shift_dim
15501     { \dim_min:nn { \l__coffin_bounding_shift_dim } {#1} }
15502 }

```

(End definition for __coffin_find_bounding_shift:. This function is documented on page ??.)

__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.

```

15503 \cs_new_protected:Npn \__coffin_shift_corner:Nnnn #1#2#3#4
15504 {
15505   \prop_put:cnx { l__coffin_corners_ \__int_value:w #1 _prop } {#2}
15506   {
15507     { \dim_eval:n { #3 - \l__coffin_left_corner_dim } }
15508     { \dim_eval:n { #4 - \l__coffin_bottom_corner_dim } }
15509   }

```

```

15510 }
15511 \cs_new_protected:Npn \__coffin_shift_pole:Nnnnnn #1#2#3#4#5#6
15512 {
15513   \prop_put:cnx { l__coffin_poles_ \__int_value:w #1 _ prop } {#2}
15514   {
15515     { \dim_eval:n { #3 - \l__coffin_left_corner_dim } }
15516     { \dim_eval:n { #4 - \l__coffin_bottom_corner_dim } }
15517     {#5} {#6}
15518   }
15519 }

```

(End definition for __coffin_shift_corner:Nnnn. This function is documented on page ??.)

33.8 Resizing coffins

\l__coffin_scale_x_fp Storage for the scaling factors in x and y , respectively.

```

\l__coffin_scale_y_fp 15520 \fp_new:N \l__coffin_scale_x_fp
15521 \fp_new:N \l__coffin_scale_y_fp

```

(End definition for \l__coffin_scale_x_fp. This variable is documented on page ??.)

\l__coffin_scaled_total_height_dim When scaling, the values given have to be turned into absolute values.

```

\l__coffin_scaled_width_dim 15522 \dim_new:N \l__coffin_scaled_total_height_dim
15523 \dim_new:N \l__coffin_scaled_width_dim

```

(End definition for \l__coffin_scaled_total_height_dim. This variable is documented on page ??.)

\coffin_resize:Nnn 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.

\coffin_resize:cnn

```

15524 \cs_new_protected:Npn \coffin_resize:Nnn #1#2#3
15525 {
15526   \fp_set:Nn \l__coffin_scale_x_fp
15527   { \dim_to_fp:n {#2} / \dim_to_fp:n { \coffin_wd:N #1 } }
15528   \fp_set:Nn \l__coffin_scale_y_fp
15529   {
15530     \dim_to_fp:n {#3}
15531     / \dim_to_fp:n { \coffin_ht:N #1 + \coffin_dp:N #1 }
15532   }
15533   \box_resize:Nnn #1 {#2} {#3}
15534   \__coffin_resize_common:Nnn #1 {#2} {#3}
15535 }
15536 \cs_generate_variant:Nn \coffin_resize:Nnn { c }

```

(End definition for \coffin_resize:Nnn and \coffin_resize:cnn. These functions are documented on page 201.)

`__coffin_resize_common:Nnn` The poles and corners of the coffin are scaled to the appropriate places before actually resizing the underlying box.

```

15537 \cs_new_protected:Npn \__coffin_resize_common:Nnn #1#2#3
15538 {
15539   \prop_map_inline:cn { l__coffin_corners_ \__int_value:w #1 _prop }
15540   { \__coffin_scale_corner:Nnnn #1 {##1} ##2 }
15541   \prop_map_inline:cn { l__coffin_poles_ \__int_value:w #1 _prop }
15542   { \__coffin_scale_pole:Nnnnnn #1 {##1} ##2 }

```

Negative x -scaling values will place the poles in the wrong location: this is corrected here.

```

15543   \fp_compare:nNnT \l__coffin_scale_x_fp < \c_zero_fp
15544   {
15545     \prop_map_inline:cn { l__coffin_corners_ \__int_value:w #1 _prop }
15546     { \__coffin_x_shift_corner:Nnnn #1 {##1} ##2 }
15547     \prop_map_inline:cn { l__coffin_poles_ \__int_value:w #1 _prop }
15548     { \__coffin_x_shift_pole:Nnnnnn #1 {##1} ##2 }
15549   }
15550 }

```

(End definition for `__coffin_resize_common:Nnn`. This function is documented on page ??.)

`\coffin_scale:Nnn` For scaling, the opposite calculation is done to find the new dimensions for the coffin.
`\coffin_scale:cnn` 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.

```

15551 \cs_new_protected:Npn \coffin_scale:Nnn #1#2#3
15552 {
15553   \fp_set:Nn \l__coffin_scale_x_fp {#2}
15554   \fp_set:Nn \l__coffin_scale_y_fp {#3}
15555   \box_scale:Nnn #1 { \l__coffin_scale_x_fp } { \l__coffin_scale_y_fp }
15556   \dim_set:Nn \l__coffin_internal_dim
15557   { \coffin_ht:N #1 + \coffin_dp:N #1 }
15558   \dim_set:Nn \l__coffin_scaled_total_height_dim
15559   { \fp_abs:n { \l__coffin_scale_y_fp } \l__coffin_internal_dim }
15560   \dim_set:Nn \l__coffin_scaled_width_dim
15561   { -\fp_abs:n { \l__coffin_scale_x_fp } \coffin_wd:N #1 }
15562   \__coffin_resize_common:Nnn #1
15563   { \l__coffin_scaled_width_dim } { \l__coffin_scaled_total_height_dim }
15564 }
15565 \cs_generate_variant:Nn \coffin_scale:Nnn { c }

```

(End definition for `\coffin_scale:Nnn` and `\coffin_scale:cnn`. These functions are documented on page 201.)

`__coffin_scale_vector:nnNN` This function 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.

```

15566 \cs_new_protected:Npn \__coffin_scale_vector:nnNN #1#2#3#4
15567 {

```

```

15568 \dim_set:Nn #3
15569 { \fp_to_dim:n { \dim_to_fp:n {#1} * \l__coffin_scale_x_fp } }
15570 \dim_set:Nn #4
15571 { \fp_to_dim:n { \dim_to_fp:n {#2} * \l__coffin_scale_y_fp } }
15572 }

```

(End definition for __coffin_scale_vector:nnNN. This function is documented on page ??.)

__coffin_scale_corner:Nnnn
__coffin_scale_pole:Nnnnnn

Scaling both corners and poles is a simple calculation using the preceding vector scaling.

```

15573 \cs_new_protected:Npn \__coffin_scale_corner:Nnnn #1#2#3#4
15574 {
15575   \__coffin_scale_vector:nnNN {#3} {#4} \l__coffin_x_dim \l__coffin_y_dim
15576   \prop_put:cnx { l__coffin_corners_ \__int_value:w #1 _prop } {#2}
15577   { { \dim_use:N \l__coffin_x_dim } { \dim_use:N \l__coffin_y_dim } }
15578 }
15579 \cs_new_protected:Npn \__coffin_scale_pole:Nnnnnn #1#2#3#4#5#6
15580 {
15581   \__coffin_scale_vector:nnNN {#3} {#4} \l__coffin_x_dim \l__coffin_y_dim
15582   \__coffin_set_pole:Nnx #1 {#2}
15583   {
15584     { \dim_use:N \l__coffin_x_dim } { \dim_use:N \l__coffin_y_dim }
15585     {#5} {#6}
15586   }
15587 }

```

(End definition for __coffin_scale_corner:Nnnn. This function is documented on page ??.)

_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.

```

15588 \cs_new_protected:Npn \_coffin_x_shift_corner:Nnnn #1#2#3#4
15589 {
15590   \prop_put:cnx { l__coffin_corners_ \__int_value:w #1 _prop } {#2}
15591   {
15592     { \dim_eval:n { #3 + \box_wd:N #1 } } {#4}
15593   }
15594 }
15595 \cs_new_protected:Npn \_coffin_x_shift_pole:Nnnnnn #1#2#3#4#5#6
15596 {
15597   \prop_put:cnx { l__coffin_poles_ \__int_value:w #1 _prop } {#2}
15598   {
15599     { \dim_eval:n { #3 + \box_wd:N #1 } } {#4}
15600     {#5} {#6}
15601   }
15602 }

```

(End definition for _coffin_x_shift_corner:Nnnn. This function is documented on page ??.)

33.9 Coffin diagnostics

`\coffin_log_structure:N` Same as `\coffin_show_structure:N`, but using `_msg_log_variable:Nnn`.

```
\coffin_log_structure:c
15603 \cs_new_protected:Npn \coffin_log_structure:N #1
15604 {
15605   \__coffin_if_exist:NT #1
15606   {
15607     \_msg_log_variable:Nnn #1 { coffins }
15608     {
15609       \prop_map_function:cN
15610       { l__coffin_poles_ \__int_value:w #1 _prop }
15611       \_msg_show_item_unbraced:nn
15612     }
15613   }
15614 }
15615 \cs_generate_variant:Nn \coffin_log_structure:N { c }
```

(End definition for `\coffin_log_structure:N` and `\coffin_log_structure:c`. These functions are documented on page 201.)

33.10 Additions to l3file

```
15616 <@@=file>
```

`\file_if_exist_input:nTF` Input of a file with a test for existence cannot be done the usual way as the tokens to insert are in an odd place.

```
15617 \cs_new_protected:Npn \file_if_exist_input:n #1
15618 {
15619   \file_if_exist:nT {#1}
15620   { \__file_input:V \l__file_internal_name_tl }
15621 }
15622 \cs_new_protected:Npn \file_if_exist_input:nT #1#2
15623 {
15624   \file_if_exist:nT {#1}
15625   {
15626     #2
15627     \__file_input:V \l__file_internal_name_tl
15628   }
15629 }
15630 \cs_new_protected:Npn \file_if_exist_input:nF #1
15631 {
15632   \file_if_exist:nTF {#1}
15633   { \__file_input:V \l__file_internal_name_tl }
15634 }
15635 \cs_new_protected:Npn \file_if_exist_input:nTF #1#2
15636 {
15637   \file_if_exist:nTF {#1}
15638   {
15639     #2
15640     \__file_input:V \l__file_internal_name_tl
```

```

15641     }
15642 }

```

(End definition for \file_if_exist_input:nTF. This function is documented on page 202.)

```

15643 <@@=ior>

```

\ior_map_break: Usual map breaking functions. Those are not yet in l3kernel proper since the mapping below is the first of its kind.

\ior_map_break:n

```

15644 \cs_new_nopar:Npn \ior_map_break:
15645 { \__prg_map_break:Nn \ior_map_break: { } }
15646 \cs_new_nopar:Npn \ior_map_break:n
15647 { \__prg_map_break:Nn \ior_map_break: }

```

(End definition for \ior_map_break: and \ior_map_break:n. These functions are documented on page 202.)

\ior_map_inline:Nn
\ior_str_map_inline:Nn
__ior_map_inline:NNn
__ior_map_inline:NNNn
__ior_map_inline_loop:NNN
\l__ior_internal_tl

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. This mapping cannot be nested as the stream has only one “current line”.

```

15648 \cs_new_protected_nopar:Npn \ior_map_inline:Nn
15649 { \__ior_map_inline:NNn \ior_get:NN }
15650 \cs_new_protected_nopar:Npn \ior_str_map_inline:Nn
15651 { \__ior_map_inline:NNn \ior_get_str:NN }
15652 \cs_new_protected_nopar:Npn \__ior_map_inline:NNn
15653 {
15654   \int_gincr:N \g__prg_map_int
15655   \exp_args:Nc \__ior_map_inline:NNNn
15656   { __prg_map_ \int_use:N \g__prg_map_int :n }
15657 }
15658 \cs_new_protected:Npn \__ior_map_inline:NNNn #1#2#3#4
15659 {
15660   \cs_set:Npn #1 ##1 {#4}
15661   \ior_if_eof:NF #3 { \__ior_map_inline_loop:NNN #1#2#3 }
15662   \__prg_break_point:Nn \ior_map_break:
15663   { \int_gdecr:N \g__prg_map_int }
15664 }
15665 \cs_new_protected:Npn \__ior_map_inline_loop:NNN #1#2#3
15666 {
15667   #2 #3 \l__ior_internal_tl
15668   \ior_if_eof:NF #3
15669   {
15670     \exp_args:No #1 \l__ior_internal_tl
15671     \__ior_map_inline_loop:NNN #1#2#3
15672   }
15673 }
15674 \tl_new:N \l__ior_internal_tl

```

(End definition for \ior_map_inline:Nn and \ior_str_map_inline:Nn. These functions are documented on page 202.)

\ior_log_streams: Same as \ior_list_streams:, but with _msg_log:nnn and _msg_log_wrap:n.

```

\__ior_log_streams:Nn
15675 \cs_new_protected_nopar:Npn \ior_log_streams:
15676 { \__ior_log_streams:Nn \g__ior_streams_prop { input } }
15677 \cs_new_protected:Npn \__ior_log_streams:Nn #1#2
15678 {
15679   \_msg_log:nnn { LaTeX / kernel }
15680   { \prop_if_empty:NTF #1 { show-no-stream } { show-open-streams } }
15681   {#2}
15682   \_msg_log_wrap:n
15683   { \prop_map_function:NN #1 \_msg_show_item_unbraced:nn }
15684 }

```

(End definition for \ior_log_streams:. This function is documented on page 203.)

15685 <@@=iow>

\iow_log_streams: Same as \iow_list_streams:, but with _msg_log:nnn and _msg_log_wrap:n.

```

\__iow_log_streams:Nn
15686 \cs_new_protected_nopar:Npn \iow_log_streams:
15687 { \__iow_log_streams:Nn \g__iow_streams_prop { output } }
15688 \cs_new_protected:Npn \__iow_log_streams:Nn #1#2
15689 {
15690   \_msg_log:nnn { LaTeX / kernel }
15691   { \prop_if_empty:NTF #1 { show-no-stream } { show-open-streams } }
15692   {#2}
15693   \_msg_log_wrap:n
15694   { \prop_map_function:NN #1 \_msg_show_item_unbraced:nn }
15695 }

```

(End definition for \iow_log_streams:. This function is documented on page 203.)

33.11 Additions to l3fp

15696 <@@=fp>

\fp_log:N Same as \fp_show:N but using _msg_log_value:x since we know that the result is short.

\fp_log:c

\fp_log:n

```

15697 \cs_new_protected:Npn \fp_log:N #1
15698 {
15699   \fp_if_exist:NTF #1
15700   { \_msg_log_value:x { \token_to_str:N #1 = \fp_to_tl:N #1 } }
15701   {
15702     \_msg_kernel_error:nnx { kernel } { variable-not-defined }
15703     { \token_to_str:N #1 }
15704   }
15705 }
15706 \cs_new_protected:Npn \fp_log:n #1
15707 { \_msg_log_value:x { \fp_to_tl:n {#1} } }
15708 \cs_generate_variant:Nn \fp_log:N { c }

```

(End definition for \fp_log:N, \fp_log:c, and \fp_log:n. These functions are documented on page 203.)

33.12 Additions to l3int

\int_log:N Simple copies.

```
\int_log:c 15709 \cs_new_eq:NN \int_log:N \__kernel_register_log:N
15710 \cs_new_eq:NN \int_log:c \__kernel_register_log:c
```

(End definition for \int_log:N and \int_log:c. These functions are documented on page 203.)

\int_log:n Use __msg_log_value:x.

```
15711 \cs_new_protected:Npn \int_log:n #1
15712 { \__msg_log_value:x { \int_eval:n {#1} } }
```

(End definition for \int_log:n. This function is documented on page 203.)

33.13 Additions to l3keys

```
15713 <@@=keys>
```

\keys_log:nn See \keys_show:nn but using \cs_log:c instead of \show:c.

```
15714 \cs_new_protected:Npn \keys_log:nn #1#2
15715 { \cs_log:c { \c__keys_code_root_tl #1 / \tl_to_str:n {#2} } }
```

(End definition for \keys_log:nn. This function is documented on page 204.)

33.14 Additions to l3msg

```
15716 <@@=msg>
```

__msg_log:nnn Print the text of a message to the terminal without formatting: short cuts around \iow_wrap:nnnN.

```
15717 \cs_new_protected:Npn \__msg_log:nnn #1#2#3
15718 {
15719   \iow_wrap:nnnN
15720   { \use:c { \c__msg_text_prefix_tl #1 / #2 } {#3} { } { } { } }
15721   { } { } \iow_log:n
15722 }
```

(End definition for __msg_log:nnn.)

__msg_log_variable:Nnn This is a direct analogue of __msg_show_variable:Nnn, but writing to the log file instead of the terminal. It is important to pass to \iow_wrap:nnnN the whole text that will be written in the log, including the trailing period, as it would otherwise not be formatted correctly. Note that we detect the case where nothing would be shown, and add >~ at the start: this is safe unless lines are less than 3 characters long.

__msg_log_wrap:n
__msg_log:n

```
15723 \cs_new_protected:Npn \__msg_log_variable:Nnn #1#2#3
15724 {
15725   \cs_if_exist:NTF #1
15726   {
15727     \__msg_log:nnn { LaTeX / kernel } { show- #2 } {#1}
15728     \__msg_log_wrap:n {#3}
15729   }
```

```

15730     {
15731         \_msg_kernel_error:nxx { kernel } { variable-not-defined }
15732         { \token_to_str:N #1 }
15733     }
15734 }
15735 \cs_new_protected:Npn \_msg_log_wrap:n #1
15736 { \iow_wrap:nnnN { #1 . } { } { } \_msg_log:n }
15737 \cs_new_protected:Npn \_msg_log:n #1
15738 { \iow_log:x { \tl_if_single:nT {#1} { > ~ } #1 } }

```

(End definition for _msg_log_variable:Nnn and _msg_log_wrap:n.)

_msg_log_value:n Write the tokens #1 to the log file without line wrapping but with a formatting similar
_msg_log_value:x to what is done by the commands which show material to the terminal.

```

15739 \cs_new_protected:Npn \_msg_log_value:n #1
15740 { \iow_log:n { >~ #1 . } }
15741 \cs_generate_variant:Nn \_msg_log_value:n { x }

```

(End definition for _msg_log_value:n and _msg_log_value:x.)

33.15 Additions to l3prg

```

15742 <@@=bool>

```

\bool_log:N Writes in the log file the truth value of the boolean, as true or false. We use _msg_
\bool_log:c log_value:x.

```

15743 \cs_new_protected:Npn \bool_log:N #1
15744 {
15745     \bool_if_exist:NTF #1
15746     {
15747         \_msg_log_value:x
15748         { \token_to_str:N #1 = \_bool_to_word:n {#1} }
15749     }
15750     {
15751         \_msg_kernel_error:nxx { kernel } { variable-not-defined }
15752         { \token_to_str:N #1 }
15753     }
15754 }
15755 \cs_new_protected:Npn \bool_log:n #1
15756 { \_msg_log_value:x { \_bool_to_word:n {#1} } }
15757 \cs_new:Npn \_bool_to_word:n #1 { \bool_if:nTF {#1} { true } { false } }
15758 \cs_generate_variant:Nn \bool_log:N { c }

```

(End definition for \bool_log:N, \bool_log:c, and \bool_log:n. These functions are documented on page 204.)

33.16 Additions to l3prop

15759 <@@=prop>

\prop_map_tokens:Nn
\prop_map_tokens:cn
__prop_map_tokens:nwn

The mapping is very similar to `\prop_map_function:NN`. It grabs one key–value pair at a time, and stops when reaching the marker key `\q_recursion_tail`, which cannot appear in normal keys since those are strings. The odd construction `\use:n {#1}` allows #1 to contain any token without interfering with `\prop_map_break:.` Argument #2 of `__prop_map_tokens:nwn` is `\s__prop` the first time, and is otherwise empty.

```
15760 \cs_new:Npn \prop_map_tokens:Nn #1#2
15761 {
15762   \exp_last_unbraced:Nno \__prop_map_tokens:nwn {#2} #1
15763   \__prop_pair:wn \q_recursion_tail \s__prop { }
15764   \__prg_break_point:Nn \prop_map_break: { }
15765 }
15766 \cs_new:Npn \__prop_map_tokens:nwn #1#2 \__prop_pair:wn #3 \s__prop #4
15767 {
15768   \if_meaning:w \q_recursion_tail #3
15769   \exp_after:wN \prop_map_break:
15770   \fi:
15771   \use:n {#1} {#3} {#4}
15772   \__prop_map_tokens:nwn {#1}
15773 }
15774 \cs_generate_variant:Nn \prop_map_tokens:Nn { c }
```

(End definition for `\prop_map_tokens:Nn` and `\prop_map_tokens:cn`. These functions are documented on page 205.)

\prop_log:N
\prop_log:c

Same as `\prop_show:N` but using `__msg_log_variable:Nnn`.

```
15775 \cs_new_protected:Npn \prop_log:N #1
15776 {
15777   \__msg_log_variable:Nnn #1 { prop }
15778   { \prop_map_function:NN #1 \__msg_show_item:nn }
15779 }
15780 \cs_generate_variant:Nn \prop_log:N { c }
```

(End definition for `\prop_log:N` and `\prop_log:c`. These functions are documented on page 205.)

33.17 Additions to l3seq

15781 <@@=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:Nnnwn

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 the sequences will both be `\s__seq __seq_item:n`. The function to be mapped will then be applied to the two entries. When the code hits the end of one of the sequences, the break material will stop the entire loop and tidy up. This avoids needing to find the count of the two sequences, or worrying about which is longer.

```
15782 \cs_new:Npn \seq_mapthread_function:NNN #1#2#3
```

```

15783 { \exp_after:wN \_seq_mapthread_function:wNN #2 \q_stop #1 #3 }
15784 \cs_new:Npn \_seq_mapthread_function:wNN \s__seq #1 \q_stop #2#3
15785 {
15786   \exp_after:wN \_seq_mapthread_function:wNw #2 \q_stop #3
15787   #1 { ? \_prg_break: } { }
15788   \_prg_break_point:
15789 }
15790 \cs_new:Npn \_seq_mapthread_function:wNw \s__seq #1 \q_stop #2
15791 {
15792   \_seq_mapthread_function:Nnnwnn #2
15793   #1 { ? \_prg_break: } { }
15794   \q_stop
15795 }
15796 \cs_new:Npn \_seq_mapthread_function:Nnnwnn #1#2#3#4 \q_stop #5#6
15797 {
15798   \use_none:n #2
15799   \use_none:n #5
15800   #1 {#3} {#6}
15801   \_seq_mapthread_function:Nnnwnn #1 #4 \q_stop
15802 }
15803 \cs_generate_variant:Nn \seq_mapthread_function:NNN { Nc }
15804 \cs_generate_variant:Nn \seq_mapthread_function:NNN { c , cc }

```

(End definition for `\seq_mapthread_function:NNN` and others. These functions are documented on page 205.)

`\seq_set_filter:NNn` Similar to `\seq_map_inline:Nn`, without a `_prg_break_point:` because the user's
`\seq_gset_filter:NNn` code is performed within the evaluation of a boolean expression, and skipping out of that
`_seq_set_filter:NNNn` 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.

```

15805 \cs_new_protected_nopar:Npn \seq_set_filter:NNn
15806 { \_seq_set_filter:NNNn \tl_set:Nx }
15807 \cs_new_protected_nopar:Npn \seq_gset_filter:NNn
15808 { \_seq_set_filter:NNNn \tl_gset:Nx }
15809 \cs_new_protected:Npn \_seq_set_filter:NNNn #1#2#3#4
15810 {
15811   \_seq_push_item_def:n { \bool_if:nT {#4} { \_seq_wrap_item:n {##1} } }
15812   #1 #2 { #3 }
15813   \_seq_pop_item_def:
15814 }

```

(End definition for `\seq_set_filter:NNn` and `\seq_gset_filter:NNn`. These functions are documented on page 205.)

`\seq_set_map:NNn` Very similar to `\seq_set_filter:NNn`. We could actually merge the two within a single
`\seq_gset_map:NNn` function, but it would have weird semantics.

```

\__seq_set_map:NNNn
15815 \cs_new_protected_nopar:Npn \seq_set_map:NNn
15816 { \_seq_set_map:NNNn \tl_set:Nx }
15817 \cs_new_protected_nopar:Npn \seq_gset_map:NNn
15818 { \_seq_set_map:NNNn \tl_gset:Nx }

```

```

15819 \cs_new_protected:Npn \__seq_set_map:NNNn #1#2#3#4
15820 {
15821   \__seq_push_item_def:n { \exp_not:N \__seq_item:n {#4} }
15822   #1 #2 { #3 }
15823   \__seq_pop_item_def:
15824 }

```

(End definition for `\seq_set_map:NNn` and `\seq_gset_map:NNn`. These functions are documented on page 206.)

`\seq_log:N` Same as `\seq_show:N` but using `__msg_show_variable:Nnn`.

```

\seq_log:c 15825 \cs_new_protected:Npn \seq_log:N #1
15826 {
15827   \__msg_log_variable:Nnn #1 { seq }
15828   { \seq_map_function:NN #1 \__msg_show_item:n }
15829 }
15830 \cs_generate_variant:Nn \seq_log:N { c }

```

(End definition for `\seq_log:N` and `\seq_log:c`. These functions are documented on page 206.)

33.18 Additions to l3skip

```

15831 <@@=skip>

```

`\skip_split_finite_else_action:nnNN` This macro is useful when performing error checking in certain circumstances. If the `<skip>` register holds finite glue it sets #3 and #4 to the stretch and shrink component, resp. If it holds infinite glue set #3 and #4 to zero and issue the special action #2 which is probably an error message. Assignments are local.

```

15832 \cs_new:Npn \skip_split_finite_else_action:nnNN #1#2#3#4
15833 {
15834   \skip_if_finite:nTF {#1}
15835   {
15836     #3 = \etex_gluestretch:D #1 \scan_stop:
15837     #4 = \etex_glueshrink:D #1 \scan_stop:
15838   }
15839   {
15840     #3 = \c_zero_skip
15841     #4 = \c_zero_skip
15842     #2
15843   }
15844 }

```

(End definition for `\skip_split_finite_else_action:nnNN`. This function is documented on page 206.)

`\dim_log:N` Diagnostics.

```

\dim_log:c 15845 \cs_new_eq:NN \dim_log:N \__kernel_register_log:N
\dim_log:n 15846 \cs_new_eq:NN \dim_log:c \__kernel_register_log:c
15847 \cs_new_protected:Npn \dim_log:n #1
15848 { \__msg_log_value:x { \dim_eval:n {#1} } }

```

(End definition for `\dim_log:N`, `\dim_log:c`, and `\dim_log:n`. These functions are documented on page 206.)

```
\skip_log:N Diagnostics.
\skip_log:c 15849 \cs_new_eq:NN \skip_log:N \__kernel_register_log:N
\skip_log:n 15850 \cs_new_eq:NN \skip_log:c \__kernel_register_log:c
15851 \cs_new_protected:Npn \skip_log:n #1
15852 { \__msg_log_value:x { \skip_eval:n {#1} } }
```

(End definition for `\skip_log:N`, `\skip_log:c`, and `\skip_log:n`. These functions are documented on page 206.)

```
\muskip_log:N Diagnostics.
\muskip_log:c 15853 \cs_new_eq:NN \muskip_log:N \__kernel_register_log:N
\muskip_log:n 15854 \cs_new_eq:NN \muskip_log:c \__kernel_register_log:c
15855 \cs_new_protected:Npn \muskip_log:n #1
15856 { \__msg_log_value:x { \muskip_eval:n {#1} } }
```

(End definition for `\muskip_log:N`, `\muskip_log:c`, and `\muskip_log:n`. These functions are documented on page 206.)

33.19 Additions to l3tl

```
15857 <@@=tl>
```

`\tl_if_single_token_p:n` 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.

`\tl_if_single_token:nTF`

```
15858 \prg_new_conditional:Npnn \tl_if_single_token:n #1 { p , T , F , TF }
15859 {
15860   \tl_if_head_is_N_type:nTF {#1}
15861   { \__tl_if_empty_return:o { \use_none:n #1 } }
15862   {
15863     \tl_if_empty:nTF {#1}
15864     { \prg_return_false: }
15865     { \__tl_if_empty_return:o { \tex_romannumeral:D -'0 #1 } }
15866   }
15867 }
```

(End definition for `\tl_if_single_token:nTF`. This function is documented on page 207.)

`\tl_reverse_tokens:n` The same as `\tl_reverse:n` but with recursion within brace groups.

```
\__tl_reverse_group:nn 15868 \cs_new:Npn \tl_reverse_tokens:n #1
15869 {
15870   \etex_unexpanded:D \exp_after:wN
15871   {
15872     \tex_romannumeral:D
15873     \__tl_act:NNNnn
```

```

15874         \__tl_reverse_normal:nN
15875         \__tl_reverse_group:nn
15876         \__tl_reverse_space:n
15877         { }
15878         {#1}
15879     }
15880 }
15881 \cs_new:Npn \__tl_reverse_group:nn #1
15882 {
15883     \__tl_act_group_recurse:Nnn
15884     \__tl_act_reverse_output:n
15885     { \tl_reverse_tokens:n }
15886 }

```

In many applications of `__tl_act:NNNnn`, we need to recursively apply some transformation within brace groups, then output. In this code, `#1` is the output function, `#2` is the transformation, which should expand in two steps, and `#3` is the group.

`__tl_act_group_recurse:Nnn`

```

15887 \cs_new:Npn \__tl_act_group_recurse:Nnn #1#2#3
15888 {
15889     \exp_args:Nf #1
15890     { \exp_after:wN \exp_after:wN \exp_after:wN { #2 {#3} } }
15891 }

```

(End definition for `\tl_reverse_tokens:n`. This function is documented on page 207.)

`\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 `\c_zero` inserted by `__tl_act_end:wn`. Somewhat a hack.

```

15892 \cs_new:Npn \tl_count_tokens:n #1
15893 {
15894     \int_eval:n
15895     {
15896         \__tl_act:NNNnn
15897         \__tl_act_count_normal:nN
15898         \__tl_act_count_group:nn
15899         \__tl_act_count_space:n
15900         { }
15901         {#1}
15902     }
15903 }
15904 \cs_new:Npn \__tl_act_count_normal:nN #1 #2 { 1 + }
15905 \cs_new:Npn \__tl_act_count_space:n #1 { 1 + }
15906 \cs_new:Npn \__tl_act_count_group:nn #1 #2
15907 { 2 + \tl_count_tokens:n {#2} + }

```

(End definition for `\tl_count_tokens:n`. This function is documented on page 207.)

`\c__tl_act_uppercase_tl`
`\c__tl_act_lowercase_tl`

These constants contain the correspondence between lowercase and uppercase letters, in the form `aAbBcC...` and `AaBbCc...` respectively.

```

15908 \tl_const:Nn \c__tl_act_uppercase_tl

```

```

15909 {
15910     aA bB cC dD eE fF gG hH iI jJ kK lL mM
15911     nN oO pP qQ rR sS tT uU vV wW xX yY zZ
15912 }
15913 \tl_const:Nn \c__tl_act_lowercase_tl
15914 {
15915     Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm
15916     Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz
15917 }

```

(End definition for `\c__tl_act_uppercase_tl` and `\c__tl_act_lowercase_tl`. These variables are documented on page ??.)

`\tl_expandable_uppercase:n` The only difference between uppercasing and lowercasing is the table of correspondence that is used. As for other token list actions, we feed `__tl_act:NNNnn` three functions, `__tl_act_case_normal:nN` and this time, we use the `\parameters` argument to carry which case-changing we are applying. A space is simply output. A normal token is compared to each letter in the alphabet using `\str_if_eq:nn` tests, and converted if necessary to upper/lowercase, before being output. For a group, we must perform the conversion within the group (the `\exp_after:wN` trigger `\romannumeral`, which expands fully to give the converted group), then output.

```

15918 \cs_new:Npn \tl_expandable_uppercase:n #1
15919 {
15920     \etex_unexpanded:D \exp_after:wN
15921     {
15922         \tex_romannumeral:D
15923         \__tl_act_case_aux:nn { \c__tl_act_uppercase_tl } {#1}
15924     }
15925 }
15926 \cs_new:Npn \tl_expandable_lowercase:n #1
15927 {
15928     \etex_unexpanded:D \exp_after:wN
15929     {
15930         \tex_romannumeral:D
15931         \__tl_act_case_aux:nn { \c__tl_act_lowercase_tl } {#1}
15932     }
15933 }
15934 \cs_new:Npn \__tl_act_case_aux:nn
15935 {
15936     \__tl_act:NNNnn
15937     \__tl_act_case_normal:nN
15938     \__tl_act_case_group:nn
15939     \__tl_act_case_space:n
15940 }
15941 \cs_new:Npn \__tl_act_case_space:n #1 { \__tl_act_output:n {~} }
15942 \cs_new:Npn \__tl_act_case_normal:nN #1 #2
15943 {
15944     \exp_args:Nf \__tl_act_output:n
15945     {

```

```

15946         \exp_args:NNo \str_case:nnF #2 {#1}
15947         { \exp_stop_f: #2 }
15948     }
15949 }
15950 \cs_new:Npn \__tl_act_case_group:nn #1 #2
15951 {
15952     \exp_after:wN \__tl_act_output:n \exp_after:wN
15953     {
15954         \exp_after:wN
15955         { \tex_romannumeral:D \__tl_act_case_aux:nn {#1} {#2} }
15956     }
15957 }

```

(End definition for `\tl_expandable_uppercase:n` and `\tl_expandable_lowercase:n`. These functions are documented on page 207.)

`\tl_set_from_file:Nnn` The approach here is similar to that for doing a rescan, and so the same internals can
`\tl_set_from_file:cnn` be reused. Thus the plan is to insert a pair of tokens of the same charcode but different
`\tl_gset_from_file:Nnn` catcodes after the file has been read. This plus `\exp_not:N` allows the primitive to be
`\tl_gset_from_file:cnn` used to carry out a set operation.

```

15958 \cs_new_protected_nopar:Npn \tl_set_from_file:Nnn
15959 { \__tl_set_from_file:NNnn \tl_set:Nn }
15960 \cs_new_protected_nopar:Npn \tl_gset_from_file:Nnn
15961 { \__tl_set_from_file:NNnn \tl_gset:Nn }
15962 \cs_generate_variant:Nn \tl_set_from_file:Nnn { c }
15963 \cs_generate_variant:Nn \tl_gset_from_file:Nnn { c }
15964 \cs_new_protected:Npn \__tl_set_from_file:NNnn #1#2#3#4
15965 {
15966     \__file_if_exist:nT {#4}
15967     {
15968         \group_begin:
15969         \exp_args:No \etex_everyeof:D
15970         { \c__tl_rescan_marker_tl \exp_not:N }
15971         #3 \scan_stop:
15972         \exp_after:wN \__tl_from_file_do:w
15973         \exp_after:wN \prg_do_nothing:
15974         \tex_input:D \l__file_internal_name_tl \scan_stop:
15975         \exp_args:NNNo \group_end:
15976         #1 #2 \l__tl_internal_a_tl
15977     }
15978 }
15979 \exp_args:Nno \use:nn
15980 { \cs_set_protected:Npn \__tl_from_file_do:w #1 }
15981 { \c__tl_rescan_marker_tl }
15982 { \tl_set:No \l__tl_internal_a_tl {#1} }

```

(End definition for `\tl_set_from_file:Nnn` and others. These functions are documented on page 209.)

`\tl_set_from_file_x:Nnn` When reading a file and allowing expansion of the content, the set up only needs to
`\tl_set_from_file_x:cnn` prevent TeX complaining about the end of the file. That is done simply, with a group
`\tl_gset_from_file_x:Nnn`
`\tl_gset_from_file_x:cnn`
`__tl_set_from_file_x:NNnn`

then used to trap the definition needed. Once the business is done using some scratch space, the tokens can be transferred to the real target.

```

15983 \cs_new_protected_nopar:Npn \tl_set_from_file_x:Nnn
15984 { \tl_set_from_file_x:NNnn \tl_set:Nn }
15985 \cs_new_protected_nopar:Npn \tl_gset_from_file_x:Nnn
15986 { \tl_set_from_file_x:NNnn \tl_gset:Nn }
15987 \cs_generate_variant:Nn \tl_set_from_file_x:Nnn { c }
15988 \cs_generate_variant:Nn \tl_gset_from_file_x:Nnn { c }
15989 \cs_new_protected:Npn \tl_set_from_file_x:NNnn #1#2#3#4
15990 {
15991   \__file_if_exist:nT {#4}
15992   {
15993     \group_begin:
15994       \etex_veryeof:D { \exp_not:N }
15995       #3 \scan_stop:
15996       \tl_set:Nx \l__tl_internal_a_tl
15997         { \tex_input:D \l__file_internal_name_tl \c_space_token }
15998       \exp_args:NNNo \group_end:
15999       #1 #2 \l__tl_internal_a_tl
16000   }
16001 }

```

(End definition for `\tl_set_from_file_x:Nnn` and others. These functions are documented on page 209.)

33.19.1 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), which is covered by `l3unicode-data`.

`\tl_lower_case:n` The user level functions here are all wrappers around the internal functions for case changing. Note that `\tl_mixed_case:nn` could be done without an internal, but this way the logic is slightly clearer as everything essentially follows the same path.

```

16002 \cs_new_nopar:Npn \tl_lower_case:n { \tl_change_case:nnn { lower } { } }
16003 \cs_new_nopar:Npn \tl_upper_case:n { \tl_change_case:nnn { upper } { } }
16004 \cs_new_nopar:Npn \tl_mixed_case:n { \tl_mixed_case:nn { } }
16005 \cs_new_nopar:Npn \tl_lower_case:nn { \tl_change_case:nnn { lower } }
16006 \cs_new_nopar:Npn \tl_upper_case:nn { \tl_change_case:nnn { upper } }
16007 \cs_new_nopar:Npn \tl_mixed_case:nn { \tl_mixed_case:nn }

```

(End definition for `\tl_lower_case:n`, `\tl_upper_case:n`, and `\tl_mixed_case:n`. These functions are documented on page 208.)

```

\__tl_change_case:nnn
\__tl_change_case_loop:wnn
  \tl_change_case_N_type:Nwnn
\__tl_change_case_group:nwnn
\__tl_change_case_space:wnn
  \tl_change_case_char:NNNNNNNn
  \tl_change_case_lower_sigma:Nnn
  \tl_change_case_upper_sigma:Nnn
  \tl_change_case_mixed_sigma:Nnn
  \tl_change_case_lower_sigma:Nw
  \tl_change_case_lower_sigma_loop:Nw

```

The mechanism for the core conversion of case is based on the approach used in `__tl_act:NNNnn`. Thus the idea is to use a loop which will 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 be processed as a single token, treated as a group or treated as a space (the latter requires special treatment). In

contrast to `_tl_act:NNNnn`, there is no need for this process to be f-type expandable: things are done using only x-type requirements. Also, for “normal” tokens there is a bit more work to do here: to allow selection of case matches using character code, it’s important that control sequences are filtered out before doing the lookup.

```

16008 \cs_new:Npn \_tl_change_case:nnn #1#2#3
16009 {
16010   \_tl_change_case_loop:wnn #3
16011   \q_recursion_tail \q_recursion_stop {#1} {#2}
16012 }
16013 \cs_new:Npn \_tl_change_case_loop:wnn #1 \q_recursion_stop
16014 {
16015   \tl_if_head_is_N_type:nTF {#1}
16016   { \_tl_change_case_N_type:Nwnn }
16017   {
16018     \tl_if_head_is_group:nTF {#1}
16019     { \_tl_change_case_group:nwnn }
16020     { \_tl_change_case_space:wnn }
16021   }
16022   #1 \q_recursion_stop
16023 }
16024 \cs_new:Npn \_tl_change_case_N_type:Nwnn #1#2 \q_recursion_stop #3#4
16025 {
16026   \quark_if_recursion_tail_stop_do:Nn #1 { \use_none:nn }
16027   \token_if_cs:NTF #1
16028   { \exp_not:N #1 }
16029   {
16030     \cs_if_exist_use:cF { \_tl_change_case_ #3 _ #4 :Nnn }
16031     { \use_iii:nnn }
16032     #1 {#2}
16033     {
16034       \use:c { \_tl_change_case_ #3 _ sigma:Nnn } #1 {#2}
16035       {
16036         \exp_after:wN \_tl_change_case_char:NNNNNNNNn
16037         \int_use:N \_int_eval:w 1000000 + ‘#1 \_int_eval_end:
16038         #1 {#3}
16039       }
16040     }
16041   }
16042   \_tl_change_case_loop:wnn #2 \q_recursion_stop {#3} {#4}
16043 }
16044 \cs_new:Npn \_tl_change_case_group:nwnn #1#2 \q_recursion_stop
16045 {
16046   { \exp_not:n {#1} }
16047   \_tl_change_case_loop:wnn #2 \q_recursion_stop
16048 }
16049 \exp_last_unbraced:NNo \cs_new:Npn \_tl_change_case_space:wnn \c_space_tl
16050 {
16051   \c_space_tl
16052   \_tl_change_case_loop:wnn

```

```
16053 }
```

Actually look for the char in the appropriate table.

```
16054 \cs_new:Npn \__tl_change_case_char:NNNNNNNn #1#2#3#4#5#6#7#8#9
16055 {
16056   \exp_args:NNv \str_case:nnF #8
16057   { c__tl_ #9 _ #6 _X_ #7 _tl }
16058   { \exp_not:N #8 }
16059 }
```

If the current char is an upper case sigma, the a check is made on the next item in the input. If it is another N-type token then further tests are needed to decide what to do.

```
16060 \cs_new:Npn \__tl_change_case_lower_sigma:Nnn #1#2
16061 {
16062   \int_compare:nNnTF { '#1 } = { "03A3 }
16063   {
16064     \tl_if_head_is_N_type:nTF {#2}
16065     { \__tl_change_case_lower_sigma:Nw #2 \q_recursion_stop }
16066     {
16067       \tl_if_head_is_group:nTF {#2}
16068       { \c__tl_std_sigma_tl }
16069       { \c__tl_final_sigma_tl }
16070     }
16071   }
16072 }
```

Assuming the next token is not a control sequence, a loop is used to test if the next char is something that can be interpreted as the end of a word. Rather than use all of the Unicode data for this, the simplifying assumption is made that in real text the end of a word will be indicated by a small number of chars. As this may have to be extended over time to other cases, the easiest handling is offered by using the numerical values for these chars. Notice that if the next token is a control sequence there is a need to make sure it's not the end-of-loop, as that will happen if the word in question is at the end of the current list.

```
16073 \cs_new:Npn \__tl_change_case_lower_sigma:Nw #1#2 \q_recursion_stop
16074 {
16075   \token_if_cs:NTF #1
16076   {
16077     \token_if_eq_meaning:NNTF #1 \q_recursion_tail
16078     { \c__tl_final_sigma_tl }
16079     { \c__tl_std_sigma_tl }
16080   }
16081   {
16082     \exp_after:wN \__tl_change_case_lower_sigma_loop:Nw
16083     \exp_after:wN #1 \c__tl_after_final_sigma_clist
16084     , \q_recursion_tail , \q_recursion_stop
16085   }
16086 }
16087 \cs_new:Npn \__tl_change_case_lower_sigma_loop:Nw #1#2 ,
16088 {
```

```

16089 \quark_if_recursion_tail_stop_do:nn {#2}
16090 { \c__tl_std_sigma_tl }
16091 \int_compare:nNnT { '#1 } = { "#2 }
16092 { \use_i_delimit_by_q_recursion_stop:nw { \c__tl_final_sigma_tl } }
16093 \__tl_change_case_lower_sigma_loop:Nw #1
16094 }
16095 \cs_new_eq:NN \__tl_change_case_upper_sigma:Nnn \use_iii:nnn
16096 \cs_new_eq:NN \__tl_change_case_mixed_sigma:Nnn \use_iii:nnn

```

(End definition for __tl_change_case:nnn.)

```

\__tl_mixed_case:nn
\__tl_mixed_case_loop:wn
\__tl_mixed_case_N_type:Nwn
\__tl_mixed_case_skip:Nwn
\__tl_mixed_case_skip_tidy:nNwn
\__tl_mixed_case_group:nwn
\__tl_mixed_case_space:wn

```

Mixed (title) casing needs an entire set of functions to itself. These are more or less the same as those for general case changes but the requirements here are subtly different. What is needed is a loop which looks for the first “real” char in the input (skipping any pre-letter chars). Once one is found, it is case changed to upper case but first checking that there is not an entry in the exceptions list. Once that process is done, all remaining chars are lower cased so there is a switch to the normal system. Note that simply grabbing the first token in the input is no good here: it can’t handle pre-letter tokens or any special treatment of the first letter found (*e.g.* words starting with *i* in Turkish). Spaces at the start of the input are passed through without counting as being the “start” of the first word, while a brace group forces a switch to the standard lower casing routine.

```

16097 \cs_new:Npn \__tl_mixed_case:nn #1#2
16098 {
16099   \__tl_mixed_case_loop:wn #2
16100   \q_recursion_tail \q_recursion_stop {#1}
16101 }
16102 \cs_new:Npn \__tl_mixed_case_loop:wn #1 \q_recursion_stop
16103 {
16104   \tl_if_head_is_N_type:nTF {#1}
16105   { \__tl_mixed_case_N_type:Nwn }
16106   {
16107     \tl_if_head_is_group:nTF {#1}
16108     { \__tl_mixed_case_group:nwn }
16109     { \__tl_mixed_case_space:wn }
16110   }
16111   #1 \q_recursion_stop
16112 }
16113 \cs_new:Npn \__tl_mixed_case_N_type:Nwn #1#2 \q_recursion_stop #3
16114 {
16115   \quark_if_recursion_tail_stop_do:Nn #1 { \use_none:nn }
16116   \token_if_cs:NTF #1
16117   { \exp_not:N #1 }
16118   {
16119     \cs_if_exist_use:cF { __tl_change_case_mixed_ #3 :Nnn }
16120     {
16121       \cs_if_exist_use:cF { __tl_change_case_upper_ #3 :Nnn }
16122       { \use_iii:nnn }
16123     }
16124     #1 {#2}

```

```

16125         {
16126         \exp_after:wN \_tl_mixed_case_skip:Nwn \exp_after:wN #1
16127         \c_tl_mixed_skip_clist , \q_recursion_tail ,
16128         \q_recursion_stop
16129         {
16130         \exp_args:NNV \str_case:nnF #1 \c_tl_mixed_exceptions_tl
16131         {
16132         \exp_after:wN \_tl_change_case_char:NNNNNNNNn
16133         \int_use:N
16134         \_int_eval:w 1000000 + '#1 \_int_eval_end:
16135         #1 { upper }
16136         }
16137         }
16138     }
16139 }
16140 \_tl_change_case_loop:wnn #2 \q_recursion_stop { lower } {#3}
16141 }

```

Looking for chars to skip when title casing uses the standard “loop around a list” approach. If there is a hit, there is a bit of tidying up to do: retain the char and switch the looping system to stick with the title loop rather than the lower case one. That means swapping an auxiliary and removing a trailing { lower }, which is easiest to do with a dedicated function.

```

16142 \cs_new:Npn \_tl_mixed_case_skip:Nwn #1#2 ,
16143 {
16144     \quark_if_recursion_tail_stop_do:nn {#2} { \use:n }
16145     \int_compare:nNnT { '#1 } = { "#2 }
16146     {
16147         \use_i_delimit_by_q_recursion_stop:nw
16148         {
16149             #1
16150             \_tl_mixed_case_skip_tidy:nNwn
16151         }
16152     }
16153     \_tl_mixed_case_skip:Nwn #1
16154 }
16155 \cs_new:Npn \_tl_mixed_case_skip_tidy:nNwn #1#2#3 \q_recursion_stop #4
16156 {
16157     \_tl_mixed_case_loop:wn #3 \q_recursion_stop
16158 }
16159 \cs_new:Npn \_tl_mixed_case_group:nwn #1#2 \q_recursion_stop
16160 {
16161     { \exp_not:n {#1} }
16162     \_tl_change_case_loop:wnn #2 \q_recursion_stop { lower }
16163 }
16164 \exp_last_unbraced:NNNo \cs_new:Npn \_tl_mixed_case_space:wn \c_space_tl
16165 {
16166     \c_space_tl
16167     \_tl_mixed_case_loop:wn
16168 }

```

(End definition for `_tl_mixed_case:nn`.)

`_tl_change_case_lower_tr:Nnn` 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
`_tl_change_case_lower_az:Nnn` the latter case the mapping is easy, but in the former there is a second stage search.
`_tl_change_case_lower_tr:Nw`
`_tl_change_case_upper_tr:Nnn`
`_tl_change_case_upper_az:Nnn`

```

16169 \cs_new:Npn \_tl_change_case_lower_tr:Nnn #1#2#3
16170 {
16171   \int_compare:nNnTF { '#1 } = { "0049 }
16172   {
16173     \tl_if_head_is_N_type:nTF {#2}
16174     { \_tl_change_case_lower_tr:Nw #2 \q_recursion_stop }
16175     { \c_tl_dotless_i_tl }
16176   }
16177   {
16178     \int_compare:nNnTF { '#1 } = { "0130 }
16179     { i }
16180     {#3}
16181   }
16182 }
16183 \cs_new_nopar:Npn \_tl_change_case_lower_az:Nnn
16184 { \_tl_change_case_lower_tr:Nnn }

```

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).

```

16185 \cs_new:Npn \_tl_change_case_lower_tr:Nw #1#2 \q_recursion_stop
16186 {
16187   \bool_if:nTF
16188   {
16189     \token_if_cs_p:N #1
16190     || ! ( \int_compare_p:nNn { '#1 } = { "0307 } )
16191   }
16192   { \c_tl_dotless_i_tl }
16193   {
16194     i
16195     \use_i:nn
16196   }
16197 }

```

Upper casing is easier: just one exception with no context.

```

16198 \cs_new:Npn \_tl_change_case_upper_tr:Nnn #1#2#3
16199 {
16200   \int_compare:nNnTF { '#1 } = { "0069 }
16201   { \c_tl_dotted_I_tl }
16202   {#3}
16203 }
16204 \cs_new_nopar:Npn \_tl_change_case_upper_az:Nnn
16205 { \_tl_change_case_upper_tr:Nnn }

```

(End definition for `_tl_change_case_lower_tr:Nnn` and `_tl_change_case_lower_az:Nnn`.)

`_tl_change_case_lower_lt:Nnn`
`_tl_change_case_lower_lt:Nw`
`_tl_change_case_upper_lt:Nnn`
`_tl_change_case_upper_lt:Nw`

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. 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. As the current char is still needed in case-changed form, the standard code is inserted before hunting for an accent.

```

16206 \cs_new:Npn \_tl_change_case_lower_lt:Nnn #1#2#3
16207 {
16208   \exp_args:NNV \str_case:nnF #1 \c__tl_accents_lt_tl
16209   {
16210     #3
16211     \bool_if:nT
16212     {
16213       \int_compare_p:nNn { '#1 } = { "0049 }
16214       || \int_compare_p:nNn { '#1 } = { "004A }
16215       || \int_compare_p:nNn { '#1 } = { "012E }
16216     }
16217     {
16218       \tl_if_head_is_N_type:nT {#2}
16219       { \_tl_change_case_lower_lt:Nw #2 \q_recursion_stop }
16220     }
16221   }
16222 }
```

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.

```

16223 \cs_new:Npn \_tl_change_case_lower_lt:Nw #1#2 \q_recursion_stop
16224 {
16225   \bool_if:nT
16226   {
16227     ! ( \token_if_cs_p:N #1 )
16228     &&
16229     (
16230       \int_compare_p:nNn { '#1 } = { "0300 }
16231       || \int_compare_p:nNn { '#1 } = { "0301 }
16232       || \int_compare_p:nNn { '#1 } = { "0303 }
16233     )
16234   }
16235   { \c__tl_dot_above_tl }
16236 }
```

For upper casing, the chars themselves are always converted as normal. The test required here is for a dot-above char after an I, J or I-ogonek. If there is one, it's removed using `\use_i:nn` (which preserves the loop and discards the char).

```

16237 \cs_new:Npn \_tl_change_case_upper_lt:Nnn #1#2#3
16238 {
16239   #3
```

```

16240 \bool_if:nT
16241 {
16242     \tl_if_head_is_N_type_p:n {#2}
16243     &&
16244     (
16245         \int_compare_p:nNn { '#1 } = { "0069 }
16246         || \int_compare_p:nNn { '#1 } = { "006A }
16247         || \int_compare_p:nNn { '#1 } = { "012F }
16248     )
16249 }
16250 { \__tl_change_case_upper_lt:Nw #2 \q_recursion_stop }
16251 }
16252 \cs_new:Npn \__tl_change_case_upper_lt:Nw #1#2 \q_recursion_stop
16253 {
16254     \bool_if:nT
16255     {
16256         ! ( \token_if_cs_p:N #1 )
16257         &&
16258         \int_compare_p:nNn { '#1 } = { "0307 }
16259     }
16260     { \use_i:nn }
16261 }

```

(End definition for __tl_change_case_lower_lt:Nnn.)

__tl_change_case_mixed_n1:Nnn
__tl_change_case_mixed_n1:Nw

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.

```

16262 \cs_new:Npn \__tl_change_case_mixed_n1:Nnn #1#2
16263 {
16264     \int_compare:nNnTF { '#1 } = { 'i }
16265     {
16266         I
16267         \tl_if_head_is_N_type:nT {#2}
16268         { \__tl_change_case_mixed_n1:Nw #2 \q_recursion_stop }
16269     }
16270 }
16271 \cs_new:Npn \__tl_change_case_mixed_n1:Nw #1#2 \q_recursion_stop
16272 {
16273     \bool_if:nT
16274     {
16275         ! ( \token_if_cs_p:N #1 )
16276         &&
16277         \int_compare_p:nNn { '#1 } = { 'j }
16278     }
16279     {
16280         J
16281         \use_i:nn
16282     }
16283 }

```

(End definition for __tl_change_case_mixed_n1:Nnn.)

\tl_log:N Showing token list variables in the log file is done after checking that the variable is defined.

\tl_log:c

```

16284 \cs_new_protected:Npn \tl_log:N #1
16285 {
16286   \tl_if_exist:NTF #1
16287   { \cs_log:N #1 }
16288   {
16289     \__msg_kernel_error:nxx { kernel } { variable-not-defined }
16290     { \token_to_str:N #1 }
16291   }
16292 }
16293 \cs_generate_variant:Nn \tl_log:N { c }

```

(End definition for \tl_log:N and \tl_log:c. These functions are documented on page 209.)

\tl_log:n The same as \tl_show:n but using __msg_log_wrap:n.

```

16294 \cs_new_protected:Npn \tl_log:n #1
16295 { \__msg_log_wrap:n { > ~ \tl_to_str:n {#1} } }

```

(End definition for \tl_log:n. This function is documented on page 209.)

33.20 Additions to l3tokens

```

16296 <@@=char>

```

\char_set_active:Npn
\char_set_active:Npx
\char_gset_active:Npn
\char_gset_active:Npx
\char_set_active_eq:NN
\char_gset_active_eq:NN

```

16297 \group_begin:
16298 \char_set_catcode_active:N ^^@
16299 \cs_set:Npn \char_tmp:NN #1#2
16300 {
16301   \cs_new:Npn #1 ##1
16302   {
16303     \char_set_catcode_active:n { '##1 }
16304     \group_begin:
16305     \char_set_lccode:nn { '^^@ } { '##1 }
16306     \tl_to_lowercase:n { \group_end: #2 ^^@ }
16307   }
16308 }
16309 \char_tmp:NN \char_set_active:Npn \cs_set:Npn
16310 \char_tmp:NN \char_set_active:Npx \cs_set:Npx
16311 \char_tmp:NN \char_gset_active:Npn \cs_gset:Npn
16312 \char_tmp:NN \char_gset_active:Npx \cs_gset:Npx
16313 \char_tmp:NN \char_set_active_eq:NN \cs_set_eq:NN
16314 \char_tmp:NN \char_gset_active_eq:NN \cs_gset_eq:NN
16315 \group_end:

```

(End definition for \char_set_active:Npn and \char_set_active:Npx. These functions are documented on page 210.)

```

16316 <@@=peek>

```

`\peek_N_type:TF` 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.

```

16317 \group_begin:
16318   \char_set_catcode_other:N \O
16319   \char_set_catcode_other:N \U
16320   \char_set_catcode_other:N \T
16321   \char_set_catcode_other:N \E
16322   \char_set_catcode_other:N \R
16323   \tl_to_lowercase:n
16324   {
16325     \cs_new_protected_nopar:Npn \__peek_execute_branches_N_type:
16326     {
16327       \if_int_odd:w
16328         \if_catcode:w \exp_not:N \l_peek_token { \c_two \fi:
16329         \if_catcode:w \exp_not:N \l_peek_token } \c_two \fi:
16330         \if_meaning:w \l_peek_token \c_space_token \c_two \fi:
16331         \c_one
16332         \exp_after:wN \__peek_N_type:w
16333         \token_to_meaning:N \l_peek_token
16334         \q_mark \__peek_N_type_aux:nnw
16335         OUTER \q_mark \use_none_delimit_by_q_stop:w
16336         \q_stop
16337         \exp_after:wN \__peek_true:w
16338       \else:
16339         \exp_after:wN \__peek_false:w
16340       \fi:
16341     }
16342     \cs_new_protected:Npn \__peek_N_type:w #1 OUTER #2 \q_mark #3
16343     { #3 {#1} {#2} }
16344   }
16345 \group_end:
16346 \cs_new_protected:Npn \__peek_N_type_aux:nnw #1 #2 #3 \fi:
16347 {
16348   \fi:
16349   \tl_if_in:noTF {#1} { \tl_to_str:n {ma} }

```

```

16350 { \__peek_true:w }
16351 { \tl_if_empty:nTF {#2} { \__peek_true:w } { \__peek_false:w } }
16352 }
16353 \cs_new_protected_nopar:Npn \peek_N_type:TF
16354 { \__peek_token_generic:NNTF \__peek_execute_branches_N_type: \scan_stop: }
16355 \cs_new_protected_nopar:Npn \peek_N_type:T
16356 { \__peek_token_generic:NNT \__peek_execute_branches_N_type: \scan_stop: }
16357 \cs_new_protected_nopar:Npn \peek_N_type:F
16358 { \__peek_token_generic:NNF \__peek_execute_branches_N_type: \scan_stop: }

```

(End definition for \peek_N_type:TF. This function is documented on page 210.)

33.21 Deprecated candidates

```

\fp_set_from_dim:Nn   Deprecated 2014-07-17.
\fp_set_from_dim:cn   16359 \cs_new_protected:Npn \fp_set_from_dim:Nn #1#2
\fp_gset_from_dim:Nn  16360 { \fp_set:Nn #1 { \dim_to_fp:n {#2} } }
\fp_gset_from_dim:cn  16361 \cs_new_protected:Npn \fp_gset_from_dim:Nn #1#2
                        16362 { \fp_gset:Nn #1 { \dim_to_fp:n {#2} } }
                        16363 \cs_generate_variant:Nn \fp_set_from_dim:Nn { c }
                        16364 \cs_generate_variant:Nn \fp_gset_from_dim:Nn { c }

```

(End definition for \fp_set_from_dim:Nn and others. These functions are documented on page ??.)

```
16365 </initex | package>
```

34 l3drivers Implementation

```

16366 <*initex | package>
16367 <@@=driver>

16368 <*package>
16369 \ProvidesExplFile
16370 <*dvipdfmx>
16371 {l3dvidpfmx.def}{\ExplFileDate}{\ExplFileVersion}
16372 {L3 Experimental driver: dvipdfmx}
16373 </dvipdfmx>
16374 <*dvips>
16375 {l3dvips.def}{\ExplFileDate}{\ExplFileVersion}
16376 {L3 Experimental driver: dvips}
16377 </dvips>
16378 <*pdfmode>
16379 {l3pdfmode.def}{\ExplFileDate}{\ExplFileVersion}
16380 {L3 Experimental driver: PDF mode}
16381 </pdfmode>
16382 <*xdvipdfmx>
16383 {l3xdvidpfmx.def}{\ExplFileDate}{\ExplFileVersion}
16384 {L3 Experimental driver: xdvipdfmx}
16385 </xdvipdfmx>
16386 </package>

```

34.1 Settings for direct PDF output

If the driver loaded is `pdfmode` then direct PDF output is required. (This may of course alter: it might be that the driver is picked based on the value of `\pdfTeX_pdfoutput:D`.)

```
16387 <*initex>
16388 <*pdfmode>
16389 \pdfTeX_pdfoutput:D = 1 \scan_stop:
16390 </pdfmode>
16391 </initex>
```

Set up the driver for direct PDF output to set the PDF origin equal to T_EX's standard origin. The other settings make use of PDF 1.5, which is standard in T_EX Live 2011 and should be a reasonable baseline for the future.

```
16392 <*initex>
16393 <*pdfmode>
16394 \pdfTeX_pdfhorigin:D      = 1 true in \scan_stop:
16395 \pdfTeX_pdfvorigin:D      = 1 true in \scan_stop:
16396 \pdfTeX_pdfdecimaldigits:D = 3          \scan_stop:
16397 \pdfTeX_pdfpkresolution:D  = 600        \scan_stop:
16398 \pdfTeX_pdfminorversion:D  = 5          \scan_stop:
16399 \pdfTeX_pdfcompresslevel:D = 9          \scan_stop:
16400 \pdfTeX_pdfobjcompresslevel:D = 2       \scan_stop:
16401 </pdfmode>
16402 </initex>
```

34.2 Driver utility functions

`_driver_state_save:` All of the drivers have a stack for saving the graphic state. These have slightly different interfaces. For both `dvips` and `(x)dvipdfmx` this is done using an appropriate special. Note that here and later, the `dvipdfmx` documentation does not cover the `literal` key word but that this appears to behave in the same way as pdfT_EX's `\pdfliteral` (making life easier all-round).

```
16403 <*!pdfmode>
16404 \cs_new_protected_nopar:Npn \_driver_state_save:
16405 <*dvips>
16406 { \tex_special:D { ps:gsave } }
16407 </dvips>
16408 <*dvipdfmx | xdvipdfmx>
16409 { \tex_special:D { pdf:literal~q } }
16410 </dvipdfmx | xdvipdfmx>
16411 \cs_new_protected_nopar:Npn \_driver_state_restore:
16412 <*dvips>
16413 { \tex_special:D { ps:grestore } }
16414 </dvips>
16415 <*dvipdfmx | xdvipdfmx>
16416 { \tex_special:D { pdf:literal~Q } }
16417 </dvipdfmx | xdvipdfmx>
16418 </!pdfmode>
```

For direct PDF output there is also a need to worry about the version of pdfTeX in use: the `\pdfsave` primitive was only introduced in version 1.40.0.

```

16419 <*pdfmode>
16420 \cs_if_exist:NTF \pdfTeX_pdfsave:D
16421 {
16422   \cs_new_eq:NN \__driver_state_save: \pdfTeX_pdfsave:D
16423   \cs_new_eq:NN \__driver_state_restore: \pdfTeX_pdfrestore:D
16424 }
16425 {
16426   \cs_new_protected_nopar:Npn \__driver_state_save:
16427     { \pdfTeX_pdfliteral:D { q } }
16428   \cs_new_protected_nopar:Npn \__driver_state_restore:
16429     { \pdfTeX_pdfliteral:D { Q } }
16430 }
16431 </pdfmode>

```

(End definition for __driver_state_save: and __driver_state_restore:.. These functions are documented on page ??.)

`__driver_literal:n` The driver code needs to pass on a lot of “raw” information to the underlying binary. The exact command is driver-dependent but the concept is general enough to use a single function. However, it is important to remember this is a convenient shortcut: the arguments will be driver-specific. Note that these functions set the transformation matrix to the current position: contrast with `__driver_literal_direct:n`.

```

16432 \cs_new_protected:Npn \__driver_literal:n #1
16433 <*dvipdfmx|xdvipdfmx>
16434 { \tex_special:D { pdf:literal~ #1 } }
16435 </dvipdfmx|xdvipdfmx>

```

In the case of dvips there is no build-in saving of the current position, and so some additional PostScript is required to set up the transformation matrix and also to restore it afterwards. Notice the use of the stack to save the current position “up front” and to move back to it at the end of the process.

```

16436 <*dvips>
16437 {
16438   \tex_special:D
16439   {
16440     ps:
16441       currentpoint~
16442       currentpoint~translate~
16443       #1 ~
16444       neg~exch~neg~exch~translate
16445   }
16446 }
16447 </dvips>
16448 <*pdfmode>
16449 { \pdfTeX_pdfliteral:D {#1} }
16450 </pdfmode>

```

(End definition for __driver_literal:n.)

`__driver_literal_direct:n` Even “lower level” than `__driver_literal:n`, these commands do not set the transformation matrix but simply dump the driver code directly into the output. In the (x)dvipdfmx case this two-part keyword is documented (*cf.* `literal` alone).

```

16451 \cs_new_protected:Npn \__driver_literal_direct:n #1
16452 <*dvipdfmx|xdvipdfmx>
16453 { \tex_special:D { pdf:literal-direct~ #1 } }
16454 </dvipdfmx|xdvipdfmx>
16455 <*dvips>
16456 { \tex_special:D { ps:: #1 } }
16457 </dvips>
16458 <*pdfmode>
16459 { \pdfTeX_pdfliteral:D direct {#1} }
16460 </pdfmode>

```

(End definition for `__driver_literal_direct:n`.)

`__driver_absolute_lengths:n` The `dvips` driver scales all absolute dimensions based on the output resolution selected and any T_EX magnification. Thus for any operation involving absolute lengths there is a correction to make. This is based on `normalscale` from `special.pro`.

```

16461 <*dvips>
16462 \cs_new:Npn \__driver_absolute_lengths:n #1
16463 {
16464   /savedmatrix~matrix~currentmatrix~def~
16465   Resolution~72~div~VResolution~72~div~scale~
16466   DVImag~dup~scale~
16467   #1 ~
16468   savedmatrix~setmatrix
16469 }
16470 </dvips>

```

(End definition for `__driver_absolute_lengths:n`.)

`__driver_matrix:n` Here the appropriate function is set up to insert an affine matrix into the PDF. With a new enough pdfT_EX (version 1.40.0 or later) there is a primitive for this, which only needs the rotation/scaling/skew part. With an older pdfT_EX or with (x)dvipdfmx the matrix also has to include a translation part: that is always zero and so is built in here.

```

16471 <*pdfmode>
16472 \cs_if_exist:NTF \pdfTeX_pdfsetmatrix:D
16473 {
16474   \cs_new_protected:Npn \__driver_matrix:n #1
16475   { \pdfTeX_pdfsetmatrix:D {#1} }
16476 }
16477 {
16478   \cs_new_protected:Npn \__driver_matrix:n #1
16479   { \__driver_literal:n { #1 \c_space_tl 0~0~cm } }
16480 }
16481 </pdfmode>
16482 <*dvipdfmx|xdvipdfmx>
16483 \cs_new_protected:Npn \__driver_matrix:n #1

```

```

16484 { \_driver_literal:n { #1 \c_space_tl 0~0~cm } }
16485 </dvipdfmx | xdvipdfmx>

(End definition for \_driver_matrix:n.)

```

34.3 Box clipping

_driver_box_use_clip:N The overall logic to clipping a box is the same in all cases. The general method is to save the current location, define a clipping path equivalent to the bounding box, then insert the content at the current position and in a zero width box. The “real” width is then made up using a horizontal skip before tidying up. There are other approaches that can be taken (for example using XForm objects), but the logic here shares as much code as possible and uses the same conversions (and so same rounding errors) in all three cases.

```

16486 \cs_new_protected:Npn \_driver_box_use_clip:N #1
16487 {
16488   \_driver_state_save:
16489   <*dvips>
16490   \_driver_literal:n
16491   {
16492     \_driver_absolute_lengths:n
16493     {
16494       0~
16495       \dim_to_decimal_in_bp:n { \box_dp:N #1 } ~
16496       \dim_to_decimal_in_bp:n { \box_wd:N #1 } ~
16497       \dim_to_decimal_in_bp:n { -\box_ht:N #1 - \box_dp:N #1 } ~
16498       rectclip
16499     }
16500   }
16501   </dvips>
16502   <*dvipdfmx | pdfmode | xdvipdfmx>
16503   \_driver_literal:n
16504   {
16505     0~
16506     \dim_to_decimal_in_bp:n { -\box_dp:N #1 } ~
16507     \dim_to_decimal_in_bp:n { \box_wd:N #1 } ~
16508     \dim_to_decimal_in_bp:n { \box_ht:N #1 + \box_dp:N #1 } ~
16509     re~W~n
16510   }
16511   </dvipdfmx | pdfmode | xdvipdfmx>

```

Insert the material in a box of no width, restore the graphic state and then insert the necessary width.

```

16512   \hbox_overlap_right:n { \box_use:N #1 }
16513   \_driver_state_restore:
16514   \skip_horizontal:n { \box_wd:N #1 }
16515 }

```

(End definition for _driver_box_use_clip:N. This function is documented on page 211.)

34.4 Box rotation and scaling

`__driver_box_rotate_begin:` The driver for `dvips` works with a simple rotation angle. In PDF mode, an affine matrix is used instead. The transformation for `(x)dvipdfmx` can be done either way: the affine approach is chosen here as where possible we pick the PDF-style route.

In both cases, some rounding code is included to limit the floating point values to five decimal places. There is no point using any more as \TeX 's dimensions are of that precision, and the extra figures will simply bloat the PDF and make values harder to trace. In the case where the sine and cosine are used, we store the rounded values to avoid rounding twice. There are also a couple of comparisons to ensure that `-0` is not written to the output, as this avoids any issues with problematic display programs. Note that numbers are compared to 0 after rounding.

```

16516 \cs_new_protected_nopar:Npn __driver_box_rotate_begin:
16517 {
16518   __driver_state_save:
16519   <*dvipdfmx|pdfmode|xdvipdfmx>
16520   \box_set_wd:Nn \l__box_internal_box \c_zero_dim
16521   \fp_set:Nn \l__box_cos_fp { round ( \l__box_cos_fp , 5 ) }
16522   \fp_compare:nNnT \l__box_cos_fp = \c_zero_fp
16523     { \fp_zero:N \l__box_cos_fp }
16524   \fp_set:Nn \l__box_sin_fp { round ( \l__box_sin_fp , 5 ) }
16525   __driver_matrix:n
16526   {
16527     \fp_use:N \l__box_cos_fp \c_space_tl
16528     \fp_compare:nNnTF \l__box_sin_fp = \c_zero_fp
16529       { 0~0 }
16530       {
16531         \fp_use:N \l__box_sin_fp
16532         \c_space_tl
16533         \fp_eval:n { -\l__box_sin_fp }
16534       }
16535     \c_space_tl
16536     \fp_use:N \l__box_cos_fp
16537   }
16538   </dvipdfmx|pdfmode|xdvipdfmx>
16539   <*dvips>
16540   \fp_set:Nn \l__box_angle_fp { round ( \l__box_angle_fp , 5 ) }
16541   __driver_literal:n
16542   {
16543     \fp_compare:nNnTF \l__box_angle_fp = \c_zero_fp
16544       { 0 }
16545       { \fp_eval:n { -\l__box_angle_fp } }
16546     \c_space_tl
16547     rotate
16548   }
16549   </dvips>
16550 }

```

The end of a rotation means tidying up the output grouping.

```
16551 \cs_new_eq:NN \__driver_box_rotate_end: \__driver_state_restore:
```

(End definition for `__driver_box_rotate_begin:` and `__driver_box_rotate_end:`. These functions are documented on page 212.)

`__driver_box_scale_begin:` Scaling is not dissimilar to rotation, but the calculations are somewhat less complex.

`__driver_box_scale_end:`

```
16552 \cs_new_protected_nopar:Npn \__driver_box_scale_begin:
16553 {
16554   \__driver_state_save:
16555   \fp_set:Nn \l__box_scale_x_fp { round ( \l__box_scale_x_fp , 5 ) }
16556   \fp_set:Nn \l__box_scale_y_fp { round ( \l__box_scale_y_fp , 5 ) }
16557   <*dvips>
16558   \__driver_literal:n
16559   {
16560     \fp_use:N \l__box_scale_x_fp \c_space_tl
16561     \fp_use:N \l__box_scale_y_fp \c_space_tl
16562     scale
16563   }
16564   </dvips>
16565   <*dviptfm | pdfmode | xdvipdfmx>
16566   \__driver_matrix:n
16567   {
16568     \fp_use:N \l__box_scale_x_fp \c_space_tl
16569     0~0~
16570     \fp_use:N \l__box_scale_y_fp
16571   }
16572   </dviptfm | pdfmode | xdvipdfmx>
16573   }
16574   \cs_new_eq:NN \__driver_box_scale_end: \__driver_state_restore:
```

(End definition for `__driver_box_scale_begin:` and `__driver_box_scale_end:`. These functions are documented on page 212.)

34.5 Color support

`\l__driver_current_color_tl`

The current color is needed by all of the engines, but the way this is stored varies.

```
16575 \tl_new:N \l__driver_current_color_tl
16576 <*dviptfm | dvips | xdvipdfmx>
16577 \tl_set:Nn \l__driver_current_color_tl { gray~0 }
16578 </dviptfm | dvips | xdvipdfmx>
16579 <*pdfmode>
16580 \tl_set:Nn \l__driver_current_color_tl { 0~g~0~G }
16581 </pdfmode>
```

(End definition for `\l__driver_current_color_tl`. This variable is documented on page ??.)

`\l__driver_color_stack_int`

pdfTeX (version 1.40.0 or later) and LuaTeX have multiple stacks available, and the color stack therefore needs a number when in PDF mode.

```
16582 <*pdfmode>
16583 \int_new:N \l__driver_color_stack_int
16584 </pdfmode>
```

(End definition for `\l__driver_color_stack_int`. This variable is documented on page ??.)

`__driver_color_ensure_current:` Setting the current color depends on the nature of the color stack available. In all cases
`__driver_color_reset:` there is a need to reset the color after the current group.

```

16585 <*dvipdfmx | dvips | xdvipdfmx>
16586 \cs_new_protected_nopar:Npn \__driver_color_ensure_current:
16587 {
16588   \tex_special:D { color~push~\l__driver_current_color_tl }
16589   \group_insert_after:N \__driver_color_reset:
16590 }
16591 \cs_new_protected_nopar:Npn \__driver_color_reset:
16592 { \tex_special:D { color~pop } }
16593 </dvipdfmx | dvips | xdvipdfmx>

```

Once again there is a version switch for pdfTeX, as the `\pdfcolorstack` primitive was introduced in version 1.40.0.

```

16594 <*pdfmode>
16595 \cs_if_exist:NTF \pdfTeX_pdfcolorstack:D
16596 {
16597   \cs_new_protected_nopar:Npn \__driver_color_ensure_current:
16598   {
16599     \pdfTeX_pdfcolorstack:D \l__driver_color_stack_int push
16600     { \l__driver_current_color_tl }
16601     \group_insert_after:N \__driver_color_reset:
16602   }
16603   \cs_new_protected_nopar:Npn \__driver_color_reset:
16604   { \pdfTeX_pdfcolorstack:D \l__driver_color_stack_int pop \scan_stop: }
16605 }
16606 {
16607   \cs_new_protected_nopar:Npn \__driver_color_ensure_current:
16608   {
16609     \__driver_literal:n { \l__driver_current_color_tl }
16610     \group_insert_after:N \__driver_color_reset:
16611   }
16612   \cs_new_protected_nopar:Npn \__driver_color_reset:
16613   { \__driver_literal:n { \l__driver_current_color_tl } }
16614 }
16615 </pdfmode>

```

(End definition for `__driver_color_ensure_current:`. This function is documented on page 212.)

```

16616 </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	
\!	462
\"	295, 295
\#	213, 295, 520, 520
\\$	295, 295
\%	295, 520, 520
\&	295, 295, 462, 462, 587, 589
&&	189
\(pdf)strcmp	378
\)	585
*	190
*	294, 294, 294, 294, 518, 518, 584
**	190
+	190, 190
\+	586, 586, 587, 587
\,	481, 481, 586
-	190, 190
\-	219, 560, 587
/	190
\/	219, 587
\:	214, 242, 298, 304
\::	34, 257, 257, 257, <u>257</u> , 257, 257, 257, 257, 257, 257, 257, 257, 258, 258, 258, 258, 258, 262, 263, 264, 264, 265, 265, 265, 265, 265, 272
\::N	34, <u>257</u> , 257, 263, 263, 263, 263, 263, 265
\::V	34, <u>258</u> , 258, 263
\::V_unbraced	<u>263</u> , 263
\::c	34, <u>257</u> , 257, 263, 263, 263, 263, 263, 263, 263
\::f	34, <u>258</u> , 258, 263, 263, 263, 263, 263, 265
\::f_unbraced	<u>263</u> , 263
\::n	34, <u>257</u> , 257, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 265, 265
\::o	34, <u>258</u> , 258, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 265
\::o_unbraced	<u>263</u> , 263, 265, 265, 265, 265
\::p	34, 257, <u>257</u> , 257
\::v	34, <u>258</u> , 258
\::v_unbraced	<u>263</u> , 264
\::x	34, <u>258</u> , 258, 262, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263, 263
\::x_unbraced	<u>263</u> , 264, 265
:N	586
\;	298, 304, 304
<	190
=	190
?	190
\?	589
? commands:	
?:	189
\	
457, 457, 457, 457, 460, 460, 461, 461, 461, 461, 461, 461, 461, 461, 461, 461, 461, 461, 461, 461, 461, 461, 464, 464, 466, 466, 466, 466, 473, 473, 473, 473, 473, 473, 474, 474, 474, 475, 475, 475, 475, 475, 480, 480, 480, 501, 501, 501, 501, 501, 501, 502, 502, 502, 520, 523, 524, 544, 544, 544, 544, 544, 544, 544	
\{	4, 2496, 7789, 8246, 8418, 8422, 8423, 9681, 9681
\}	5, 2496, 7790, 8246, 8418, 8422, 8423, 9683, 9683
... commands:	
\l_...	437
\..._open:Nn	172
<name> commands:	
\<name>:<arg spec>	35, 35, 35, 35
\<name>:<arg spec>F	36
\<name>:<arg spec>T	36
\<name>:<arg spec>TF	36
\<name>_p:<arg spec>	36
<type> commands:	
\<type>_map_break:	43, 43, 43, 43, 43, 47, 47, 47
\<type>_map_break:n	43
\<type>_use:N	179

- \wedge 213, 213, 215, 245, 295, 295,
 463, 477, 517, 519, 519, 519, 519,
 519, 519, 519, 519, 587, 667, 750, 750
 \sim 190
 $_$ 214, 295, 295, 560
 \sim 295, 295, 520, 520
- Numbers**
- $_8$ 481
 $_9$ 481
- $_$ 219, 241,
 295, 301, 301, 301, 302, 302, 303,
 303, 303, 462, 462, 473, 474, 474,
 474, 475, 475, 475, 475, 477, 480,
 480, 480, 480, 480, 480, 480, 480,
 480, 480, 480, 480, 480, 518, 520
- A**
- $_A$ 266, 298
 $_above$ 221
 $_abovedisplayshortskip$ 222
 $_abovedisplayskip$ 222
 $_abovewithdelims$ 221
 abs 190
 $_accent$ 222
 $acos$ 192
 $acosd$ 192
 $acot$ 193
 $acotd$ 193
 $acsc$ 192
 $acscd$ 192
 add commands:
 $_add:ww$ 552, 552, 552, 553, 553
 $_adjdemerits$ 223
 $_advance$ 219
 $_afterassignment$ 219
 $_aftergroup$ 219
 alignment commands:
 $_c_alignment_token$
 53, 294, 294, 296, 296
 $_ArgumentOne$ 1
 $asec$ 192
 $asecd$ 192
 $asin$ 192
 $asind$ 192
 $atan$ 193
 $atand$ 193
 $_AtBeginDocument$ 458, 508, 509
- $_atop$ 221
 $_atopwithdelims$ 221
- B**
- $_badness$ 224
 $_baselineskip$ 223
 $_batchmode$ 221
 $_begingroup$ 213, 213, 213, 214, 216, 218, 219
 $_beginL$ 227
 $_beginR$ 227
 $_belowdisplayshortskip$ 222
 $_belowdisplayskip$ 222
 $_binoppenalty$ 222
 $_bodydir$ 228
 bool commands:
 $_bool_0:w$ 279
 $_bool_1:w$ 279
 $_bool_(:Nw$ 278
 $_bool_)_0:w$ 279
 $_bool_)_1:w$ 279
 $_bool_ :Nw$ 278
 $_bool_choose:NNN$. 278, 279, 279, 279
 $_bool_do_until:cn$ 282
 $_bool_do_until:Nn$
 40, 40, 282, 282, 282, 282
 $_bool_do_until:nn$ 40, 40, 282, 282, 282
 $_bool_do_while:cn$ 282
 $_bool_do_while:Nn$
 40, 40, 282, 282, 282, 282
 $_bool_do_while:nn$ 40, 40, 282, 282, 282
 $_bool_eval_skip_to_end_auxi:Nw$
 279, 279, 279, 280, 281
 $_bool_eval_skip_to_end_$
 $auxii:Nw$ 279, 280, 281
 $_bool_eval_skip_to_end_$
 $auxiii:Nw$ 279, 281, 281
 $_bool_get_next:NN$
 278, 278, 278, 278, 279, 279, 279
 $_bool_gset:c$ 160, 491
 $_bool_gset:cn$ 274
 $_bool_gset:N$ 160, 491
 $_bool_gset:Nn$.. 38, 274, 274, 274, 275
 $_bool_gset_eq:cc$ 273, 273
 $_bool_gset_eq:cN$ 273, 273
 $_bool_gset_eq:Nc$ 273, 273
 $_bool_gset_eq:NN$... 38, 273, 273, 274
 $_bool_gset_false:c$ 273
 $_bool_gset_false:N$
 37, 273, 273, 273, 274
 $_bool_gset_inverse:c$ 160, 492

- .bool_gset_inverse:N [160](#), [492](#)
- \bool_gset_true:c [273](#)
- \bool_gset_true:N [38](#), [273](#), [273](#), [273](#), [274](#)
- \bool_if:cTF [275](#)
- \bool_if:N [275](#)
- \bool_if:n [277](#)
- \bool_if:n(TF) [38](#)
- \bool_if:NF [217](#), [275](#), [281](#), [282](#), [455](#), [500](#)
- \bool_if:nF [282](#), [282](#)
- \bool_if:NT ... [275](#), [281](#), [282](#), [443](#), [475](#)
- \bool_if:nT
[282](#), [282](#), [736](#), [748](#), [748](#), [749](#), [749](#), [749](#)
- \bool_if:NTF
... [38](#), [38](#), [251](#), [275](#), [275](#), [487](#), [497](#),
[498](#), [498](#), [498](#), [498](#), [498](#), [499](#), [499](#), [521](#)
- \bool_if:nTF [39](#), [39](#), [40](#), [40](#),
[41](#), [41](#), [275](#), [276](#), [497](#), [497](#), [734](#), [747](#), [751](#)
- \bool_if_exist:c [276](#)
- \bool_if_exist:cTF [276](#)
- \bool_if_exist:N [276](#)
- \bool_if_exist:NF [487](#), [487](#)
- \bool_if_exist:NTF [38](#), [38](#), [275](#), [276](#), [734](#)
- \bool_if_exist_p:c [276](#)
- \bool_if_exist_p:N [38](#), [38](#), [276](#)
- __bool_if_left_parentheses:wwwn
..... [277](#), [277](#), [277](#), [278](#)
- __bool_if_or:wwwn . [277](#), [277](#), [278](#), [278](#)
- \bool_if_p:c [275](#)
- \bool_if_p:N [38](#), [38](#), [275](#), [275](#)
- \bool_if_p:n
..... [39](#), [39](#), [274](#), [274](#), [274](#), [275](#),
[276](#), [277](#), [277](#), [277](#), [281](#), [281](#), [281](#), [281](#)
- __bool_if_parse:NNNww
..... [277](#), [277](#), [278](#), [278](#)
- __bool_if_right_parentheses:wwwn
..... [277](#), [277](#), [278](#), [278](#)
- \bool_log:c [734](#)
- \bool_log:N ... [204](#), [204](#), [734](#), [734](#), [734](#)
- \bool_log:n [204](#), [204](#), [734](#), [734](#)
- \bool_new:c [273](#)
- \bool_new:N [37](#), [37](#), [273](#),
[273](#), [273](#), [275](#), [275](#), [276](#), [276](#), [435](#),
[484](#), [484](#), [484](#), [484](#), [485](#), [487](#), [487](#), [518](#)
- \bool_not_p:n [40](#), [40](#), [281](#), [281](#)
- __bool_p:Nw [279](#)
- __bool_S_0:w [279](#)
- __bool_S_1:w [279](#)
- .bool_set:c [160](#), [491](#)
- \bool_set:cn [274](#)
- .bool_set:N [160](#), [491](#)
- \bool_set:Nn [38](#), [38](#), [274](#), [274](#), [274](#), [274](#)
- \bool_set_eq:cc [273](#), [273](#)
- \bool_set_eq:cn [273](#), [273](#)
- \bool_set_eq:Nc [273](#), [273](#)
- \bool_set_eq:NN . [38](#), [38](#), [273](#), [273](#), [274](#)
- \bool_set_false:c [273](#)
- \bool_set_false:N [37](#), [37](#),
[218](#), [273](#), [273](#), [273](#), [274](#), [443](#), [455](#),
[486](#), [496](#), [496](#), [496](#), [496](#), [497](#), [498](#), [521](#)
- .bool_set_inverse:c [160](#), [492](#)
- .bool_set_inverse:N [160](#), [492](#)
- \bool_set_true:c [273](#)
- \bool_set_true:N . [38](#), [38](#), [218](#), [273](#),
[273](#), [273](#), [274](#), [444](#), [444](#), [445](#), [485](#),
[496](#), [496](#), [496](#), [496](#), [497](#), [498](#), [520](#), [522](#)
- \bool_show:c [275](#)
- \bool_show:N [38](#), [38](#), [275](#), [275](#), [275](#)
- \bool_show:n [38](#), [38](#), [275](#), [275](#), [275](#)
- __bool_to_word:n .. [734](#), [734](#), [734](#), [734](#)
- \bool_until_do:cn [281](#)
- \bool_until_do:Nn
..... [40](#), [40](#), [281](#), [281](#), [281](#), [281](#)
- \bool_until_do:nn [41](#), [41](#), [282](#), [282](#), [282](#)
- \bool_while_do:cn [281](#)
- \bool_while_do:Nn
..... [40](#), [40](#), [281](#), [281](#), [281](#), [281](#)
- \bool_while_do:nn [41](#), [41](#), [282](#), [282](#), [282](#)
- \bool_xor_p:nn [40](#), [40](#), [281](#), [281](#)
- \botmark [221](#)
- \botmarks [226](#)
- \box [225](#)
- box commands:
- \box_(g)clear:N [134](#)
- \l__box_angle_fp ... [200](#), [212](#), [711](#),
[711](#), [711](#), [711](#), [711](#), [757](#), [757](#), [757](#), [757](#)
- \l__box_bottom_dim [711](#), [711](#),
[712](#), [714](#), [714](#), [714](#), [714](#), [714](#), [714](#),
[714](#), [715](#), [715](#), [715](#), [716](#), [716](#), [718](#), [718](#)
- \l__box_bottom_new_dim
..... [711](#), [711](#), [713](#),
[714](#), [714](#), [714](#), [714](#), [716](#), [718](#), [718](#), [718](#)
- \box_clear:c [426](#)
- \box_clear:N [134](#),
[134](#), [426](#), [426](#), [426](#), [427](#), [436](#), [438](#), [439](#)
- \box_clear_new:c [427](#)
- \box_clear_new:N [134](#), [134](#), [427](#), [427](#), [427](#)
- \box_clip:c [719](#)
- \box_clip:N
..... [200](#), [200](#), [200](#), [200](#), [719](#), [719](#), [719](#)

\l__box_cos_fp	
200, 212, 711 , 711, 711, 712, 712,	
713, 714, 757, 757, 757, 757, 757, 757	
\box_dp:c	427 , 440
\box_dp:N	135 , 135 , 427 , 427 ,
427 , 427 , 440 , 442 , 442 , 443 , 443 ,	
448 , 448 , 456 , 457 , 712, 715, 718,	
719, 720, 720, 724, 756, 756, 756, 756	
\box_gclear:c	426
\box_gclear:N ..	134 , 426 , 426 , 426 , 427
\box_gclear_new:c	427
\box_gclear_new:N ..	134 , 427 , 427 , 427
\box_gset_eq:cc	427
\box_gset_eq:cN	427
\box_gset_eq:Nc	427
\box_gset_eq:NN	134 , 426 , 427 , 427 , 427
\box_gset_eq_clear:cc	427
\box_gset_eq_clear:cN	427
\box_gset_eq_clear:Nc	427
\box_gset_eq_clear:NN	
134 , 134 , 427 , 427 , 427	
\box_gset_to_last:c	429
\box_gset_to_last:N	137 , 429 , 429 , 429
\box_ht:c	427 , 440
\box_ht:N	
136 , 136 , 427 , 427 , 427 , 427 , 438 ,	
438 , 439 , 439 , 440 , 442 , 442 , 443 ,	
443 , 448 , 448 , 456 , 457 , 712, 715,	
718, 720, 720, 720, 724, 724, 756, 756	
\box_if_empty:cTF	428
\box_if_empty:N	428
\box_if_empty:NF	429
\box_if_empty:NT	429
\box_if_empty:NTF ..	136 , 136 , 428 , 429
\box_if_empty_p:c	428
\box_if_empty_p:N ..	136 , 136 , 428 , 428
\box_if_exist:c	427
\box_if_exist:cTF	427
\box_if_exist:N	427
\box_if_exist:NTF	
135 , 135 , 427 , 427 , 427 , 430	
\box_if_exist_p:c	427
\box_if_exist_p:N	135 , 135 , 427
\box_if_horizontal:cTF	428
\box_if_horizontal:N	428
\box_if_horizontal:NF	428
\box_if_horizontal:NT	428
\box_if_horizontal:NTF	
136 , 136 , 428 , 428	
\box_if_horizontal_p:c	428
\box_if_horizontal_p:N	
136 , 136 , 428 , 428	
\box_if_vertical:cTF	428
\box_if_vertical:N	428
\box_if_vertical:NF	428
\box_if_vertical:NT	428
\box_if_vertical:NTF	136 , 136 , 428 , 428
\box_if_vertical_p:c	428
\box_if_vertical_p:N	136 , 136 , 428 , 428
\l__box_internal_box ..	201 , 212 ,
212 , 711 , 711, 713, 713, 713, 713,	
713, 713, 713, 718, 718, 718, 718,	
718, 719, 719, 719, 719, 719, 720,	
720, 720, 720, 720, 720, 720, 720,	
720, 720, 720, 720, 720, 720, 720,	
720, 721, 721, 721, 721, 721, 721,	
721, 721, 721, 721, 721, 721, 721, 757	
\l__box_left_dim	
711 , 711, 712, 714, 714,	
714, 714, 714, 714, 714, 715, 715, 718	
\l__box_left_new_dim	
711 , 711, 713, 713, 714, 714, 714, 715	
\box_log:c	430
\box_log:cnn	430
\box_log:N	137 , 137 , 430 , 430 , 430
\box_log:Nnn	138 , 138 , 430 , 430 , 430 , 430
\box_move_down:nn	135 ,
428 , 428 , 719, 720, 720, 721, 721, 723	
\box_move_left:nn	135 , 428 , 428
\box_move_right:nn ..	135 , 135 , 428 , 428
\box_move_up:nn	135 , 135 ,
428 , 428 , 449 , 456 , 720, 720, 721, 721	
\box_new:c	426
\box_new:N	134 ,
134 , 134 , 426 , 426 , 426 , 427 , 427 ,	
429 , 429 , 429 , 429 , 429 , 434 , 437 , 711	
\box_resize:cnn	715
__box_resize:Nn	
715 , 715, 716, 716, 717, 717, 717	
\box_resize:Nnn	
198 , 198 , 201, 715 , 715, 715, 727	
__box_resize_common:N	
716, 718, 718 , 718	
__box_resize_set_corners:N	
715 , 715, 715, 716, 716, 717, 717	
\box_resize_to_ht:cn	716
\box_resize_to_ht:Nn	
198 , 198 , 716 , 716, 716	
\box_resize_to_ht_plus_dp:cn ..	716

- \box_resize_to_ht_plus_dp:Nn ...
..... 198, 198, 716, 716, 717
- \box_resize_to_wd:cn 716
- \box_resize_to_wd:Nn
..... 199, 199, 716, 717, 717
- \box_resize_to_wd_and_ht:cnn .. 716
- \box_resize_to_wd_and_ht:Nnn ...
..... 199, 199, 716, 717, 717
- \l__box_right_dim 711, 711,
712, 714, 714, 714, 714, 714, 714,
714, 715, 715, 715, 717, 717, 718, 718
- \l__box_right_new_dim
..... 711, 711, 713, 714,
714, 714, 715, 716, 718, 719, 719, 719
- __box_rotate:N 711, 711, 712
- \box_rotate:Nn
..... 199, 199, 200, 200, 201, 711, 711, 723
- __box_rotate_quadrant_four: ...
..... 711, 713, 714
- __box_rotate_quadrant_one:
..... 711, 712, 714
- __box_rotate_quadrant_three: ...
..... 711, 712, 714
- __box_rotate_quadrant_two:
..... 711, 712, 714
- __box_rotate_x:nnN 711, 713,
714, 714, 714, 714, 714, 714, 715, 715
- __box_rotate_y:nnN 711, 713,
714, 714, 714, 714, 714, 714, 714, 714
- \box_scale:cnn 717
- \box_scale:Nnn
..... 199, 199, 201, 717, 717, 718, 728
- \l__box_scale_x_fp 201, 212,
715, 715, 715, 716, 717, 717, 717,
717, 718, 718, 718, 758, 758, 758, 758
- \l__box_scale_y_fp
..... 201, 212, 715, 715, 715, 716,
716, 716, 716, 716, 717, 717, 717,
718, 718, 718, 718, 758, 758, 758, 758
- \box_set_dp:cn 427
- \box_set_dp:Nn 136, 136,
427, 427, 428, 448, 448, 456, 713,
718, 718, 719, 720, 720, 721, 721, 724
- \box_set_eq:cc 427
- \box_set_eq:cN 427
- \box_set_eq:Nc 427
- \box_set_eq:NN 134, 134, 426, 427,
427, 427, 427, 440, 448, 456, 720, 721
- \box_set_eq_clear:cc 427
- \box_set_eq_clear:cN 427
- \box_set_eq_clear:Nc 427
- \box_set_eq_clear:NN
..... 134, 134, 427, 427, 427, 427
- \box_set_ht:cn 427
- \box_set_ht:Nn 136,
136, 427, 427, 428, 448, 448, 456,
713, 718, 718, 720, 720, 721, 721, 724
- \box_set_to_last:c 429
- \box_set_to_last:N
..... 137, 137, 429, 429, 429, 429
- \box_set_wd:cn 427
- \box_set_wd:Nn 136, 136, 427, 427,
428, 448, 448, 456, 713, 719, 724, 757
- \box_show:c 429
- \box_show:cnn 429
- \box_show:N ... 137, 137, 429, 429, 429
- \box_show:Nnn
..... 137, 137, 429, 429, 429, 429
- __box_show:NNnn ... 429, 430, 430, 430
- \l__box_sin_fp
..... 200, 212, 711, 711, 711,
712, 713, 714, 757, 757, 757, 757, 757
- \l__box_top_dim 711, 711, 712, 714,
714, 714, 714, 714, 714, 714, 715,
715, 715, 716, 716, 716, 717, 718, 718
- \l__box_top_new_dim 711, 711, 713,
714, 714, 714, 714, 716, 718, 718, 718
- \box_trim:cnnnn 719
- \box_trim:Nnnnn 200, 200, 719, 719, 720
- \box_use:c 428
- \box_use:N 135, 135, 212,
212, 428, 428, 428, 449, 449, 451,
454, 456, 456, 713, 713, 713, 718,
719, 719, 719, 720, 720, 720, 720,
720, 721, 721, 721, 721, 723, 724, 756
- \box_use_clear:c 428
- \box_use_clear:N 135, 135, 428, 428, 428
- \box_viewport:cnnnn 720
- \box_viewport:Nnnnn
..... 200, 200, 720, 720, 721
- \box_wd:c 427, 440
- \box_wd:N 136,
136, 427, 427, 427, 428, 440, 442,
442, 442, 443, 447, 447, 448, 448,
449, 456, 456, 457, 712, 715, 718,
720, 724, 724, 729, 729, 756, 756, 756
- \boxmaxdepth 224
- bp 194
- \brokenpenalty 224

C

- \catcode 213, 213, 213, 213, 213,
214, 214, 217, 217, 217, 217, 217,
217, 217, 217, 217, 217, 217, 217,
217, 217, 217, 217, 217, 217, 217,
217, 217, 217, 217, 217, 217, 225
- catcode commands:
 - \c_catcode_active_tl
. 53, 294, 294, 297, 297, 297
 - \c_catcode_letter_token
. 53, 294, 294, 297, 297
 - \c_catcode_other_space_tl
. 177, 518, 518, 519, 519, 519, 520
 - \c_catcode_other_token
. 53, 294, 294, 297, 297
- \catcodetable 227
- cc 194
- ceil 191
- \char 222, 300
- char commands:
 - \l_char_active_seq
. 53, 171, 177, 295, 295, 295, 505
 - \char_gset_active:Npn
. 210, 210, 750, 750
 - \char_gset_active:Npx 210, 750, 750
 - \char_gset_active_eq:NN
. 210, 210, 750, 750
 - \char_set_active:Npn 210, 210, 750, 750
 - \char_set_active:Npx 210, 750, 750
 - \char_set_active_eq:NN
. 210, 210, 750, 750
 - \char_set_catcode:nn 51, 51, 217,
217, 217, 217, 217, 217, 217, 217,
218, 291, 291, 292, 292, 292, 292,
292, 292, 292, 292, 292, 292, 292,
292, 292, 292, 292, 292, 292, 292,
292, 292, 292, 293, 293, 293, 293,
293, 293, 293, 293, 293, 293, 300
 - \char_set_catcode⟨type⟩ 51
 - \char_set_catcode_active:N
. 50, 292, 292, 294,
295, 295, 295, 295, 295, 295, 462, 750
 - \char_set_catcode_active:n
. 50, 292, 293, 481, 481, 750
 - \char_set_catcode_alignment:N
. 50, 292, 292, 294
 - \char_set_catcode_alignment:n
. 50, 218, 292, 292
 - \char_set_catcode_comment:N
. 50, 292, 292
 - \char_set_catcode_comment:n
. 50, 292, 293
 - \char_set_catcode_end_line:N
. 50, 292, 292
 - \char_set_catcode_end_line:n
. 50, 292, 293
 - \char_set_catcode_escape:N
. 50, 292, 292
 - \char_set_catcode_escape:n
. 50, 292, 292
 - \char_set_catcode_group_begin:N
. 50, 292, 292
 - \char_set_catcode_group_begin:n
. 50, 292, 292
 - \char_set_catcode_group_end:N
. 50, 292, 292
 - \char_set_catcode_group_end:n
. 50, 292, 292
 - \char_set_catcode_ignore:N
. 50, 292, 292
 - \char_set_catcode_ignore:n
. 50, 218, 218, 292, 293
 - \char_set_catcode_invalid:N
. 50, 292, 292
 - \char_set_catcode_invalid:n
. 50, 292, 293
 - \char_set_catcode_letter:N
. 50, 50, 292, 292,
579, 579, 584, 585, 586, 587, 587,
587, 587, 588, 589, 589, 589, 601, 601
 - \char_set_catcode_letter:n
. 50, 50, 218, 218, 292, 293
 - \char_set_catcode_math_subscript:N
. 50, 292, 292, 294
 - \char_set_catcode_math_subscript:n
. 50, 292, 293
 - \char_set_catcode_math_superscript:N
. 50, 292, 292, 477
 - \char_set_catcode_math_superscript:n
. 50, 218, 292, 293
 - \char_set_catcode_math_toggle:N
. 50, 292, 292, 294
 - \char_set_catcode_math_toggle:n
. 50, 292, 292
 - \char_set_catcode_other:N
. 50, 292, 292, 298, 298, 304,
518, 560, 560, 560, 563, 563, 563,
563, 587, 700, 751, 751, 751, 751, 751
 - \char_set_catcode_other:n
. 50, 218, 218, 292, 293

- \char_set_catcode_parameter:N 50, 292, 292
- \char_set_catcode_parameter:n 50, 292, 293
- \char_set_catcode_space:N 50, 292, 292
- \char_set_catcode_space:n 50, 218, 292, 293
- \char_set_lcode:nn 51, 94, 293, 293, 298, 298, 298, 299, 299, 299, 300, 304, 304, 304, 462, 462, 462, 477, 477, 477, 481, 481, 518, 560, 750
- \char_set_lcode:nn 51
- \char_set_mathcode:nn 52, 52, 293, 293
- \char_set_sfcode:nn . 52, 52, 293, 293
- \char_set_uccode:nn 52, 52, 95, 293, 293
- \char_show_value_catcode:n 51, 51, 291, 291
- \char_show_value_lccode:n 51, 51, 293, 293
- \char_show_value_mathcode:n 52, 52, 293, 293
- \char_show_value_sfcode:n 53, 53, 293, 293
- \char_show_value_uccode:n 52, 52, 293, 293
- \l_char_special_seq 53, 295, 295, 295
- \char_tmp:NN 750, 750, 750, 750, 750, 750, 750
- \char_value_catcode:n 51, 51, 217, 217, 217, 217, 217, 217, 217, 218, 291, 291, 291
- \char_value_lccode:n 51, 51, 293, 293, 293
- \char_value_mathcode:n 52, 52, 293, 293, 293
- \char_value_sfcode:n 52, 52, 293, 293, 294
- \char_value_uccode:n 52, 52, 293, 293, 293
- \chardef 217, 217, 219
- chk commands:
 - __chk_if_exist_cs:c 240, 240, 240, 240, 246, 246
 - __chk_if_exist_cs:N 24, 24, 246, 246, 246, 266
 - __chk_if_exist_var:N 25, 25, 246, 246, 274, 274, 274, 274, 274, 274, 275, 354, 354, 354, 354, 354, 355, 355, 355, 355, 355
 - __chk_if_free_cs:c 245, 246
 - __chk_if_free_cs:N 25, 25, 245, 245, 246, 246, 247, 248, 294, 294, 294, 314, 315, 335, 343, 346, 349, 350, 350, 384, 417, 426, 459
 - __chk_if_free_msg:nn 459, 459, 459, 460
- choice commands:
 - .choice: 160, 492
 - .choice_code:n 502
 - .choice_code:x 502
- choices commands:
 - .choices:nn 160, 492
 - .choices:on 160, 492
 - .choices:Vn 160, 492
 - .choices:xn 160, 492
- \cleaders 223
- clist commands:
 - \clist_ 1
 - \clist_(g)clear:N 119
 - \clist_clear:c 400, 400
 - \clist_clear:N 118, 118, 400, 400, 401, 406, 496, 496
 - \clist_clear_new:c 400, 400
 - \clist_clear_new:N . 119, 119, 400, 400
 - \clist_concat:ccc 402
 - \clist_concat:NNN 119, 119, 402, 402, 402, 403, 404
 - __clist_concat:NNNN 402, 402, 402, 402
 - \clist_const:cn 400
 - \clist_const:cx 400
 - \clist_const:Nn 118, 118, 400, 400, 400
 - \clist_const:Nx 400
 - \clist_count:c 412
 - \clist_count:N 123, 123, 126, 412, 412, 412, 413, 414
 - __clist_count:n 412, 412, 413
 - \clist_count:n . . . 123, 412, 413, 415
 - __clist_count:w . . . 412, 413, 413, 413
 - \clist_gclear:c 400, 400
 - \clist_gclear:N . . . 118, 400, 400, 401
 - \clist_gclear_new:c 400, 400
 - \clist_gclear_new:N . . . 119, 400, 400
 - \clist_gconcat:ccc 402
 - \clist_gconcat:NNN 119, 402, 402, 402, 403, 404
 - \clist_get:cN 404
 - \clist_get:cNTF 405
 - \clist_get:NN 125, 125, 404, 404, 404, 405

\clist_get:N NF	405	.clist_gset:N	160, 492
\clist_get:N NT	405	\clist_gset:N n	119, 400, 403, 403, 403
\clist_get:N NTF	125, 125, 405, 405	\clist_gset:N o	403
_clist_get:w N	404, 404, 404, 405	\clist_gset:N V	403
\clist_gpop:c N	404	\clist_gset:N x	403
\clist_gpop:c NTF	405	\clist_gset_eq:cc	401, 401
\clist_gpop:N N	125, 125, 404, 404, 405, 405	\clist_gset_eq:c N	401, 401
\clist_gpop:N NF	406	\clist_gset_eq:N c	401, 401
\clist_gpop:N NT	406	\clist_gset_eq:N N	119, 401, 401, 406
\clist_gpop:N NTF	125, 125, 405, 406	\clist_gset_from_seq:cc	401
\clist_gpush:cn	406, 406	\clist_gset_from_seq:c N	401
\clist_gpush:co	406, 406	\clist_gset_from_seq:N c	401
\clist_gpush:c V	406, 406	\clist_gset_from_seq:N N	119, 401, 401, 401, 401
\clist_gpush:cx	406, 406	\clist_if_empty:c	409
\clist_gpush:N n	126, 406, 406	\clist_if_empty:c TF	409
\clist_gpush:N o	406, 406	\clist_if_empty:N	409
\clist_gpush:N V	406, 406	\clist_if_empty:n	409
\clist_gpush:N x	406, 406	\clist_if_empty:N F	402, 402, 407, 410, 411, 412
\clist_gput_left:cn	403, 406	\clist_if_empty:N TF	121, 121, 409, 476
\clist_gput_left:co	403, 406	\clist_if_empty:n TF	121, 121, 409
\clist_gput_left:c V	403, 406	_clist_if_empty:n:w	409, 409, 409, 409
\clist_gput_left:cx	403, 406	_clist_if_empty:n:w Nw	409, 409, 409
\clist_gput_left:N n	120, 403, 403, 404, 404, 406	\clist_if_empty_p:c	409
\clist_gput_left:N o	403, 406	\clist_if_empty_p:N	121, 121, 409
\clist_gput_left:N V	403, 406	\clist_if_empty_p:n	121, 121, 409
\clist_gput_left:N x	403, 406	\clist_if_exist:c	402
\clist_gput_right:cn	404	\clist_if_exist:c TF	402
\clist_gput_right:co	404	\clist_if_exist:N	402
\clist_gput_right:c V	404	\clist_if_exist:N T	509
\clist_gput_right:cx	404	\clist_if_exist:N TF	119, 119, 402, 413, 508
\clist_gput_right:N n	120, 404, 404, 404, 404	\clist_if_exist_p:c	402
\clist_gput_right:N o	404	\clist_if_exist_p:N	119, 119, 402
\clist_gput_right:N V	404	\clist_if_in:cn TF	409
\clist_gput_right:N x	404	\clist_if_in:co TF	409
\clist_gremove_all:cn	407	\clist_if_in:c VTF	409
\clist_gremove_all:N n	120, 407, 407, 408	\clist_if_in:N n	409
\clist_gremove_duplicates:c	406	\clist_if_in:nn	409
\clist_gremove_duplicates:N	120, 406, 406, 407	\clist_if_in:N nF	406, 410, 410
\clist_greverse:c	408	\clist_if_in:nnF	410
\clist_greverse:N	121, 408, 408, 408	\clist_if_in:N nT	410, 410
.clist_gset:c	160, 492	\clist_if_in:nnT	410
\clist_gset:cn	403	\clist_if_in:N nTF	121, 121, 409, 410, 410
\clist_gset:co	403	\clist_if_in:nnTF	121, 409, 410, 540
\clist_gset:c V	403	\clist_if_in:No TF	409
\clist_gset:cx	403	\clist_if_in:no TF	409

- \clist_if_in:NVTF [409](#)
- \clist_if_in:nVTF [409](#)
- __clist_if_in_return:nn
 - [409](#), [409](#), [409](#), [409](#)
- \l__clist_internal_clist [400](#), [400](#),
 - [403](#), [403](#), [404](#), [404](#), [409](#), [409](#), [411](#),
 - [411](#), [412](#), [412](#), [416](#), [416](#), [476](#), [722](#), [722](#)
- \l__clist_internal_remove_clist .
 - [406](#), [406](#), [406](#), [406](#), [407](#), [407](#)
- \clist_item:cn [414](#)
- \clist_item:Nn
 - [126](#), [126](#), [414](#), [414](#), [415](#), [415](#)
- \clist_item:nn [126](#), [415](#), [415](#)
- __clist_item:nnNn . [414](#), [414](#), [414](#), [415](#)
- __clist_item_n:nw [415](#), [415](#), [415](#)
- __clist_item_n_end:n . [415](#), [415](#), [415](#)
- __clist_item_N_loop:nw
 - [414](#), [414](#), [415](#), [415](#)
- __clist_item_n_loop:nw
 - [415](#), [415](#), [415](#), [415](#), [415](#)
- __clist_item_n_strip:w [415](#), [415](#), [415](#)
- \clist_log:c [721](#)
- \clist_log:N [201](#), [201](#), [721](#), [721](#), [722](#), [722](#)
- \clist_log:n [201](#), [201](#), [721](#), [722](#)
- \clist_map_... [123](#), [123](#), [123](#), [123](#)
- \clist_map_break: [123](#), [123](#), [410](#), [410](#),
 - [411](#), [411](#), [411](#), [412](#), [412](#), [412](#), [412](#)
- \clist_map_break:n
 - [123](#), [123](#), [412](#), [412](#), [498](#)
- \clist_map_function:cN [410](#)
- \clist_map_function:NN
 - [44](#), [118](#), [122](#), [122](#), [122](#),
 - [384](#), [385](#), [410](#), [410](#), [410](#), [412](#), [416](#), [722](#)
- \clist_map_function:Nn [411](#)
- \clist_map_function:nN
 - [122](#), [385](#), [385](#), [410](#), [410](#), [412](#), [500](#), [503](#)
- __clist_map_function:Nw
 - [410](#), [410](#), [410](#), [410](#), [410](#), [411](#)
- __clist_map_function_n:Nn
 - [410](#), [410](#), [411](#), [411](#), [411](#)
- \clist_map_inline:cn [411](#)
- \clist_map_inline:Nn
 - [122](#), [122](#), [122](#), [406](#),
 - [410](#), [411](#), [411](#), [411](#), [411](#), [498](#), [509](#), [509](#)
- \clist_map_inline:nn [122](#), [411](#), [411](#), [489](#)
- __clist_map_unbrace:Nw
 - [410](#), [410](#), [411](#), [411](#)
- \clist_map_variable:cNn [411](#)
- \clist_map_variable:NNn
 - [122](#), [122](#), [411](#), [411](#), [412](#), [412](#)
- \clist_map_variable:nNn [122](#), [411](#), [412](#)
- __clist_map_variable:Nnw
 - [411](#), [412](#), [412](#), [412](#)
- \clist_new:c [400](#), [400](#)
- \clist_new:N .. [118](#), [118](#), [119](#), [400](#),
 - [400](#), [400](#), [406](#), [416](#), [416](#), [416](#), [416](#), [484](#)
- \clist_pop:cN [404](#)
- \clist_pop:cNTF [405](#)
- \clist_pop:NN
 - [125](#), [125](#), [404](#), [404](#), [405](#), [405](#)
- \clist_pop:NNF [406](#)
- __clist_pop:NNN ... [404](#), [404](#), [405](#), [405](#)
- \clist_pop:NNT [406](#)
- \clist_pop:NNTF [125](#), [125](#), [405](#), [406](#)
- __clist_pop:wN [404](#), [405](#), [405](#)
- __clist_pop:wwNNN
 - [404](#), [404](#), [405](#), [405](#), [405](#)
- __clist_pop_TF:NNN [405](#), [405](#), [405](#), [405](#)
- \clist_push:cn [406](#), [406](#)
- \clist_push:co [406](#), [406](#)
- \clist_push:cV [406](#), [406](#)
- \clist_push:cx [406](#), [406](#)
- \clist_push:Nn [126](#), [126](#), [406](#), [406](#)
- \clist_push:No [406](#), [406](#)
- \clist_push:NV [406](#), [406](#)
- \clist_push:Nx [406](#), [406](#)
- \clist_put_left:cn [403](#), [406](#)
- \clist_put_left:co [403](#), [406](#)
- \clist_put_left:cV [403](#), [406](#)
- \clist_put_left:cx [403](#), [406](#)
- \clist_put_left:Nn
 - [120](#), [120](#), [403](#), [403](#), [404](#), [404](#), [406](#)
- __clist_put_left:NNNn
 - [403](#), [403](#), [403](#), [403](#)
- \clist_put_left:No [403](#), [406](#)
- \clist_put_left:NV [403](#), [406](#)
- \clist_put_left:Nx [403](#), [406](#)
- \clist_put_right:cn [404](#)
- \clist_put_right:co [404](#)
- \clist_put_right:cV [404](#)
- \clist_put_right:cx [404](#)
- \clist_put_right:Nn
 - [120](#), [120](#), [404](#), [404](#), [404](#), [404](#), [407](#)
- __clist_put_right:NNNn
 - [404](#), [404](#), [404](#), [404](#)
- \clist_put_right:No [404](#)
- \clist_put_right:NV [404](#)
- \clist_put_right:Nx [404](#), [500](#)
- __clist_remove_all: [407](#), [407](#), [407](#), [408](#)
- \clist_remove_all:cn [407](#)

```

\clist_remove_all:Nn ..... 120, 120, 407, 407, 408
\_clist_remove_all:NNn ..... 407, 407, 407, 407
\_clist_remove_all:w ..... 407, 407, 407, 408, 408
\clist_remove_duplicates:c .... 406
\clist_remove_duplicates:N ..... 120, 120, 406, 406, 407
\_clist_remove_duplicates:NN ... 406, 406, 406, 406
\clist_reverse:c ..... 408
\clist_reverse:N 121, 121, 408, 408, 408
\clist_reverse:n ..... 121, 121, 408, 408, 408, 408, 408
\_clist_reverse:wwNww ..... 408, 408, 408, 408, 408, 408, 408
\_clist_reverse_end:ww ..... 408, 408, 408, 408
.clist_set:c ..... 160, 492
\clist_set:cn ..... 403
\clist_set:co ..... 403
\clist_set:cV ..... 403
\clist_set:cx ..... 403
.clist_set:N ..... 160, 492
\clist_set:Nn ..... 119, 119, 400, 403, 403, 403, 403, 403, 404, 404, 409, 411, 412, 416, 490, 722
\clist_set:No ..... 403
\clist_set:NV ..... 403
\clist_set:Nx ..... 403
\clist_set_eq:cc ..... 401, 401
\clist_set_eq:cN ..... 401, 401
\clist_set_eq:Nc ..... 401, 401
\clist_set_eq:NN 119, 119, 401, 401, 406
\clist_set_from_seq:cc ..... 401
\clist_set_from_seq:cN ..... 401
\clist_set_from_seq:Nc ..... 401
\clist_set_from_seq:NN ..... 119, 119, 401, 401, 401, 401
\_clist_set_from_seq:NNNN ..... 401, 401, 401, 401
\_clist_set_from_seq:w 401, 401, 401
\clist_show:c ..... 416
\clist_show:N ..... 126, 126, 201, 416, 416, 416, 416, 721
\clist_show:n . 126, 126, 201, 416, 416
\_clist_tmp:w ..... 400, 400, 407, 407, 407, 407, 408, 409, 410
\_clist_trim_spaces:n ..... 400, 402, 403, 403, 403, 403
\_clist_trim_spaces:nn ..... 402, 402, 403, 403, 403, 403
\_clist_trim_spaces_generic:nn . 402, 402, 402, 402
\_clist_trim_spaces_generic:nw . 402, 402, 403, 403, 403, 410, 411, 411
\clist_use:cn ..... 413
\clist_use:cnnn ..... 413
\clist_use:Nn . 124, 124, 413, 414, 414
\clist_use:Nnnn ..... 124, 124, 397, 413, 413, 414, 414
\_clist_use:nwn ..... 413, 414, 414
\_clist_use:nwnwn ..... 413, 413, 414, 414, 414
\_clist_use:wn ..... 413, 413, 413, 414
\_clist_wrap_item:n . 401, 401, 401
\closein ..... 220
\closeout ..... 220
\clubpenalties ..... 226
\clubpenalty ..... 223
cm ..... 194
code commands:
.code:n ..... 160, 492
coffin commands:
\_coffin_align:NnnNnnnnN ..... 447, 448, 448, 448, 448, 451
\l__coffin_aligned_coffin ..... 440, 440, 447, 447, 447, 447, 447, 447, 447, 448, 448, 448, 448, 448, 448, 448, 448, 449, 450, 451, 451, 456, 456, 456, 456, 456
\l__coffin_aligned_internal_coffin ..... 440, 440, 449, 449
\coffin_attach:cnncnnnn ..... 448
\coffin_attach:cnNnnnn ..... 448
\coffin_attach:Nnncnnnn ..... 448
\coffin_attach:NnnNnnnn ..... 144, 144, 448, 448, 448, 456
\coffin_attach_mark:NnnNnnnn ... 448, 448, 453, 453, 454
\l__coffin_bottom_corner_dim 722, 722, 723, 724, 726, 726, 726, 726, 727
\l__coffin_bounding_prop ... 722, 722, 723, 724, 724, 724, 724, 724, 726
\l__coffin_bounding_shift_dim ... 722, 722, 723, 726, 726, 726

```

```

\__coffin_calculate_intersection:Nnn
..... 443, 443, 448, 448, 456
\__coffin_calculate_intersection:nnnnnnnn
..... 443, 443, 444, 455
\__coffin_calculate_intersection-
  aux:nnnnN .....
  .... 443, 444, 445, 445, 445, 446, 446
\coffin_clear:c ..... 436
\coffin_clear:N 142, 142, 436, 436, 436
\c__coffin_corners_prop .....
  434, 434, 434, 434, 434, 434, 437, 441
\l__coffin_cos_fp .....
  .... 722, 722, 723, 723, 725, 725, 725
\__coffin_display_attach:Nnnnn ..
  ..... 454, 455, 455, 456, 456
\l__coffin_display_coffin 451, 451,
  454, 454, 456, 456, 456, 456, 456
\l__coffin_display_coord_coffin .
  451, 451, 453, 453, 454, 455, 455, 456
\l__coffin_display_font_tl .....
  ..... 452, 452, 452, 452, 453, 455
\coffin_display_handles:cn .... 454
\coffin_display_handles:Nn .....
  ..... 145, 145, 454, 454, 456
\__coffin_display_handles-
  aux:nnnn ..... 454, 455, 455, 456
\__coffin_display_handles-
  aux:nnnnnn ..... 454, 454, 455
\l__coffin_display_handles_prop .
  ..... 451, 451,
  451, 451, 451, 451, 451, 451,
  451, 451, 452, 452, 452, 452,
  452, 452, 452, 452, 453, 455, 455
\l__coffin_display_offset_dim ...
  .... 452, 452, 452, 454, 454, 456, 456
\l__coffin_display_pole_coffin ..
  ..... 451, 451, 453, 453, 454, 455
\l__coffin_display_poles_prop ...
  452, 452, 454, 454, 454, 454, 455
\l__coffin_display_x_dim .....
  ..... 452, 452, 455, 456
\l__coffin_display_y_dim .....
  ..... 452, 452, 455, 456
\coffin_dp:c ..... 440, 440
\coffin_dp:N 144, 144, 440, 440, 727, 728
\l__coffin_error_bool ..... 435,
  435, 443, 443, 444, 444, 445, 455, 455
\__coffin_find_bounding_shift: ..
  ..... 723, 726, 726
\__coffin_find_bounding_shift-
  aux:nn ..... 726, 726, 726
\__coffin_find_corner_maxima:N ..
  ..... 723, 725, 726
\__coffin_find_corner_maxima-
  aux:nn ..... 725, 726, 726
\__coffin_get_pole:NnN .....
  ..... 440, 440, 443,
  443, 450, 450, 450, 450, 454, 454, 454
\__coffin_gset_eq_structure:NN ..
  ..... 441, 441
\coffin_ht:c ..... 440, 440
\coffin_ht:N 145, 145, 440, 440, 727, 728
\coffin_if_exist:cTF ..... 436
\coffin_if_exist:N ..... 436
\coffin_if_exist:Nf ..... 436
\__coffin_if_exist:NT .....
  ..... 436, 436, 436, 437,
  438, 438, 439, 440, 441, 442, 456, 730
\coffin_if_exist:NT ..... 436
\coffin_if_exist:NTF .....
  ..... 142, 142, 436, 436, 436
\coffin_if_exist_p:c ..... 436
\coffin_if_exist_p:N 142, 142, 436, 436
\l__coffin_internal_box .....
  ..... 434, 434, 438, 438, 438,
  439, 439, 439, 723, 724, 724, 724, 724
\l__coffin_internal_dim . 434, 434,
  447, 447, 447, 724, 724, 724, 728, 728
\l__coffin_internal_tl .....
  .... 434, 434, 434, 434, 434, 434,
  434, 435, 435, 435, 435, 435, 435,
  449, 449, 449, 453, 453, 453, 453,
  453, 453, 455, 455, 455, 455, 455, 455
\coffin_join:cnncnnnn ..... 446
\coffin_join:cnNnnnn ..... 446
\coffin_join:Nnncnnnn ..... 446
\coffin_join:NnnNnnnn .....
  ..... 144, 144, 446, 447, 447
\l__coffin_left_corner_dim . 722,
  722, 723, 724, 726, 726, 726, 726, 727
\coffin_log_structure:c ..... 730
\coffin_log_structure:N .....
  ..... 201, 201, 730, 730, 730
\coffin_mark_handle:cnnn ..... 453
\coffin_mark_handle:Nnnn .....
  ..... 145, 145, 453, 453, 454
\__coffin_mark_handle_aux:nnnnNnn
  ..... 453, 453, 453, 454
\coffin_new:c ..... 437

```

```

\coffin_new:N .....
.... 142, 142, 437, 437, 437, 440,
440, 440, 440, 440, 440, 451, 451, 451
\_coffin_offset_corner:Nnnnn .....
..... 449, 449, 450
\_coffin_offset_corners:Nnn .....
..... 447, 447, 447, 447, 449, 449
\_coffin_offset_pole:Nnnnnnn .....
..... 449, 449, 449
\_coffin_offset_poles:Nnn .....
447, 447, 447, 447, 448, 448, 449, 449
\l__coffin_offset_x_dim .....
. 435, 435, 447, 447, 447, 447, 447,
447, 447, 447, 448, 448, 449, 456, 456
\l__coffin_offset_y_dim .....
..... 435, 435, 447,
447, 447, 447, 448, 449, 449, 456, 456
\l__coffin_pole_a_tl 435, 435, 443,
443, 450, 450, 450, 450, 454, 454, 454
\l__coffin_pole_b_tl .....
..... 435, 435, 443, 443,
450, 450, 450, 450, 454, 454, 454, 454
\c__coffin_poles_prop .....
..... 434, 434, 434, 434, 434,
435, 435, 435, 435, 435, 435, 437, 441
\_coffin_reset_structure:N 436,
437, 438, 438, 439, 441, 441, 447, 448
\coffin_resize:cnn ..... 727
\coffin_resize:Nnn .....
..... 201, 201, 727, 727, 727
\_coffin_resize_common:Nnn .....
..... 727, 728, 728, 728
\l__coffin_right_corner_dim .....
..... 722, 722, 724, 726, 726, 726
\coffin_rotate:cn ..... 723
\coffin_rotate:Nn .....
..... 201, 201, 723, 723, 724
\_coffin_rotate_bounding:nnn .....
..... 723, 724, 724
\_coffin_rotate_corner:Nnnn .....
..... 723, 724, 724
\_coffin_rotate_pole:Nnnnnn .....
..... 723, 725, 725
\_coffin_rotate_vector:nnNN .....
..... 724, 724, 725, 725, 725, 725
\coffin_scale:cnn ..... 728
\coffin_scale:Nnn .....
..... 201, 201, 728, 728, 728
\_coffin_scale_corner:Nnnn .....
..... 728, 729, 729
\_coffin_scale_pole:Nnnnnn .....
..... 728, 729, 729
\_coffin_scale_vector:nnNN .....
..... 728, 728, 729, 729
\l__coffin_scale_x_fp .....
727, 727, 727, 728, 728, 728, 728, 729
\l__coffin_scale_y_fp .....
..... 727, 727, 727, 728, 728, 728, 729
\l__coffin_scaled_total_height_-
dim ..... 727, 727, 728, 728
\l__coffin_scaled_width_dim .....
..... 727, 727, 728, 728
\_coffin_set_bounding:N 723, 724, 724
\coffin_set_eq:cc ..... 439
\coffin_set_eq:cN ..... 439
\coffin_set_eq:Nc ..... 439
\coffin_set_eq:NN ..... 142,
142, 439, 439, 440, 447, 448, 449, 454
\_coffin_set_eq_structure:NN .....
..... 440, 441, 441
\coffin_set_horizontal_pole:cnn 441
\coffin_set_horizontal_pole:Nnn .
..... 143, 143, 441, 441, 442
\_coffin_set_pole:Nnn . 441, 442, 442
\_coffin_set_pole:Nnx .....
..... 438, 439, 441, 441,
442, 449, 450, 450, 450, 725, 729
\coffin_set_vertical_pole:cnn .. 441
\coffin_set_vertical_pole:Nnn .....
..... 143, 143, 441, 442, 442
\_coffin_shift_corner:Nnnn .....
..... 724, 726, 726
\_coffin_shift_pole:Nnnnnn .....
..... 724, 726, 727
\coffin_show_structure:c ..... 456
\coffin_show_structure:N .....
..... 145, 145, 201, 456, 456, 457, 730
\l__coffin_sin_fp .....
..... 722, 722, 723, 723, 725, 725, 725
\l__coffin_slope_x_fp .....
..... 435, 435, 445, 445, 446, 446
\l__coffin_slope_y_fp .....
..... 435, 435, 445, 445, 446, 446
\l__coffin_top_corner_dim .....
..... 722, 722, 724, 726, 726, 726
\coffin_typeset:cnnnn ..... 451
\coffin_typeset:Nnnnn .....
..... 144, 144, 451, 451, 451
\_coffin_update_B:nnnnnnnnN .....
..... 450, 450, 450

```

- _coffin_update_corners:N
- 437, 438, 438, 439, 442, 442
- _coffin_update_poles:N
- 437, 438, 438, 439, 442, 442, 447, 448
- _coffin_update_T:nnnnnnnnN
- 450, 450, 450
- _coffin_update_vertical_-
- poles:NNN 447, 448, 450, 450
- \coffin_wd:c 440, 440
- \coffin_wd:N 145, 145, 440, 440, 727, 728
- \l_coffin_x_dim 435, 435, 443, 444,
- 444, 445, 445, 445, 445, 446, 448,
- 449, 449, 449, 455, 456, 724, 724,
- 724, 724, 725, 725, 729, 729, 729, 729
- \l_coffin_x_prime_dim
- 435, 435, 448, 449, 456, 456, 725, 725
- _coffin_x_shift_corner:Nnnn
- 728, 729, 729
- _coffin_x_shift_pole:Nnnnnn
- 728, 729, 729
- \l_coffin_y_dim 435, 435, 443,
- 444, 444, 444, 445, 445, 446, 448,
- 449, 449, 449, 455, 456, 724, 724,
- 724, 724, 725, 725, 729, 729, 729, 729
- \l_coffin_y_prime_dim
- 435, 435, 448, 449, 456, 456, 725, 725
- \color 453, 453, 454, 455
- color commands:
- \color_ensure_current:
- 146, 146, 437,
- 437, 438, 439, 458, 458, 458, 458, 458
- \color_group_begin: 146,
- 146, 146, 437, 438, 438, 439, 457, 457
- \color_group_end: 146,
- 146, 146, 437, 438, 438, 439, 457, 457
- \columnwidth 438, 439
- \copy 224
- cos 191
- cosd 192
- cot 191
- cotd 192
- \count 225
- \countdef 219
- \cr 220
- \crrc 220
- cs commands:
- \cs:w 18, 18, 18, 19, 230,
- 230, 231, 231, 231, 233, 243, 244,
- 251, 252, 257, 259, 260, 260, 260,
- 260, 260, 260, 261, 261, 262, 262,
- 262, 262, 262, 264, 264, 265, 272,
- 283, 283, 314, 317, 335, 343, 346,
- 426, 511, 515, 531, 533, 562, 564,
- 570, 571, 581, 584, 584, 655, 664, 680
- _cs_count_signature:c 250, 250
- _cs_count_signature:N
- 25, 25, 250, 250, 250
- _cs_count_signature:nnN
- 250, 250, 250
- \cs_end: 18, 18, 18, 230, 230, 231,
- 231, 231, 231, 233, 243, 243, 243,
- 244, 249, 251, 252, 257, 259, 260,
- 260, 260, 260, 260, 260, 261, 261,
- 262, 262, 262, 262, 262, 264, 264,
- 265, 272, 272, 283, 283, 283, 283,
- 283, 283, 283, 283, 283, 283, 284,
- 284, 314, 317, 335, 343, 346, 426,
- 511, 515, 531, 533, 539, 562, 564,
- 570, 571, 581, 584, 584, 655, 664, 683
- \cs_generate_from_arg_count:cNnn
- 250, 251
- \cs_generate_from_arg_count:Ncnn
- 250, 251
- \cs_generate_from_arg_count:NNnn
- 16, 16, 250, 250, 251, 251, 251
- _cs_generate_from_signature:NNn
- 251, 251
- _cs_generate_from_signature:nnNNnn
- 251, 251
- _cs_generate_internal_variant:n
- 271, 271, 272
- _cs_generate_internal_variant:wwnNwnn
- 272, 272
- _cs_generate_internal_variant:wwnw
- 271
- _cs_generate_internal_variant_-
- loop:n 271, 272, 272, 272
- _cs_generate_variant:N 266, 266, 266
- \cs_generate_variant:Nn
- 12, 27, 28, 28, 28, 265,
- 266, 268, 268, 268, 268, 273, 273,
- 273, 273, 273, 274, 274, 275, 275,
- 275, 275, 275, 281, 281, 282, 282,
- 288, 288, 289, 289, 289, 289, 290,
- 290, 290, 290, 314, 315, 315, 315,
- 315, 315, 315, 315, 315, 315, 316,
- 316, 316, 316, 316, 316, 316, 316,
- 317, 317, 335, 335, 335, 335, 336,
- 336, 336, 336, 336, 336, 336, 336,
- 336, 336, 336, 336, 341, 342, 343,

343, 343, 343, 343, 343, 344, 344,
 344, 344, 344, 344, 344, 344, 344,
 344, 345, 345, 345, 346, 346, 347,
 347, 347, 347, 347, 347, 347, 348,
 348, 348, 348, 348, 348, 348, 348,
 348, 348, 350, 350, 350, 350, 350,
 350, 350, 351, 351, 352, 352, 352,
 352, 352, 352, 353, 353, 353, 353,
 353, 353, 353, 353, 353, 353, 353,
 353, 353, 353, 353, 353, 356, 356,
 356, 356, 357, 357, 357, 357, 359,
 359, 360, 360, 360, 360, 360, 360,
 360, 360, 360, 360, 360, 360, 360,
 360, 361, 361, 361, 361, 362, 362,
 362, 362, 362, 362, 362, 363, 363,
 363, 364, 364, 364, 364, 365, 365,
 366, 366, 366, 367, 367, 368, 368,
 371, 371, 371, 372, 372, 373, 373,
 373, 373, 376, 377, 379, 379, 380,
 380, 380, 380, 380, 380, 380, 380,
 380, 380, 384, 384, 384, 384, 384,
 385, 385, 385, 385, 385, 385, 386,
 386, 386, 386, 387, 387, 387, 387,
 387, 387, 387, 387, 388, 388, 389,
 389, 390, 390, 390, 390, 390, 390,
 391, 391, 391, 391, 391, 391, 392,
 392, 392, 392, 393, 393, 393, 393,
 394, 394, 394, 394, 394, 394, 394,
 394, 394, 394, 394, 394, 394, 394,
 394, 394, 395, 395, 396, 397, 397,
 397, 398, 398, 399, 400, 401, 401,
 401, 401, 402, 402, 403, 403, 404,
 404, 404, 404, 404, 404, 404, 404,
 404, 405, 405, 405, 405, 405, 406,
 406, 406, 406, 406, 406, 407, 407,
 408, 408, 408, 408, 410, 410, 410,
 410, 410, 410, 410, 410, 410, 410,
 411, 412, 412, 414, 414, 415, 416,
 417, 417, 417, 417, 417, 419, 419,
 419, 419, 419, 419, 420, 420, 420,
 420, 420, 421, 421, 421, 421, 421,
 421, 421, 422, 422, 422, 422, 422,
 423, 423, 423, 423, 424, 424, 424,
 424, 424, 424, 424, 424, 424, 424,
 424, 424, 424, 424, 425, 425, 425,
 426, 426, 426, 426, 427, 427, 427,
 427, 427, 427, 427, 427, 427, 428,
 428, 428, 428, 428, 428, 428, 428,
 428, 428, 428, 428, 428, 428, 429,
 429, 429, 429, 429, 429, 429, 430,
 430, 431, 431, 431, 431, 431, 431,
 432, 432, 432, 432, 433, 433, 433,
 433, 433, 433, 434, 434, 436, 436,
 436, 436, 436, 437, 437, 438, 439,
 439, 440, 442, 442, 442, 447, 448,
 451, 454, 456, 457, 471, 478, 485,
 487, 488, 488, 489, 491, 495, 495,
 496, 496, 496, 496, 496, 496, 497,
 502, 508, 508, 510, 510, 511, 511,
 511, 511, 512, 515, 515, 515, 516,
 516, 516, 517, 543, 543, 593, 700,
 701, 703, 704, 704, 706, 707, 707,
 707, 707, 707, 707, 708, 708, 708,
 708, 708, 708, 708, 708, 709, 710,
 715, 716, 717, 717, 717, 718, 719,
 720, 721, 722, 724, 727, 728, 730,
 732, 734, 734, 735, 735, 736, 736,
 737, 741, 741, 742, 742, 750, 752, 752
 __cs_generate_variant:nnNN
 266, 267, 267
 __cs_generate_variant:Nnnw
 267, 267, 268, 268
 __cs_generate_variant:ww
 266, 266, 267
 __cs_generate_variant:wwNN
 268, 268, 269, 269, 271, 271
 __cs_generate_variant:wwNw
 266, 267, 267
 __cs_generate_variant_loop:nNwN
 268, 268, 268, 269, 269, 270
 __cs_generate_variant_loop_-
 end:nwwNNnn
 268, 268, 268, 269, 269, 270
 __cs_generate_variant_loop_-
 invalid:NNwNNnn 268, 269, 269, 270
 __cs_generate_variant_loop_-
 long:wNNnn 268, 268, 269, 270
 __cs_generate_variant_loop_-
 same:w 268, 269, 269, 270
 __cs_generate_variant_same:N
 268, 270, 270, 271
 __cs_get_function_name:N
 25, 25, 242, 242
 __cs_get_function_signature:N . .
 25, 25, 242, 242
 \cs_gset:cn 252
 \cs_gset:cpn 247, 247, 365, 411, 460, 460
 \cs_gset:cpx 247, 247
 \cs_gset:cx 252
 \cs_gset:Nn 15, 15, 251

- \cs_gset:Npn 11,
13, 13, 232, 232, 247, 247, 396, 425, 750
- \cs_gset:Npx
..... 13, 232, 233, 247, 247, 396, 750
- \cs_gset:Nx 251
- \cs_gset_eq:cc 248, 248, 273, 351
- \cs_gset_eq:cN 248,
248, 249, 273, 351, 396, 425, 483, 483
- \cs_gset_eq:Nc
..... 248, 248, 273, 351, 396, 425
- \cs_gset_eq:NN 17, 17, 17,
248, 248, 248, 248, 248, 249, 255,
255, 255, 255, 255, 255, 255, 255,
255, 255, 255, 255, 255, 255,
255, 273, 273, 273, 274, 274, 274,
350, 350, 354, 384, 417, 512, 516, 750
- \cs_gset_nopar:cn 252
- \cs_gset_nopar:cpn 247, 247
- \cs_gset_nopar:cpx 247, 247
- \cs_gset_nopar:cx 252
- \cs_gset_nopar:Nn 15, 15, 251
- \cs_gset_nopar:Npn ... 13, 13, 232,
232, 233, 233, 233, 247, 247, 323, 461
- \cs_gset_nopar:Npx
.. 13, 232, 232, 233, 233, 233, 247,
247, 323, 350, 350, 352, 352, 352,
352, 352, 353, 353, 353, 353, 353, 353
- \cs_gset_nopar:Nx 251
- \cs_gset_protected:cn 252
- \cs_gset_protected:cpn 248, 248
- \cs_gset_protected:cpx 248, 248
- \cs_gset_protected:cx 252
- \cs_gset_protected:Nn ... 16, 16, 251
- \cs_gset_protected:Npn
..... 13, 13, 232, 233, 247, 248, 459
- \cs_gset_protected:Npx
..... 13, 232, 233, 247, 248
- \cs_gset_protected:Nx 251
- \cs_gset_protected_nopar:cn ... 252
- \cs_gset_protected_nopar:cpn 248, 248
- \cs_gset_protected_nopar:cpx 248, 248
- \cs_gset_protected_nopar:cx ... 252
- \cs_gset_protected_nopar:Nn
..... 16, 16, 251
- \cs_gset_protected_nopar:Npn ...
..... 14, 14, 232, 233, 247, 248
- \cs_gset_protected_nopar:Npx ...
..... 14, 232, 233, 247, 248
- \cs_gset_protected_nopar:Nx ... 251
- \cs_if_eq:ccF 253
- \cs_if_eq:ccTF 253, 253
- \cs_if_eq:cNF 253
- \cs_if_eq:cNT 253
- \cs_if_eq:cNTF 253, 253, 466
- \cs_if_eq:NcF 253
- \cs_if_eq:NcT 253
- \cs_if_eq:NcTF 253, 253
- \cs_if_eq:NN 253
- \cs_if_eq:NNF 253, 253, 253
- \cs_if_eq:NNT 253, 253, 253
- \cs_if_eq:NNTF 23,
23, 253, 253, 253, 253, 548, 548, 549
- \cs_if_eq_p:cc 253, 253
- \cs_if_eq_p:cN 253, 253
- \cs_if_eq_p:Nc 253, 253
- \cs_if_eq_p:NN 23, 23, 253, 253, 253, 253
- \cs_if_exist:c . 243, 276, 316, 336,
343, 347, 351, 386, 402, 422, 427, 595
- \cs_if_exist:cF 502
- \cs_if_exist:cTF
.... 242, 244, 244, 244, 244, 436,
459, 467, 486, 500, 500, 501, 503, 565
- \cs_if_exist:N 23, 242, 276, 316, 336,
343, 347, 351, 386, 402, 422, 427, 595
- \cs_if_exist:Nf 246, 246
- \cs_if_exist:NT 255, 255, 458, 506, 507
- \cs_if_exist:NTF . 23, 23, 242, 244,
244, 244, 244, 254, 436, 458, 479,
510, 513, 514, 710, 733, 754, 755, 759
- \cs_if_exist_p:c 242
- \cs_if_exist_p:N 23, 23, 24, 242
- \cs_if_exist_use:... 244
- \cs_if_exist_use:c 244, 244
- \cs_if_exist_use:cF
..... 244, 540, 564, 743, 745, 745
- \cs_if_exist_use:cT 244
- \cs_if_exist_use:cTF 244, 244
- \cs_if_exist_use:N .. 18, 18, 244, 244
- \cs_if_exist_use:Nf 244
- \cs_if_exist_use:NT 244
- \cs_if_exist_use:NTF 18, 18, 244, 244
- \cs_if_free:c 243
- \cs_if_free:cT 272
- \cs_if_free:cTF 243, 467, 467
- \cs_if_free:N 243
- \cs_if_free:Nf 245, 246
- \cs_if_free:NTF .. 23, 23, 35, 243, 271
- \cs_if_free_p:c 243

\cs_if_free_p:N	337, 337, 337, 338, 338, 339, 339,
..... 22, 23, 23, 25, 25, 35, 243	339, 339, 339, 339, 339, 341, 341,
\cs_log:c	341, 341, 342, 345, 345, 345, 345,
..... 710, 710, 733, 733	348, 356, 361, 363, 363, 363, 363,
\cs_log:N .. 197, 197, 710, 710, 750	363, 364, 364, 364, 364, 364, 364,
\cs_meaning:c	364, 365, 365, 366, 366, 367, 367,
..... 231, 231, 231, 231	367, 367, 367, 367, 367, 368, 368,
\cs_meaning:N	368, 368, 369, 369, 369, 370, 370,
..... 17, 17, 230, 230, 231, 254, 710	370, 370, 370, 370, 370, 371, 371,
\cs_new:cn	371, 371, 371, 371, 372, 372, 374,
..... 252	374, 375, 376, 376, 376, 378, 378,
\cs_new:cpn	378, 378, 378, 379, 379, 380, 380,
..... 247, 247,	380, 380, 380, 380, 381, 381, 381,
278, 278, 279, 283, 283, 283, 283,	381, 381, 381, 381, 382, 382, 382,
283, 283, 283, 283, 283, 284, 284,	382, 383, 386, 386, 387, 387, 390,
284, 284, 284, 284, 284, 284, 284,	391, 393, 394, 394, 395, 395, 395,
284, 284, 284, 319, 319, 319, 319,	397, 397, 397, 398, 398, 398, 398,
319, 319, 319, 319, 338, 338, 338,	398, 401, 401, 402, 402, 403, 403,
339, 534, 560, 562, 578, 578, 587,	405, 408, 408, 408, 408, 408, 409,
588, 590, 590, 590, 590, 600, 604, 667	409, 410, 410, 410, 411, 411, 412,
\cs_new:cpx	413, 413, 414, 414, 414, 414, 414,
..... 247, 247	414, 415, 415, 415, 415, 415, 415,
\cs_new:cx	417, 419, 420, 420, 423, 423, 424,
..... 252	425, 464, 464, 464, 464, 464, 464,
\cs_new:Nn	466, 467, 471, 477, 477, 478, 478,
..... 14, 14, 36, 47, 251	478, 478, 479, 480, 480, 480, 488,
\cs_new:Npn	488, 500, 500, 500, 506, 523, 523,
..... 11, 12, 12, 16, 35,	526, 526, 526, 526, 526, 526, 526,
35, 37, 47, 247, 247, 247, 250, 250,	526, 526, 526, 528, 528, 528, 528,
254, 256, 256, 256, 257, 257, 257,	528, 529, 529, 529, 529, 529, 530,
257, 257, 257, 257, 258, 258, 258,	530, 530, 530, 531, 531, 532, 532,
258, 259, 259, 260, 260, 260, 260,	532, 533, 533, 533, 534, 534, 534,
260, 260, 260, 261, 261, 261, 261,	535, 535, 535, 536, 536, 536, 536,
261, 261, 261, 261, 262, 262, 262,	536, 536, 537, 537, 537, 537, 538,
262, 262, 263, 263, 263, 263, 264,	538, 538, 538, 539, 543, 543, 543,
264, 264, 264, 264, 264, 264, 264,	543, 543, 543, 543, 543, 546, 546,
264, 264, 264, 265, 265, 265, 265,	546, 546, 546, 546, 547, 547, 548,
265, 265, 265, 269, 270, 270, 270,	548, 548, 548, 549, 549, 549, 549,
270, 271, 272, 277, 277, 278, 278,	550, 550, 550, 550, 550, 559, 559,
278, 278, 279, 280, 281, 281, 281,	560, 560, 561, 562, 562, 562, 563,
281, 281, 281, 282, 282, 282, 282,	563, 563, 563, 563, 563, 564, 564,
282, 282, 283, 283, 283, 283, 286,	565, 565, 565, 566, 566, 567, 567,
286, 286, 286, 288, 288, 288, 288,	567, 568, 568, 568, 569, 569, 569,
288, 289, 289, 290, 290, 291, 291,	569, 570, 571, 571, 572, 572, 572,
291, 291, 293, 293, 293, 293, 299,	573, 573, 574, 575, 575, 575, 575,
300, 301, 301, 302, 302, 302, 303,	576, 576, 578, 579, 579, 581, 581,
303, 304, 304, 304, 304, 305, 305,	581, 582, 583, 583, 583, 583, 583,
306, 308, 311, 311, 311, 311, 312,	584, 584, 584, 585, 585, 585, 585,
312, 312, 313, 313, 313, 314, 314,	586, 586, 586, 587, 588, 588, 589,
314, 317, 317, 318, 318, 318, 319,	589, 589, 590, 590, 591, 591, 591,
320, 320, 320, 320, 320, 320, 321,	
321, 321, 321, 322, 322, 322, 322,	
322, 322, 323, 324, 324, 324, 325,	
326, 326, 326, 326, 326, 327, 327,	
327, 327, 328, 329, 329, 329, 329,	
329, 329, 329, 329, 330, 330, 330,	
330, 330, 331, 331, 331, 331, 331,	
331, 331, 332, 332, 333, 337, 337,	

591, 592, 592, 592, 593, 593, 593,
 594, 594, 594, 595, 596, 596, 597,
 597, 597, 597, 598, 598, 598, 598,
 598, 598, 599, 599, 599, 600, 600,
 600, 601, 601, 601, 602, 602, 602,
 602, 602, 603, 603, 603, 603, 603,
 605, 605, 605, 606, 607, 607, 607,
 607, 608, 608, 608, 608, 609, 609,
 609, 609, 610, 610, 610, 611, 611,
 611, 611, 611, 612, 612, 612, 613,
 613, 614, 615, 615, 616, 616, 616,
 616, 617, 618, 621, 622, 623, 623,
 623, 624, 625, 625, 625, 625, 625,
 626, 626, 627, 627, 627, 627, 628,
 629, 630, 631, 631, 631, 631, 631,
 632, 632, 632, 632, 633, 633, 634,
 634, 635, 636, 636, 636, 636, 637,
 638, 638, 638, 638, 638, 638, 639,
 639, 639, 639, 640, 641, 641, 641,
 641, 642, 642, 643, 643, 643, 643,
 644, 644, 644, 644, 644, 645, 645,
 647, 647, 647, 647, 648, 648, 648,
 649, 649, 649, 649, 650, 650, 650,
 650, 651, 651, 651, 651, 651, 651,
 652, 652, 652, 652, 652, 654, 654,
 655, 655, 655, 655, 657, 657, 657,
 657, 658, 658, 658, 659, 659, 659,
 659, 659, 659, 660, 660, 661, 661,
 661, 662, 662, 662, 663, 663, 663,
 663, 664, 664, 664, 664, 665, 665,
 665, 666, 666, 666, 668, 669, 669,
 670, 670, 670, 671, 671, 671, 671,
 671, 671, 672, 672, 672, 673, 673,
 674, 675, 675, 676, 676, 676, 677,
 677, 678, 678, 679, 679, 679, 679,
 684, 684, 684, 684, 684, 684, 685,
 685, 685, 685, 686, 686, 686, 687,
 688, 688, 690, 691, 691, 692, 692,
 693, 693, 693, 693, 694, 694, 694,
 695, 695, 695, 696, 696, 697, 697,
 698, 698, 699, 699, 699, 699, 699,
 699, 700, 701, 701, 701, 701, 702,
 702, 703, 703, 703, 703, 704, 704,
 705, 705, 705, 705, 705, 706, 706,
 706, 706, 734, 735, 735, 735, 736,
 736, 736, 737, 738, 739, 739, 739,
 739, 739, 739, 740, 740, 740, 740,
 740, 741, 743, 743, 743, 743, 743,
 744, 744, 744, 744, 745, 745, 745,
 746, 746, 746, 746, 747, 747, 747,
 748, 748, 748, 749, 749, 749, 750, 755
 \cs_new:Npx 12, 247, 247,
 247, 413, 413, 477, 519, 704, 704, 707
 \cs_new:Nx 251
 \cs_new... 11
 \cs_new_eq:cc 239, 248, 248
 \cs_new_eq:cN 248, 248, 577
 \cs_new_eq:Nc 248, 248
 \cs_new_eq:NN 16, 16, 16, 245,
 248, 248, 248, 248, 248, 248, 254,
 254, 254, 254, 255, 255, 255, 255,
 255, 255, 255, 255, 256, 256, 258,
 273, 273, 273, 273, 273, 273, 273,
 273, 273, 291, 294, 294, 294, 294,
 294, 294, 294, 294, 294, 294, 305,
 305, 305, 312, 312, 312, 312, 312,
 315, 315, 317, 320, 324, 333, 333,
 334, 334, 334, 334, 334, 334, 334,
 335, 335, 335, 339, 341, 342, 345,
 345, 345, 346, 348, 348, 349, 349,
 349, 350, 350, 350, 350, 350, 351,
 351, 351, 359, 359, 364, 366, 377,
 377, 381, 382, 382, 382, 383, 384,
 384, 384, 384, 384, 384, 384, 384,
 398, 398, 398, 398, 398, 398, 398,
 398, 398, 398, 398, 398, 398, 398,
 398, 398, 398, 398, 398, 398, 399,
 399, 399, 399, 399, 399, 400, 400,
 400, 400, 400, 400, 400, 400, 400,
 400, 400, 401, 401, 401, 401, 401,
 401, 401, 401, 406, 406, 406, 406,
 406, 406, 406, 406, 406, 406, 406,
 406, 406, 406, 406, 406, 418, 418,
 418, 418, 418, 418, 418, 418, 426,
 426, 427, 427, 427, 428, 428, 428,
 428, 428, 431, 431, 431, 431, 431,
 431, 431, 431, 432, 432, 433, 433,
 433, 433, 433, 433, 433, 434, 434,
 440, 440, 440, 440, 440, 440, 457,
 509, 510, 512, 514, 514, 515, 516,
 517, 521, 531, 539, 539, 539, 539,
 546, 548, 548, 706, 706, 707, 707,
 707, 733, 733, 737, 737, 738, 738,
 738, 738, 745, 745, 754, 754, 758, 758
 \cs_new_nopar:cn 252
 \cs_new_nopar:cpn 247, 247,
 279, 279, 279, 279, 279, 279, 279,
 279, 580, 580, 580, 582, 582, 613, 617
 \cs_new_nopar:cpx . . 247, 247, 272, 604
 \cs_new_nopar:cx 252

`\cs_new_nopar:Nn` 14, 14, 251
`\cs_new_nopar:Npn` 12, 12, 27,
245, 247, 247, 247, 247, 250, 253,
253, 253, 253, 253, 253, 253, 253,
253, 253, 253, 253, 255, 263, 263,
263, 263, 263, 263, 263, 263, 263,
263, 263, 263, 263, 263, 265, 265,
265, 265, 285, 285, 306, 306, 306,
307, 308, 308, 308, 308, 329, 329,
329, 329, 329, 329, 329, 329, 330,
330, 330, 330, 330, 330, 330, 365,
366, 366, 372, 372, 376, 391, 395,
395, 412, 412, 425, 425, 461, 517,
523, 543, 561, 581, 581, 581, 581,
581, 581, 582, 582, 582, 582, 582,
582, 593, 601, 638, 638, 685, 690,
690, 700, 701, 703, 704, 731, 731,
742, 742, 742, 742, 742, 742, 747, 747
`\cs_new_nopar:Npx`
. 12, 247, 247, 247, 266, 266, 267, 680
`\cs_new_nopar:Nx` 251
`\cs_new_protected:cn` 252
`\cs_new_protected:cpn`
. 248, 248, 464, 464, 472, 491, 491,
491, 491, 492, 492, 492, 492, 492,
492, 492, 492, 492, 492, 492, 492,
492, 493, 493, 493, 493, 493, 493,
493, 493, 493, 493, 493, 493, 493,
493, 493, 493, 493, 494, 494, 494,
494, 494, 494, 494, 494, 494, 494,
494, 494, 494, 494, 495, 495, 495,
495, 495, 495, 495, 495, 502, 503, 503
`\cs_new_protected:cpx` 248, 248, 464,
465, 465, 465, 465, 465, 465, 465,
472, 472, 472, 472, 472, 472, 472, 472
`\cs_new_protected:cx` 252
`\cs_new_protected:Nn` 14, 14, 251
`\cs_new_protected:Npn` 12, 12, 247,
247, 248, 248, 248, 249, 249, 250,
251, 251, 253, 254, 258, 264, 266,
266, 267, 267, 267, 268, 271, 272,
272, 273, 273, 273, 273, 273, 274,
274, 275, 275, 287, 290, 291, 291,
292, 292, 292, 292, 292, 292, 292,
292, 292, 292, 292, 292, 292, 292,
292, 292, 292, 292, 292, 292, 292,
293, 293, 293, 293, 293, 293, 293,
293, 293, 293, 293, 293, 293, 293,
293, 293, 293, 293, 293, 294, 306,
306, 307, 307, 307, 307, 307, 314,
314, 315, 315, 315, 315, 315, 315,
316, 316, 316, 316, 316, 323, 323,
333, 335, 335, 335, 335, 336, 336,
336, 336, 336, 336, 336, 336, 336,
336, 342, 343, 343, 343, 343, 343,
343, 344, 344, 344, 344, 344, 344,
344, 344, 346, 346, 347, 347, 347,
347, 347, 347, 347, 348, 348, 348,
348, 348, 348, 348, 349, 350, 350,
350, 350, 350, 350, 351, 351, 352,
352, 352, 352, 352, 352, 352, 352,
352, 352, 352, 352, 353, 353, 353,
353, 353, 353, 353, 353, 353, 353,
355, 356, 356, 358, 358, 359, 359,
359, 360, 360, 365, 365, 365, 366,
367, 368, 371, 371, 377, 377, 384,
384, 384, 384, 384, 384, 385, 385,
385, 385, 386, 386, 387, 387, 387,
387, 388, 388, 388, 388, 388, 388,
389, 391, 391, 391, 392, 392, 392,
392, 393, 396, 396, 396, 396, 396,
399, 400, 400, 401, 401, 401, 402,
403, 403, 403, 404, 404, 404, 405,
405, 405, 406, 406, 406, 407, 407,
407, 408, 408, 409, 411, 411, 411,
412, 412, 416, 416, 417, 417, 417,
417, 417, 418, 418, 419, 419, 419,
419, 420, 421, 422, 425, 425, 426,
426, 426, 427, 427, 427, 427, 427,
427, 427, 427, 427, 428, 428, 428,
428, 429, 429, 429, 430, 430, 430,
430, 431, 431, 431, 431, 431, 431,
431, 431, 432, 432, 432, 432, 432,
432, 432, 432, 433, 433, 433, 433,
433, 433, 433, 434, 436, 436, 437,
437, 437, 438, 439, 439, 440, 441,
441, 441, 441, 442, 442, 442, 442,
443, 444, 446, 447, 448, 448, 448,
449, 449, 449, 450, 450, 450, 450,
451, 453, 454, 454, 455, 456, 456,
456, 459, 460, 460, 460, 460, 460,
460, 461, 462, 462, 463, 463, 463,
466, 468, 468, 469, 469, 469, 470,
470, 470, 471, 471, 471, 471, 478,
478, 478, 478, 479, 479, 479, 481,
481, 482, 482, 482, 482, 483, 483,
485, 485, 485, 485, 486, 486, 486,
486, 487, 487, 487, 489, 489, 489,
490, 490, 490, 490, 490, 491,
495, 496, 496, 496, 496, 496, 497,

[illegible]

- 232, 232, 232, 232, 232, 232, 233,
- 235, 235, 241, 245, 247, 247, 247, 587
- \cs_set_nopar:Npx . . . 13, 232, 232,
- 232, 232, 232, 233, 247, 256, 258,
- 264, 306, 306, 307, 307, 352, 352,
- 352, 352, 352, 352, 352, 353, 353,
- 353, 353, 505, 520, 520, 520, 520, 520
- \cs_set_nopar:Nx 251
- \cs_set_protected:cn 252
- \cs_set_protected:cpn 248, 248
- \cs_set_protected:cpx 248, 248
- \cs_set_protected:cx 252
- \cs_set_protected:Nn 15, 15, 251
- \cs_set_protected:Npn
- 11, 13, 13, 232, 232, 233,
- 236, 236, 236, 237, 237, 238, 238,
- 238, 238, 239, 239, 239, 245, 245,
- 245, 245, 246, 246, 246, 247, 248,
- 248, 249, 250, 274, 274, 274, 274,
- 274, 274, 274, 275, 345, 353, 354,
- 354, 354, 354, 355, 390, 439, 464,
- 472, 472, 560, 578, 580, 580, 587, 741
- \cs_set_protected:Npx 13, 232, 232, 248
- \cs_set_protected:Nx 251
- \cs_set_protected_nopar:cn 252
- \cs_set_protected_nopar:cpn 248, 248
- \cs_set_protected_nopar:cpx 248, 248
- \cs_set_protected_nopar:cx 252
- \cs_set_protected_nopar:Nn 15, 15, 251
- \cs_set_protected_nopar:Npn
- 13, 13, 218, 232, 232, 232,
- 232, 232, 233, 233, 233, 233, 233,
- 235, 235, 235, 236, 236, 236, 236,
- 236, 238, 239, 245, 245, 246, 246,
- 248, 248, 438, 458, 458, 463, 517, 517
- \cs_set_protected_nopar:Npx
- 13, 217, 232, 232, 248, 468
- \cs_set_protected_nopar:Nx 251
- \cs_show:c 254, 254, 254, 501, 710
- \cs_show:N 17,
- 17, 23, 197, 254, 254, 254, 377, 710
- __cs_show:www 254, 254, 254, 710
- __cs_split_function:NN
- 25, 25, 236, 236, 239, 239, 241,
- 241, 242, 242, 242, 250, 251, 266, 286
- __cs_split_function_auxi:w
- 241, 242, 242
- __cs_split_function_auxii:w
- 241, 242, 242
- __cs_tmp:w . 25, 247, 247, 247, 247,
- 247, 247, 247, 247, 247, 247, 247,
- 247, 247, 247, 247, 247, 247, 247,
- 247, 247, 247, 247, 247, 248, 248,
- 248, 248, 248, 248, 248, 248, 248,
- 248, 248, 248, 251, 252, 252, 252,
- 252, 252, 252, 252, 252, 252, 252,
- 252, 252, 252, 252, 252, 252, 252,
- 252, 252, 252, 252, 252, 252, 252,
- 252, 252, 252, 252, 252, 252, 252,
- 252, 253, 253, 253, 253, 253, 253,
- 253, 253, 253, 253, 253, 253, 253,
- 253, 253, 253, 253, 266, 266, 267,
- 271, 271, 272, 345, 345, 353, 354, 354
- __cs_to_str:N 240, 241, 241, 241, 241
- \cs_to_str:N . 4, 4, 19, 19, 99, 105,
- 240, 241, 241, 241, 242, 286, 517, 593
- __cs_to_str:w 240, 241, 241, 241, 241
- \cs_undefine:c 249, 249
- \cs_undefine:N
- 17, 17, 249, 249, 472, 472, 472
- csc 191
- cscd 192
- \csname 213,
- 213, 214, 215, 215, 215, 216, 217, 221
- \currentgrouplevel 226
- \currentgrouptype 226
- \currentifbranch 226
- \currentiflevel 226
- \currentifttype 226
- D**
- \day 225
- dd 194
- \deadcycles 224
- \def 214,
- 214, 214, 214, 215, 215, 215, 215,
- 216, 216, 216, 216, 217, 217, 218, 219
- default commands:
- .default:n 161, 493
- .default:o 161, 493
- .default:V 161, 493
- .default:x 161, 493
- \defaultthyphenchar 225
- \defaultskewchar 225
- deg 193
- \delcode 225
- \delimiter 221
- \delimiterfactor 222
- \delimitershortfall 222

`\detokenize` 217, 226
`dim` commands:
 `\dim(g)zero:N` 76
 `_dim_abs:N` 337, 337, 337
 `\dim_abs:n` 77, 77, 337, 337, 716
 `\dim_add:cn` 336
 `\dim_add:Nn` . 77, 77, 336, 336, 336, 336
 `\dim_case:nn` 80, 339, 339
 `\dim_case:nnF` 339, 349
 `\dim_case:nnn` 349, 349
 `\dim_case:nnT` 339
 `_dim_case:nnTF`
 339, 339, 339, 339, 339, 339
 `\dim_case:nnTF` 80, 80, 339, 339
 `_dim_case:nw` 339, 339, 339, 339
 `_dim_case_end:nw` 339, 339, 339
 `\dim_compare:n` 338
 `\dim_compare:n(TF)` 75
 `\dim_compare:nF` 340, 340
 `\dim_compare:nNn` 338
 `\dim_compare:nNnF` 340, 341
 `\dim_compare:nNnT`
 340, 340, 447, 447, 721
 `\dim_compare:nNnTF`
 .. 78, 78, 80, 80, 81, 81, 338, 339,
 444, 444, 444, 444, 444, 444, 445,
 445, 447, 450, 450, 719, 720, 721, 721
 `\dim_compare:nT` 339, 340
 `\dim_compare:nTF`
 79, 79, 81, 81, 81, 81, 85, 338
 `_dim_compare:w` 338, 338, 338
 `_dim_compare:wNN`
 338, 338, 338, 338, 338
 `dim_compare_`
 `_dim_compare_>:w` 338
 `_dim_compare_:w` 338
 `_dim_compare_<:w` 338
 `_dim_compare_end:w` 338, 339
 `\dim_compare_p:n` 79, 79, 338
 `\dim_compare_p:nNn` 78, 78, 338
 `\dim_const:cn` 335
 `\dim_const:Nn`
 76, 76, 335, 335, 335, 342, 342
 `\dim_do_until:nn` . 81, 81, 339, 340, 340
 `\dim_do_until:nNn` 80, 80, 340, 341, 341
 `\dim_do_while:nn` . 81, 81, 339, 340, 340
 `\dim_do_while:nNn` 80, 80, 340, 340, 340
 `\dim_eval:n` 78, 79,
 81, 81, 82, 90, 339, 339, 339, 339,
 341, 341, 438, 439, 441, 442, 442,
 442, 442, 443, 443, 450, 450, 721,
 721, 726, 726, 727, 727, 729, 729, 737
 `_dim_eval:w` 90, 90,
 335, 335, 336, 336, 336, 337, 337,
 337, 337, 337, 337, 337, 337, 338,
 338, 338, 338, 338, 338, 341, 341,
 341, 342, 427, 427, 428, 428, 428,
 428, 428, 431, 431, 432, 433, 434,
 562, 563, 581, 719, 719, 720, 720, 723
 `_dim_eval_end:` . . . 90, 90, 90, 90,
 335, 335, 336, 336, 336, 337, 337,
 337, 337, 338, 341, 341, 427, 427,
 428, 428, 428, 428, 428, 431, 431,
 432, 433, 434, 719, 719, 720, 720, 723
 `\dim_gadd:cn` 336
 `\dim_gadd:Nn` 77, 336, 336, 336
 `.dim_gset:c` 161, 493
 `\dim_gset:cn` 336
 `.dim_gset:N` 161, 493
 `\dim_gset:Nn` . . . 77, 335, 336, 336, 336
 `\dim_gset_eq:cc` 336
 `\dim_gset_eq:cN` 336
 `\dim_gset_eq:Nc` 336
 `\dim_gset_eq:NN` 77, 336, 336, 336, 336
 `\dim_gsub:cn` 336
 `\dim_gsub:Nn` 77, 336, 336, 336
 `\dim_gzero:c` 335
 `\dim_gzero:N` . . . 76, 335, 335, 335, 336
 `\dim_gzero_new:c` 336
 `\dim_gzero_new:N` . . . 76, 336, 336, 336
 `\dim_if_exist:c` 336
 `\dim_if_exist:cTF` 336
 `\dim_if_exist:N` 336
 `\dim_if_exist:NTF` 76, 76, 336, 336, 336
 `\dim_if_exist_p:c` 336
 `\dim_if_exist_p:N` 76, 76, 336
 `\dim_log:c` 737, 737
 `\dim_log:N` 206, 206, 737, 737
 `\dim_log:n` 206, 206, 737, 737
 `\dim_max:nn` . 77, 77, 337, 337, 726, 726
 `_dim_maxmin:wwN` . . 337, 337, 337, 337
 `\dim_min:nn`
 77, 77, 337, 337, 726, 726, 726
 `\dim_new:c` 335
 `\dim_new:N` 76,
 76, 76, 335, 335, 335, 335, 336, 336,
 342, 342, 342, 342, 434, 435, 435,
 435, 435, 435, 435, 452, 452, 452,
 711, 711, 711, 711, 711, 711, 711,
 711, 722, 722, 722, 722, 722, 727, 727

- _dim_ratio:n 337, 337, 337, 337
- \dim_ratio:nn 78, 78, 78, 337, 337, 342, 342
- .dim_set:c 161, 493
- \dim_set:cn 336
- .dim_set:N 161, 493
- \dim_set:Nn 77, 77, 336, 336, 336, 336, 438, 439, 444, 444, 444, 444, 445, 445, 445, 446, 447, 448, 448, 448, 449, 449, 449, 452, 455, 455, 456, 456, 456, 456, 712, 712, 712, 713, 713, 715, 715, 715, 716, 716, 716, 718, 718, 718, 718, 718, 724, 725, 725, 726, 726, 726, 726, 726, 726, 726, 726, 726, 726, 728, 728, 728, 729, 729, 729
- \dim_set_eq:cc 336
- \dim_set_eq:cN 336
- \dim_set_eq:Nc 336
- \dim_set_eq:NN 77, 77, 336, 336, 336, 336, 438, 438, 439, 439
- \dim_show:c 342
- \dim_show:N 83, 83, 342, 342, 342
- \dim_show:n 83, 83, 342, 342
- _dim_strip_bp:n 349, 349
- _dim_strip_pt:n 349, 349
- \dim_sub:cn 336
- \dim_sub:Nn 77, 77, 336, 336, 336, 336
- \dim_to_decimal:n 82, 82, 341, 341, 341, 342, 349
- _dim_to_decimal:w 341, 341, 341
- \dim_to_decimal_in_bp:n 82, 82, 341, 341, 349, 756, 756, 756, 756, 756, 756
- \dim_to_decimal_in_unit:nn 82, 82, 342, 342
- \dim_to_fp:n 83, 83, 83, 342, 445, 445, 445, 445, 446, 446, 446, 446, 446, 446, 446, 446, 562, 580, 705, 705, 705, 713, 713, 714, 714, 715, 715, 715, 715, 716, 716, 716, 716, 717, 717, 717, 717, 717, 717, 725, 725, 725, 725, 727, 727, 727, 727, 729, 729, 752, 752
- \dim_until_do:nn 81, 81, 339, 340, 340
- \dim_until_do:nNnn 81, 81, 340, 340, 340
- \dim_use:c 341
- \dim_use:N 81, 82, 82, 82, 337, 337, 337, 337, 337, 337, 338, 338, 341, 341, 341, 341, 341, 342, 442, 442, 442, 442, 443, 443, 449, 449, 457, 457, 457, 724, 724, 724, 724, 724, 724, 724, 725, 725, 725, 725, 729, 729, 729, 729, 729
- \dim_while_do:nn 81, 81, 339, 339, 340
- \dim_while_do:nNnn 81, 81, 340, 340, 340
- \dim_zero:c 335
- \dim_zero:N 76, 76, 335, 335, 335, 335, 336, 443, 443, 712, 715, 718
- \dim_zero_new:c 336
- \dim_zero_new:N 76, 76, 336, 336, 336
- \dimen 225
- \dimendef 219
- \dimexpr 226
- \directlua 213, 214, 214, 227
- \discretionary 222
- \displayindent 222
- \displaylimits 222
- \displaystyle 221
- \displaywidowpenalties 226
- \displaywidowpenalty 222
- \displaywidth 222
- \divide 219
- \doublehyphendemerits 223
- \dp 225
- driver commands:
 - _driver_absolute_lengths:n 755, 755, 756
 - _driver_box_rotate_begin: 212, 212, 713, 757, 757
 - _driver_box_rotate_end: 212, 212, 713, 757, 758
 - _driver_box_scale_begin: 212, 212, 718, 758, 758
 - _driver_box_scale_end: 212, 212, 718, 758, 758
 - _driver_box_use_clip:N 211, 211, 719, 756, 756
 - _driver_color_ensure_current: 212, 212, 458, 458, 458, 759, 759, 759, 759
 - _driver_color_reset: 759, 759, 759, 759, 759, 759, 759, 759
 - \l_driver_color_stack_int 758, 758, 759, 759
 - \l_driver_current_color_tl 758, 758, 758, 758, 759, 759, 759, 759
 - _driver_literal:n 754, 754, 755, 755, 756, 756, 756, 757, 758, 759, 759

_driver_literal_direct:n	572, 573, 573, 574, 574, 575, 575,
. 754, <u>755</u> , 755	575, 576, 576, 576, 577, 577, 577,
_driver_matrix:n	577, 578, 579, 582, 582, 584, 584,
. <u>755</u> , 755, 755, 755, 757, 758	584, 585, 585, 586, 586, 587, 588,
_driver_state_restore:	588, 588, 589, 589, 589, 590, 591,
. <u>753</u> , 753, 754, 754, 756, 758, 758	591, 591, 592, 592, 592, 592, 595,
_driver_state_save:	596, 596, 596, 597, 597, 597, 597,
. <u>753</u> , 753, 754, 754, 756, 757, 758	597, 599, 599, 600, 600, 600, 601,
\dump	601, 601, 605, 605, 605, 605, 606,
	606, 606, 607, 608, 609, 610, 611,
	611, 611, 612, 612, 613, 614, 614,
	614, 614, 616, 622, 625, 625, 626,
	627, 631, 631, 631, 633, 644, 644,
	644, 652, 652, 654, 654, 655, 655,
	658, 660, 661, 661, 662, 662, 662,
	663, 663, 667, 667, 668, 669, 669,
	669, 670, 671, 671, 671, 671, 672,
	673, 673, 673, 673, 673, 673, 674,
	675, 675, 676, 676, 677, 678, 679,
	685, 687, 687, 687, 688, 691, 691,
	691, 691, 695, 695, 696, 696, 698,
	698, 701, 703, 703, 703, 705, 705, 751
E	em 194
\E 751	\emergencystretch 223
e commands:	empty commands:
_c_e_fp 185, 188, <u>709</u> , 709	_c_empty_box
\edef 4, 215, 215, 216, 219 136, <u>137</u> , 426, 426, <u>429</u> , 429, 451
eight commands:	_c_empty_clist
_c_eight <u>73</u> , <u>126</u> , 400, 400, 404, 405, 405, 405
292, 293, 331, <u>333</u> , 333, 537, 570,	_c_empty_coffin <u>145</u> , <u>440</u> , 440, 440, 451
571, 662, 673, 673, 684, 684, 684, 686	_c_empty_prop
eleven commands:	<u>133</u> , <u>417</u> , 417, 417, 417, 417, 422
_c_eleven	_c_empty_seq <u>117</u> , 383,
. <u>73</u> , 292, 293, <u>333</u> , 333, 610, 612, 614	383, 384, 384, 384, 384, 390, 391, 391
\else 213, 214, 214, 215, 220	_c_empty_tl <u>104</u> , 326, 326, 326,
else commands:	350, 350, 350, <u>351</u> , 351, 360, 381, 400
_else: <u>24</u> , 36, 74, 74, 74, 74, 89,	\end 215, 221, 228
141, 141, 141, 177, 177, <u>229</u> , 229,	\endcsname 213,
231, 235, 238, 242, 242, 243, 243,	213, 214, 215, 215, 215, 216, 217, 221
243, 243, 243, 244, 244, 249, 249,	\endgroup
250, 250, 253, 259, 266, 266, 269,	213, 213, 214, 214, 215, 215, 216, 219
269, 269, 271, 271, 275, 277, 278,	\endinput 215, 220
278, 279, 284, 284, 284, 284, 288,	\endL 227
289, 289, 295, 295, 296, 296, 296,	\endlinechar 217, 217, 217, 221
296, 297, 297, 297, 297, 297, 297,	\endR 227
298, 298, 299, 299, 299, 299, 300,	\eqno 222
300, 301, 301, 301, 301, 302, 302,	\errhelp 215, 215, 220
302, 302, 304, 305, 305, 305, 307,	\errmessage 215, 215, 220
308, 308, 308, 309, 312, 313, 313,	\errorcontextlines 220
313, 319, 320, 320, 321, 328, 328,	\errorstopmode 221
330, 337, 337, 338, 338, 339, 344,	
360, 361, 361, 361, 361, 361, 362,	
363, 372, 373, 373, 373, 374, 374,	
374, 374, 375, 375, 379, 379, 380,	
390, 391, 391, 404, 405, 405, 405,	
423, 428, 428, 428, 513, 513, 523,	
528, 529, 529, 529, 529, 530, 530,	
533, 536, 537, 537, 537, 537, 539,	
546, 547, 547, 548, 549, 549, 550,	
550, 560, 561, 561, 561, 564, 565,	
565, 566, 566, 566, 567, 567, 568,	
569, 570, 570, 571, 571, 572, 572,	

- `\escapechar` 221
- etex commands:
 - `\etex_...` 9
 - `\etex_beginL:D` 227
 - `\etex_beginR:D` 227
 - `\etex_botmarks:D` 226
 - `\etex_clubpenalties:D` 226
 - `\etex_currentgrouplevel:D` 226
 - `\etex_currentgrouptype:D` 226
 - `\etex_currentifbranch:D` 226
 - `\etex_currentiflevel:D` 226
 - `\etex_currentiftypetype:D` 226
 - `\etex_detokenize:D` 226, 237, 237, 239, 266, 366, 366, 379
 - `\etex_dimexpr:D` 226, 335
 - `\etex_displaywidowpenalties:D` .. 226
 - `\etex_endL:D` 227
 - `\etex_endR:D` 227
 - `\etex_eTeXrevision:D` 226
 - `\etex_eTeXversion:D` 225
 - `\etex_everyeof:D` ... 227, 355, 741, 742
 - `\etex_firstmarks:D` 226
 - `\etex_fontchardp:D` 226
 - `\etex_fontcharht:D` 226
 - `\etex_fontcharic:D` 226
 - `\etex_fontcharwd:D` 226
 - `\etex_glueexpr:D` 226, 344, 344, 344, 345, 345, 345, 346, 705
 - `\etex_glueshrink:D` 226, 737
 - `\etex_glueshrinkorder:D` 226
 - `\etex_gluestretch:D` 226, 737
 - `\etex_gluestretchorder:D` 226
 - `\etex_gluetomu:D` 226
 - `\etex_ifcsname:D` 225, 230
 - `\etex_ifdefined:D` 225, 228, 229, 229, 229, 230, 232
 - `\etex_iffontchar:D` 226
 - `\etex_interactionmode:D` 226, 430, 430, 430
 - `\etex_interlinepenalties:D` 226
 - `\etex_lastlinefit:D` 226
 - `\etex_lastnodetype:D` 226
 - `\etex_marks:D` 226
 - `\etex_middle:D` 226
 - `\etex_muexpr:D` 226, 347, 348, 348, 348, 348
 - `\etex_mutoglue:D` 226
 - `\etex_numexpr:D` 226, 312
 - `\etex_pagediscards:D` 227
 - `\etex_parshapedimen:D` 226
 - `\etex_parshapeindent:D` 226
 - `\etex_parshapelength:D` 226
 - `\etex_predisplaydirection:D` ... 227
 - `\etex_protected:D` 227, 232, 232, 232, 232, 232, 232, 232, 233, 233, 233, 233
 - `\etex_readline:D` 226, 513
 - `\etex_savinghyphcodes:D` 227
 - `\etex_savingvdiscards:D` 227
 - `\etex_scantokens:D` 226, 356
 - `\etex_showgroups:D` 226
 - `\etex_showifs:D` 226
 - `\etex_showtokens:D` 226, 229, 333, 342, 346, 348, 377, 479
 - `\etex_splitbotmarks:D` 226
 - `\etex_splitdiscards:D` 227
 - `\etex_splitfirstmarks:D` 226
 - `\etex_TeXTeXtstate:D` 227
 - `\etex_topmarks:D` 226
 - `\etex_tracingassigns:D` 226
 - `\etex_tracinggroups:D` 226
 - `\etex_tracingifs:D` 226
 - `\etex_tracingnesting:D` 226
 - `\etex_tracingscantokens:D` 226
 - `\etex_unexpanded:D` 226, 229, 230, 265, 265, 265, 265, 318, 370, 371, 372, 738, 740, 740
 - `\etex_unless:D` 225, 230
 - `\etex_widowpenalties:D` 226
 - `\eTeXrevision` 226
 - `\eTeXversion` 225
 - `\everycr` 220
 - `\everydisplay` 222
 - `\everyeof` 227
 - `\everyhbox` 224
 - `\everyjob` 214, 214, 225
 - `\everymath` 222
 - `\everypar` 223
 - `\everyvbox` 224
 - `ex` 194
 - `\exhyphenpenalty` 223
 - `exp` 190
 - exp commands:
 - `\exp_after:wN` 32, 32, 230, 230, 231, 231, 231, 231, 235, 235, 235, 237, 237, 238, 238, 239, 239, 239, 241, 241, 242, 242, 242, 243, 243, 243, 244, 244, 249, 249, 249, 250, 250, 251, 252, 254, 256, 256, 256, 257, 258,

258	258	258	258	258	258	259
259	259	259	259	259	259	260
260	260	260	260	260	260	260
260	260	260	260	260	260	260
260	261	261	261	261	261	261
261	261	261	261	261	261	261
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262	263	263	263	263	264	264
264	264	264	264	264	264	264
264	264	264	264	264	264	264
264	264	264	265	265	265	265
265	265	265	265	265	265	265
266	266	266	266	266	266	267
268	269	272	278	278	278	279
279	283	286	286	286	286	288
288	288	289	298	299	300	300
300	301	301	302	302	303	303
303	304	305	305	305	305	305
307	307	308	308	308	308	308
308	308	308	308	308	308	309
309	309	311	311	311	312	312
312	313	313	313	313	313	314
314	318	318	318	319	319	322
322	322	327	327	327	328	328
328	328	329	329	330	330	330
330	331	332	333	337	337	337
337	337	337	338	338	338	338
341	342	345	346	348	351	351
354	356	356	359	359	359	359
361	361	361	361	361	363	363
366	370	370	371	371	372	372
372	372	372	372	373	373	374
374	374	375	375	375	375	375
375	375	375	375	376	376	376
376	376	376	378	378	379	381
382	382	386	386	386	386	387
387	390	391	392	392	392	392
393	393	394	395	395	395	397
397	397	404	405	405	405	407
407	408	413	413	414	414	414
419	424	425	463	477	477	477
477	477	477	477	479	479	479
479	479	481	481	481	487	490
490	490	504	504	523	523	523
528	528	528	529	529	529	529
529	529	530	530	530	530	530
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530,	530,	530,	530,	530,	531,	531,
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 637, 637, 637, 637, 638, 638, 638,
 638, 638, 638, 639, 639, 640, 640,
 640, 640, 640, 641, 641, 641, 641,
 641, 641, 641, 642, 642, 642, 643,
 643, 643, 643, 643, 645, 647, 647,
 647, 648, 648, 648, 649, 650, 650,
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 689, 689, 691, 691, 691, 691, 692,
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 694, 695, 695, 695, 695, 695, 695,
 695, 697, 697, 697, 699, 700, 700,
 700, 700, 700, 701, 701, 701, 701,
 701, 701, 702, 702, 702, 702, 702,
 702, 702, 702, 702, 702, 703, 703,
 703, 703, 703, 703, 703, 703, 703,
 703, 703, 704, 704, 704, 704, 705,
 705, 705, 705, 705, 705, 705, 705,
 705, 707, 707, 707, 710, 735, 736,
 736, 738, 739, 739, 739, 740, 740,
 740, 741, 741, 741, 741, 741, 743,
 744, 744, 746, 746, 746, 751, 751, 751
 \exp_arg:N 32
 __exp_arg_last_unbraced:nn
 263, 263, 263, 264, 264
 __exp_arg_next:Nnn ... 257, 257, 257
 __exp_arg_next:nnn
 257, 257, 258, 258, 258, 258, 259
 \exp_args:cc
 231, 231, 238, 238, 238, 238, 260
 \exp_args:N<variant> 28
 \exp_args:Nc . 29, 29, 231, 231, 231,
 231, 246, 246, 247, 248, 248, 248,
 250, 251, 252, 252, 253, 253, 253,
 253, 254, 260, 358, 365, 500, 539, 731
 \exp_args:Ncc 248,
 248, 248, 253, 253, 253, 253, 260, 260
 \exp_args:Nccc 31, 260, 260
 \exp_args:Ncco 262, 262
 \exp_args:Nccx 31, 263, 263
 \exp_args:Ncf 261, 261
 \exp_args:NcNc 262, 262
 \exp_args:NcNo 262, 262
 \exp_args:Ncnx 263, 263
 \exp_args:Nco 261, 261, 261
 \exp_args:Ncx 263, 263

- \exp_args:Nf 30, 30, 261, 261,
320, 320, 320, 320, 324, 326, 326,
326, 327, 327, 327, 330, 331, 339,
339, 339, 339, 376, 376, 394, 395,
413, 414, 415, 415, 415, 477, 739, 740
- \exp_args:Nff 263, 263
- \exp_args:Nfo 263, 263, 414
- \exp_args:NNc 30, 30, 231,
248, 248, 248, 251, 253, 253, 253,
253, 254, 260, 260, 323, 323, 477, 710
- \exp_args:Nnc 263, 263
- \exp_args:NNf 261, 261, 323, 677, 677
- \exp_args:Nnf 263, 263
- \exp_args:Nnnc 31, 263, 263
- \exp_args:NNNo
. 31, 31, 31, 260, 260, 741, 742
- \exp_args:NNno 263, 263
- \exp_args:Nnno 31, 263, 263
- \exp_args:NNNV 262, 262
- \exp_args:NNnx 31, 31, 263, 263
- \exp_args:Nnnx 31, 263, 263
- \exp_args:NNo 27,
27, 27, 30, 260, 260, 324, 418, 520, 741
- \exp_args:Nno 31, 263, 263, 311, 338,
412, 541, 541, 541, 542, 542, 543, 741
- \exp_args:NNoo 31, 263, 263
- \exp_args:NNox 263, 263
- \exp_args:Nnox 263, 263
- \exp_args:NNV 261, 261, 746, 748
- \exp_args:NNv 261, 261, 382, 744
- \exp_args:NnV 263, 263
- \exp_args:NNx 31, 31, 263, 263
- \exp_args:Nnx 31, 263, 263
- \exp_args:No 29,
29, 260, 260, 324, 326, 326, 345,
355, 362, 362, 362, 363, 363, 363,
363, 365, 365, 365, 368, 368, 371,
371, 372, 372, 376, 386, 402, 407,
408, 408, 409, 409, 415, 415, 492,
493, 493, 494, 500, 516, 523, 731, 741
- \exp_args:Noc 31, 263, 263
- \exp_args:Nof 263, 263
- \exp_args:Noo 31, 263, 263
- \exp_args:Nooo 263, 263
- \exp_args:Noox 263, 263
- \exp_args:Nox 263, 263
- \exp_args:NV
. 30, 30, 261, 261, 492, 493, 493, 494
- \exp_args:Nv 30, 30, 261, 261
- \exp_args:NVV 30, 261, 262
- \exp_args:Nx 30, 30,
249, 262, 262, 462, 492, 493, 493, 494
- \exp_args:Nxo 263, 263
- \exp_args:Nxx 263, 263
- __exp_eval_error_msg:w 259, 259, 260
- __exp_eval_register:c
259, 259, 259, 261, 261, 264, 264, 265
- __exp_eval_register:N
. 258, 259, 259, 259, 261, 261, 262,
262, 262, 264, 264, 264, 264, 264, 265
- \l__exp_internal_tl . 34, 233, 233,
233, 233, 233, 256, 258, 258, 264, 264
- __exp_last_two_unbraced:noN . . .
. 265, 265, 265
- \exp_last_two_unbraced:Noo
. 32, 32, 265, 265, 443, 450, 450
- \exp_last_unbraced:Nco
. 32, 264, 264, 411
- \exp_last_unbraced:NcV 264, 264
- \exp_last_unbraced:Nf
. 32, 32, 264, 264, 326, 327, 401
- \exp_last_unbraced:Nfo 264, 265
- \exp_last_unbraced:NNNo 264, 264
- \exp_last_unbraced:NnNo . 32, 264, 265
- \exp_last_unbraced:NNNV . 32, 264, 264
- \exp_last_unbraced:NNO
264, 264, 370, 410, 424, 449, 743, 746
- \exp_last_unbraced:Nno
. 32, 32, 264, 265, 735
- \exp_last_unbraced:NNV 264, 264
- \exp_last_unbraced:No
. 264, 264, 415, 453, 453, 455, 455
- \exp_last_unbraced:Noo
. 264, 265, 420, 423
- \exp_last_unbraced:NV 264, 264
- \exp_last_unbraced:Nv 264, 264
- \exp_last_unbraced:Nx 32, 32, 264, 265
- \exp_not:c 33, 33, 265,
265, 270, 271, 309, 464, 465, 465,
465, 465, 465, 465, 465, 472, 472,
472, 472, 472, 472, 472, 472, 477,
482, 483, 487, 487, 487, 488, 491, 604
- \exp_not:f 33,
33, 265, 265, 387, 387, 707, 707, 707
- \exp_not:N 33, 33, 176, 194,
230, 230, 237, 239, 239, 251, 251,
252, 252, 256, 259, 259, 259, 265,
266, 268, 268, 270, 270, 270, 271,
272, 294, 295, 295, 296, 296, 296,
296, 297, 297, 297, 297, 297, 298,

- 298, 298, 298, 299, 299, 299, 306,
 306, 307, 308, 308, 308, 308, 308,
 308, 308, 323, 330, 330, 341, 355,
 355, 356, 356, 356, 359, 372, 373,
 373, 373, 373, 374, 374, 374, 386,
 386, 397, 413, 413, 413, 413, 421,
 422, 430, 465, 472, 477, 487, 487,
 487, 488, 489, 489, 491, 503, 503,
 520, 522, 561, 561, 561, 563, 565,
 566, 566, 567, 570, 571, 574, 574,
 575, 575, 575, 577, 577, 584, 584,
 588, 589, 589, 591, 704, 704, 707,
 707, 707, 707, 707, 707, 737,
 741, 741, 742, 743, 744, 745, 751, 751
 \exp_not:n 33, 33,
 101, 102, 103, 111, 115, 115, 124,
 124, 126, 130, 176, 207, 207, 230,
 230, 237, 237, 239, 249, 256, 264,
 270, 270, 306, 306, 307, 307, 309,
 309, 323, 350, 352, 352, 352, 352,
 352, 353, 353, 354, 354, 358, 358,
 358, 359, 359, 359, 359, 376, 379,
 379, 387, 387, 387, 389, 389, 390,
 390, 392, 393, 395, 397, 398, 398,
 401, 401, 401, 403, 404, 408, 408,
 413, 413, 414, 414, 415, 415, 420,
 420, 421, 421, 421, 422, 464, 465,
 468, 472, 472, 477, 489, 491, 506,
 513, 516, 517, 520, 604, 680, 743, 746
 \exp_not:o 33, 33, 104,
 265, 265, 351, 351, 351, 351, 352,
 352, 352, 352, 352, 352, 352, 352,
 352, 353, 353, 353, 353, 353, 353,
 353, 353, 353, 353, 353, 353, 353,
 354, 355, 355, 355, 355, 356, 358,
 358, 359, 367, 367, 367, 388, 402,
 402, 405, 407, 408, 408, 421, 422,
 482, 482, 483, 483, 496, 496, 500, 500
 \exp_not:V 33,
 33, 265, 265, 352, 352, 353, 353, 505
 \exp_not:v 33, 33, 265, 265, 503
 \exp_stop_f: 34,
 34, 34, 258, 258, 258, 286, 312, 313,
 313, 319, 319, 338, 371, 387, 389,
 389, 389, 477, 526, 526, 537, 546,
 547, 560, 561, 566, 567, 568, 568,
 570, 571, 571, 571, 572, 573, 573,
 575, 576, 576, 592, 597, 597, 597,
 597, 597, 597, 605, 605, 605, 607,
 609, 610, 611, 611, 627, 628, 634,
 634, 634, 644, 644, 650, 654, 654,
 655, 661, 662, 664, 667, 669, 669,
 671, 672, 673, 674, 675, 675, 676,
 676, 677, 679, 685, 693, 695, 695,
 696, 698, 698, 700, 702, 703, 703, 741
 \expandafter 213, 213, 213,
 213, 213, 213, 213, 213, 214, 214,
 214, 214, 214, 215, 215, 215, 216, 219
 \expanded 227
 \ExplFileDate 7, 752, 752, 752, 752
 \ExplFileDescription 7
 \ExplFileName 7
 \ExplFileVersion ... 7, 752, 752, 752, 752
 \ExplSyntaxOff . 4, 4, 7, 7, 7, 8, 216,
 216, 216, 216, 217, 217, 217, 217, 218
 \ExplSyntaxOn 4, 4, 7,
 7, 7, 7, 8, 216, 217, 217, 217, 217, 295

F
 \F 298, 298, 304, 304, 560
 false 194
 false commands:
 \c_false_bool 22,
 37, 237, 238, 239, 239, 240, 240,
 242, 242, 249, 250, 255, 255, 255,
 255, 267, 267, 273, 273, 273, 274,
 274, 274, 278, 278, 279, 279, 279, 281
 \fam 219
 \fi 213, 213, 214,
 214, 214, 215, 215, 216, 216, 216, 220
 fi commands:
 \fi: 24, 36, 74, 74,
 74, 89, 141, 141, 141, 177, 229, 230,
 231, 235, 237, 237, 238, 239, 239,
 239, 241, 241, 241, 242, 243, 243,
 243, 243, 243, 243, 244, 244, 246,
 246, 249, 249, 250, 250, 253, 256,
 259, 259, 260, 260, 267, 267, 268,
 268, 269, 269, 269, 270, 270, 270,
 270, 270, 270, 270, 271, 271, 275,
 277, 278, 278, 279, 284, 284, 284,
 284, 285, 285, 285, 285, 288, 288,
 289, 289, 289, 295, 295, 296, 296,
 296, 296, 297, 297, 297, 297, 297,
 297, 298, 298, 299, 299, 299, 299,
 301, 301, 301, 301, 302, 302, 302,
 302, 302, 302, 304, 305, 305, 305,
 307, 308, 308, 308, 309, 312, 313,
 313, 314, 314, 317, 317, 317, 318,
 319, 319, 320, 321, 321, 327, 328,

329, 330, 330, 337, 337, 338, 338,
 338, 339, 344, 354, 359, 359, 359,
 360, 361, 361, 361, 361, 361, 362,
 363, 363, 363, 370, 371, 371, 372,
 372, 373, 373, 374, 374, 374, 375,
 375, 375, 375, 376, 376, 378, 379,
 379, 380, 388, 388, 390, 390, 391,
 391, 393, 393, 404, 405, 405, 406,
 424, 425, 428, 428, 428, 459, 513,
 513, 523, 528, 529, 529, 529, 529,
 529, 530, 530, 533, 535, 535, 535,
 536, 536, 536, 536, 536, 536, 536,
 536, 536, 536, 536, 536, 537, 537,
 537, 537, 537, 537, 539, 543, 546,
 546, 546, 546, 546, 546, 546, 547,
 547, 547, 547, 547, 547, 547, 547,
 548, 548, 548, 548, 548, 548, 549,
 549, 549, 550, 550, 550, 550, 559,
 559, 559, 560, 561, 561, 561, 564,
 564, 565, 565, 565, 565, 566, 566,
 566, 566, 566, 566, 566, 567, 567,
 567, 567, 568, 569, 569, 569, 569,
 569, 570, 570, 571, 571, 572, 572,
 572, 573, 573, 574, 574, 575, 575,
 575, 575, 575, 575, 576, 576, 576,
 577, 577, 577, 577, 578, 579, 582,
 582, 582, 584, 584, 584, 585, 585,
 586, 586, 586, 587, 588, 588, 588,
 589, 589, 589, 590, 591, 591, 591,
 591, 591, 592, 592, 592, 592, 595,
 596, 596, 596, 596, 596, 596, 597,
 597, 597, 597, 597, 597, 597, 597,
 597, 599, 600, 600, 600, 600, 600,
 600, 600, 600, 600, 600, 600, 600,
 600, 600, 600, 600, 601, 601, 601,
 602, 602, 602, 602, 603, 603, 603,
 603, 605, 605, 605, 605, 606, 606,
 606, 607, 608, 608, 609, 610, 610,
 611, 611, 611, 611, 611, 612, 612,
 613, 614, 614, 614, 614, 614, 615,
 616, 623, 625, 625, 625, 626, 627,
 627, 627, 627, 628, 631, 631, 631,
 631, 633, 633, 633, 633, 633, 633,
 633, 633, 633, 633, 633, 633, 633,
 633, 633, 634, 634, 644, 644, 644,
 644, 644, 644, 644, 644, 644, 650,
 652, 652, 652, 654, 654, 654, 655,
 655, 658, 660, 660, 660, 660, 661,
 661, 662, 662, 662, 662, 662, 663,
 663, 663, 663, 664, 664, 664, 664,
 665, 665, 665, 666, 666, 667, 667,
 668, 668, 668, 668, 669, 669, 669,
 669, 669, 669, 670, 670, 671, 671,
 671, 671, 672, 672, 672, 673, 673,
 673, 673, 673, 673, 674, 675, 675,
 676, 676, 677, 677, 677, 678, 679,
 685, 687, 687, 687, 688, 688, 689,
 691, 691, 691, 691, 691, 691, 691,
 692, 692, 693, 693, 693, 694, 694,
 694, 695, 695, 696, 696, 697, 697,
 698, 698, 698, 700, 701, 701, 701,
 702, 703, 703, 703, 704, 704, 705,
 705, 735, 751, 751, 751, 751, 751

fifteen commands:
 \c_fifteen 73, 292, 293, 333, 333, 581, 587

file commands:
 \file... 171
 _file_add_path:nN ... 506, 506, 506
 \file_add_path:nN
 171, 171, 178, 506, 506, 507, 510, 511
 _file_add_path_search:nN
 506, 506, 506
 \g_file_current_name_tl 171, 460,
 504, 504, 504, 504, 504, 508, 508, 508
 \file_if_exist:n 507
 \file_if_exist:n(TF) 177
 _file_if_exist:nT
 177, 507, 507, 507, 741, 742
 \file_if_exist:nT 730, 730
 \file_if_exist:nTF
 171, 171, 171, 171, 507, 507, 730, 730
 \file_if_exist_input:n . 202, 202, 730
 \file_if_exist_input:nF 730
 \file_if_exist_input:nT 730
 \file_if_exist_input:nTF
 202, 202, 730, 730
 _file_input:n 507, 508
 \file_input:n
 171, 171, 171, 172, 202, 202, 507, 507
 _file_input:n_file_input:V 507
 _file_input:V 507, 730, 730, 730, 730
 _file_input_aux:n 507, 508, 508, 508
 _file_input_aux:o 507, 508
 \g_file_internal_iior
 177, 506, 506, 506, 506, 506, 513, 513
 \l_file_internal_name_tl
 177, 504, 504, 504, 505, 505, 505,
 505, 505, 505, 505, 505, 506, 506,

- 507, 507, 507, 510, 510, 510, 511,
511, 511, 730, 730, 730, 730, 741, 742
\l_file_internal_seq
505, 505, 506, 506, 508, 509, 509, 509
\l_file_internal_tl 504, 504, 508, 508
\file_list: 172, 172, 508, 508
_file_name_sanitizenn
..... 177, 177, 505,
505, 506, 507, 508, 508, 510, 511, 515
_file_name_sanitizenaux:n
..... 505, 505, 506
_file_path_include:n . 508, 508, 508
\file_path_include:n
..... 171, 172, 172, 202, 508, 508
\file_path_remove:n 172, 172, 508, 508
\g_file_record_seq 504, 504,
504, 507, 508, 508, 508, 509, 509
\l_file_saved_search_path_seq ..
..... 505, 505, 506, 507
\l_file_search_path_seq 505, 505,
506, 506, 506, 506, 507, 508, 508, 508
\g_file_stack_seq
..... 504, 504, 507, 508, 508
\finalhyphendemerits 223
\firstmark 221
\firstmarks 226
five commands:
\c_five 73, 292, 293,
333, 333, 546, 587, 587, 625, 650, 662
\floatingpenalty 224
floor 191
\fmtname 216
\font 219
\fontchardp 226
\fontcharht 226
\fontcharic 226
\fontcharwd 226
\fontdimen 225
\fontname 221
foo commands:
\foo:c 1, 2
\foo:cn 28
\foo:cV 28
\foo:N 1, 2
\foo:Nn 28
\foo:NV 28
\foo:V 1
\foo:v 1
four commands:
\c_four 73,
292, 292, 333, 333, 522, 522, 587,
587, 643, 643, 651, 652, 655, 661,
679, 679, 679, 687, 691, 696, 698, 705
fourteen commands:
\c_fourteen 73, 292, 293, 333, 333, 587
fp commands:
\s__fp 524, 524, 524, 525,
525, 525, 527, 527, 527, 527, 527,
527, 527, 527, 527, 527, 527, 527,
528, 528, 528, 528, 528, 529, 529,
529, 530, 530, 530, 531, 535, 535,
536, 536, 536, 536, 536, 536, 536,
536, 537, 543, 543, 549, 549, 549,
557, 559, 561, 574, 574, 577, 577,
580, 595, 596, 596, 599, 599, 599,
599, 600, 600, 600, 600, 600, 600,
600, 600, 600, 600, 600, 601, 601,
601, 601, 602, 604, 604, 604, 604,
604, 604, 605, 605, 605, 605, 605,
605, 605, 605, 606, 606, 606, 606,
606, 606, 607, 609, 609, 614, 614,
615, 615, 615, 615, 615, 615, 618,
618, 618, 618, 627, 627, 627, 634,
634, 654, 654, 654, 662, 662, 662,
667, 667, 668, 668, 668, 668, 668,
668, 668, 668, 669, 669, 669, 669,
669, 670, 672, 672, 672, 672, 672,
674, 674, 675, 675, 675, 675, 676,
676, 676, 676, 676, 677, 677, 691,
691, 691, 691, 692, 692, 692, 695,
696, 696, 696, 696, 697, 698, 698,
698, 698, 699, 699, 700, 701, 701,
701, 702, 702, 703, 704, 705, 705, 705
fp 601, 601, 601
fp&o:ww 601
\fp_(g)zero:N 180
fp*o:ww 613
fp+o:ww
603, 604, 604, 604, 604, 604, 634
fp-o:ww 603, 604, 604, 604
\s__fp_... 525, 525,
525, 525, 525, 525, 525, 527, 527
fp...o:ww 553
fp/o:ww 613, 613, 617, 655
fp&o:ww 601
_fp_o:ww 595
fp^o:ww 667

\fp_abs:n . . . 190, 194, 194, 706, 706,
 706, 716, 716, 718, 718, 728, 728
 __fp_acos_o:w 695, 696, 696, 698
 __fp_acot_o:Nw . . . 581, 581, 690, 690
 __fp_acotii_o:Nww . 690, 690, 691, 691
 __fp_acotii_o:ww 691
 __fp_acsc_normal_o:NfwNnw
 698, 698, 698, 698, 699
 __fp_acsc_o:w 698, 698
 \fp_add:cn 708
 \fp_add:Nn . 181, 181, 706, 708, 708, 708
 __fp_add:NNNn
 708, 708, 708, 708, 708, 708
 __fp_add_big_i:wNww 606
 __fp_add_big_i_o:wNww
 603, 607, 607, 607, 607, 662
 __fp_add_big_ii:wNww 606
 __fp_add_big_ii_o:wNww 607, 607, 607
 __fp_add_inf_o:Nww . . . 605, 605, 605
 __fp_add_normal_o:Nww
 605, 606, 606, 606
 __fp_add_npos_o:NnwNnw
 606, 606, 606, 607
 __fp_add_return_ii_o:Nww
 605, 605, 605, 605
 __fp_add_significand_carry_-
 o:wwwNN 608, 608, 608, 608
 __fp_add_significand_no_carry_-
 o:wwwNN 608, 608, 608, 608
 __fp_add_significand_o:NnnwnnnN
 607, 607, 607, 607, 607, 607
 __fp_add_significand_pack:NNNNNN
 607, 608, 608
 __fp_add_significand_test_o:N
 607, 607, 608
 __fp_add_zeros_o:Nww . 605, 605, 605
 __fp_and_return:wNw . . 601, 601, 601
 __fp_array_count:n 537, 538, 548, 690
 __fp_array_count_loop:Nw
 537, 538, 538, 538
 __fp_array_to_clist:n
 549, 588, 588, 706, 706
 __fp_array_to_clist_loop:Nw
 706, 706, 707, 707
 __fp_asec_o:w 698, 698
 __fp_asin_auxi_o:NnNww
 697, 697, 697, 699
 __fp_asin_auxi_o:nNww . 696, 696, 699
 __fp_asin_isqrt:wn . . . 697, 697, 697
 __fp_asin_normal_o:NfwNnnnw
 696, 696, 696, 696
 __fp_asin_o:w 695, 695
 __fp_atan_auxi:ww . 693, 693, 693, 693
 __fp_atan_auxii:w 693, 693, 694
 __fp_atan_combine_aux:ww
 694, 695, 695
 __fp_atan_combine_o:NwwwwwN
 691, 692, 692, 692, 694, 695
 __fp_atan_dispatch_o:NNnNw
 690, 690, 690, 690
 __fp_atan_div:wnwnw
 692, 693, 693, 693
 __fp_atan_inf_o:NNNw 691,
 691, 691, 691, 691, 691, 692, 696, 698
 __fp_atan_near:wwwn . . 693, 693, 693
 __fp_atan_near_aux:wwn 693, 693, 693
 __fp_atan_normal_o:NNnwNnw
 691, 691, 692, 692
 __fp_atan_o:Nw . . . 581, 581, 690, 690
 __fp_atan_Taylor_break:w
 694, 694, 694
 __fp_atan_Taylor_loop:www
 693, 694, 694, 694, 694
 __fp_atan_test_o:NwwNwwN
 692, 692, 692, 697, 697
 __fp_atanii_o:Nww
 690, 690, 691, 691, 691
 __fp_basics_pack_high:NNNNNw
 603, 603, 608,
 608, 613, 617, 617, 626, 626, 634, 652
 __fp_basics_pack_high_carry:w
 603, 603, 603, 603
 __fp_basics_pack_low:NNNNNw
 603, 603, 608, 613, 615,
 617, 617, 626, 626, 632, 632, 634, 652
 __fp_basics_pack_weird_high:NNNNNNNw
 196, 603, 603, 608, 626
 __fp_basics_pack_weird_low:NNNNw
 196, 603, 603, 608, 626
 \c__fp_big_leading_shift_int
 532, 532, 630, 641, 641, 641
 \c__fp_big_middle_shift_int
 532, 532, 630, 630, 630, 630, 630,
 630, 630, 641, 641, 641, 642, 642, 642
 \c__fp_big_trailing_shift_int
 532, 532, 630, 642
 \c__fp_Bigg_leading_shift_int
 532, 532, 623, 623

\c__fp_Bigg_middle_shift_int ...
 [532](#), [532](#), [623](#), [623](#), [623](#), [623](#)
 \c__fp_Bigg_trailing_shift_int ..
 [532](#), [532](#), [623](#), [623](#)
 __fp_case_return:nw [535](#),
 [536](#), [537](#), [537](#), [537](#), [550](#), [661](#), [691](#),
 [691](#), [691](#), [700](#), [702](#), [703](#), [703](#), [703](#), [705](#)
 __fp_case_return_i_o:ww
 [536](#), [536](#), [605](#), [605](#), [606](#), [614](#), [691](#)
 __fp_case_return_ii_o:ww
 [536](#), [536](#), [614](#), [669](#), [669](#), [691](#)
 __fp_case_return_o:Nw
 [536](#), [536](#), [536](#), [662](#), [662](#), [662](#),
 [667](#), [667](#), [668](#), [668](#), [675](#), [676](#), [698](#), [698](#)
 __fp_case_return_o:Nww [536](#),
 [536](#), [614](#), [615](#), [615](#), [615](#), [669](#), [669](#), [669](#)
 __fp_case_return_same_o:w
 [536](#), [536](#), [536](#), [627](#), [627](#), [654](#),
 [662](#), [668](#), [674](#), [674](#), [675](#), [675](#), [676](#),
 [676](#), [676](#), [677](#), [696](#), [696](#), [696](#), [698](#), [698](#)
 __fp_case_use:nw .. [535](#), [535](#), [606](#),
 [614](#), [614](#), [615](#), [615](#), [618](#), [618](#), [627](#),
 [654](#), [654](#), [668](#), [674](#), [674](#), [675](#), [675](#),
 [675](#), [675](#), [676](#), [676](#), [676](#), [676](#), [677](#),
 [677](#), [696](#), [696](#), [696](#), [696](#), [696](#), [698](#),
 [698](#), [698](#), [698](#), [700](#), [700](#), [702](#), [702](#)
 __fp_chk:w
 [524](#), [524](#), [525](#), [525](#), [525](#), [527](#),
 [527](#), [527](#), [527](#), [527](#), [527](#), [527](#), [527](#),
 [527](#), [527](#), [527](#), [527](#), [527](#), [528](#), [528](#),
 [528](#), [528](#), [528](#), [529](#), [529](#), [529](#), [530](#),
 [530](#), [530](#), [531](#), [537](#), [543](#), [543](#), [549](#),
 [549](#), [549](#), [574](#), [574](#), [580](#), [595](#), [596](#),
 [596](#), [599](#), [599](#), [599](#), [599](#), [600](#), [600](#),
 [600](#), [600](#), [600](#), [601](#), [601](#), [601](#), [602](#),
 [604](#), [604](#), [604](#), [605](#), [605](#), [605](#), [605](#),
 [605](#), [605](#), [605](#), [605](#), [606](#), [606](#), [606](#),
 [606](#), [606](#), [606](#), [607](#), [609](#), [609](#), [614](#),
 [614](#), [615](#), [615](#), [615](#), [615](#), [615](#), [615](#),
 [618](#), [618](#), [618](#), [618](#), [627](#), [627](#), [627](#),
 [634](#), [634](#), [654](#), [654](#), [654](#), [662](#), [662](#),
 [662](#), [667](#), [667](#), [668](#), [668](#), [668](#), [668](#),
 [668](#), [668](#), [668](#), [668](#), [669](#), [669](#), [669](#),
 [669](#), [669](#), [670](#), [672](#), [672](#), [672](#), [672](#),
 [672](#), [674](#), [674](#), [675](#), [675](#), [675](#), [675](#),
 [676](#), [676](#), [676](#), [676](#), [676](#), [677](#), [677](#),
 [691](#), [691](#), [691](#), [691](#), [692](#), [692](#), [692](#),
 [695](#), [696](#), [696](#), [696](#), [696](#), [697](#), [698](#),
 [698](#), [698](#), [698](#), [699](#), [699](#), [700](#), [701](#),
 [701](#), [701](#), [702](#), [702](#), [703](#), [704](#), [705](#), [705](#)
 \fp_compare:n [595](#)
 \fp_compare:nF [598](#), [598](#)
 \fp_compare:nNn [596](#)
 \fp_compare:nNnF [598](#), [598](#)
 \fp_compare:nNnT ... [598](#), [599](#), [728](#), [757](#)
 \fp_compare:nNnTF
 [183](#), [183](#), [184](#), [184](#), [184](#), [184](#), [445](#),
 [596](#), [712](#), [712](#), [712](#), [718](#), [718](#), [757](#), [757](#)
 \fp_compare:nT [598](#), [598](#)
 \fp_compare:nTF
 [183](#), [183](#), [184](#), [184](#), [184](#), [185](#), [190](#), [595](#)
 __fp_compare:wNNNNw [590](#)
 __fp_compare_aux:wn .. [596](#), [596](#), [596](#)
 __fp_compare_back:ww
 [592](#), [596](#), [596](#), [596](#), [596](#), [596](#), [600](#)
 __fp_compare_nan:w
 [596](#), [596](#), [596](#), [596](#), [597](#)
 __fp_compare_npos:nwnw
 [595](#), [596](#), [596](#), [597](#), [597](#), [597](#), [609](#), [644](#)
 \fp_compare_p:n [183](#), [183](#), [595](#)
 \fp_compare_p:nNn [183](#), [183](#), [596](#)
 __fp_compare_return:w . [595](#), [595](#), [595](#)
 __fp_compare_significand:nnnnnnnn
 [597](#), [597](#), [597](#)
 \fp_const:cn [707](#)
 \fp_const:Nn [180](#),
 [180](#), [707](#), [707](#), [707](#), [709](#), [709](#), [709](#), [709](#)
 __fp_cos_o:w [674](#), [675](#)
 __fp_cot_o:w [676](#), [676](#), [676](#)
 __fp_cot_zero_o:Nfw
 [675](#), [675](#), [676](#), [676](#), [677](#), [677](#)
 __fp_csc_o:w [675](#), [675](#)
 __fp_decimate:nNnnnn .. [533](#), [533](#),
 [537](#), [549](#), [607](#), [607](#), [610](#), [663](#), [663](#), [702](#)
 __fp_decimate_:Nnnnn [534](#), [534](#)
 __fp_decimate_auxi:Nnnnn [534](#)
 __fp_decimate_auxii:Nnnnn [534](#)
 __fp_decimate_auxiii:Nnnnn [534](#)
 __fp_decimate_auxiv:Nnnnn [534](#)
 __fp_decimate_auxix:Nnnnn [534](#)
 __fp_decimate_auxv:Nnnnn [534](#)
 __fp_decimate_auxvi:Nnnnn [534](#)
 __fp_decimate_auxvii:Nnnnn ... [534](#)
 __fp_decimate_auxviii:Nnnnn .. [534](#)
 __fp_decimate_auxx:Nnnnn [534](#)
 __fp_decimate_auxxi:Nnnnn [534](#)
 __fp_decimate_auxxii:Nnnnn ... [534](#)
 __fp_decimate_auxxiii:Nnnnn .. [534](#)
 __fp_decimate_auxxiv:Nnnnn ... [534](#)
 __fp_decimate_auxxv:Nnnnn [534](#)

```

\__fp_decimate_auxxvi:Nnnnn ... 534
\__fp_decimate_pack:nnnnnnnnnw .
    ..... 534, 534, 535, 535
\__fp_decimate_pack:nnnnnnnw 535, 535
\__fp_decimate_tiny:Nnnnn .. 534, 534
\__fp_div_npos_o:Nww .....
    ..... 617, 618, 618, 618, 618
\__fp_div_significand_calc:wwnnnnnn
    ..... 621, 621, 622, 622, 622, 624, 657, 657
\__fp_div_significand_calc_-
    i:wwnnnnnn ..... 622, 622, 623
\__fp_div_significand_calc_-
    ii:wwnnnnnn ..... 622, 623, 623
\__fp_div_significand_i_o:wnnw ..
    ..... 618, 618, 621, 621, 621
\__fp_div_significand_ii:wnw ...
    ..... 622, 622, 622, 623, 623, 623
\__fp_div_significand_iii:wwnnnn
    ..... 622, 624, 624, 624
\__fp_div_significand_iv:wwnnnnnn
    ..... 624, 624, 624, 625
\__fp_div_significand_large_-
    o:wwNNNNwN .... 626, 626, 626, 626
\__fp_div_significand_pack:NNN ..
    ..... 624,
    ..... 625, 625, 625, 625, 625, 657,
    ..... 657, 657, 657, 657, 657, 657, 657
\__fp_div_significand_small_-
    o:wwNNNNwN .... 626, 626, 626, 626
\__fp_div_significand_test_o:w ..
    ..... 621, 625, 625, 625, 625
\__fp_div_significand_v:NN .....
    ..... 625, 625, 625
\__fp_div_significand_v:NNw ... 624
\__fp_div_significand_vi:Nw ....
    ..... 624, 625, 625, 625
\s__fp_division ..... 527, 527
\l__fp_division_by_zero_flag_-
    token ..... 539, 539
\__fp_division_by_zero_o:Nnw ...
    .... 540, 542, 543, 543, 654, 677, 677
\__fp_division_by_zero_o:NNww ...
    .... 540, 542, 543, 543, 618, 618, 668
\fp_do_until:nn 184, 184, 597, 597, 598
\fp_do_until:nNnn .....
    ..... 184, 184, 598, 598, 598
\fp_do_while:nn 184, 184, 597, 598, 598
\fp_do_while:nNnn .....
    ..... 184, 184, 598, 598, 598
\__fp_ep_compare:www . 644, 644, 693
\__fp_ep_compare_aux:www .....
    ..... 644, 644, 644
\__fp_ep_div:wwwwn ..... 647,
    ..... 647, 651, 688, 689, 693, 693, 693, 699
\__fp_ep_div_eps_pack:NNNNw ...
    ..... 648, 648, 648, 648
\__fp_ep_div_epsilon:wnNNNNn ..... 647
\__fp_ep_div_epsilon:wnNNNNnn .....
    ..... 647, 648, 648
\__fp_ep_div_epsilonii:wnNNNNnn ...
    ..... 648, 648, 648
\__fp_ep_div_esti:wwwwn .....
    ..... 647, 647, 647, 647
\__fp_ep_div_estii:wwnnwn .....
    ..... 647, 647, 647
\__fp_ep_div_estiii:NNNNwwww ...
    ..... 647, 647, 647
\__fp_ep_inv_to_float:wN ..... 677
\__fp_ep_inv_to_float:wwN .....
    ..... 651, 651, 651, 675, 676, 686
\__fp_ep_isqrt:wnw ... 649, 649, 697
\__fp_ep_isqrt_aux:wnw ..... 649
\__fp_ep_isqrt_auxi:wnw .... 649, 649
\__fp_ep_isqrt_auxii:wwnnwn ...
    ..... 649, 649, 649
\__fp_ep_isqrt_epsilon:wN .....
    ..... 649, 650, 650, 650
\__fp_ep_isqrt_epsilonii:wwN .....
    ..... 650, 650, 650, 650, 650
\__fp_ep_isqrt_esti:wwnnwn ....
    ..... 649, 649, 649, 650
\__fp_ep_isqrt_estii:wwnnwn ...
    ..... 649, 650, 650
\__fp_ep_isqrt_estiii:NNNNwwww .
    ..... 649, 650, 650
\__fp_ep_mul:wwwwn .....
    ..... 645, 645, 687, 688, 697, 697
\__fp_ep_mul_raw:wwwN .....
    ..... 645, 645, 645, 678, 686
\__fp_ep_to_ep:wwN .....
    ..... 643, 643, 645, 645, 647, 647, 649, 697
\__fp_ep_to_ep_end:www . 643, 644, 644
\__fp_ep_to_ep_loop:N .....
    .... 643, 643, 644, 644, 644, 685, 686
\__fp_ep_to_ep_zero:ww . 643, 644, 644
\__fp_ep_to_fixed:wnw .....
    ..... 643, 643, 678, 693, 693, 697
\__fp_ep_to_fixed_auxi:www .....
    ..... 643, 643, 643

```

__fp_ep_to_fixed_auxii:nnnnnnwn
 643, 643, 643
 __fp_ep_to_float:wN 677
 __fp_ep_to_float:wwN 651,
 651, 651, 651, 674, 674, 675, 686, 689
 __fp_error:nffn
 541, 541, 542, 543, 543, 548, 588
 __fp_error:nnfn 541, 542, 543
 __fp_error:nnnn 543, 543, 543
 \fp_eval:n 181, 181,
 183, 189, 189, 189, 190, 190, 190,
 190, 190, 190, 190, 190, 190, 190,
 190, 190, 191, 191, 191, 191, 191,
 191, 191, 191, 191, 191, 191, 192,
 192, 192, 192, 192, 192, 192, 192,
 192, 192, 192, 192, 192, 192, 193,
 193, 193, 193, 193, 193, 193, 193,
 193, 194, 194, 706, 706, 708, 757, 757
 \s__fp_exact
 527, 527, 527, 527, 527, 527, 527, 599
 __fp_exp_after_?f:nw 561, 562
 __fp_exp_after_array_f:w
 531, 531, 531, 579, 601, 601, 602, 602
 __fp_exp_after_f:nw
 529, 530, 561, 580, 584
 __fp_exp_after_mark_f:nw
 561, 561, 562
 __fp_exp_after_normal:nNNw
 529, 530, 530, 530, 530
 __fp_exp_after_normal:Nwwww
 530, 531
 __fp_exp_after_o:nw 529, 530
 __fp_exp_after_o:w 529,
 529, 529, 536, 536, 536, 549, 550,
 550, 592, 600, 601, 605, 634, 672, 672
 __fp_exp_after_special:nNNw
 529, 530, 530, 530, 530
 __fp_exp_after_stop_f:nw .. 531, 531
 __fp_exp_large:w
 664, 664, 664, 664, 664, 664,
 664, 664, 664, 664, 664, 665, 665,
 665, 665, 665, 665, 665, 665, 665,
 665, 665, 665, 665, 665, 665, 665,
 665, 665, 665, 665, 665, 665, 665,
 665, 665, 665, 665, 666, 666, 666,
 666, 666, 666, 666, 666, 666, 666,
 666, 666, 666, 666, 666, 666, 666
 __fp_exp_large:wN ... 664, 666, 666
 __fp_exp_large_after:wwn
 664, 666, 666
 __fp_exp_large_i:wN .. 664, 665, 666
 __fp_exp_large_ii:wN . 664, 665, 665
 __fp_exp_large_iii:wN . 664, 665, 665
 __fp_exp_large_iv:wN . 664, 665, 665
 __fp_exp_large_v:wN .. 664, 664, 671
 __fp_exp_normal:w 662, 662, 662
 __fp_exp_o:w 662, 662
 __fp_exp_overflow: 663, 663
 __fp_exp_pos:NNwnw ... 662, 662, 662
 __fp_exp_pos:Nwnw 662
 __fp_exp_pos_large:NnnNwn
 663, 664, 664
 __fp_exp_Taylor:Nnnwn
 663, 663, 663, 666
 __fp_exp_Taylor_break:Nww
 663, 663, 664
 __fp_exp_Taylor_ii:ww 663, 663
 __fp_exp_Taylor_loop:www
 663, 663, 663, 664
 __fp_expand:n 538, 538, 706, 706
 __fp_expand_loop:nwnN
 538, 538, 538, 538
 __fp_exponent:w 528, 528
 __fp_fixed_add:nnNnnwn 638, 639, 639
 __fp_fixed_add:Nnnnnwn
 638, 638, 638, 638
 __fp_fixed_add:wwn 635, 635, 638,
 638, 648, 660, 660, 660, 661, 693, 695
 __fp_fixed_add_after:NNNNwn ...
 638, 638, 639
 __fp_fixed_add_one:wN
 636, 636, 648, 664, 664, 697
 __fp_fixed_add_pack:NNNNwn ...
 638, 638, 639, 639
 __fp_fixed_continue:wn 635,
 635, 645, 645, 647, 664, 665, 665,
 665, 666, 666, 671, 679, 687, 697, 697
 __fp_fixed_div_int:wnN
 637, 638, 638, 638
 __fp_fixed_div_int:wwN
 637, 637, 660, 664, 694
 __fp_fixed_div_int_after:Nw ...
 637, 637, 637, 638
 __fp_fixed_div_int_auxi:wnn ...
 637, 638, 638, 638, 638, 638, 638
 __fp_fixed_div_int_auxii:wnn ...
 637, 637, 638, 638
 __fp_fixed_div_int_pack:Nw
 637, 637, 637, 637, 637, 637, 638, 638

```

\__fp_fixed_div_myriad:wn .....
..... 636, 636, 648
\__fp_fixed_inv_to_float:wN ....
..... 651, 651, 662, 670
\__fp_fixed_mul:nnnnnnnw 639, 640, 640
\__fp_fixed_mul:wnn .....
..... 635, 636, 639, 639,
645, 647, 648, 648, 648, 650, 650,
651, 660, 660, 661, 664, 664, 666,
670, 684, 686, 687, 688, 694, 695, 695
\__fp_fixed_mul_add:nnnnwnnnn ...
..... 642, 642, 642
\__fp_fixed_mul_add:nnnnwnnwN ...
..... 642, 642, 642
\__fp_fixed_mul_add:Nwnnnwnnnn ...
..... 641, 641, 641, 641, 641
\__fp_fixed_mul_add:wwwn ... 640, 641
\__fp_fixed_mul_after:wnn 636, 636,
636, 636, 639, 639, 641, 641, 641, 670
\__fp_fixed_mul_one_minus_-
mul:wnn ..... 640
\__fp_fixed_mul_short:wnn .....
.... 636, 636, 647, 648, 650, 650, 695
\__fp_fixed_mul_sub_back:wwwn ...
..... 640, 641, 650,
687, 687, 687, 687, 687, 687, 687,
687, 687, 687, 687, 687, 687, 687,
687, 687, 687, 688, 688, 688, 688,
688, 688, 689, 689, 689, 689, 694, 694
\__fp_fixed_one_minus_mul:wnn ...
..... 641, 641, 641
\__fp_fixed_sub:wnn .... 638, 638,
650, 660, 661, 661, 679, 693, 695, 697
\__fp_fixed_to_float:Nw 651, 651, 661
\__fp_fixed_to_float:wN .....
..... 635, 651, 651,
651, 651, 661, 661, 662, 669, 695, 695
\__fp_fixed_to_float_pack:ww 652, 652
\__fp_fixed_to_float_rad:wN ....
..... 651, 651, 695
\__fp_fixed_to_float_round_-
up:wnnnnw ..... 652, 652
\__fp_fixed_to_float_zero:w 652, 652
\__fp_fixed_to_loop:N . 651, 652, 652
\__fp_fixed_to_loop_end:w .. 652, 652
\fp_flag_off:n .... 186, 186, 539, 539
\fp_flag_on:n ..... 186, 186,
539, 539, 541, 541, 541, 542, 542, 543
\fp_format:nn ..... 195
\__fp_from_dim:wNNnnnnnn 705, 705, 705
\__fp_from_dim:wnnnnwNn .... 705, 705
\__fp_from_dim:wnnnnwNw ..... 705
\__fp_from_dim:wNw .... 705, 705, 705
\__fp_from_dim_test:ww .....
..... 563, 580, 705, 705, 705, 705
\fp_function:Nw ..... 592, 593
\__fp_function_apply:nw .....
.... 592, 593, 593, 593, 594, 594, 594
\__fp_function_args:Nwn .....
..... 593, 593, 593, 593
\__fp_function_store:wwNwnn ....
..... 594, 594, 594, 594, 594
\__fp_function_store_end:wnnn ...
..... 594, 594, 594, 594
\fp_gadd:cn ..... 708
\fp_gadd:Nn ..... 181, 708, 708, 708
.fgset:c ..... 161, 493
\fp_gset:cn ..... 707
.fgset:N ..... 161, 493
\fp_gset:Nn .....
.... 180, 707, 707, 707, 708, 708, 752
\fp_gset_eq:cc ..... 707
\fp_gset_eq:cN ..... 707
\fp_gset_eq:Nc ..... 707
\fp_gset_eq:NN 181, 707, 707, 707, 708
\fp_gset_from_dim:cn ..... 752
\fp_gset_from_dim:Nn .. 752, 752, 752
\fp_gsub:cn ..... 708
\fp_gsub:Nn ..... 181, 708, 708, 708
\fp_gzero:c ..... 708
\fp_gzero:N ... 180, 708, 708, 708, 708
\fp_gzero_new:c ..... 708
\fp_gzero_new:N ... 180, 708, 708, 708
\fp_if_exist:c ..... 595
\fp_if_exist:cTF ..... 595
\fp_if_exist:N ..... 595
\fp_if_exist:NTF .....
.... 182, 182, 595, 708, 708, 709, 732
\fp_if_exist_p:c ..... 595
\fp_if_exist_p:N ..... 182, 182, 595
\fp_if_flag_on:n ..... 539
\fp_if_flag_on:nTF .... 186, 186, 539
\fp_if_flag_on_p:n .... 186, 186, 539
\fp_if_nan:nTF ..... 195
\__fp_inf_fp:N ..... 528, 528, 542
\s__fp_invalid ..... 527, 527
\__fp_invalid_operation:nnw ....
..... 540, 540,
541, 543, 543, 543, 700, 700, 702, 702

```

\l__fp_invalid_operation_flag_-
 token 539, 539
 __fp_invalid_operation_o:fw ...
 543, 674, 675, 675, 676,
 676, 677, 696, 696, 697, 698, 698, 699
 __fp_invalid_operation_o:nw ...
 540, 543, 543, 543, 627, 654
 __fp_invalid_operation_o:Nww ...
 540,
 541, 543, 543, 606, 606, 615, 615, 672
 __fp_invalid_operation_tl_o:ff .
 540, 541, 543, 543, 549
 \c__fp_leading_shift_int
 532, 532, 636, 636, 639, 670, 684, 685
 __fp_ln_c:NwNn 659
 __fp_ln_c:NwNw ... 659, 660, 660, 660
 __fp_ln_div_after:Nw
 655, 657, 658, 658
 __fp_ln_div_i:w 657, 657
 __fp_ln_div_ii:wwn
 657, 657, 657, 657, 657
 __fp_ln_div_vi:wwn 657, 657
 __fp_ln_exponent:wn 654, 660, 660, 661
 __fp_ln_exponent_one:ww ... 661, 661
 __fp_ln_exponent_small:NNww ...
 661, 661, 661
 \c__fp_ln_i_fixed_tl 653, 653
 \c__fp_ln_ii_fixed_tl 653, 653
 \c__fp_ln_iii_fixed_tl 653, 653
 \c__fp_ln_iv_fixed_tl 653, 653
 \c__fp_ln_ix_fixed_tl 653, 653
 __fp_ln_npos_o:w
 653, 654, 654, 654, 654
 __fp_ln_o:w 653, 654, 654, 669
 __fp_ln_significand:NNNNnnN ...
 654, 654, 654, 655, 670
 __fp_ln_square_t_after:w .. 658, 659
 __fp_ln_square_t_pack:NNNNw ...
 658, 658, 658, 658, 659
 __fp_ln_t_large:NNw 658, 658, 658, 658
 __fp_ln_t_small:Nw 658, 658
 __fp_ln_t_small:w 658
 __fp_ln_Taylor:wwNw 659, 659, 659, 659
 __fp_ln_Taylor_break:w ... 660, 660
 __fp_ln_Taylor_loop:www 659, 659, 660
 __fp_ln_twice_t_after:w ... 659, 659
 __fp_ln_twice_t_pack:Nw
 659, 659, 659, 659, 659, 659
 \c__fp_ln_vi_fixed_tl 653, 653
 \c__fp_ln_vii_fixed_tl 653, 653
 \c__fp_ln_viii_fixed_tl 653, 653
 \c__fp_ln_x_fixed_tl 653, 653, 661, 661
 __fp_ln_x_ii:wnnnn ... 655, 655, 655
 __fp_ln_x_iii:NNNNNNw 655, 655
 __fp_ln_x_iii_var:NNNNNNw .. 655, 655
 __fp_ln_x_iv:wnnnnnnnn 655, 657, 657
 \fp_log:c 732
 \fp_log:N 203, 203, 732, 732, 732
 \fp_log:n 203, 203, 732, 732
 \s__fp_mark 527, 527, 538, 538, 538,
 538, 538, 557, 558, 561, 583, 583,
 584, 585, 594, 594, 594, 594, 594, 594
 \fp_max:nn 194, 194, 706, 706
 \c__fp_max_exponent_int
 . 525, 525, 528, 528, 528, 528, 529,
 529, 644, 652, 662, 663, 671, 700, 702
 __fp_max_fp:N 528, 528
 \c__fp_middle_shift_int
 532, 532, 636,
 637, 637, 637, 640, 640, 640, 640,
 670, 670, 670, 670, 684, 685, 686, 686
 \fp_min:nn 194, 706, 706
 __fp_min_fp:N 528, 528
 __fp_minmax_auxi:ww 599, 600, 600, 600
 __fp_minmax_auxii:ww
 600, 600, 600, 600
 __fp_minmax_break_o:w . 599, 600, 600
 __fp_minmax_loop:Nww
 599, 599, 599, 599, 599, 600
 __fp_minmax_o:Nw
 581, 581, 595, 599, 599
 __fp_mul_cases_o:NnNnw
 614, 614, 617, 617
 __fp_mul_cases_o:nNnw 614
 __fp_mul_npos_o:Nww 614,
 614, 615, 615, 615, 617, 705, 705, 705
 __fp_mul_significand_drop:NNNNw
 615, 615, 616, 616, 616, 616, 616
 __fp_mul_significand_keep:NNNNw
 615, 616, 616, 616
 __fp_mul_significand_large_-
 f:NwwNNNN 616, 616, 616
 __fp_mul_significand_o:nnnnNnnnn
 615, 615, 615, 615, 615
 __fp_mul_significand_small_-
 f:NNwwN 616, 617, 617
 __fp_mul_significand_test_f:NNN
 616, 616, 616, 616
 __fp_neg_sign:N ... 529, 529, 604, 604

- \fp_new:N 180,
180, 180, 435, 435, 707, 707, 707,
708, 708, 709, 709, 709, 709, 711,
711, 711, 715, 715, 722, 722, 727, 727
- __fp_new_function:Ncfnn ... 593, 593
- __fp_new_function:NNnnn 593, 593, 593
- \fp_new_function:Npn 593, 593
- __fp_not_o:w 578, 595, 600
- \c__fp_one_fixed_tl 635,
635, 660, 664, 671, 671, 692, 694, 697
- \s__fp_overflow 527, 527, 528
- __fp_overflow:w
.... 529, 529, 540, 542, 542, 543, 543
- \l__fp_overflow_flag_token . 539, 539
- __fp_pack:NNNNNw .. 532, 532, 636,
636, 636, 637, 637, 637, 640, 640,
640, 640, 640, 670, 670, 670, 670, 670
- __fp_pack_big:NNNNNNw .. 532, 532,
630, 630, 630, 630, 630, 630, 630,
630, 641, 641, 641, 641, 642, 642, 642
- __fp_pack_Bigg:NNNNNNw
532, 532, 623, 623, 623, 623, 623, 623
- __fp_pack_eight:wNNNNNNNN
533, 533, 611, 613, 627, 643, 679, 679
- __fp_pack_twice_four:wNNNNNNNN .
.... 533, 533, 550, 550, 611, 611,
643, 643, 643, 644, 644, 644, 652,
652, 663, 663, 663, 679, 679, 684, 705
- __fp_parse:n .. 551, 563, 583, 583,
583, 594, 594, 595, 596, 596, 700,
701, 703, 704, 706, 706, 706, 706,
706, 706, 707, 707, 707, 708, 708
- \fp_parse:n 562
- __fp_parse_after:ww .. 583, 583, 583
- __fp_parse_apply_binary:NwNwN ..
..... 554,
555, 555, 555, 584, 584, 587, 587, 588
- __fp_parse_apply_compare:NwNNNNNwN
..... 591, 592
- __fp_parse_apply_compare_-
aux:NNwN 592, 592, 592
- __fp_parse_apply_juxtapose:NwNwN
..... 587, 587, 588, 588
- __fp_parse_apply_unary:NNNwN ...
..... 578, 578, 578, 581, 581
- __fp_parse_compare:NNNNNNNN
590, 590, 590, 590, 590, 591, 591, 592
- __fp_parse_compare_auxi:NNNNNNNN
..... 590, 591, 591, 591
- __fp_parse_compare_auxii:NNNNN .
..... 590, 591, 591, 591, 591, 591
- __fp_parse_compare_end:NNNNw ...
..... 590, 591, 591
- __fp_parse_continue 583
- __fp_parse_continue:NwN
..... 555, 555, 555, 555, 556,
583, 583, 583, 584, 592, 601, 602, 602
- __fp_parse_continue_compare:NNwNwN
..... 592, 592
- __fp_parse_digits:N 561, 561
- __fp_parse_digits_i:N 560, 561
- __fp_parse_digits_ii:N 560, 561
- __fp_parse_digits_iii:N ... 560, 560
- __fp_parse_digits_iv:N 560, 560
- __fp_parse_digits_v:N 560, 560
- __fp_parse_digits_vi:N
..... 560, 560, 568, 570
- __fp_parse_digits_vii:N
..... 560, 567, 568, 570
- __fp_parse_excl_error: 590, 590, 591
- __fp_parse_expand:w
. 559, 559, 559, 559, 559, 560, 562,
563, 564, 565, 566, 566, 567, 567,
568, 568, 569, 570, 570, 571, 572,
572, 573, 574, 574, 575, 575, 576,
576, 576, 578, 579, 579, 581, 581,
583, 585, 585, 586, 587, 588, 589,
589, 589, 590, 591, 592, 593, 593, 601
- __fp_parse_exponent:N
.... 563, 567, 572, 572, 575, 575, 575
- __fp_parse_exponent:Nw
568, 569, 570, 571, 573, 574, 575, 575
- __fp_parse_exponent_aux:N
..... 575, 575, 575
- __fp_parse_exponent_body:N
..... 576, 576, 576
- __fp_parse_exponent_digits:N ...
..... 576, 576, 576, 576
- __fp_parse_exponent_keep:N ... 577
- __fp_parse_exponent_keep:NTF ...
..... 576, 576
- __fp_parse_exponent_sign:N
..... 575, 575, 575, 575
- __fp_parse_function:NNN
..... 581, 581, 581, 581,
581, 581, 581, 581, 582, 582, 582, 583
- __fp_parse_infix:NN
. 562, 562, 563, 564, 565, 579, 580,
580, 580, 581, 584, 584, 585, 585, 594

fp_parse_infix_
 _fp_parse_infix_>:N [590](#)
 _fp_parse_infix_ . [579](#), [585](#), [585](#),
 [586](#), [586](#), [586](#), [586](#), [587](#), [587](#), [587](#),
 [587](#), [588](#), [589](#), [589](#), [589](#), [589](#), [589](#), [589](#)
 _fp_parse_infix_&:Nw [589](#)
 _fp_parse_infix_(:N [587](#)
 _fp_parse_infix_):N [585](#)
 _fp_parse_infix_*:N [588](#)
 _fp_parse_infix_+:N . [559](#), [586](#), [594](#)
 _fp_parse_infix_-:N [586](#)
 _fp_parse_infix_/:N [586](#)
 _fp_parse_infix::N
 [589](#), [590](#), [590](#), [601](#)
 _fp_parse_infix_:N [590](#)
 _fp_parse_infix_<:N [590](#)
 _fp_parse_infix_?:N [589](#)
 _fp_parse_infix_^:N [586](#)
 _fp_parse_infix_after_operand:NwN
 [562](#), [563](#), [563](#), [578](#), [584](#), [584](#)
 _fp_parse_infix_and:N [586](#), [587](#), [589](#)
 _fp_parse_infix_check:NNN [584](#), [585](#)
 _fp_parse_infix_comma:w . [586](#), [586](#)
 _fp_parse_infix_comma_gobble:w
 [586](#), [586](#)
 _fp_parse_infix_end:N
 [583](#), [583](#), [583](#), [585](#), [585](#), [585](#), [585](#)
 _fp_parse_infix_juxtapose:N . .
 [584](#), [584](#), [587](#), [587](#), [587](#), [588](#), [588](#)
 _fp_parse_infix_mark:NNN
 [584](#), [585](#), [585](#)
 _fp_parse_infix_mul:N [586](#), [587](#), [588](#)
 _fp_parse_infix_or:N . [586](#), [587](#), [589](#)
 _fp_parse_large:N [566](#), [566](#), [569](#), [569](#)
 _fp_parse_large_leading:wwNN . .
 [570](#), [570](#), [570](#)
 _fp_parse_large_round:NN
 [571](#), [571](#), [573](#), [573](#)
 _fp_parse_large_round_aux:wNN .
 [573](#), [573](#), [574](#)
 _fp_parse_large_round_test:NN .
 [573](#), [573](#), [573](#)
 _fp_parse_large_trailing:wwNN .
 [570](#), [570](#), [571](#)
 _fp_parse_letters:N
 [564](#), [564](#), [564](#), [564](#), [565](#), [565](#)
 _fp_parse_lparen_after:NwN . .
 [579](#), [579](#), [579](#)
 _fp_parse_one [583](#)
 _fp_parse_one:Nw [554](#),
 [555](#), [555](#), [556](#), [556](#), [556](#), [557](#), [557](#),
 [559](#), [561](#), [561](#), [565](#), [566](#), [577](#), [580](#), [583](#)
 _fp_parse_one_digit:NN
 [561](#), [563](#), [563](#), [578](#)
 _fp_parse_one_fp:NN . [561](#), [561](#), [562](#)
 _fp_parse_one_other:NN [561](#), [564](#), [564](#)
 _fp_parse_one_register:NN
 [561](#), [562](#), [562](#)
 _fp_parse_one_register_aux:Nw .
 [562](#), [562](#), [563](#)
 _fp_parse_one_register_-
 auxii:wwwNw [562](#), [563](#), [563](#)
 _fp_parse_one_register_dim:ww .
 [562](#), [563](#), [563](#), [563](#)
 _fp_parse_one_register_int:www
 [562](#), [563](#), [563](#)
 _fp_parse_one_register_mu:www .
 [562](#), [563](#), [563](#)
 _fp_parse_operand [583](#)
 _fp_parse_operand:Nw . [554](#), [554](#),
 [554](#), [555](#), [556](#), [556](#), [556](#), [557](#), [557](#),
 [559](#), [578](#), [578](#), [579](#), [579](#), [581](#), [581](#),
 [583](#), [583](#), [583](#), [583](#), [586](#), [587](#), [588](#),
 [589](#), [590](#), [592](#), [592](#), [593](#), [593](#), [593](#), [601](#)
 _fp_parse_pack_carry:w
 [569](#), [569](#), [569](#), [569](#)
 _fp_parse_pack_leading:NNNNNw
 [568](#), [569](#), [569](#), [570](#)
 _fp_parse_pack_trailing:NNNNNNw
 [568](#), [569](#), [569](#), [570](#), [571](#), [571](#)
 _fp_parse_prefix:NNN . [564](#), [565](#), [565](#)
 _fp_parse_prefix_ [579](#)
 _fp_parse_prefix_(:Nw [579](#)
 _fp_parse_prefix_+:Nw [577](#)
 _fp_parse_prefix_-:Nw [578](#)
 _fp_parse_prefix_:Nw [578](#)
 _fp_parse_prefix_:Nw [578](#)
 _fp_parse_prefix_unknown:NNN . .
 [565](#), [565](#), [565](#)
 _fp_parse_return_semicolon:w . .
 [559](#),
 [559](#), [560](#), [565](#), [572](#), [572](#), [575](#), [576](#), [576](#)
 _fp_parse_round:Nw
 [582](#), [582](#), [582](#), [582](#), [583](#)
 _fp_parse_round_after:wN
 [572](#), [572](#), [572](#), [572](#), [573](#), [574](#)
 _fp_parse_round_loop:N [571](#), [571](#),
 [572](#), [572](#), [572](#), [572](#), [573](#), [573](#), [573](#), [574](#)

__fp_parse_round_up:N
 [571](#), [572](#), [572](#), [572](#)
 __fp_parse_small:N [567](#), [567](#), [567](#), [568](#)
 __fp_parse_small_leading:wwNN ..
 [568](#), [568](#), [568](#), [570](#)
 __fp_parse_small_round:NN
 [568](#), [572](#), [572](#), [574](#)
 __fp_parse_small_trailing:wwNN ..
 [568](#), [568](#), [568](#), [571](#)
 __fp_parse_strim_end:w [567](#), [567](#), [567](#)
 __fp_parse_strim_zeros:N
 [566](#), [566](#), [567](#), [567](#), [567](#), [578](#), [579](#)
 __fp_parse_trim_end:w . [566](#), [566](#), [566](#)
 __fp_parse_trim_zeros:N
 [563](#), [566](#), [566](#), [566](#)
 __fp_parse_unary_function:nNN ..
 [581](#), [581](#), [582](#), [582](#), [582](#), [582](#), [582](#), [582](#)
 __fp_parse_word:Nw [564](#), [564](#), [564](#), [564](#)
 __fp_parse_word_abs:N [581](#), [581](#)
 __fp_parse_word_acos:N [582](#)
 __fp_parse_word_acosd:N [582](#)
 __fp_parse_word_acot:N [581](#), [581](#)
 __fp_parse_word_acotd:N ... [581](#), [581](#)
 __fp_parse_word_acsc:N [582](#)
 __fp_parse_word_acscd:N [582](#)
 __fp_parse_word_asec:N [582](#)
 __fp_parse_word_asecd:N [582](#)
 __fp_parse_word_asin:N [582](#)
 __fp_parse_word_asind:N [582](#)
 __fp_parse_word_atan:N [581](#), [581](#)
 __fp_parse_word_atand:N ... [581](#), [581](#)
 __fp_parse_word_bp:N [580](#)
 __fp_parse_word_cc:N [580](#)
 __fp_parse_word_ceil:N [582](#), [582](#)
 __fp_parse_word_cm:N [580](#)
 __fp_parse_word_cos:N [582](#)
 __fp_parse_word_cosd:N [582](#)
 __fp_parse_word_cot:N [582](#)
 __fp_parse_word_cotd:N [582](#)
 __fp_parse_word_csc:N [582](#)
 __fp_parse_word_cscd:N [582](#)
 __fp_parse_word_dd:N [580](#)
 __fp_parse_word_deg:N [580](#)
 __fp_parse_word_em:N [580](#)
 __fp_parse_word_ex:N [580](#)
 __fp_parse_word_exp:N [581](#), [582](#)
 __fp_parse_word_false:N [580](#)
 __fp_parse_word_floor:N ... [582](#), [582](#)
 __fp_parse_word_in:N [580](#)
 __fp_parse_word_inf:N [580](#)
 __fp_parse_word_ln:N [581](#), [582](#)
 __fp_parse_word_max:N [581](#), [581](#)
 __fp_parse_word_min:N [581](#), [581](#)
 __fp_parse_word_mm:N [580](#)
 __fp_parse_word_nan:N [580](#)
 __fp_parse_word_nc:N [580](#)
 __fp_parse_word_nd:N [580](#)
 __fp_parse_word_pc:N [580](#)
 __fp_parse_word_pi:N [580](#)
 __fp_parse_word_pt:N [580](#)
 __fp_parse_word_round:N ... [582](#), [582](#)
 __fp_parse_word_sec:N [582](#)
 __fp_parse_word_secd:N [582](#)
 __fp_parse_word_sin:N [582](#)
 __fp_parse_word_sind:N [582](#)
 __fp_parse_word_sp:N [580](#)
 __fp_parse_word_sqrt:N [581](#), [582](#)
 __fp_parse_word_tan:N [582](#)
 __fp_parse_word_tand:N [582](#)
 __fp_parse_word_true:N [580](#)
 __fp_parse_word_trunc:N ... [582](#), [582](#)
 __fp_parse_zero:
 [566](#), [566](#), [567](#), [567](#), [567](#)
 __fp_pow_B:wwN [670](#), [671](#)
 __fp_pow_C_neg:w [671](#), [671](#)
 __fp_pow_C_overflow:w . [671](#), [671](#), [671](#)
 __fp_pow_C_pack:w [671](#), [671](#), [671](#)
 __fp_pow_C_pos:w [671](#), [671](#)
 __fp_pow_C_pos_loop:wN [671](#), [671](#), [671](#)
 __fp_pow_exponent:Nwnnnnnw
 [670](#), [670](#), [670](#)
 __fp_pow_exponent:wnN [670](#), [670](#)
 __fp_pow_neg:www .. [667](#), [671](#), [672](#), [672](#)
 __fp_pow_neg_aux:wwN
 [671](#), [672](#), [672](#), [672](#)
 __fp_pow_neg_case:w .. [672](#), [672](#), [672](#)
 __fp_pow_neg_case_aux:nnnnn ...
 [672](#), [672](#), [673](#)
 __fp_pow_neg_case_aux:NNNNNNNw
 [672](#), [673](#), [673](#), [673](#)
 __fp_pow_normal:ww
 [667](#), [667](#), [667](#), [668](#), [669](#)
 __fp_pow_npos:Nww [669](#), [669](#), [669](#)
 __fp_pow_npos:ww [668](#)
 __fp_pow_npos_aux:NNnw
 [669](#), [670](#), [670](#), [670](#)
 __fp_pow_zero_or_inf:ww
 [667](#), [668](#), [668](#), [668](#)
 __fp_reverse_args:Nww
 [526](#), [526](#), [689](#), [693](#), [696](#), [697](#), [698](#), [698](#)

__fp_round:NNN
 . 545, 545, 545, 546, 546, 547, 608,
 609, 616, 617, 617, 626, 626, 633, 634
 __fp_round:Nwn 548, 549, 549, 549, 704
 __fp_round:Nww 548, 549, 549
 __fp_round_digit:Nw 534,
 534, 535, 535, 535, 547, 547, 609,
 613, 615, 616, 617, 617, 626, 634, 634
 __fp_round_name_from_cs:N
 548, 548, 548, 549
 __fp_round_neg:NNN
 545, 547, 548, 612, 612, 612, 613, 613
 __fp_round_normal:NnnwNNnn
 549, 549, 549
 __fp_round_normal:NNwNnn
 549, 549, 550
 __fp_round_normal:NwNNnw
 549, 549, 549
 __fp_round_normal_end:wwNnn ...
 549, 550, 550
 __fp_round_o:Nw
 548, 548, 582, 582, 582, 583
 __fp_round_pack:Nw ... 549, 549, 550
 __fp_round_return_one: 545,
 546, 546, 546, 546, 546, 547, 548, 548
 __fp_round_s:NNNw
 545, 546, 546, 572, 573, 573
 __fp_round_special:NwwNnn
 549, 550, 550
 __fp_round_special_aux:Nw
 549, 550, 550
 __fp_round_to_nearest:NNN
 545, 546, 546, 548, 583, 583, 704
 __fp_round_to_nearest_neg:NNN ..
 547, 548, 548
 __fp_round_to_ninf:NNN
 545, 546, 548, 582, 582
 __fp_round_to_ninf_neg:NNN 547, 547
 __fp_round_to_pinf:NNN
 545, 546, 549, 582, 582
 __fp_round_to_pinf_neg:NNN 547, 548
 __fp_round_to_zero:NNN
 545, 546, 548, 582, 582
 __fp_round_to_zero_neg:NNN 547, 548
 __fp_rrrot:www 526, 526, 694
 __fp_sanitize:Nw 529, 529,
 529, 550, 550, 606, 607, 609, 609,
 615, 615, 618, 618, 627, 627, 654,
 662, 669, 686, 687, 689, 694, 695
 __fp_sanitize:wN
 529, 529, 563, 563, 567, 579
 __fp_sanitize_zero:w . 529, 529, 529
 __fp_sec_o:w 675, 676
 .fp_set:c 161, 493
 \fp_set:cn 707
 .fp_set:N 161, 493
 \fp_set:Nn . 180, 180, 195, 445, 445,
 707, 707, 707, 708, 708, 711, 711,
 711, 715, 715, 716, 716, 717, 717,
 717, 718, 718, 723, 723, 727, 727,
 728, 728, 752, 757, 757, 757, 758, 758
 \fp_set_eq:cc 707
 \fp_set_eq:cN 707
 \fp_set_eq:Nc 707
 \fp_set_eq:NN 181,
 181, 707, 707, 707, 708, 716, 717, 717
 \fp_set_from_dim:cn 752
 \fp_set_from_dim:Nn ... 752, 752, 752
 __fp_set_sign_o:w 578, 634, 634
 \fp_show:c 709
 \fp_show:N . 187, 187, 709, 709, 709, 732
 \fp_show:n 187, 187, 709, 709
 __fp_sin_o:w 578, 674, 674, 696
 __fp_sin_series_aux_o:NNnwww ...
 686, 687, 687
 __fp_sin_series_o:NNnwww
 674, 674, 675, 675, 676, 686, 686, 688
 __fp_small_int:wTF ... 536, 537, 549
 __fp_small_int_normal:NnwTF ...
 536, 536, 537, 537
 __fp_small_int_test:NnnwNnw 537, 537
 __fp_small_int_test:NnnwNTF 536, 536
 __fp_small_int_true:wTF
 536, 536, 537, 537, 537, 537
 __fp_sqrt_auxi_o:NNNNwnnN
 628, 629, 629
 __fp_sqrt_auxii_o:NnnnnnnnN ...
 629, 629, 629, 630, 630, 631, 632, 632
 __fp_sqrt_auxiii_o:wnnnnnnnn ...
 629, 630, 631, 632
 __fp_sqrt_auxiv_o:NNNNNw
 630, 631, 631
 __fp_sqrt_auxix_o:wnnnw 632, 632, 632
 __fp_sqrt_auxv_o:NNNNNw 630, 631, 631
 __fp_sqrt_auxvi_o:NNNNNw
 630, 631, 631
 __fp_sqrt_auxvii_o:NNNNNw
 630, 631, 631

```

\__fp_sqrt_auxviii_o:nnnnnnn ...
    ..... 631, 631, 631, 631, 632, 632
\__fp_sqrt_auxx_o:Nnnnnnnn .....
    ..... 631, 632, 632
\__fp_sqrt_auxxi_o:wnnnN 632, 632, 632
\__fp_sqrt_auxxii_o:nnnnnnnnw ...
    ..... 633, 633, 633
\__fp_sqrt_auxxiii_o:w . 633, 633, 633
\__fp_sqrt_auxxiv_o:wnnnnnnnN ...
    ..... 633, 633, 633, 633, 634
\__fp_sqrt_Newton_o:wwn .....
    ..... 627, 627, 627, 628, 628, 628
\__fp_sqrt_npos_auxi_o:wnnnN ...
    ..... 627, 627, 627
\__fp_sqrt_npos_auxii_o:wNNNNNNNN
    ..... 627, 627, 627
\__fp_sqrt_npos_o:w ... 627, 627, 627
\__fp_sqrt_o:w ..... 627, 627
\s__fp_stop 527, 527, 579, 583, 583,
    594, 594, 594, 594, 601, 601, 602, 602
\fp_sub:cn ..... 708
\fp_sub:Nn .... 181, 181, 708, 708, 708
\__fp_sub_back_far_o:NnnwnnnnN ..
    ..... 610, 611, 611, 611
\__fp_sub_back_near_after:wNNNNw
    ..... 610, 610, 610, 612
\__fp_sub_back_near_o:nnnnnnnnN .
    ..... 610, 610, 610, 610
\__fp_sub_back_near_pack:NNNNNNw
    ..... 610, 610, 610, 612
\__fp_sub_back_not_far_o:wwwNN .
    ..... 612, 612, 612
\__fp_sub_back_quite_far_ii:NN ..
    ..... 612, 612, 612
\__fp_sub_back_quite_far_o:wNN .
    ..... 612, 612, 612
\__fp_sub_back_shift:wnnnn .....
    ..... 610, 610, 610, 611
\__fp_sub_back_shift_ii:ww .....
    ..... 610, 611, 611
\__fp_sub_back_shift_iii:NNNNNNNNw
    ..... 610, 611, 611, 611
\__fp_sub_back_shift_iv:nnnw ...
    ..... 610, 611, 611
\__fp_sub_back_very_far_ii_-
    o:nnNwNN ..... 613, 613, 613
\__fp_sub_back_very_far_o:wwwNN
    ..... 612, 613, 613
\__fp_sub_eq_o:Nnwnw .. 609, 609, 609
\__fp_sub_npos_i_o:Nnwnw .....
    ..... 609, 609, 609, 609, 609
\__fp_sub_npos_ii_o:Nnwnw .....
    ..... 609, 609, 609
\__fp_sub_npos_o:NnwNnw .....
    ..... 606, 609, 609, 609
\__fp_tan_o:w ..... 676, 676
\__fp_tan_series_aux_o:Nnwww ...
    ..... 688, 688, 688
\__fp_tan_series_o:NNwww .....
    ..... 676, 676, 676, 677, 688, 688
\__fp_ternary:NwN . 589, 595, 601, 601
\__fp_ternary_auxi:NwN .....
    ..... 595, 601, 601, 602
\__fp_ternary_auxii:NwN .....
    ..... 590, 595, 601, 602, 602
\__fp_ternary_break_point:n ....
    ..... 601, 601, 602, 602
\__fp_ternary_loop:Nw .....
    ..... 601, 601, 602, 602
\__fp_ternary_loop_break:w ....
    ..... 601, 601, 602
\__fp_ternary_map_break: 601, 602, 602
\__fp_tmp:w .....
    . 534, 534, 534, 534, 534, 534, 534,
    534, 534, 534, 534, 534, 534,
    534, 534, 534, 534, 560, 560, 560,
    560, 560, 561, 561, 561, 578, 578,
    578, 580, 580, 580, 580, 580, 580,
    580, 580, 580, 580, 580, 580, 580,
    580, 580, 580, 580, 580, 580, 586,
    587, 587, 587, 587, 587, 587, 587, 587
\fp_to_decimal:c ..... 701
\fp_to_decimal:N ..... 181,
    181, 182, 538, 701, 701, 701, 704, 706
\fp_to_decimal:n .....
    ..... 181, 181, 181, 181, 182,
    701, 701, 704, 704, 706, 706, 706, 706
\__fp_to_decimal_dispatch:w ....
    ..... 701, 701, 701, 701, 701, 703, 704, 704
\__fp_to_decimal_huge:wnnnn .....
    ..... 701, 702, 703
\__fp_to_decimal_large:Nnnw ....
    ..... 701, 702, 702
\__fp_to_decimal_normal:wnnnn ..
    ..... 701, 702, 702, 704
\fp_to_dim:c ..... 704
\fp_to_dim:N .. 181, 181, 704, 704, 704
\fp_to_dim:n 181, 181, 186, 445, 446,
    704, 704, 713, 713, 725, 725, 729, 729

```

\fp_to_int:c	704	__fp_trap_overflow_set_error: ..	542, 542
\fp_to_int:N ..	182, 182, 704, 704, 704	__fp_trap_overflow_set_flag: ...	542, 542
\fp_to_int:n	182, 182, 704, 704	__fp_trap_overflow_set_none: ...	542, 542
__fp_to_int_dispatch:w	704, 704, 704, 704	__fp_trap_underflow_set:N	542, 542, 542, 542, 543
\fp_to_int_dispatch:w	704	__fp_trap_underflow_set_error: .	542, 542
\fp_to_scientific:c	699	__fp_trap_underflow_set_flag: ..	542, 542
\fp_to_scientific:N	182, 182, 538, 699, 699, 700	__fp_trap_underflow_set_none: ..	542, 542
\fp_to_scientific:n	182, 182, 182, 699, 700	__fp_trig:NNNNwn	674, 675, 675, 676, 676, 677, 677, 677
__fp_to_scientific_dispatch:w ..	699, 699, 700, 700, 701, 703	__fp_trig_inverse_two_pi:	680, 680, 683, 684
__fp_to_scientific_normal:wnnnnn	700, 700, 701, 703, 703	__fp_trig_large:ww ..	678, 683, 684
__fp_to_scientific_normal:wNw ..	700, 701, 701, 701	__fp_trig_large_auxi:wwwww ..	683, 684, 684
\fp_to_tl:c	703	__fp_trig_large_auxii:ww	683, 684, 684
\fp_to_tl:N	182, 182, 703, 703, 703, 709, 732	__fp_trig_large_auxiii:wNNNNNNNN	683, 684, 684
\fp_to_tl:n	182, 182, 527, 541, 541, 541,	__fp_trig_large_auxiv:wN	683, 684, 684
__fp_to_tl_dispatch:w	542, 542, 542, 543, 703, 703, 709, 732	__fp_trig_large_auxix:Nw	685, 685, 685, 685
__fp_to_tl_normal:nnnnn	703, 703, 703, 703, 703, 707	__fp_trig_large_auxv:www	684, 684, 684
\c__fp_trailing_shift_int	532, 532, 636, 637, 640, 670, 684, 686	__fp_trig_large_auxvi:wnnnnnnnnn	684, 684, 685
\fp_trap:nn	186, 187,	__fp_trig_large_auxvii:w	684, 685, 685
__fp_trap_division_by_zero_-	187, 540, 540, 540, 543, 543, 543, 543	__fp_trig_large_auxviii:w ...	685
set:N	541, 541, 542, 542, 542	__fp_trig_large_auxviii:ww	685, 685
__fp_trap_division_by_zero_set_-		__fp_trig_large_auxx:wNNNNN	685, 685, 686
error:	541, 541	__fp_trig_large_auxxi:w	685, 685, 686
__fp_trap_division_by_zero_set_-		__fp_trig_large_pack:NNNNw	684, 685, 685, 686
flag:	541, 541	__fp_trig_small:ww	678, 678, 678, 678, 678, 685, 686
__fp_trap_division_by_zero_set_-		__fp_trigd_large:ww ..	678, 678, 679
none:	541, 542	__fp_trigd_large_auxi:nnnnwNNNN	678, 679, 679
__fp_trap_invalid_operation_-		__fp_trigd_large_auxii:wNw	678, 679, 679
set:N	541, 541, 541, 541, 541		
__fp_trap_invalid_operation_-			
set_error:	541, 541		
__fp_trap_invalid_operation_-			
set_flag:	541, 541		
__fp_trap_invalid_operation_-			
set_none:	541, 541		
__fp_trap_overflow_set:N	542, 542, 542, 542, 542		
__fp_trap_overflow_set:NnNn	542, 542, 543, 543		

- _fp_trigd_large_auxiii:www ... 678, 679, 679
- _fp_trigd_small:ww 678, 678, 678, 679, 679
- _fp_trim_zeros:w 699, 699, 701, 702, 703
- _fp_trim_zeros_dot:w . 699, 699, 699
- _fp_trim_zeros_end:w . 699, 699, 699
- _fp_trim_zeros_loop:w 699, 699, 699, 699
- _fp_type_from_scan:N 531, 560, 560, 561, 562
- _fp_type_from_scan:w . 560, 560, 560
- \s_fp_underflow 527, 527, 528
- _fp_underflow:w 529, 529, 540, 542, 542, 543, 543
- \l_fp_underflow_flag_token 539, 539
- \fp_until_do:nn 184, 184, 597, 598, 598
- \fp_until_do:nNnn 184, 184, 598, 598, 598
- \fp_use:c 706
- \fp_use:N 182, 182, 706, 706, 706, 757, 757, 757, 758, 758, 758, 758
- _fp_use_i:ww 526, 526, 643, 644, 696, 697
- _fp_use_i:www 526, 526
- _fp_use_i_until_s:nw 526, 526, 528, 538, 679, 684, 684, 685, 685
- _fp_use_ii_until_s:nnw 526, 526, 528
- _fp_use_none_stop_f:n 526, 526, 651, 652, 652
- _fp_use_none_until_s:w 526, 526, 628, 672, 697, 697
- _fp_use_s:n 526, 526
- _fp_use_s:nn 526, 526
- \fp_while_do:nn 185, 185, 597, 598, 598
- \fp_while_do:nNnn 184, 184, 598, 599, 599
- \fp_zero:c 708
- \fp_zero:N 180, 180, 708, 708, 708, 708, 757
- _fp_zero_fp:N ... 528, 528, 543, 550
- \fp_zero_new:c 708
- \fp_zero_new:N 180, 180, 708, 708, 708
- function commands:
 - \function:f 34
- \futurelet 219
- G**
- \gdef 219
- generate commands:
 - .generate_choices:n 502
- \GetIdInfo 7, 7, 7
- \global 214, 218, 219
- \globaldefs 219
- \glueexpr 226
- \glueshrink 226
- \glueshrinkorder 226
- \gluestretch 226
- \gluestretchorder 226
- \gluetomu 226
- group commands:
 - \group_align_safe_begin/end: .. 285
 - \group_align_safe_begin: 42, 42, 42, 277, 277, 285, 285, 306, 307, 358, 359, 362, 369
 - \group_align_safe_end: 42, 42, 42, 279, 279, 285, 285, 306, 306, 306, 307, 358, 359, 362, 370
 - \group_begin: 10, 10, 10, 230, 230, 242, 254, 254, 266, 271, 271, 286, 286, 294, 294, 295, 296, 298, 299, 304, 309, 355, 362, 390, 430, 457, 457, 462, 463, 464, 472, 477, 481, 481, 505, 518, 519, 520, 560, 563, 579, 584, 585, 586, 587, 588, 589, 589, 601, 700, 710, 710, 711, 715, 716, 716, 717, 717, 718, 741, 742, 750, 750, 751
 - \c_group_begin_token 53, 102, 294, 294, 294, 295, 295, 373, 373, 374, 431, 433
 - \group_end: 10, 10, 10, 10, 230, 230, 242, 254, 254, 266, 271, 272, 286, 286, 294, 294, 295, 296, 298, 300, 304, 310, 356, 362, 362, 390, 390, 391, 430, 457, 458, 463, 463, 467, 473, 477, 481, 481, 506, 518, 519, 520, 560, 563, 579, 585, 586, 586, 587, 588, 589, 590, 601, 700, 710, 710, 711, 715, 716, 717, 717, 717, 718, 741, 742, 750, 750, 751
 - \c_group_end_token 53, 294, 294, 294, 295, 295, 431, 431, 433
 - \group_insert_after:N 10, 10, 10, 231, 231, 759, 759, 759
- groups commands:
 - .groups:n 161, 493

H

`\halign` 220
`\hangafter` 223
`\hangindent` 223
`\hbadness` 224
`\hbox` 224
hbox commands:
 `\hbox:n` 138,
 138, 212, 430, 430, 453, 454, 713, 719
 `\hbox_gset:cn` 431
 `\hbox_gset:cw` 431, 431
 `\hbox_gset:Nn` 138, 431, 431, 431
 `\hbox_gset:Nw` . 139, 431, 431, 431, 431
 `\hbox_gset_end:` ... 139, 431, 431, 431
 `\hbox_gset_inline_begin:c` .. 431, 431
 `\hbox_gset_inline_begin:N` .. 431, 431
 `\hbox_gset_inline_end:` 431, 431
 `\hbox_gset_to_wd:cnn` 431
 `\hbox_gset_to_wd:Nnn` 138, 431, 431, 431
 `\hbox_overlap_left:n` 138, 138, 432, 432
 `\hbox_overlap_right:n`
 138, 138, 432, 432, 718, 756
 `\hbox_set:cn` 431
 `\hbox_set:cw` 431, 431
 `\hbox_set:Nn`
 138, 138, 139, 431, 431, 431,
 431, 437, 440, 447, 449, 456, 711,
 713, 713, 715, 716, 716, 717, 717,
 718, 718, 719, 719, 719, 720, 720,
 720, 720, 721, 721, 721, 721, 723, 724
 `\hbox_set:Nw`
 139, 139, 431, 431, 431, 431, 431, 438
 `\hbox_set_end:`
 139, 139, 431, 431, 431, 438
 `\hbox_set_inline_begin:c` ... 431, 431
 `\hbox_set_inline_begin:N` ... 431, 431
 `\hbox_set_inline_end:` 431, 431
 `\hbox_set_to_wd:cnn` 431
 `\hbox_set_to_wd:Nnn`
 138, 138, 431, 431, 431, 431
 `\hbox_to_wd:nn` 138, 138, 431, 431, 719
 `\hbox_to_zero:n`
 138, 138, 431, 431, 432, 432
 `\hbox_unpack:c` 432
 `\hbox_unpack:N`
 139, 139, 432, 432, 432, 447, 451
 `\hbox_unpack_clear:c` 432
 `\hbox_unpack_clear:N`
 139, 139, 432, 432, 432

hcoffin commands:

`\hcoffin_set:cn` 437
`\hcoffin_set:cw` 438
`\hcoffin_set:Nn` 142,
 142, 437, 437, 437, 453, 453, 454, 455
`\hcoffin_set:Nw` 143, 143, 438, 438, 439
`\hcoffin_set_end:`
 143, 143, 438, 438, 439
`\hfil` 222
`\hfill` 222
`\hfilneg` 222
`\hfuzz` 224
`\hoffset` 224
`\holdinginserts` 224
`\hrule` 223
`\hsize` 223
`\hskip` 222
`\hss` 222
`\ht` 225
`\hyphenation` 225
`\hyphenchar` 225
`\hyphenpenalty` 223

I

`\if` 220
if commands:
 `\if:w` 24, 49, 49, 49, 229, 230,
 240, 241, 241, 241, 241, 269, 269,
 269, 269, 271, 271, 305, 330, 330,
 566, 566, 567, 570, 571, 572, 574,
 574, 575, 575, 575, 588, 589, 589, 669
 `\if_bool:N` 42, 272, 272
 `\if_box_empty:N` 141, 141, 428, 428, 428
 `\if_case:w` 74, 74, 249, 312,
 312, 327, 327, 328, 529, 535, 537,
 548, 591, 592, 605, 609, 611, 612,
 614, 617, 634, 644, 654, 655, 661,
 662, 664, 664, 664, 665, 665, 665,
 666, 666, 667, 669, 672, 672, 674,
 675, 675, 676, 676, 677, 690, 691,
 693, 695, 696, 698, 698, 700, 702, 703
 `\if_catcode:w` 24,
 229, 230, 295, 295, 296, 296, 296,
 296, 297, 297, 297, 297, 297, 298,
 299, 307, 308, 308, 363, 363, 373,
 374, 374, 375, 375, 375, 523, 561,
 565, 575, 577, 584, 588, 591, 751, 751
 `\if_charcode:w`
 .. 24, 49, 229, 230, 298, 307, 308,
 373, 373, 374, 374, 378, 378, 378, 378

<code>\if_cs_exist:N</code>	546, 547, 547, 547, 547, 547, 548,
..... 24 , 230 , 230, 243, 243, 299, 305	549, 550, 550, 550, 550, 561, 565,
<code>\if_cs_exist:w</code>	569, 569, 577, 582, 582, 582, 585,
.. 24 , 230 , 230, 231, 243, 243, 249, 539	592, 592, 595, 596, 596, 596, 596,
<code>\if_dim:w</code> 89 , 89, 335 , 335, 337, 338, 338	596, 596, 599, 599, 599, 600, 600,
<code>\if_eof:w</code>	601, 601, 603, 603, 605, 606, 606,
177 , 177, 512 , 512, 513	606, 608, 608, 610, 611, 614, 614,
<code>\if_false:</code> 24 , 37, 229 , 229, 285, 285,	614, 616, 622, 625, 625, 625, 627,
318, 318, 338, 359, 359, 359, 362,	627, 627, 644, 644, 652, 652, 654,
363, 363, 371, 371, 371, 372, 375,	658, 660, 662, 662, 667, 667, 668,
375, 376, 376, 388, 388, 393, 393, 393	668, 668, 669, 671, 671, 687, 688,
<code>\if_hbox:N</code> 141 , 141, 428 , 428, 428	691, 691, 691, 691, 692, 692, 695,
<code>\if_int_compare:w</code>	698, 700, 701, 703, 705, 705, 735, 751
... 23 , 74 , 74 , 231 , 231, 285, 285,	<code>\if_mode_horizontal:</code> 24 , 230 , 230, 284
299, 304, 312 , 313, 317, 317, 318,	<code>\if_mode_inner:</code> ... 24 , 230 , 230, 284
319, 319, 319, 319, 319, 319, 319,	<code>\if_mode_math:</code> 24 , 230 , 230, 284
319, 319, 320, 344, 379, 379, 380,	<code>\if_mode_vertical:</code> . 24 , 230 , 230, 284
513, 529, 529, 533, 537, 537, 546,	<code>\if_predicate:w</code> 35 , 37, 42 , 272 , 273, 277
546, 546, 547, 547, 547, 548, 548,	<code>\if_true:</code> ... 24 , 37, 229 , 229, 361, 361
549, 549, 560, 561, 564, 564, 565,	<code>\if_vbox:N</code> 141 , 141, 428 , 428, 428
565, 566, 567, 568, 568, 570, 571,	<code>\ifcase</code>
571, 572, 573, 573, 575, 576, 576,	220
577, 577, 578, 579, 584, 584, 584,	<code>\ifcat</code>
585, 586, 586, 587, 588, 589, 590,	220
591, 596, 596, 597, 597, 597, 597,	<code>\ifcsname</code>
597, 597, 597, 600, 602, 605, 605,	225
607, 610, 611, 611, 611, 611, 614,	<code>\ifdefined</code>
614, 625, 628, 631, 631, 631, 631,	225
633, 633, 633, 633, 633, 634, 644,	<code>\ifdim</code>
644, 650, 652, 654, 655, 660, 661,	220
662, 662, 663, 663, 669, 669, 669,	<code>\ifeof</code>
669, 670, 671, 671, 672, 673, 673,	220
673, 673, 673, 678, 679, 691, 692,	<code>\iffalse</code>
693, 694, 697, 697, 701, 703, 703, 703	220
<code>\if_int_odd:w</code>	<code>\iffontchar</code>
..... 74 , 74 , 312 , 312, 320, 321,	226
546, 547, 547, 592, 613, 627, 673,	<code>\ifhbox</code>
685, 687, 687, 688, 688, 689, 695, 751	220
<code>\if_meaning:w</code>	<code>\ifhmode</code>
24 , 229 , 230,	220
237, 237, 238, 239, 239, 239, 242,	<code>\ifinner</code>
243, 243, 244, 250, 250, 253, 256,	220
259, 259, 266, 267, 268, 275, 278,	<code>\ifmmode</code>
278, 279, 288, 288, 289, 289, 289,	220
297, 299, 300, 300, 301, 301, 301,	<code>\ifnum</code>
301, 302, 302, 302, 302, 304, 307,	214, 214, 215, 220
309, 312, 313, 313, 314, 318, 337,	<code>\ifodd</code>
338, 354, 360, 360, 361, 361, 361,	220
361, 362, 370, 372, 374, 374, 390,	<code>\iftrue</code>
390, 391, 391, 404, 405, 405, 405,	220
423, 424, 425, 528, 529, 529, 530,	<code>\ifvbox</code>
530, 537, 537, 537, 543, 546, 546,	220
	<code>\ifvmode</code>
	220
	<code>\ifvoid</code>
	220
	<code>\ifx</code> .. 213, 213, 214, 215, 215, 215, 216, 220
	<code>\ignorespaces</code>
	221
	<code>\immediate</code>
	220
	<code>in</code>
	194
	<code>\indent</code>
	223
	<code>inf</code>
	193
	inf commands:
	<code>\c_inf_fp</code>
	185, 193, 527 , 527,
	580, 615, 618, 662, 668, 668, 669, 677
	<code>\infix</code>
	586
	infix commands:
	<code>\infix_</code>
	561

- \initcatcodetable 227
- initial commands:
 - .initial:n 161, 493
 - .initial:o 161, 493
 - .initial:V 161, 493
 - .initial:x 161, 493
- \input 220
- \inputlineno 220
- \insert 224
- \insertpenalties 224
- int commands:
 - \int_(g)zero:N 64
 - __int_abs:N 312, 312, 312
 - \int_abs:n 62, 62, 312, 312
 - \int_add:cn 316
 - \int_add:Nn 64, 64, 316, 316, 316, 521, 521, 522
 - \int_case:nn 67, 320, 320, 324, 324, 327
 - \int_case:nnF 320, 334, 397, 413
 - \int_case:nnn 334, 334
 - \int_case:nnT 320
 - __int_case:nnTF 320, 320, 320, 320, 320, 320
 - \int_case:nnTF ... 26, 67, 67, 320, 320
 - __int_case:nw 320, 320, 320, 320
 - __int_case_end:nw 320, 320, 320
 - \int_compare:n 318
 - \int_compare:n(TF) 75
 - \int_compare:nF 321, 321
 - \int_compare:nNn 319
 - __int_compare:nnN 317, 319, 319, 319, 319, 319, 319, 319, 319
 - \int_compare:nNnF 322, 322, 323
 - \int_compare:nNnT 322, 322, 376, 394, 745, 746
 - \int_compare:nNnTF 65, 65, 65, 67, 68, 68, 68, 281, 314, 314, 319, 320, 322, 323, 324, 326, 326, 326, 327, 331, 331, 331, 332, 341, 376, 395, 414, 414, 415, 415, 415, 505, 516, 521, 593, 699, 702, 702, 744, 747, 747, 747, 749
 - __int_compare:NNw 317, 318, 318, 318, 319
 - \int_compare:nT ... 321, 321, 512, 515
 - \int_compare:nTF 66, 66, 68, 68, 68, 68, 183, 317, 338
 - __int_compare:Nw 317, 317, 317, 318, 318, 319, 319
 - __int_compare:w ... 317, 318, 318, 318
- int_compare_
 - __int_compare_>:NNw 317
 - __int_compare_<:NNw 317
 - \int_compare_p:n 66, 66, 317
 - \int_compare_p:nNn 23, 65, 65, 319, 747, 748, 748, 748, 748, 748, 748, 749, 749, 749, 749, 749
 - \int_const:cn 314, 331, 331, 332, 332, 332, 332, 332, 332, 332, 332, 332, 332, 332
 - \int_const:Nn 63, 63, 314, 314, 315, 333, 333, 333, 333, 333, 333, 333, 333, 333, 333, 334, 334, 334, 334, 334, 528, 532, 532, 532, 532, 532, 532, 532, 532
 - __int_constdef:Nw . 314, 315, 315, 315
 - \int_decr:c 316
 - \int_decr:N . 64, 64, 316, 316, 316, 316
 - \int_div_round:nn ... 63, 63, 313, 314
 - \int_div_truncate:nn 63, 63, 63, 313, 313, 324, 327, 327
 - __int_div_truncate:NwNw 313, 313, 313, 314
 - \int_do_until:nn . 68, 68, 321, 321, 321
 - \int_do_until:nNnn 67, 67, 321, 322, 322
 - \int_do_while:nn . 68, 68, 321, 321, 321
 - \int_do_while:nNnn 68, 68, 321, 322, 322
 - \int_eval:n 16, 62, 62, 62, 62, 62, 63, 64, 65, 66, 67, 74, 75, 249, 250, 250, 312, 312, 312, 320, 320, 320, 320, 323, 324, 326, 326, 329, 329, 330, 330, 331, 331, 331, 332, 367, 367, 376, 376, 394, 395, 397, 412, 413, 414, 415, 415, 430, 430, 511, 515, 528, 552, 593, 596, 619, 619, 621, 733, 739, 739
 - __int_eval:w 75, 75, 249, 283, 291, 291, 293, 293, 293, 293, 293, 293, 293, 312, 312, 312, 312, 312, 312, 313, 313, 313, 313, 313, 313, 313, 314, 314, 314, 314, 315, 316, 316, 316, 318, 318, 319, 320, 320, 320, 321, 322, 322, 322, 327, 328, 328, 328, 333, 382, 523, 529, 533, 533, 535, 538, 545, 546, 547, 547, 547, 547, 547, 547, 548, 549, 549, 550, 560, 563, 564, 565, 568, 568, 570, 571, 571, 571, 572, 573, 573, 573

- 573, 573, 574, 574, 575, 579, 584,
 591, 596, 606, 607, 607, 608, 608,
 608, 608, 608, 609, 609, 610, 610,
 610, 610, 612, 612, 613, 613, 613,
 614, 615, 615, 615, 615, 616, 616,
 616, 616, 616, 616, 616, 617, 617,
 617, 617, 618, 618, 619, 621, 621,
 623, 623, 623, 623, 623, 623, 623,
 623, 623, 624, 624, 624, 625, 625,
 625, 625, 626, 626, 626, 626, 627,
 628, 628, 630, 630, 630, 630, 630,
 630, 630, 630, 630, 631, 631, 631,
 631, 632, 632, 632, 632, 634, 634,
 634, 636, 636, 636, 636, 636, 637,
 637, 637, 637, 638, 638, 638, 638,
 638, 639, 639, 639, 640, 640, 640,
 640, 640, 641, 641, 641, 641, 641,
 641, 642, 642, 642, 642, 643, 643,
 644, 645, 647, 647, 647, 648, 648,
 648, 649, 650, 650, 650, 651, 651,
 651, 652, 652, 654, 655, 655, 655,
 655, 657, 657, 657, 657, 657, 658,
 658, 658, 658, 658, 658, 658, 658,
 658, 658, 658, 659, 659, 659, 659,
 659, 659, 660, 660, 662, 662, 664,
 664, 670, 670, 670, 670, 670, 670,
 670, 671, 671, 672, 672, 678, 679,
 679, 684, 684, 684, 685, 685, 685,
 686, 686, 687, 687, 687, 688, 689,
 689, 690, 692, 692, 692, 693, 693,
 694, 695, 695, 697, 701, 705, 743, 746
 _int_eval_end:
 75, 75, 75, 75, 249, 283,
 291, 291, 293, 293, 293, 293, 293,
 293, 293, 293, 312, 312, 312, 312,
 312, 313, 314, 314, 315, 316, 316,
 316, 320, 320, 321, 327, 328, 328,
 328, 382, 523, 529, 538, 548, 550,
 550, 591, 596, 603, 609, 613, 614,
 625, 638, 644, 671, 672, 679, 679,
 687, 687, 688, 689, 690, 693, 743, 746
 _int_from_alph:N . 330, 330, 330, 331
 _int_from_alph:n 71, 71, 330, 330
 _int_from_alph:nN
 330, 330, 330, 330, 330
 _int_from_base:N . 331, 331, 331, 331
 _int_from_base:nn
 72, 72, 331, 331, 331, 331, 331
 _int_from_base:nnN
 331, 331, 331, 331, 331
 _int_from_bin:n . 71, 71, 331, 331, 334
 _int_from_binary:n 334, 334
 _int_from_hex:n . 72, 72, 331, 331, 334
 _int_from_hexadecimal:n 334, 334
 _int_from_oct:n . 72, 72, 331, 331, 334
 _int_from_octal:n 334, 334
 _int_from_roman:n ... 72, 72, 332, 332
 _int_from_roman:NN
 332, 332, 332, 332, 333
 _c_int_from_roman_C_int 331
 _c_int_from_roman_c_int 331
 _c_int_from_roman_D_int 331
 _c_int_from_roman_d_int 331
 _int_from_roman_error:w
 332, 332, 332, 332, 333
 _c_int_from_roman_I_int 331
 _c_int_from_roman_i_int 331
 _c_int_from_roman_L_int 331
 _c_int_from_roman_l_int 331
 _c_int_from_roman_M_int 331
 _c_int_from_roman_m_int 331
 _c_int_from_roman_V_int 331
 _c_int_from_roman_v_int 331
 _c_int_from_roman_X_int 331
 _c_int_from_roman_x_int 331
 _int_gadd:cn 316
 _int_gadd:Nn 64, 316, 316, 316
 _int_gdecr:c 316
 _int_gdecr:N 64, 316, 316,
 316, 324, 365, 396, 411, 425, 483, 731
 _int_gincr:c 316
 _int_gincr:N ... 64, 316, 316, 316,
 323, 323, 365, 396, 411, 425, 483, 731
 .int_gset:c 161, 494
 _int_gset:cn 316
 .int_gset:N 161, 494
 _int_gset:Nn 64, 314, 315, 316, 316, 317
 _int_gset_eq:cc 315
 _int_gset_eq:cN 315
 _int_gset_eq:Nc 315
 _int_gset_eq:NN
 64, 315, 315, 315, 315, 464
 _int_gsub:cn 316
 _int_gsub:Nn 65, 316, 316, 316
 _int_gzero:c 315
 _int_gzero:N ... 63, 315, 315, 315, 315
 _int_gzero_new:c 315
 _int_gzero_new:N ... 64, 315, 315, 315
 _int_if_even:n 321
 _int_if_even:nTF 67, 320

- \int_if_even_p:n [67](#), [320](#)
- \int_if_exist:c [316](#)
- \int_if_exist:cF [332](#), [332](#)
- \int_if_exist:cTF [316](#)
- \int_if_exist:N [316](#)
- \int_if_exist:NTF [64](#), [64](#), [315](#), [315](#), [316](#)
- \int_if_exist_p:c [316](#)
- \int_if_exist_p:N [64](#), [64](#), [316](#)
- \int_if_odd:n [320](#)
- \int_if_odd:nTF [67](#), [67](#), [320](#), [649](#)
- \int_if_odd_p:n [67](#), [67](#), [320](#)
- \int_incr:c [316](#)
- \int_incr:N [64](#),
[64](#), [316](#), [316](#), [316](#), [489](#), [503](#), [521](#)
- \int_log:c [733](#), [733](#)
- \int_log:N [203](#), [203](#), [733](#), [733](#)
- \int_log:n [203](#), [203](#), [733](#), [733](#)
- \int_max:nn
..... [63](#), [63](#), [312](#), [312](#), [643](#), [679](#), [706](#)
- __int_maxmin:wwN .. [312](#), [312](#), [313](#), [313](#)
- \int_min:nn [63](#), [63](#), [312](#), [313](#)
- \int_mod:nn
.. [63](#), [63](#), [313](#), [314](#), [324](#), [326](#), [327](#), [505](#)
- __int_mod:ww [313](#), [314](#), [314](#)
- \int_new:c [314](#)
- \int_new:N [63](#),
[63](#), [64](#), [287](#), [314](#), [314](#), [314](#), [314](#),
[315](#), [315](#), [315](#), [334](#), [334](#), [334](#), [334](#),
[480](#), [484](#), [517](#), [518](#), [518](#), [518](#), [518](#), [758](#)
- __int_pass_signs:wn
..... [330](#), [330](#), [330](#), [330](#), [330](#), [331](#)
- __int_pass_signs_end:wn [330](#), [330](#), [330](#)
- .int_set:c [161](#), [494](#)
- \int_set:cn [316](#)
- .int_set:N [161](#), [494](#)
- \int_set:Nn [64](#), [64](#), [316](#),
[316](#), [316](#), [317](#), [430](#), [430](#), [489](#), [503](#),
[513](#), [516](#), [516](#), [517](#), [520](#), [520](#), [521](#), [522](#)
- \int_set_eq:cc [315](#)
- \int_set_eq:cN [315](#)
- \int_set_eq:Nc [315](#)
- \int_set_eq:NN [64](#), [64](#),
[315](#), [315](#), [315](#), [315](#), [430](#), [513](#), [519](#), [520](#)
- \int_show:c [333](#), [333](#)
- \int_show:N [72](#), [72](#), [333](#), [333](#)
- \int_show:n [72](#),
[72](#), [291](#), [293](#), [293](#), [293](#), [294](#), [333](#), [333](#)
- __int_step:NnnnN
..... [322](#), [322](#), [323](#), [323](#), [323](#)
- __int_step:NNnnnn . [323](#), [323](#), [323](#), [323](#)
- __int_step:wwN [322](#), [322](#), [322](#)
- \int_step_function:nnnN
..... [69](#), [69](#), [322](#), [322](#), [323](#), [324](#)
- \int_step_inline:nnnn
..... [69](#), [69](#), [323](#), [323](#), [510](#), [514](#)
- \int_step_variable:nnnNn
..... [69](#), [69](#), [323](#), [323](#)
- \int_sub:cn [316](#)
- \int_sub:Nn
..... [65](#), [65](#), [316](#), [316](#), [316](#), [316](#), [522](#)
- \l_int_tpa_int [2](#)
- \int_to_Alph:n ... [70](#), [70](#), [71](#), [324](#), [325](#)
- \int_to_alph:n
..... [70](#), [70](#), [70](#), [70](#), [71](#), [324](#), [324](#)
- \int_to_arabic:n [69](#), [69](#), [324](#), [324](#)
- \int_to_Base:n [71](#)
- \int_to_base:n [71](#)
- __int_to_Base:nn [326](#), [326](#), [326](#)
- \int_to_Base:nn . [71](#), [72](#), [326](#), [326](#), [329](#)
- __int_to_base:nn [326](#), [326](#), [326](#)
- \int_to_base:nn
... [71](#), [71](#), [72](#), [326](#), [326](#), [329](#), [329](#), [329](#)
- __int_to_Base:nnN
..... [326](#), [326](#), [326](#), [327](#), [327](#)
- __int_to_base:nnN
..... [326](#), [326](#), [326](#), [327](#)
- __int_to_Base:nnnN ... [326](#), [327](#), [327](#)
- __int_to_base:nnnN ... [326](#), [326](#), [327](#)
- \int_to_bin:n
..... [70](#), [70](#), [71](#), [71](#), [329](#), [329](#), [334](#)
- \int_to_binary:n [334](#), [334](#)
- \int_to_Hex:n [71](#), [71](#), [72](#), [329](#), [329](#), [334](#)
- \int_to_hex:n . [71](#), [71](#), [71](#), [72](#), [329](#), [329](#)
- \int_to_hexadecimal:n [334](#), [334](#)
- __int_to_Letter:n . [326](#), [327](#), [327](#), [328](#)
- __int_to_letter:n . [326](#), [326](#), [326](#), [327](#)
- \int_to_oct:n [71](#), [71](#), [72](#), [329](#), [329](#), [334](#)
- \int_to_octal:n [334](#), [334](#)
- \int_to_Roman:n .. [71](#), [71](#), [72](#), [329](#), [329](#)
- __int_to_roman:N
..... [329](#), [329](#), [329](#), [329](#), [329](#)
- \int_to_roman:n [71](#), [71](#), [71](#), [72](#), [329](#), [329](#)
- __int_to_roman:w
..... [74](#), [74](#), [231](#), [231](#), [235](#), [235](#),
[235](#), [241](#), [241](#), [241](#), [241](#), [241](#), [283](#),
[283](#), [283](#), [312](#), [318](#), [318](#), [329](#), [329](#), [329](#)
- __int_to_Roman_aux:N . [329](#), [329](#), [329](#)
- __int_to_Roman_c:w [329](#), [330](#)
- __int_to_roman_c:w [329](#), [329](#)
- __int_to_Roman_d:w [329](#), [330](#)

`__int_to_roman_d:w` [329](#), [329](#)
`__int_to_Roman_i:w` [329](#), [330](#)
`__int_to_roman_i:w` [329](#), [329](#)
`__int_to_Roman_l:w` [329](#), [330](#)
`__int_to_roman_l:w` [329](#), [329](#)
`__int_to_Roman_m:w` [329](#), [330](#)
`__int_to_roman_m:w` [329](#), [329](#)
`__int_to_Roman_Q:w` [329](#), [330](#)
`__int_to_roman_Q:w` [329](#), [329](#)
`__int_to_Roman_v:w` [329](#), [330](#)
`__int_to_roman_v:w` [329](#), [329](#)
`__int_to_Roman_x:w` [329](#), [330](#)
`__int_to_roman_x:w` [329](#), [329](#)
`\int_to_symbols:nnn`
 ... [70](#), [70](#), [324](#), [324](#), [324](#), [324](#), [325](#)
`__int_to_symbols:nnnn` . [324](#), [324](#), [324](#)
`\int_until_do:nn` . [68](#), [68](#), [321](#), [321](#), [321](#)
`\int_until_do:nNnn` [68](#), [68](#), [321](#), [322](#), [322](#)
`\int_use:c` [317](#), [317](#)
`\int_use:N`
 [62](#), [65](#), [65](#), [65](#), [312](#), [313](#), [313](#), [313](#),
 [313](#), [313](#), [313](#), [313](#), [317](#), [317](#), [317](#),
 [318](#), [322](#), [322](#), [322](#), [323](#), [323](#), [333](#),
 [365](#), [365](#), [382](#), [396](#), [396](#), [411](#), [411](#),
 [425](#), [425](#), [461](#), [474](#), [482](#), [483](#), [483](#),
 [483](#), [489](#), [503](#), [513](#), [516](#), [528](#), [538](#),
 [546](#), [547](#), [549](#), [549](#), [550](#), [551](#), [563](#),
 [568](#), [568](#), [570](#), [571](#), [571](#), [571](#), [572](#),
 [573](#), [573](#), [573](#), [573](#), [574](#), [579](#), [607](#),
 [608](#), [608](#), [608](#), [608](#), [608](#), [609](#), [609](#),
 [610](#), [610](#), [610](#), [610](#), [612](#), [612](#), [613](#),
 [613](#), [615](#), [616](#), [616](#), [616](#), [616](#), [616](#),
 [616](#), [616](#), [617](#), [617](#), [617](#), [617](#), [618](#),
 [618](#), [621](#), [621](#), [623](#), [623](#), [623](#), [623](#),
 [623](#), [623](#), [623](#), [623](#), [624](#), [624](#), [624](#),
 [625](#), [625](#), [625](#), [626](#), [626](#), [626](#), [626](#),
 [627](#), [628](#), [628](#), [630](#), [630](#), [630](#), [630](#),
 [630](#), [630](#), [630](#), [630](#), [630](#), [631](#), [631](#),
 [631](#), [631](#), [632](#), [632](#), [632](#), [632](#), [634](#),
 [634](#), [634](#), [636](#), [636](#), [636](#), [636](#), [636](#),
 [637](#), [637](#), [637](#), [637](#), [638](#), [638](#), [638](#),
 [638](#), [638](#), [639](#), [639](#), [639](#), [640](#), [640](#),
 [640](#), [640](#), [640](#), [641](#), [641](#), [641](#), [641](#),
 [641](#), [641](#), [642](#), [642](#), [642](#), [642](#), [643](#),
 [643](#), [644](#), [645](#), [647](#), [647](#), [647](#), [648](#),
 [648](#), [648](#), [649](#), [650](#), [650](#), [650](#), [651](#),
 [652](#), [652](#), [654](#), [655](#), [655](#), [655](#), [657](#),
 [657](#), [657](#), [657](#), [657](#), [658](#), [658](#), [658](#),
 [658](#), [658](#), [658](#), [658](#), [658](#), [658](#), [658](#),
 [658](#), [659](#), [659](#), [659](#), [659](#), [659](#), [659](#),
 [660](#), [660](#), [662](#), [664](#), [670](#), [670](#), [670](#),
 [670](#), [670](#), [670](#), [671](#), [672](#), [678](#), [679](#),
 [679](#), [684](#), [684](#), [684](#), [685](#), [685](#), [685](#),
 [686](#), [686](#), [687](#), [689](#), [692](#), [692](#), [694](#),
 [695](#), [695](#), [700](#), [701](#), [705](#), [731](#), [743](#), [746](#)
`__int_value:w` [75](#), [75](#), [75](#),
 [241](#), [279](#), [279](#), [279](#), [283](#), [312](#), [312](#),
 [312](#), [312](#), [312](#), [312](#), [313](#), [314](#), [314](#),
 [314](#), [314](#), [318](#), [318](#), [319](#), [328](#), [328](#),
 [337](#), [337](#), [436](#), [437](#), [437](#), [437](#), [437](#),
 [440](#), [441](#), [441](#), [441](#), [441](#), [441](#), [441](#),
 [441](#), [441](#), [441](#), [441](#), [442](#), [442](#), [442](#),
 [442](#), [442](#), [442](#), [442](#), [443](#), [443](#), [443](#),
 [447](#), [448](#), [448](#), [449](#), [449](#), [450](#), [454](#),
 [457](#), [523](#), [529](#), [530](#), [530](#), [530](#), [530](#),
 [530](#), [534](#), [535](#), [535](#), [536](#), [537](#), [537](#),
 [547](#), [549](#), [549](#), [549](#), [552](#), [552](#), [552](#),
 [552](#), [552](#), [553](#), [560](#), [562](#), [562](#), [563](#),
 [563](#), [567](#), [567](#), [567](#), [568](#), [568](#), [570](#),
 [570](#), [570](#), [570](#), [571](#), [575](#), [575](#), [577](#),
 [577](#), [581](#), [593](#), [596](#), [597](#), [604](#), [605](#),
 [605](#), [605](#), [605](#), [607](#), [607](#), [609](#), [611](#),
 [611](#), [611](#), [613](#), [613](#), [613](#), [617](#), [617](#),
 [621](#), [622](#), [622](#), [622](#), [622](#), [626](#), [633](#),
 [633](#), [634](#), [634](#), [652](#), [652](#), [652](#), [654](#),
 [655](#), [655](#), [657](#), [657](#), [657](#), [657](#), [657](#),
 [661](#), [661](#), [661](#), [662](#), [664](#), [669](#), [671](#),
 [671](#), [671](#), [671](#), [671](#), [684](#), [687](#), [688](#),
 [688](#), [701](#), [703](#), [705](#), [705](#), [705](#), [723](#),
 [723](#), [724](#), [724](#), [724](#), [726](#), [726](#), [727](#),
 [728](#), [728](#), [728](#), [728](#), [729](#), [729](#), [729](#), [730](#)
`\int_while_do:nn` . [68](#), [68](#), [321](#), [321](#), [321](#)
`\int_while_do:nNnn` [68](#), [68](#), [321](#), [322](#), [322](#)
`\int_zero:c` [315](#)
`\int_zero:N` [63](#), [63](#), [315](#),
 [315](#), [315](#), [315](#), [489](#), [503](#), [520](#), [520](#), [522](#)
`\int_zero_new:c` [315](#)
`\int_zero_new:N` . [64](#), [64](#), [315](#), [315](#), [315](#)
`\interactionmode` [226](#)
`\interlinepenalties` [226](#)
`\interlinepenalty` [224](#)
ior commands:
 `\ior_...` [171](#)
 `\ior_close:c` [512](#)
 `\ior_close:N` [172](#),
 [172](#), [173](#), [173](#), [506](#), [511](#), [512](#), [512](#), [512](#)
 `\ior_get:NN`
 ... [173](#), [173](#), [174](#), [177](#), [513](#), [513](#), [731](#)
 `\ior_get_str:NN`
 ... [174](#), [174](#), [174](#), [513](#), [513](#), [731](#)

```

\ior_if_eof:N ..... 513, 731
\ior_if_eof:Nf ..... 506, 731, 731
\ior_if_eof:Ntf ... 174, 174, 506, 513
\ior_if_eof_p:N ..... 174, 174, 513
\l__ior_internal_tl 731, 731, 731, 731
\ior_list_streams: .....
..... 173, 173, 512, 512, 732
\__ior_list_streams:Nn .....
..... 512, 512, 512, 516
\ior_log_streams: .. 203, 203, 732, 732
\__ior_log_streams:Nn . 732, 732, 732
\ior_map.... 202, 202, 203, 203
\ior_map_break: .....
.... 202, 202, 731, 731, 731, 731
\ior_map_break:n ... 203, 203, 731, 731
\ior_map_inline:Nn . 202, 202, 731, 731
\__ior_map_inline:NNn .....
..... 731, 731, 731, 731
\__ior_map_inline:NNNn . 731, 731, 731
\__ior_map_inline_loop:NNN .....
..... 731, 731, 731, 731
\ior_new:c ..... 510
\ior_new:N . 172, 172, 510, 510, 510, 513
\ior_open:cn ..... 510
\ior_open:cnTF ..... 511
\__ior_open:Nn .....
.... 178, 178, 506, 506, 511, 511, 511
\ior_open:Nn 172, 172, 510, 510, 510, 511
\ior_open:NnF ..... 511
\ior_open:NnT ..... 511
\ior_open:NnTF .... 172, 172, 511, 511
\__ior_open:No ..... 510, 511, 511
\__ior_open_aux:Nn .... 510, 510, 510
\__ior_open_aux:NnTF .. 511, 511, 511
\__ior_open_stream:Nn .....
..... 511, 511, 511, 511
\ior_str_map_inline:Nn .....
..... 202, 202, 731, 731
\l__ior_stream_tl .....
..... 510, 510, 511, 511, 511
\g__ior_streams_prop .....
.... 510, 510, 510, 511, 512, 512, 732
\g__ior_streams_seq .....
.... 509, 509, 509, 511, 512, 512, 514
ior commands:
\ior... ..... 171
\ior_char:N ... 175, 175, 517, 517, 667
\ior_close:c ..... 515
\ior_close:N .....
.... 173, 173, 173, 515, 515, 515, 516
\l__iow_current_indentation_int .
518, 518, 520, 521, 522, 522, 522, 522
\l__iow_current_indentation_tl ..
.... 518, 518, 520, 521, 522, 522, 522
\l__iow_current_line_int ... 518,
518, 520, 521, 521, 521, 521, 522, 522
\l__iow_current_line_tl . 518, 518,
520, 521, 521, 522, 522, 522, 522, 523
\l__iow_current_word_int .....
..... 518, 518, 521, 521, 522
\l__iow_current_word_tl .....
518, 518, 521, 521, 521, 521, 521, 522
\__iow_indent:n ..... 519, 519, 520
\iow_indent:n ..... 176, 176, 176,
473, 501, 519, 519, 520, 544, 544
\l__iow_line_count_int .....
..... 176, 176, 517, 517, 517, 520
\l__iow_line_start_bool .....
..... 518, 518, 520, 521, 521, 522
\iow_list_streams: .....
..... 173, 173, 516, 516, 732
\__iow_list_streams:Nn . 516, 516, 516
\iow_log:n . 174, 174, 463, 463, 463,
467, 509, 509, 509, 517, 517, 733, 734
\iow_log:x .....
245, 245, 246, 271, 459, 517, 517, 734
\iow_log_streams: .. 203, 203, 732, 732
\__iow_log_streams:Nn . 732, 732, 732
\iow_new:c ..... 515
\iow_new:N .... 172, 172, 515, 515, 515
\iow_newline: .....
175, 175, 175, 175, 175, 178, 462,
462, 463, 463, 479, 517, 517, 517, 520
\l__iow_newline_tl ..... 518,
518, 520, 520, 520, 520, 520, 522, 522
\iow_now:cn ..... 517
\iow_now:cx ..... 517
\iow_now:Nn ... 174, 174, 174, 174,
174, 175, 175, 517, 517, 517, 517, 517
\iow_now:Nx ..... 517, 517, 517
\iow_open:cn ..... 515
\__iow_open:Nn .... 515, 515, 515, 515
\iow_open:Nn .. 173, 173, 515, 515, 515
\__iow_open_stream:Nn .....
..... 515, 515, 515, 515
\iow_shipout:cn ..... 516
\iow_shipout:cx ..... 516
\iow_shipout:Nn ..... 175,
175, 175, 175, 516, 516, 516, 517
\iow_shipout:Nx ..... 516

```



```

224, 224, 224, 224, 224, 224, 224, 224,
224, 224, 224, 224, 224, 224, 224, 224,
224, 224, 224, 224, 224, 224, 224, 224,
224, 224, 224, 224, 224, 224, 224, 224,
224, 224, 224, 224, 225, 225, 225, 225,
225, 225, 225, 225, 225, 225, 225, 225,
225, 225, 225, 225, 225, 225, 225, 225,
225, 225, 225, 225, 225, 225, 225, 225,
225, 225, 225, 225, 225, 225, 225, 225,
225, 225, 225, 225, 225, 225, 225, 225,
225, 225, 225, 225, 225, 225, 225, 225,
225, 225, 226, 226, 226, 226, 226, 226,
226, 226, 226, 226, 226, 226, 226, 226,
226, 226, 226, 226, 226, 226, 226, 226,
226, 226, 226, 226, 226, 226, 226, 226,
226, 226, 226, 226, 226, 226, 226, 226,
226, 226, 226, 227, 227, 227, 227, 227,
227, 227, 227, 227, 227, 227, 227, 227,
227, 227, 227, 227, 227, 227, 227, 227,
227, 227, 227, 227, 227, 227, 227, 227,
227, 227, 227, 227, 227, 227, 227, 228,
228, 228, 228, 228, 228, 228, 228, 228, 228
__kernel_register_log:c .....
..... 710, 733, 737, 738, 738
__kernel_register_log:N ... 197,
197, 710, 710, 710, 733, 737, 738, 738
__kernel_register_show:c .....
..... 253, 254, 333
__kernel_register_show:N .....
..... 25, 25, 197, 253,
253, 254, 333, 342, 346, 348, 377, 479
keys commands:
__keys_bool_set:cn ... 487, 491, 491
__keys_bool_set:Nn .....
..... 487, 487, 487, 491, 491
__keys_bool_set_inverse:cn ....
..... 487, 492, 492
__keys_bool_set_inverse:Nn ....
..... 487, 487, 488, 492, 492
__keys_check_groups: ..... 498, 498
__keys_choice_code_store:n ....
..... 502, 502, 502, 503
__keys_choice_code_store:x 502, 503
__keys_choice_find:n .....
..... 488, 500, 500, 500, 500
l_keys_choice_int ..... 160, 162,
164, 164, 164, 164, 165, 484, 484,
489, 489, 489, 489, 503, 503, 503, 503
__keys_choice_make: .....
..... 487, 487, 488, 488, 489, 492, 503
__keys_choice_make:N .....
..... 488, 488, 488, 488
__keys_choice_make_aux:N .....
..... 488, 488, 488, 488
l_keys_choice_tl ..... 160, 162,
164, 164, 164, 165, 484, 484, 489, 503
__keys_choices_generate:n .....
..... 502, 503, 503
__keys_choices_generate_aux:n ..
..... 502, 503, 503
__keys_choices_make:nn .....
..... 489, 489, 492, 492, 492, 492
__keys_choices_make:Nnn .....
..... 489, 489, 489, 489
__keys_cmd_set:nn .....
..... 487, 488, 488, 488, 489, 489, 489, 492
__keys_cmd_set:nx .....
..... 487, 487, 487, 487, 489, 489, 491, 503
__keys_cmd_set:Vn ..... 489, 490
__keys_cmd_set:Vo ..... 489, 490
c_keys_code_root_tl ..... 483,
483, 489, 500, 500, 500, 501, 501, 733
__keys_default_set:n .....
..... 487, 488, 489, 489, 493, 493, 493, 493
keys_define:nn .....
..... 159, 159, 159, 485, 485, 501
__keys_define:nnn .... 485, 485, 485
__keys_define:onn ..... 485, 485
__keys_define_elt:n .. 485, 485, 485
__keys_define_elt:nn . 485, 485, 485
__keys_define_elt_aux:nn .....
..... 485, 485, 486, 486
__keys_define_key:n .. 486, 486, 486
__keys_define_key:w .. 486, 487, 487
__keys_execute: ..... 497, 499, 499
__keys_execute:nn .....
..... 499, 499, 499, 500, 500, 500
__keys_execute_unknown: 499, 499, 499
l_keys_filtered_bool .....
..... 484, 484, 496, 496, 498, 498, 498, 498
l_keys_groups_clist .....
..... 484, 484, 490, 490, 498, 498
__keys_groups_set:n .. 490, 490, 493
keys_if_choice_exist:nnn ..... 501
keys_if_choice_exist:nnnTF ....
..... 168, 168, 501

```

```

keys_if_choice_exist_p:nnn ..... 168, 168, 501
\keys_if_exist:nn ..... 500
\keys_if_exist:nn(TF) ..... 501
\keys_if_exist:nnTF ... 168, 168, 500
\keys_if_exist_p:nn ... 168, 168, 500
\_keys_if_value:n ..... 499
\_keys_if_value_p:n .. 497, 497, 499
\c_keys_info_root_tl .. 483, 483,
488, 488, 488, 489, 489, 490, 490,
490, 491, 491, 491, 491, 498, 498,
499, 499, 499, 502, 502, 502, 503, 503
\_keys_initialise:n .....
..... 490, 490, 493, 493, 493, 493
\_keys_initialise:wn . 490, 490, 490
\l_keys_key_tl ..... 166,
166, 484, 484, 487, 488, 497, 497, 500
\keys_log:nn ..... 204, 204, 733, 733
\_keys_meta_make:n ... 490, 490, 494
\_keys_meta_make:nn .. 490, 490, 494
\l_keys_module_tl .....
..... 484, 484, 485, 485, 485,
486, 490, 495, 495, 495, 497, 499, 500
\_keys_multichoice_find:n .....
..... 488, 500, 500
\_keys_multichoice_make: .....
..... 488, 488, 489, 494
\_keys_multichoices_make:nn ...
..... 489, 489, 494, 494, 494, 494
\l_keys_no_value_bool .....
..... 484, 484, 485,
486, 487, 497, 497, 497, 499, 500
\l_keys_only_known_bool .....
..... 484, 484, 496, 496, 499
\_keys_parent:n ..... 488, 488, 488
\_keys_parent:o ... 488, 488, 488, 488
\_keys_parent:wn .. 488, 488, 488, 489
\l_keys_path_tl ..... 166, 166,
484, 484, 486, 486, 486, 486, 486,
486, 487, 487, 487, 487, 487, 487,
488, 488, 488, 488, 488, 488, 488,
488, 488, 489, 489, 490, 490, 490,
490, 490, 490, 490, 491, 491, 491,
491, 491, 492, 497, 497, 497, 498,
498, 499, 499, 499, 499, 500, 500,
500, 502, 502, 502, 503, 503, 503, 503
\_keys_property_find:n 486, 486, 486
\_keys_property_find:w .....
..... 486, 486, 486, 486
\l_keys_property_tl 484, 484, 486, 486,
486, 486, 486, 486, 487, 487, 487, 487
\c_keys_props_root_tl .....
..... 483, 483, 486, 487,
487, 491, 491, 491, 491, 492, 492,
492, 492, 492, 492, 492, 492, 492,
492, 492, 492, 492, 492, 493, 493,
493, 493, 493, 493, 493, 493, 493,
493, 493, 493, 493, 493, 493, 493,
493, 494, 494, 494, 494, 494, 494,
494, 494, 494, 494, 494, 494, 494,
494, 494, 495, 495, 495, 495, 495,
495, 495, 495, 495, 495, 502, 503, 503
\l_keys_selective_bool .....
.... 484, 484, 496, 496, 496, 496, 497
\l_keys_selective_seq .....
..... 485, 485, 496, 496, 498
\keys_set:nn ..... 158,
161, 165, 165, 166, 166, 167, 490,
490, 490, 495, 495, 495, 496, 496, 496
\_keys_set:nnn ..... 495, 495, 495
\keys_set:no ..... 495
\keys_set:nV ..... 495
\keys_set:nv ..... 495
\_keys_set:onn ..... 495, 495
\_keys_set_elt:n ..... 495, 497, 497
\_keys_set_elt:nn .... 495, 497, 497
\_keys_set_elt_aux: .....
.... 497, 497, 497, 498, 498, 498, 499
\_keys_set_elt_aux:nn .....
..... 497, 497, 497, 497
\_keys_set_elt_selective: .....
..... 497, 497, 498
\keys_set_filter:nnn .....
..... 168, 168, 496, 496, 496, 496
\keys_set_filter:nnnN .....
..... 168, 168, 168, 496, 496, 496
\_keys_set_filter:nnnnN 496, 496, 496
\keys_set_filter:nnV ..... 496
\keys_set_filter:nnv\keys_-
set_filter:nno ..... 496
\keys_set_filter:nnVN ..... 496
\keys_set_filter:nnvN\keys_-
set_filter:nnoN ..... 496
\_keys_set_filter:onnnN ... 496, 496
\keys_set_groups:nnn .....
..... 168, 168, 496, 496, 497
\keys_set_groups:nnV ..... 496
\keys_set_groups:nnv\keys_-
set_groups:nno ..... 496

```

- \keys_set_known:nn 167, 167, 495, 496, 496, 496
- \keys_set_known:nnN 167, 167, 167, 167, 495, 495, 496, 496
- _keys_set_known:nnnN . 495, 496, 496
- \keys_set_known:no 495
- \keys_set_known:noN 495
- \keys_set_known:nV 495
- \keys_set_known:nv 495
- \keys_set_known:nVN 495
- \keys_set_known:nvN 495
- _keys_set_known:onnN 495, 496
- \keys_show:nn . 168, 168, 501, 501, 733
- _keys_store_unused: 498, 498, 498, 499, 499, 499, 500
- \l_keys_tmp_bool 485, 485, 498, 498, 498
- \l_keys_unused_clist 485, 485, 495, 496, 496, 496, 496, 496, 496, 500
- _keys_value_or_default:n 497, 499, 499
- _keys_value_requirement:n 490, 490, 495, 495
- \l_keys_value_tl ... 166, 166, 485, 485, 488, 497, 499, 499, 499, 500, 500
- _keys_variable_set:cnnN 491, 492, 492, 493, 493, 493, 493, 494, 494, 494, 494, 495, 495, 495, 495
- _keys_variable_set:NnnN 491, 491, 491, 492, 492, 493, 493, 493, 493, 494, 494, 494, 494, 495, 495, 495, 495
- keyval commands:
 - \l_keyval_key_tl 480, 480, 481, 482, 482, 482, 483
 - \g_keyval_level_int 480, 480, 482, 483, 483, 483, 483, 483
 - _keyval_parse:n 481, 481, 483
 - \keyval_parse:NNn 170, 170, 170, 480, 483, 483, 485, 495
 - _keyval_parse_elt:w 481, 481, 481, 481
 - \l_keyval_parse_tl 480, 480, 481, 481, 482, 483
 - \l_keyval_sanitise_tl 480, 480, 481, 481, 481, 481
 - _keyval_split:Nn 482, 482, 482, 482, 482, 483
 - _keyval_split:Nw 482, 482, 482
 - _keyval_split_key:w . 481, 482, 482
 - _keyval_split_key_value:w 481, 481, 482
 - _keyval_split_value:w 482, 482, 483
 - \l_keyval_value_tl 480, 480, 483, 483
- L
 - \language 221
 - \lastbox 224
 - \lastkern 223
 - \lastlinefit 226
 - \lastnodetype 226
 - \lastpenalty 225
 - \lastskip 223
 - \latelua 227
 - LaTeX3 error commands:
 - \LaTeX3_error: 477, 477
 - \lccode 225
 - \leaders 223
 - \left 222
 - \lefthyphenmin 223
 - \leftskip 223
 - \leqno 222
 - \let 1, 213, 218, 218, 218, 219
 - \limits 222
 - \LineBreak 215, 215, 215, 215, 215, 215, 215, 215, 215, 215, 215, 215, 215, 215
 - \linepenalty 223
 - \lineskip 223
 - \lineskiplimit 223
 - \linewidth 438, 439
 - \ln 670, 670, 670, 670
 - ln 191
 - log commands:
 - \c_log_iow . 177, 514, 514, 514, 517, 517
 - \long 218, 219
 - \LongText 214, 215, 215
 - \looseness 223
 - \lower 224
 - \lowercase 225
 - lua commands:
 - \lua_now_x:n 351
 - luatex commands:
 - \luatex_... 9
 - \luatex_bodydir:D 228, 228, 229
 - \luatex_catcodetable:D 227, 228
 - \luatex_directlua:D 214, 227, 255, 379
 - \luatex_expanded:D 227, 229, 379
 - \luatex_if_engine:F 254, 255
 - \luatex_if_engine:T 254, 255, 351, 379

- `\luatex_if_engine:TF` 413, 413, 413, 414, 414, 414, 414,
 - 23, 23, 254, 254, 255
 - `\luatex_if_engine_p:` 23, 254, 255, 255
 - `\luatex_initcatcodetable:D` . 227, 228
 - `\luatex_latelua:D` 227, 228
 - `\luatex_luaescapestring:D` 228, 228, 378, 379
 - `\luatex luatexversion:D` 228, 232
 - `\luatex_mathdir:D` 228, 228
 - `\luatex_pagedir:D` 228, 228, 229
 - `\luatex_pardir:D` 228, 228
 - `\luatex_savecatcodetable:D` . 228, 228
 - `\luatex_textdir:D` 228, 228
 - `\luatex_Uchar:D` 228, 228
 - `\luatexbodydir` 228
 - `\luatexcatcodetable` 228
 - `\luatexinitcatcodetable` 228
 - `\luatexlatelua` 228
 - `\luatexluaescapestring` 228
 - `\luatexmathdir` 228
 - `\luatexpagedir` 228
 - `\luatexpardir` 228
 - `\luatexsavecatcodetable` 228
 - `\luatextextdir` 228
 - `\luatexUchar` 228
 - `\luatexversion` 214, 215, 228
- M**
- `\M` 266, 298, 563
 - `\mag` 221
 - `\mark` 221
 - mark commands:
 - `\q_mark` 26,
 - 26, 45, 104, 104, 242, 242, 242,
 - 242, 242, 242, 242, 242, 266, 267,
 - 267, 267, 267, 267, 268, 268, 269,
 - 270, 270, 270, 270, 270, 271, 272,
 - 272, 272, 277, 277, 277, 277, 277,
 - 277, 278, 278, 278, 278, 278, 278,
 - 287, 287, 318, 318, 320, 320, 339,
 - 339, 356, 356, 356, 357, 357, 357,
 - 364, 364, 364, 364, 364, 367, 367,
 - 367, 367, 367, 367, 367, 367, 368,
 - 368, 368, 368, 368, 368, 368, 368,
 - 368, 368, 380, 380, 381, 381, 397,
 - 397, 398, 398, 402, 402, 403, 403,
 - 403, 404, 404, 405, 405, 405, 405,
 - 407, 407, 407, 407, 407, 408, 408,
 - 408, 408, 408, 408, 408, 408, 408,
 - 408, 408, 409, 409, 409, 411, 411,
 - `\marks` 226
 - math commands:
 - `\c_math_subscript_token` 53, 294, 294, 296, 297
 - `\c_math_superscript_token` 53, 294, 294, 296, 296
 - `\c_math_toggle_token` 53, 294, 294, 296, 296
 - `\mathaccent` 221
 - `\mathbin` 222
 - `\mathchar` 221, 300
 - `\mathchardef` 219
 - `\mathchoice` 221
 - `\mathclose` 222
 - `\mathcode` 225
 - `\mathdir` 228
 - `\mathinner` 222
 - `\mathop` 222
 - `\mathopen` 222
 - `\mathord` 222
 - `\mathpunct` 222
 - `\mathrel` 222
 - `\mathsurround` 222
 - `max` 191
 - max commands:
 - `\c_max_constdef_int` 314, 314, 315, 315
 - `\c_max_dim` 83, 86,
 - 342, 342, 346, 726, 726, 726, 726, 726
 - `\c_max_int` 73, 334, 334, 429, 429, 430, 430
 - `\c_max_muskip` 89, 349, 349
 - `\c_max_register_int` 73, 232, 232, 232, 312, 474
 - `\c_max_skip` 86, 346, 346
 - `\maxdeadcycles` 224
 - `\maxdepth` 224
 - `\meaning` 225
 - `\medmuskip` 222
 - `\message` 220
 - `\MessageBreak` 215
 - meta commands:
 - `.meta:n` 162, 494
 - `.meta:nn` 162, 494
 - `\middle` 226
 - `min` 191

minus commands:

`\c_minus_inf_fp`
 185, 193, 527, 527, 615, 618, 654, 677
`\c_minus_one` ... 73, 231, 231, 232,
 232, 232, 245, 250, 314, 316, 333,
 355, 355, 463, 464, 479, 512, 513,
 514, 515, 519, 520, 583, 583, 591,
 599, 605, 638, 672, 672, 673, 673, 694
`\c_minus_zero_fp` 185, 527, 527, 615, 698
`\mkern` 221
`mm` 194

mode commands:

`\mode_if_horizontal:` 284
`\mode_if_horizontal:TF` ... 41, 41, 284
`\mode_if_horizontal_p:` ... 41, 41, 284
`\mode_if_inner:` 284
`\mode_if_inner:TF` 41, 41, 284
`\mode_if_inner_p:` 41, 41, 284
`\mode_if_math:` 284
`\mode_if_math:TF` .. 41, 41, 42, 42, 284
`\mode_if_math_p:` 41, 284
`\mode_if_vertical:` 284
`\mode_if_vertical:TF` 41, 41, 284
`\mode_if_vertical_p:` 41, 41, 284
`\month` 225
`\moveleft` 224
`\moveright` 224

msg commands:

`_msg_class_chk_exist:nT`
 467, 467, 468, 470, 470, 470
`\l_msg_class_loop_seq` 468,
 468, 470, 470, 471, 471, 471, 471
`_msg_class_new:nn` 464, 464, 465,
 465, 466, 466, 466, 467, 467, 467, 471
`\l_msg_class_tl`
 467, 467, 468, 468, 468, 469,
 469, 469, 469, 470, 471, 471, 471, 471
`\c_msg_coding_error_text_tl` ...
 157, 457, 457, 460, 460, 473, 473,
 474, 474, 474, 474, 474, 475, 475,
 475, 475, 475, 476, 501, 502, 502, 503
`\c_msg_continue_text_tl` 460, 460, 461
`\msg_critical:nn` 150, 465
`\msg_critical:nnn` 150, 465
`\msg_critical:nnnn` 150, 465
`\msg_critical:nnnnn` 150, 465
`\msg_critical:nnnnnn` .. 150, 150, 465
`\msg_critical:nnx` 465
`\msg_critical:nnxx` 465
`\msg_critical:nnxxx` 465

`\msg_critical:nnxxxx` 465
`\msg_critical_text:n`
 148, 148, 464, 464, 465
`\c_msg_critical_text_tl` 460, 460, 465
`\l_msg_current_class_tl` 467, 467,
 468, 469, 469, 469, 469, 470, 470, 471
`_msg_error:cnnnnn` ... 466, 466, 466
`\msg_error:nn` 150, 466
`\msg_error:nnn` 150, 466
`\msg_error:nnnn` 150, 466
`\msg_error:nnnnn` 150, 466
`\msg_error:nnnnnn` 150, 150, 466
`\msg_error:nnx` 466
`\msg_error:nnxx` 466
`\msg_error:nnxxx` 466
`\msg_error:nnxxxx` 466
`_msg_error_code:nnnnnn` 472
`\msg_error_text:n`
 148, 148, 464, 464, 466
`_msg_expandable_error:n`
 156, 156, 477, 477, 477, 477
`_msg_expandable_error:w`
 477, 477, 477, 477
`\msg_fatal:nn` 149, 465
`\msg_fatal:nnn` 149, 465
`\msg_fatal:nnnn` 149, 465
`\msg_fatal:nnnnn` 149, 465
`\msg_fatal:nnnnnn` 149, 149, 465
`\msg_fatal:nnx` 465
`\msg_fatal:nnxx` 465
`\msg_fatal:nnxxx` 465
`\msg_fatal:nnxxxx` 465
`_msg_fatal_code:nnnnnn` 472
`\msg_fatal_text:n`
 148, 148, 464, 464, 465
`\c_msg_fatal_text_tl` . 460, 460, 465
`\msg_gset:nnn` 148, 460, 460
`\msg_gset:nnnn` 148, 460, 460, 460, 460
`\c_msg_help_text_tl` .. 460, 460, 461
`\l_msg_hierarchy_seq`
 467, 467, 468, 468, 469, 469, 469
`\msg_if_exist:nn` 459
`\msg_if_exist:nnT` 459, 459
`\msg_if_exist:nnTF` . 148, 148, 459, 468
`\msg_if_exist_p:nn` 148, 148, 459
`\msg_info:nn` 150, 466
`\msg_info:nnn` 150, 466
`\msg_info:nnnn` 150, 466
`\msg_info:nnnnn` 150, 466
`\msg_info:nnnnnn` ... 150, 150, 151, 466

\msg_info:nmx	466	__msg_kernel_expandable_-	
\msg_info:nmxx	466	error:nnnnnn	155 ,
\msg_info:nnxxx	466		155 , 477 , 477 , 478 , 478 , 478
\msg_info:nnxxxx	466 , 473	__msg_kernel_fatal:nn	
\msg_info_text:n 149 , 149 , 464 , 464 , 466			154 , 472 , 511 , 515
\l__msg_internal_tl		__msg_kernel_fatal:nnn	154 , 472
	458 , 458 , 479 , 479 , 479 , 479	__msg_kernel_fatal:nnnn ...	154 , 472
\msg_interrupt:nnn		__msg_kernel_fatal:nnnnn ..	154 , 472
	153 , 153 , 461 , 461 , 465 , 465 , 466	__msg_kernel_fatal:nnnnnn	
__msg_interrupt_more_text:n ...			154 , 154 , 472
	462 , 462 , 462 , 462	__msg_kernel_fatal:nmx	472
__msg_interrupt_text:n 462 , 462 , 463		__msg_kernel_fatal:nmxx	472
__msg_interrupt_wrap:nn		__msg_kernel_fatal:nnxxx	472
	461 , 461 , 462 , 462	__msg_kernel_fatal:nnxxxx	472
__msg_kernel_class_new:nN		__msg_kernel_info:nn	155 , 473
	471 , 472 , 472 , 472 , 473 , 473 , 473	__msg_kernel_info:nnn	155 , 473
__msg_kernel_class_new_aux:nN ..		__msg_kernel_info:nnnn	155 , 473
	471 , 472 , 472	__msg_kernel_info:nnnnn ...	155 , 473
__msg_kernel_error:nn		__msg_kernel_info:nnnnnn	
	154 , 245 , 245 , 443 , 472 , 472 , 482		155 , 155 , 473
__msg_kernel_error:nnn	154 , 472	__msg_kernel_info:nmx	473
__msg_kernel_error:nnnn ...	154 , 472	__msg_kernel_info:nmxx	473
__msg_kernel_error:nnnnn ..	154 , 472	__msg_kernel_info:nnxxx	473
__msg_kernel_error:nnnnnn		__msg_kernel_info:nnxxxx	473
	154 , 154 , 472	__msg_kernel_info:nnxxxxx	473
__msg_kernel_error:nmx	237 ,	__msg_kernel_new:nnn	154 ,
238 , 239 , 239 , 245 , 245 , 246 , 246 ,		457 , 471 , 471 , 476 , 476 , 476 , 476 ,	
252 , 254 , 267 , 275 , 290 , 358 , 377 ,		476 , 476 , 476 , 476 , 476 , 476 , 476 ,	
430 , 436 , 467 , 472 , 472 , 479 , 486 ,		544 , 544 , 544 , 544 , 544 , 544 , 594 ,	
487 , 488 , 497 , 503 , 506 , 507 , 510 ,		594 , 594 , 594 , 594 , 594 , 594 , 594 , 595	
527 , 540 , 709 , 710 , 732 , 734 , 734 , 750		__msg_kernel_new:nnnn	
__msg_kernel_error:nmxx 236 , 237 ,			154 , 154 , 457 , 457 , 457 , 471 , 471 ,
239 , 245 , 245 , 245 , 245 , 245 , 246 ,			473 , 473 , 473 , 473 , 474 , 474 , 474 ,
250 , 270 , 440 , 459 , 459 , 468 , 472 ,			474 , 474 , 474 , 474 , 475 , 475 , 475 ,
472 , 486 , 487 , 488 , 488 , 497 , 499 , 540			475 , 475 , 476 , 483 , 501 , 501 , 501 ,
__msg_kernel_error:nnxxx	472		501 , 501 , 502 , 502 , 502 , 502 , 502 ,
__msg_kernel_error:nnxxxx .	270 , 472		503 , 523 , 523 , 523 , 524 , 538 , 544 , 544
__msg_kernel_expandable_-		__msg_kernel_set:nnn .	154 , 471 , 471
error:nn	155 ,	__msg_kernel_set:nnnn	
	284 , 383 , 417 , 477 , 478 , 562 , 586		154 , 154 , 471 , 471
__msg_kernel_expandable_-		__msg_kernel_warning:nn ...	155 , 473
error:nnn 155 , 260 , 317 , 323 , 366 ,		__msg_kernel_warning:nnn ..	155 , 473
398 , 414 , 477 , 478 , 562 , 564 , 565 ,		__msg_kernel_warning:nnnn .	155 , 473
565 , 577 , 577 , 577 , 577 , 579 , 585 , 585		__msg_kernel_warning:nnnnn 155 , 473	
__msg_kernel_expandable_-		__msg_kernel_warning:nnnnnn ..	
error:nnnn			155 , 155 , 473
	155 , 477 , 478 , 590 , 591 , 601	__msg_kernel_warning:nmx	473
__msg_kernel_expandable_-		__msg_kernel_warning:nmxx	473
error:nnnnn		__msg_kernel_warning:nnxxx ...	473
	155 , 477 , 478 , 543 , 593 , 691	__msg_kernel_warning:nnxxxx 471 , 473	

\msg_line_context: 148, 148,
 245, 245, 246, 459, 461, 461, 461, 475
 \msg_line_number:
 148, 148, 461, 461, 461, 483
 _msg_log:n 733, 734, 734
 \msg_log:n 153, 153, 463, 463, 466
 \msg_log:nn 151, 467
 _msg_log:nnn 204,
 204, 732, 732, 732, 732, 733, 733, 733
 \msg_log:nnn 151, 467
 \msg_log:nnnn 151, 467
 \msg_log:nnnnn 151, 467
 \msg_log:nnnnnn 151, 151, 467
 \msg_log:nnx 467
 \msg_log:nnxx 467
 \msg_log:nnxxx 467
 \msg_log:nnxxxx 467
 _msg_log_value:n
 204, 204, 734, 734, 734
 _msg_log_value:x
 710, 732, 732, 732, 733,
 733, 734, 734, 734, 734, 737, 738, 738
 _msg_log_variable:Nnn
 204, 204, 721,
 722, 730, 730, 733, 733, 735, 735, 737
 _msg_log_wrap:n
 204, 204, 710, 710, 732,
 732, 732, 732, 733, 733, 734, 750, 750
 \c__msg_more_text_prefix_tl
 459, 459, 460, 460, 466
 \msg_new:nnn 147, 460, 460, 471
 \msg_new:nnnn
 147, 147, 459, 459, 460, 460, 460, 471
 \c__msg_no_info_text_tl 460, 460, 461
 _msg_no_more_text:nnnn 466, 466, 466
 \msg_none:nn 151, 467
 \msg_none:nnn 151, 467
 \msg_none:nnnn 151, 467
 \msg_none:nnnnn 151, 467
 \msg_none:nnnnnn 151, 151, 467
 \msg_none:nnx 467
 \msg_none:nnxx 467
 \msg_none:nnxxx 467
 \msg_none:nnxxxx 467
 \c__msg_on_line_text_tl 460, 461, 461
 _msg_redirect:nnn 470, 470, 470, 470
 \msg_redirect_class:nn
 152, 152, 470, 470
 _msg_redirect_loop_chk:nnn
 470, 470, 470, 471
 _msg_redirect_loop_chk:onn . . 471
 _msg_redirect_loop_list:n
 470, 471, 471
 \msg_redirect_module:nnn
 152, 152, 470, 470
 \msg_redirect_name:nnn
 152, 152, 469, 469
 \l__msg_redirect_prop
 467, 467, 468, 470, 470
 \c__msg_return_text_tl
 460, 461, 461, 473, 473, 473
 \msg_see_documentation_text:n
 149, 149, 464, 464, 465, 465, 466
 \msg_set:nnn 148, 460, 460, 471
 \msg_set:nnnn
 148, 148, 460, 460, 460, 471
 _msg_show_item:n 156, 156,
 156, 399, 416, 479, 480, 480, 722, 737
 _msg_show_item:nn
 156, 156, 156, 425, 426, 480, 480, 735
 _msg_show_item_unbraced:nn
 156, 156,
 457, 480, 480, 512, 512, 730, 732, 732
 _msg_show_variable:n . 156, 156,
 254, 275, 275, 275, 377, 377, 478,
 479, 479, 479, 512, 709, 709, 709, 710
 _msg_show_variable:Nnn
 156, 156, 156, 399, 399, 416, 416,
 425, 426, 456, 478, 478, 479, 733, 737
 _msg_show_variable_aux:n
 478, 479, 479
 _msg_show_variable_aux:w
 478, 479, 479
 \msg_term:n . . . 153, 153, 463, 463, 466
 _msg_term:nn 156, 478, 478
 _msg_term:nnn 156, 478, 478, 479, 512
 _msg_term:nnnnn 156, 478, 478
 _msg_term:nnnnnn
 156, 156, 478, 478, 478, 478, 478, 478
 _msg_term:nnnnnV 478
 \c__msg_text_prefix_tl
 459, 459, 459, 460, 460, 465,
 465, 466, 466, 466, 467, 477, 478, 733
 \c__msg_trouble_text_tl . . . 460, 461
 _msg_use:nnnnnnn . . . 464, 468, 468
 _msg_use_code:
 468, 468, 468, 468, 468, 468, 469, 469
 _msg_use_hierarchy:nwN
 468, 468, 468, 469

- _msg_use_redirect_module:n ... [468](#), [468](#), [469](#), [469](#), [469](#)
- _msg_use_redirect_name:n ... [468](#), [468](#), [468](#)
- \msg_warning:nn ... [150](#), [466](#)
- \msg_warning:nnn ... [150](#), [466](#)
- \msg_warning:nnnn ... [150](#), [466](#)
- \msg_warning:nnnnn ... [150](#), [466](#)
- \msg_warning:nnnnnn ... [150](#), [466](#)
- \msg_warning:nnx ... [466](#)
- \msg_warning:nnxx ... [466](#)
- \msg_warning:nnxxx ... [466](#)
- \msg_warning:nnxxxx ... [150](#), [466](#), [473](#)
- \msg_warning_text:n ... [149](#), [149](#), [464](#), [464](#), [466](#)
- \mskip ... [221](#)
- \muexpr ... [226](#)
- multichoice commands:
 - .multichoice: ... [162](#), [494](#)
- multichoices commands:
 - .multichoices:nn ... [162](#), [494](#)
 - .multichoices:on ... [162](#), [494](#)
 - .multichoices:Vn ... [162](#), [494](#)
 - .multichoices:xn ... [162](#), [494](#)
- \multiply ... [219](#)
- \muskip ... [225](#)
- muskip commands:
 - \muskip(g)zero:N ... [87](#)
 - \muskip_add:cn ... [348](#)
 - \muskip_add:Nn [88](#), [88](#), [348](#), [348](#), [348](#), [348](#)
 - \muskip_const:cn ... [347](#)
 - \muskip_const:Nn ... [87](#), [87](#), [347](#), [347](#), [347](#), [349](#), [349](#)
 - \muskip_eval:n [88](#), [88](#), [88](#), [348](#), [348](#), [738](#)
 - \muskip_gadd:cn ... [348](#)
 - \muskip_gadd:Nn ... [88](#), [348](#), [348](#), [348](#)
 - \muskip_gset:cn ... [347](#)
 - \muskip_gset:Nn [88](#), [347](#), [347](#), [347](#), [347](#)
 - \muskip_gset_eq:cc ... [348](#)
 - \muskip_gset_eq:cN ... [348](#)
 - \muskip_gset_eq:Nc ... [348](#)
 - \muskip_gset_eq:NN ... [88](#), [348](#), [348](#), [348](#), [348](#)
 - \muskip_gsub:cn ... [348](#)
 - \muskip_gsub:Nn ... [88](#), [348](#), [348](#), [348](#)
 - \muskip_gzero:c ... [347](#)
 - \muskip_gzero:N [87](#), [347](#), [347](#), [347](#), [347](#)
 - \muskip_gzero_new:c ... [347](#)
 - \muskip_gzero_new:N [87](#), [347](#), [347](#), [347](#)
 - \muskip_if_exist:c ... [347](#)
 - \muskip_if_exist:cTF ... [347](#)
 - \muskip_if_exist:N ... [347](#)
 - \muskip_if_exist:NTF ... [87](#), [87](#), [347](#), [347](#), [347](#)
 - \muskip_if_exist_p:c ... [347](#)
 - \muskip_if_exist_p:N ... [87](#), [87](#), [347](#)
 - \muskip_log:c ... [738](#), [738](#)
 - \muskip_log:N ... [206](#), [206](#), [738](#), [738](#)
 - \muskip_log:n ... [207](#), [207](#), [738](#), [738](#)
 - \muskip_new:c ... [346](#)
 - \muskip_new:N [87](#), [87](#), [87](#), [346](#), [346](#), [346](#), [347](#), [347](#), [347](#), [349](#), [349](#), [349](#), [349](#)
 - \muskip_set:cn ... [347](#)
 - \muskip_set:Nn [88](#), [88](#), [347](#), [347](#), [347](#), [347](#)
 - \muskip_set_eq:cc ... [348](#)
 - \muskip_set_eq:cN ... [348](#)
 - \muskip_set_eq:Nc ... [348](#)
 - \muskip_set_eq:NN ... [88](#), [88](#), [348](#), [348](#), [348](#), [348](#)
 - \muskip_show:c ... [348](#)
 - \muskip_show:N ... [89](#), [89](#), [348](#), [348](#), [348](#)
 - \muskip_show:n ... [89](#), [89](#), [348](#), [348](#)
 - \muskip_sub:cn ... [348](#)
 - \muskip_sub:Nn [88](#), [88](#), [348](#), [348](#), [348](#), [348](#)
 - \muskip_use:c ... [348](#)
 - \muskip_use:N ... [88](#), [88](#), [88](#), [88](#), [348](#), [348](#), [348](#), [348](#)
 - \muskip_zero:c ... [347](#)
 - \muskip_zero:N ... [87](#), [347](#), [347](#), [347](#), [347](#), [347](#)
 - \muskip_zero_new:c ... [347](#)
 - \muskip_zero_new:N [87](#), [87](#), [347](#), [347](#), [347](#)
 - \muskipdef ... [219](#)
 - \mutogluue ... [226](#)
 - my commands:
 - \l_my_clist ... [118](#)
 - _my_map_dbl:nn ... [47](#), [47](#), [47](#)
 - \my_map_dbl:nn ... [47](#)
 - _my_map_dbl_fn:nn ... [47](#), [47](#)
 - \l_my_prop ... [205](#)
 - mymodule commands:
 - \l_mymodule_tmp_t1 ... [159](#)
 - mypkg commands:
 - \mypkg_foo:w ... [32](#)
 - MyVariable ... [1](#)

N

 - \N ... [272](#), [272](#)
 - nan ... [193](#)

nan commands:

`\c_nan_fp` 193, 527,
527, 541, 541, 543, 543, 548, 562,
562, 564, 564, 565, 580, 593, 667, 691

`nc` 194
`nd` 194
`\newbox` 314
`\newcount` 314
`\newdimen` 314
`\newlinechar` 215, 220
`\next` 61,
61, 61, 214, 215, 215, 216, 216, 216, 216

nil commands:

`\q_nil` 21, 21, 45,
45, 45, 45, 234, 234, 234, 277, 277,
277, 277, 277, 277, 277, 278, 278,
278, 278, 278, 287, 287, 287, 289,
289, 289, 289, 290, 290, 357, 358,
360, 360, 361, 361, 361, 361, 361,
361, 368, 368, 368, 368, 369, 369,
372, 372, 481, 481, 481, 481, 481,
481, 481, 481, 481, 482, 482, 482,
482, 482, 482, 482, 482, 482, 483

nine commands:

`\c_nine` 73, 292,
293, 333, 333, 553, 558, 560, 561,
566, 567, 568, 568, 570, 571, 571,
572, 573, 573, 576, 576, 587, 587,
587, 587, 614, 679, 679, 679, 679, 679

no commands:

`\q_no_value`
..... 44, 45, 45, 45, 45, 110, 110,
110, 110, 110, 110, 116, 116, 116,
125, 129, 129, 129, 171, 280, 287,
287, 287, 289, 289, 290, 290, 391,
391, 391, 391, 392, 392, 404, 404,
405, 419, 419, 419, 420, 420, 506, 507

`\noalign` 220
`\noboundary` 222
`\noexpand` 215, 215, 215, 215, 219
`\noindent` 223
`\nolimits` 222
`\nonscript` 221
`\nonstopmode` 221
`\normalend` 229, 229, 510, 514
`\normaleveryjob` 229
`\normalexpanded` 229
`\normalhoffset` 229
`\normalinput` 229
`\normalitaliccorrection` 229, 229

`\normallanguage` 229
`\normalleft` 229, 229
`\normalmathop` 229
`\normalmiddle` 229
`\normalmonth` 229
`\normalouter` 229
`\normalover` 229
`\normalright` 229
`\normalshowtokens` 229
`\normalunexpanded` 229
`\normalvcenter` 229
`\normalvoffset` 229
`\nulldelimiterspace` 222
`\nullfont` 225
`\number` 225
`\numexpr` 226

O

`\O` 751
`\omit` 220

one commands:

`\c_one` . 73, 292, 292, 314, 316, 333,
333, 333, 367, 376, 376, 394, 395,
397, 413, 413, 414, 429, 471, 471,
506, 510, 510, 514, 514, 520, 529,
538, 545, 545, 545, 545, 545, 546,
547, 547, 547, 547, 547, 548, 550,
550, 567, 569, 569, 572, 572, 572,
572, 573, 579, 586, 586, 586, 590,
590, 590, 590, 590, 590, 590, 599,
603, 603, 603, 608, 608, 610, 611,
611, 612, 612, 613, 614, 614, 617,
618, 625, 625, 626, 627, 631, 631,
631, 633, 633, 634, 638, 644, 647,
647, 649, 649, 652, 652, 654, 655,
660, 662, 662, 663, 671, 672, 672,
673, 673, 673, 676, 678, 679, 689,
690, 691, 693, 697, 699, 701, 701, 751

`\c_one_degree_fp` 185, 193, 580, 709, 709

`\c_one_fp` .. 185, 580, 591, 592, 600,

662, 667, 669, 675, 676, 691, 709, 709

`\c_one_hundred` 73, 334, 334

`\c_one_thousand` 73, 334, 334

`\openin` 220

`\openout` 220

`\or` 220

or commands:

`\or:` 74, 74, 74,
229, 229, 249, 249, 249, 249, 249,
249, 249, 249, 249, 312, 327, 327,

- 327, 327, 327, 327, 327, 327, 327,
 328, 328, 328, 328, 328, 328, 328,
 328, 328, 328, 328, 328, 328, 328,
 328, 328, 328, 328, 328, 328, 328,
 328, 328, 328, 328, 328, 328, 328,
 328, 328, 328, 328, 328, 328, 328,
 328, 328, 328, 328, 328, 328, 529,
 529, 529, 537, 537, 548, 591, 591,
 591, 592, 592, 605, 605, 605, 609,
 612, 614, 614, 614, 614, 615, 615,
 615, 615, 615, 618, 618, 634, 634,
 644, 654, 655, 655, 655, 655, 655,
 655, 661, 662, 662, 662, 664, 664,
 664, 664, 664, 664, 664, 664, 664,
 664, 664, 664, 665, 665, 665, 665,
 665, 665, 665, 665, 665, 665, 665,
 665, 665, 665, 665, 665, 665, 665,
 665, 665, 665, 665, 665, 665, 665,
 665, 665, 665, 665, 665, 666, 666,
 666, 666, 666, 666, 666, 666, 666,
 666, 666, 666, 666, 666, 666, 666,
 666, 666, 666, 666, 667, 669, 669,
 669, 672, 672, 674, 674, 675, 675,
 675, 675, 676, 676, 676, 676, 677,
 677, 691, 691, 691, 693, 696, 696,
 696, 696, 698, 698, 698, 698, 698,
 700, 700, 700, 702, 702, 702, 703, 703
 \outer 6, 6, 219, 314, 586
 \output 224
 \outputpenalty 224
 \over 221
 \overfullrule 224
 \overline 222
 \overwithdelims 221
- P**
- \P 266, 560, 563
 \PackageError 215, 215
 \pagedepth 224
 \pagedir 228
 \pagediscards 227
 \pagefilllstretch 224
 \pagefillstretch 224
 \pagefilstretch 224
 \pagegoal 224
 \pageshrink 224
 \pagestretch 224
 \pagetotal 224
 \par 11, 11,
 12, 12, 13, 13, 13, 14, 14, 14, 15, 15,
 15, 16, 173, 173, 223, 248, 248, 432,
 432, 432, 432, 432, 432, 433, 433, 433
 parameter commands:
 \c_parameter_token
 53, 294, 294, 296, 296, 296, 296
 \paddir 228
 \parfillskip 223
 \parindent 223
 \parshape 223
 \parshapedimen 226
 \parshapeindent 226
 \parshapelength 226
 \parskip 223
 \patterns 225
 \pausing 221
 pc 194
 \pdf... 227
 \pdfcolorstack 227
 \pdfcompresslevel 227
 \pdfcreationdate 227
 \pdfdecimaldigits 227
 \pdfhorigin 227
 \pdfinfo 227
 \pdflastxform 227
 \pdfliteral 227
 \pdfminorversion 227
 \pdfobjcompresslevel 227
 \pdfoutput 227
 \pdfpkresolution 227
 \pdfrefxform 227
 \pdfrestore 227
 \pdfsave 227
 \pdfsetmatrix 227
 \pdfstrcmp 213, 215, 227
 pdftex commands:
 \pdftex... 9
 \pdftex_if_engine:F ... 255, 255, 255
 \pdftex_if_engine:T ... 254, 255, 255
 \pdftex_if_engine:TF
 23, 23, 254, 255, 255, 255, 315
 \pdftex_if_engine_p:
 23, 254, 255, 255, 255
 \pdftex_pdfcolorstack:D
 227, 759, 759, 759
 \pdftex_pdfcompresslevel:D . 227, 753
 \pdftex_pdfcreationdate:D 227
 \pdftex_pdfdecimaldigits:D . 227, 753
 \pdftex_pdfhorigin:D 227, 753
 \pdftex_pdfinfo:D 227
 \pdftex_pdflastxform:D 227

- \pdfTEX_pdfliteral:D 227, 754, 754, 754, 755
- \pdfTEX_pdfminorversion:D .. 227, 753
- \pdfTEX_pdfobjcompresslevel:D ... 227, 753
- \pdfTEX_pdfoutput:D ... 227, 753, 753
- \pdfTEX_pdfpkresolution:D .. 227, 753
- \pdfTEX_pdfrefxform:D 227
- \pdfTEX_pdfrestore:D 227, 754
- \pdfTEX_pdfsave:D 227, 754, 754
- \pdfTEX_pdfsetmatrix:D . 227, 755, 755
- \pdfTEX_pdftextrevision:D 227
- \pdfTEX_pdfvorigin:D 227, 753
- \pdfTEX_pdfxform:D 227
- \pdfTEX_strcmp:D 227, 378
- \pdfTEXrevision 227
- \pdfvorigin 227
- \pdfxform 227
- peek commands:
 - \peek_after:Nw 42, 58, 58, 58, 58, 306, 306, 306, 307, 309
 - \peek_catcode:NNTF 58, 58, 309
 - \peek_catcode_ignore_spaces:NNTF . 58, 58, 309
 - \peek_catcode_remove:NNTF . 59, 59, 309
 - \peek_catcode_remove_ignore_spaces:NNTF 59, 59, 309
 - \peek_charcode:NNTF 59, 59, 310
 - \peek_charcode_ignore_spaces:NNTF 59, 59, 310
 - \peek_charcode_remove:NNTF 59, 59, 310
 - \peek_charcode_remove_ignore_spaces:NNTF 60, 60, 310
 - __peek_def:nmmm 309, 309, 309, 309, 310, 310, 310, 310, 310, 310, 310, 310, 310, 310
 - __peek_def:nnmm 309, 309, 309, 309
 - __peek_execute_branches: 309, 309, 309
 - __peek_execute_branches_catcode: 307, 308, 309, 309, 310, 310
 - __peek_execute_branches_catcode_aux: ... 307, 308, 308, 308
 - __peek_execute_branches_catcode_auxii:N ... 307, 308, 308
 - __peek_execute_branches_catcode_auxiii: ... 307, 308, 308
 - __peek_execute_branches_charcode: 307, 308, 310, 310, 310, 310
 - __peek_execute_branches_meaning: 307, 307, 310, 310, 310, 310
 - __peek_execute_branches_N_type: 751, 751, 752, 752, 752
 - __peek_false:w ... 306, 306, 306, 307, 307, 308, 308, 751, 751, 751, 752
 - \peek_gafter:Nw .. 58, 58, 58, 306, 306
 - __peek_get_prefix_arg_replacement:wN 311, 311, 311, 311, 311
 - __peek_ignore_spaces_execute_branches: 309, 309, 309, 310, 310, 310, 310, 310
 - \peek_meaning:NNTF 60, 60, 310
 - \peek_meaning_ignore_spaces:NNTF . 60, 60, 310
 - \peek_meaning_remove:NNTF . 60, 60, 310
 - \peek_meaning_remove_ignore_spaces:NNTF 60, 60, 310
 - \peek_N_type:F 752
 - \peek_N_type:T 752
 - \peek_N_type:TF ... 210, 210, 751, 752
 - __peek_N_type:w 751, 751, 751
 - __peek_N_type_aux:nnw . 751, 751, 751
 - \l__peek_search_tl 305, 306, 306, 306, 307, 308, 308, 308
 - \l__peek_search_token 305, 305, 306, 306, 307, 307
 - __peek_tmp:w 306, 306, 306
 - \g_peek_token ... 58, 58, 305, 305, 306
 - \l_peek_token 58, 58, 305, 305, 306, 307, 308, 308, 308, 309, 309, 751, 751, 751, 751, 751, 751
 - __peek_token_generic:NNTF .. 307, 752
 - __peek_token_generic:NNT 307, 752
 - __peek_token_generic:NNTF 306, 306, 307, 307, 751, 752
 - __peek_token_remove_generic:NNTF 307
 - __peek_token_remove_generic:NNT 307
 - __peek_token_remove_generic:NNTF 307, 307, 307, 307
 - __peek_true:w . 306, 306, 306, 307, 307, 308, 308, 751, 751, 751, 752, 752
 - __peek_true_aux:w . 306, 306, 306, 307
 - __peek_true_remove:w . 306, 306, 307
 - \penalty 225
 - pi 193
 - pi commands:
 - \c_pi_fp .. 185, 193, 574, 580, 709, 709
 - \postdisplaypenalty 222
 - \predisplaydirection 227

- \predisplaypenalty 222
- \predisplaysize 222
- \pretolerance 223
- \prevdepth 224
- \prevgraf 223
- prg commands:
 - __prg_break: 43, 256, 256, 287, 376, 395, 424, 538, 706, 736, 736
 - \prg_break: 291, 291
 - __prg_break:n 43, 43, 43, 256, 256, 287, 376, 391, 395, 420
 - __prg_break_point: 43, 43, 256, 256, 256, 256, 287, 376, 391, 395, 420, 423, 538, 706, 736, 736
 - __prg_break_point:Nn 43, 43, 43, 43, 98, 98, 114, 114, 123, 123, 202, 203, 255, 255, 255, 256, 256, 256, 287, 323, 324, 365, 365, 365, 395, 395, 396, 397, 410, 411, 411, 412, 424, 425, 731, 735
 - \prg_break_point:Nn 47
 - __prg_case_end:nw 26, 26, 320, 339, 363, 364, 364, 381
 - __prg_compare_error: 75, 75, 317, 317, 317, 317, 318, 318, 338, 338, 338
 - __prg_compare_error:Nw 75, 75, 317, 317, 317, 318, 319, 319
 - \prg_do_nothing: 10, 10, 42, 43, 239, 239, 254, 255, 255, 256, 269, 270, 355, 356, 358, 359, 359, 359, 359, 385, 385, 386, 386, 393, 393, 405, 415, 415, 415, 415, 538, 541, 541, 542, 542, 542, 591, 705, 705, 710, 741
 - __prg_generate_conditional:nnNnnnnn 236, 236, 237, 237
 - __prg_generate_conditional:nnnnnnw 237, 237, 237, 237
 - __prg_generate_conditional_count:nnNnn 236, 236, 236, 236, 236, 236
 - __prg_generate_conditional_count:nnNnnnn 236, 236, 236
 - __prg_generate_conditional_parm:nnNpnn 235, 235, 235, 236, 236, 236
 - __prg_generate_F_form:wnnnnnn 238, 238
 - __prg_generate_p_form:wnnnnnn 238, 238
 - __prg_generate_T_form:wnnnnnn 238, 238
 - __prg_generate_TF_form:wnnnnnn 238, 238
 - __prg_map_1:w 43
 - __prg_map_2:w 43
 - __prg_map_break:Nn 43, 43, 255, 256, 256, 256, 287, 366, 366, 366, 395, 395, 412, 412, 412, 425, 425, 425, 731, 731
 - \g__prg_map_int 43, 43, 287, 287, 323, 323, 323, 323, 323, 324, 365, 365, 365, 365, 365, 396, 396, 396, 411, 411, 411, 411, 425, 425, 425, 731, 731, 731
 - \prg_new_conditional:Nnn . 35, 35, 236, 236, 273, 289, 289, 290, 290, 513
 - \prg_new_conditional:Npnn 35, 35, 36, 235, 235, 253, 273, 275, 277, 284, 284, 284, 284, 295, 295, 296, 296, 296, 296, 296, 296, 297, 297, 297, 297, 297, 298, 298, 298, 299, 299, 300, 300, 300, 301, 301, 302, 302, 302, 303, 303, 304, 309, 318, 319, 320, 321, 338, 338, 344, 345, 360, 360, 361, 361, 361, 363, 373, 373, 374, 375, 375, 376, 379, 380, 390, 409, 422, 423, 428, 428, 428, 436, 459, 499, 500, 501, 539, 577, 595, 596, 738
 - \prg_new_eq_conditional:NNn 37, 37, 238, 239, 273, 276, 276, 316, 316, 336, 336, 343, 343, 347, 347, 351, 351, 386, 386, 399, 399, 399, 399, 399, 402, 402, 409, 409, 422, 422, 427, 427, 595, 595
 - \prg_new_protected_conditional:Nnn 35, 35, 236, 236, 273
 - \prg_new_protected_conditional:Npnn 35, 35, 235, 236, 273, 362, 362, 390, 393, 393, 394, 394, 394, 405, 405, 405, 409, 409, 420, 421, 424, 507, 511
 - __prg_replicate:N . 282, 283, 283, 283
 - \prg_replicate:nn 41, 41, 282, 283, 283, 283, 283, 476, 522, 522, 643, 671, 673, 673, 679, 684, 684, 684, 684, 685, 702, 702, 702
 - __prg_replicate_ 282, 283
 - __prg_replicate_0:n 282

_prg_replicate_1:n	282	376, 379, 379, 380, 390, 390, 391,
_prg_replicate_2:n	282	391, 405, 405, 409, 410, 420, 421,
_prg_replicate_3:n	282	421, 422, 423, 424, 428, 428, 428,
_prg_replicate_4:n	282	436, 459, 499, 500, 501, 507, 511,
_prg_replicate_5:n	282	513, 513, 513, 539, 577, 577, 595, 596
_prg_replicate_6:n	282	\prg_set_conditional:Nnn
_prg_replicate_7:n	282 35, 236, 236, 273
_prg_replicate_8:n	282	\prg_set_conditional:Npnn
_prg_replicate_9:n	282	... 35,
_prg_replicate_first:N	282, 283, 283		36, 37, 235, 235, 242, 243, 243, 243, 273
_prg_replicate_first-:n	282	\prg_set_eq_conditional:NNn
_prg_replicate_first_0:n	282 37, 238, 238, 273
_prg_replicate_first_1:n	282	_prg_set_eq_conditional:NNNn
_prg_replicate_first_2:n	282 238, 239, 239, 239
_prg_replicate_first_3:n	282	_prg_set_eq_conditional:nnNnnNNw
_prg_replicate_first_4:n	282 239, 239, 239
_prg_replicate_first_5:n	282	_prg_set_eq_conditional_F-
_prg_replicate_first_6:n	282	form:nnn
_prg_replicate_first_7:n	282 239
_prg_replicate_first_8:n	282	_prg_set_eq_conditional_F-
_prg_replicate_first_9:n	282	form:wNnnnn
\prg_return_false: 240
	36, 37, 37, 37, 107, 235, 235, 242,		_prg_set_eq_conditional-
	243, 243, 243, 243, 244, 253, 273,		loop:nnnnNw
	275, 277, 284, 284, 284, 284, 289,	 239, 239, 239, 240
	289, 295, 295, 296, 296, 296, 296,		_prg_set_eq_conditional_p-
	297, 297, 297, 297, 297, 297, 298,		form:nnn
	298, 299, 299, 299, 299, 300, 300,	 239
	301, 301, 301, 301, 302, 302, 302,		_prg_set_eq_conditional_T-
	302, 304, 304, 305, 305, 317, 317,		form:wNnnnn
	318, 319, 319, 320, 321, 321, 338,	 240
	338, 339, 339, 344, 345, 360, 361,		_prg_set_eq_conditional_TF-
	361, 361, 362, 363, 363, 373, 373,		form:nnn
	373, 374, 374, 374, 375, 375, 376,	 239
	379, 379, 380, 390, 390, 390, 391,		_prg_set_eq_conditional_TF-
	405, 405, 409, 409, 410, 421, 421,		form:wNnnnn
	422, 423, 424, 428, 428, 428, 436,	 240
	436, 459, 499, 499, 500, 501, 507,		\prg_set_protected_conditional:Nnn
	511, 513, 539, 577, 577, 595, 596, 738	 35, 236, 236, 273
\prg_return_true/false:	379	\prg_set_protected_conditional:Npnn
\prg_return_true:	..	36, 37, 37, 37, 35, 235, 235, 273
	107, 235, 235, 243, 243, 243, 243,		_prg_variable_get_scope:N
	244, 244, 253, 273, 275, 277, 284,	 42, 42, 286, 286, 286
	284, 284, 284, 289, 289, 295, 295,		_prg_variable_get_scope:w
	296, 296, 296, 296, 297, 297, 297,	 286, 286, 286, 286
	297, 297, 297, 298, 298, 299, 299,		
	299, 301, 301, 304, 305, 319, 320,		prop commands:
	320, 321, 338, 339, 344, 345, 360,		\s__prop
	361, 361, 361, 362, 363, 363, 373,		133, 133, 416, 416, 416, 416,
	373, 373, 374, 374, 374, 375, 375,		417, 417, 417, 417, 418, 418, 419,
			419, 420, 420, 421, 422, 423, 423,
			424, 424, 425, 425, 425, 735, 735, 735

\prop_(g)clear:N	128	\prop_gput:Nnn	129, 421, 421, 422, 422, 510, 514
\prop_clear:c	417, 447	\prop_gput:Nno	421
\prop_clear:N	128, 128, 417, 417, 417, 417	\prop_gput:NnV	421
\prop_clear_new:c	417, 437, 437, 489	\prop_gput:Nnx	421
\prop_clear_new:N	128, 128, 417, 417, 417	\prop_gput:Non	421
\prop_gclear:c	417	\prop_gput:Noo	421
\prop_gclear:N	128, 417, 417, 417, 417	\prop_gput:NVn	421, 511, 515
\prop_gclear_new:c	417	\prop_gput:NVV	421
\prop_gclear_new:N	128, 417, 417, 417	\prop_gput_if_new:cnn	422
\prop_get:cn	426, 426	\prop_gput_if_new:Nnn	129, 422, 422, 422
\prop_get:cnN	419	\prop_gremove:cn	419
\prop_get:cnNF	440, 499	\prop_gremove:cV	419
\prop_get:cnNT	471	\prop_gremove:Nn	130, 419, 419, 419, 419
\prop_get:cnNTF	424, 469, 488, 498	\prop_gremove:NV	419, 512, 515
\prop_get:coN	419	\prop_gset_eq:cc	418, 418, 441, 441
\prop_get:coNTF	424	\prop_gset_eq:cN	418, 418, 437, 437
\prop_get:cVN	419	\prop_gset_eq:Nc	418, 418
\prop_get:cVNTF	424	\prop_gset_eq:NN	128, 417, 418, 418
\prop_get:Nn	43, 426, 426	\prop_if_empty:cTF	422
\prop_get:NnN	44, 45, 129, 129, 130, 419, 419, 419, 419, 424, 453, 453, 455, 455	\prop_if_empty:N	422
\prop_get:NnNF	424, 424	\prop_if_empty:NF	423
\prop_get:NnNT	424, 424	\prop_if_empty:NT	423
\prop_get:NnNTF	129, 130, 131, 131, 424, 424, 424, 468	\prop_if_empty:NTF	130, 130, 422, 423, 476, 512, 732, 732
\prop_get:NoN	419	\prop_if_empty_p:c	422
\prop_get:NoNTF	424	\prop_if_empty_p:N	130, 130, 422, 423
\prop_get:NVN	419	\prop_if_exist:c	422
\prop_get:NVNTF	424	\prop_if_exist:cT	489, 490, 491
\prop_gpop:cnN	419	\prop_if_exist:cTF	422, 488, 498, 499
\prop_gpop:cnNTF	420	\prop_if_exist:N	422
\prop_gpop:coN	419	\prop_if_exist:NTF	130, 130, 417, 417, 422
\prop_gpop:NnN	129, 129, 419, 420, 420, 420, 421	\prop_if_exist_p:c	422
\prop_gpop:NnNF	421	\prop_if_exist_p:N	130, 130, 422
\prop_gpop:NnNT	421	\prop_if_in:cnTF	423, 499
\prop_gpop:NnNTF	129, 131, 131, 420, 421	\prop_if_in:coTF	423
\prop_gpop:NoN	419	\prop_if_in:cVTF	423
\prop_gput:cnn	421	__prop_if_in:N	423, 423, 423, 423
\prop_gput:cno	421	\prop_if_in:Nn	423
\prop_gput:cnV	421	\prop_if_in:NnF	424, 424
\prop_gput:cnx	421	\prop_if_in:NnT	424, 424
\prop_gput:con	421	\prop_if_in:NnTF	130, 130, 423, 424, 424
\prop_gput:coo	421	\prop_if_in:NoTF	423
\prop_gput:cVn	421	\prop_if_in:NVTF	423
\prop_gput:cVV	421	__prop_if_in:nwnn	423, 423, 423, 423, 423
		\prop_if_in_p:cn	423
		\prop_if_in_p:co	423

\prop_if_in_p:cV	423	\prop_pop:NnNT	421
\prop_if_in_p:Nn ...	130 , 423 , 424 , 424	\prop_pop:NnNTF	129 , 131 , 131 , 420 , 421
\prop_if_in_p:No	423	\prop_pop:NoN	419
\prop_if_in_p:NV	423	\prop_put:cnn 421 , 442 , 470 , 471 , 488 , 490 , 491
\l__prop_internal_tl ..	133 , 417 , 417 , 421 , 421 , 421 , 421 , 421 , 422 , 422	\prop_put:cno	421
\prop_item:cn	420 , 426	\prop_put:cnV	421 , 490
\prop_item:Nn 130 , 130 , 205 , 420 , 420 , 420 , 426	\prop_put:cnx	421 , 442 , 442 , 442 , 442 , 442 , 442 , 443 , 443 , 443 , 450 , 724 , 726 , 727 , 729 , 729 , 729
__prop_item_Nn:nwn	420	\prop_put:con	421
__prop_item_Nn:nwnn	420 , 420 , 420 , 420	\prop_put:coo	421
\prop_log:c	735	\prop_put:cVn	421
\prop_log:N ...	205 , 205 , 735 , 735 , 735	\prop_put:cVV	421
\prop_map_...	132 , 132 , 132 , 132	\prop_put:Nnn	129 , 129 , 133 , 267 , 417 , 421 , 421 , 421 , 422 , 434 , 434 , 434 , 434 , 451 , 451 , 451 , 451 , 451 , 451 , 451 , 451 , 451 , 452 , 452 , 452 , 452 , 452 , 452 , 452 , 452 , 452 , 470
\prop_map_break:	132 , 132 , 424 , 425 , 425 , 425 , 425 , 425 , 425 , 735 , 735 , 735	__prop_put:NNnn ...	421 , 421 , 421 , 421
\prop_map_break:n ..	132 , 132 , 425 , 425	\prop_put:Nno	421 , 434 , 434 , 434 , 435 , 435 , 435 , 435 , 435 , 435
\prop_map_function:cc	424	\prop_put:NnV	421
\prop_map_function:cN ..	424 , 456 , 730	\prop_put:Nnx 421 , 724 , 724 , 724 , 724 , 724
\prop_map_function:Nc	424	\prop_put:Non	421
\prop_map_function:NN 131 , 131 , 205 , 423 , 424 , 424 , 425 , 425 , 426 , 512 , 732 , 732 , 735 , 735	\prop_put:Noo	421
__prop_map_function:Nwnn 424 , 424 , 425 , 425	\prop_put:Nvn	421
\prop_map_inline:cn 425 , 449 , 449 , 723 , 723 , 724 , 724 , 726 , 728 , 728 , 728 , 728	\prop_put:NVV	421
\prop_map_inline:Nn	132 , 132 , 425 , 425 , 425 , 454 , 455 , 723 , 726	\prop_put_if_new:cnn	422
\prop_map_tokens:cn	735	\prop_put_if_new:Nnn 129 , 129 , 422 , 422 , 422
\prop_map_tokens:Nn 205 , 205 , 735 , 735 , 735	__prop_put_if_new:NNnn 422 , 422 , 422 , 422
__prop_map_tokens:nwnn 735 , 735 , 735 , 735 , 735	\prop_remove:cn ...	419 , 470 , 491 , 491
\prop_new:c	417 , 464	\prop_remove:cV	419
\prop_new:N	128 , 128 , 128 , 417 , 417 , 417 , 417 , 417 , 418 , 418 , 418 , 418 , 434 , 434 , 451 , 452 , 467 , 510 , 514 , 722	\prop_remove:Nn	130 , 130 , 419 , 419 , 419 , 419 , 454 , 454 , 454 , 470
__prop_pair:wn 133 , 133 , 133 , 416 , 416 , 416 , 417 , 417 , 418 , 418 , 419 , 419 , 420 , 420 , 421 , 422 , 423 , 423 , 423 , 424 , 425 , 425 , 425 , 425 , 425 , 425 , 735 , 735	\prop_remove:NV	419
\prop_pop:cnN	419	\prop_set_eq:cc	418 , 418 , 441 , 441 , 448
\prop_pop:cnNTF	420	\prop_set_eq:cN ...	418 , 418 , 441 , 441
\prop_pop:coN	419	\prop_set_eq:Nc	418 , 418 , 454
\prop_pop:NnN 129 , 129 , 419 , 419 , 420 , 420 , 420	\prop_set_eq:NN	128 , 128 , 417 , 418 , 418
\prop_pop:NnNF	421	\prop_show:c	425
		\prop_show:N	132 , 132 , 425 , 425 , 426 , 735
		__prop_split:NnTF 133 , 133 , 418 , 418 , 419 , 419 , 419 , 419 , 420 , 421 , 421 , 421 , 421 , 421 , 421 , 422 , 422 , 423 , 424
		__prop_split_aux:NnTF	418 , 418 , 418

`__prop_split_aux:w`
 418, 418, 418, 418, 419, 419
`\protect` 519
`\protected` ... 216, 216, 217, 217, 227, 303
`\ProvidesExplClass` 7
`\ProvidesExplFile` 7, 752
`\ProvidesExplPackage` 7, 7
`pt` 194

Q

quark commands:

`\quark_if_nil:N` 289
`\quark_if_nil:n` ... 289, 290, 290, 290
`\quark_if_nil:nF` 290
`\quark_if_nil:nT` 290
`\quark_if_nil:NTF` 45, 45, 289
`\quark_if_nil:nTF`
 45, 45, 288, 289, 290, 358
`\quark_if_nil:oTF` 289, 482
`\quark_if_nil:VTF` 289
`__quark_if_nil:w`
 289, 289, 290, 290, 290
`\quark_if_nil_p:N` 45, 45, 289
`\quark_if_nil_p:n` ... 45, 45, 289, 290
`\quark_if_nil_p:o` 289
`\quark_if_nil_p:V` 289
`\quark_if_no_value:cTF` 289
`\quark_if_no_value:N` 289
`\quark_if_no_value:n` 290
`\quark_if_no_value:NF` 289
`\quark_if_no_value:NT` 289
`\quark_if_no_value:NTF`
 45, 45, 281, 289,
 289, 453, 453, 455, 455, 507, 510, 511
`\quark_if_no_value:nTF` ... 45, 45, 289
`__quark_if_no_value:w` . 289, 290, 290
`\quark_if_no_value_p:c` 289
`\quark_if_no_value_p:N` 45, 45, 289, 289
`\quark_if_no_value_p:n` ... 45, 45, 289
`__quark_if_recursion_tail:w` ...
 288, 288, 288, 288, 288, 289
`\quark_if_recursion_tail_break:N`
 291, 291
`\quark_if_recursion_tail_break:n`
 291, 291
`__quark_if_recursion_tail_-`
 break:NN 47, 288, 289, 291, 366
`__quark_if_recursion_tail_-`
 break:nN 47,
 47, 288, 289, 291, 365, 376, 410, 411

`\quark_if_recursion_tail_stop:N` .
 46, 46, 288, 288, 332, 412
`\quark_if_recursion_tail_stop:n` .
 46,
 46, 47, 47, 288, 288, 288, 376, 403, 413
`\quark_if_recursion_tail_stop:o` .
 288, 481
`\quark_if_recursion_tail_stop...` 288
`\quark_if_recursion_tail_stop_-`
 do:Nn 46,
 46, 288, 288, 330, 331, 332, 743, 745
`\quark_if_recursion_tail_stop_-`
 do:nn 46, 46, 288, 288, 288, 745, 746
`\quark_if_recursion_tail_stop_-`
 do:on 288
`\quark_new:N` 45, 45, 287, 287,
 287, 287, 287, 287, 287, 287, 290, 290

R

`\R` 266, 751
`\radical` 221
`\raise` 224
`\read` 220
`\readline` 226
recursion commands:
`\q_recursion_stop`
 21, 21, 46, 46, 46, 46,
 46, 47, 47, 234, 234, 234, 237, 238,
 239, 266, 287, 287, 287, 330, 331,
 332, 333, 354, 359, 403, 412, 413,
 481, 743, 743, 743, 743, 743, 743,
 743, 744, 744, 744, 745, 745, 745,
 745, 746, 746, 746, 746, 746, 746,
 747, 747, 748, 748, 749, 749, 749, 749
`\q_recursion_tail` 46,
 46, 46, 46, 46, 46, 46, 46, 47,
 47, 47, 47, 47, 237, 237, 238, 239,
 239, 287, 287, 287, 288, 288, 288,
 288, 288, 288, 289, 289, 330, 331,
 332, 332, 365, 365, 365, 376, 403,
 410, 410, 411, 411, 412, 413, 423,
 423, 423, 424, 424, 424, 425, 481,
 735, 735, 735, 743, 744, 744, 745, 746
`\relax` 213, 213, 213, 213,
 213, 213, 213, 214, 215, 215, 215,
 215, 217, 217, 217, 217, 217, 217,
 217, 217, 217, 217, 217, 217, 217,
 217, 217, 217, 217, 217, 217, 221
`\relpenalty` 222
`\RequirePackage` 216

reverse commands:

`\reverse_if:N` . . . 24, 24, 229, 230,
 317, 318, 319, 319, 319, 319, 319,
 338, 338, 339, 339, 378, 669, 688, 689
`\right` 222
`\righthyphenmin` 223
`\rightskip` 223
`\romannumeral` 225
`round` 191
`\rule` 453, 454

S

`\S` 560
`\savecatcodetable` 228
`\savingshyphcodes` 227
`\savingsdiscards` 227

scan commands:

`\scan_align_safe_stop:`
 42, 42, 42, 284, 285, 285
`\g__scan_marks_tl` 290, 290, 290, 291
`__scan_new:N`
 48, 48, 290, 290, 291, 291, 417,
 527, 527, 527, 527, 527, 527, 527, 527
`\scan_stop:`
 10, 10, 48, 48, 61, 61, 61, 61,
 117, 218, 218, 230, 230, 238, 238,
 242, 242, 242, 242, 243, 243, 243,
 244, 245, 254, 254, 259, 259, 259,
 266, 266, 266, 266, 266, 268, 270,
 270, 271, 272, 285, 285, 285, 286,
 286, 286, 290, 291, 296, 299, 299,
 299, 308, 308, 311, 311, 311, 311,
 318, 323, 324, 344, 344, 344, 345,
 345, 345, 347, 348, 348, 348, 354,
 355, 355, 366, 378, 378, 378, 393,
 416, 425, 430, 430, 453, 454, 510,
 510, 511, 512, 514, 514, 515, 515,
 539, 557, 561, 561, 561, 561, 562,
 565, 565, 565, 575, 577, 577, 584,
 585, 591, 710, 710, 737, 737, 741,
 741, 742, 751, 752, 752, 752, 753,
 753, 753, 753, 753, 753, 753, 753, 759
`\scantokens` 226
`\scriptfont` 225
`\scriptscriptfont` 225
`\scriptscriptstyle` 221
`\scriptspace` 222
`\scriptstyle` 221
`\scrollmode` 221
`sec` 191

secd 192

seq commands:

`\s__seq` 117, 291, 291,
 383, 383, 383, 384, 385, 385, 385,
 386, 386, 386, 387, 387, 387, 387,
 392, 393, 394, 397, 398, 735, 736, 736
`\seq_(g)clear:N` 108
`\seq_clear:c` 384
`\seq_clear:N` 108,
 108, 384, 384, 384, 384, 388, 468, 470
`\seq_clear_new:c` 384
`\seq_clear_new:N` 108, 108, 384, 384, 384
`\seq_concat:ccc` 386
`\seq_concat:NNN`
 109, 109, 386, 386, 386, 506
`\seq_count:c` 397
`\seq_count:N`
 111, 114, 114, 394, 397, 397, 397, 397
`__seq_count:n` 397, 397, 397
`\seq_elt:w` 383, 383
`\seq_elt_end:` 383, 383
`\seq_gclear:c` 384
`\seq_gclear:N` . 108, 384, 384, 384, 384
`\seq_gclear_new:c` 384
`\seq_gclear_new:N` . . 108, 384, 384, 384
`\seq_gconcat:ccc` 386
`\seq_gconcat:NNN` . . . 109, 386, 386, 386
`\seq_get:cN` 399, 399, 399
`\seq_get:cNTF` 399
`\seq_get:NN` . . . 116, 116, 399, 399, 399
`\seq_get:NNTF` 116, 116, 399
`\seq_get_left:cN` 391, 399, 399
`\seq_get_left:cNTF` 393
`\seq_get_left:NN` 110,
 110, 391, 391, 392, 393, 393, 399, 399
`\seq_get_left:NNTF` 393
`\seq_get_left:NNT` 393
`\seq_get_left:NNTF` . 111, 111, 393, 394
`__seq_get_left:wnw` . . . 391, 391, 391
`\seq_get_right:cN` 392
`\seq_get_right:cNTF` 393
`\seq_get_right:NN`
 110, 110, 392, 392, 392, 393, 393
`\seq_get_right:NNTF` 394
`\seq_get_right:NNT` 394
`\seq_get_right:NNTF` 111, 111, 393, 394
`__seq_get_right_loop:nn`
 392, 392, 392, 392, 392
`\seq_gpop:cN` 399, 399, 399
`\seq_gpop:cNTF` 399

- \seq_gpop:NN [116](#), [116](#), [399](#), [399](#), [399](#), [508](#)
- \seq_gpop:NNTF [116](#), [116](#), [399](#), [511](#), [515](#)
- \seq_gpop_left:cN [392](#), [399](#), [399](#)
- \seq_gpop_left:cNTF [394](#)
- \seq_gpop_left:NN
..... [110](#), [110](#), [392](#), [392](#), [392](#), [394](#), [399](#), [399](#)
- \seq_gpop_left:NNF [394](#)
- \seq_gpop_left:NNT [394](#)
- \seq_gpop_left:NNTF [111](#), [111](#), [394](#), [394](#)
- \seq_gpop_right:cN [393](#)
- \seq_gpop_right:cNTF [394](#)
- \seq_gpop_right:NN
..... [110](#), [110](#), [393](#), [393](#), [393](#), [394](#)
- \seq_gpop_right:NNF [394](#)
- \seq_gpop_right:NNT [394](#)
- \seq_gpop_right:NNTF [112](#), [112](#), [394](#), [394](#)
- \seq_gpush:cn [398](#), [398](#)
- \seq_gpush:co [398](#), [398](#)
- \seq_gpush:cV [398](#), [398](#)
- \seq_gpush:cv [398](#), [398](#)
- \seq_gpush:cx [398](#), [398](#)
- \seq_gpush:Nn [116](#), [398](#), [398](#)
- \seq_gpush:No [27](#), [398](#), [398](#), [508](#)
- \seq_gpush:Nv [398](#), [398](#), [512](#), [516](#)
- \seq_gpush:Nx [398](#), [398](#)
- \seq_gput_left:cn [387](#), [398](#)
- \seq_gput_left:co [387](#), [398](#)
- \seq_gput_left:cV [387](#), [398](#)
- \seq_gput_left:cv [387](#), [398](#)
- \seq_gput_left:cx [387](#), [398](#)
- \seq_gput_left:Nn
..... [109](#), [387](#), [387](#), [387](#), [387](#), [398](#)
- \seq_gput_left:No [387](#), [398](#)
- \seq_gput_left:Nv [387](#), [398](#)
- \seq_gput_left:Nx [387](#), [398](#)
- \seq_gput_right:cn [387](#)
- \seq_gput_right:co [387](#)
- \seq_gput_right:cV [387](#)
- \seq_gput_right:cv [387](#)
- \seq_gput_right:cx [387](#)
- \seq_gput_right:Nn
..... [109](#), [387](#), [387](#), [387](#), [387](#), [508](#), [508](#)
- \seq_gput_right:No [387](#), [509](#)
- \seq_gput_right:Nv [387](#), [504](#)
- \seq_gput_right:Nx [387](#)
- \seq_gremove_all:cn [388](#)
- \seq_gremove_all:Nn [112](#), [388](#), [388](#), [389](#)
- \seq_gremove_duplicates:c [388](#)
- \seq_gremove_duplicates:N
..... [112](#), [388](#), [388](#), [388](#)
- \seq_greverse:c [389](#)
- \seq_greverse:N ... [112](#), [389](#), [389](#), [390](#)
- \seq_gset_eq:cc [384](#), [384](#)
- \seq_gset_eq:cN [384](#), [384](#)
- \seq_gset_eq:Nc [384](#), [384](#)
- \seq_gset_eq:NN
..... [108](#), [384](#), [384](#), [384](#), [388](#), [514](#)
- \seq_gset_filter:NNn .. [205](#), [736](#), [736](#)
- \seq_gset_from_clist:cc [384](#)
- \seq_gset_from_clist:cN [384](#)
- \seq_gset_from_clist:cn [384](#)
- \seq_gset_from_clist:Nc [384](#)
- \seq_gset_from_clist:NN
..... [108](#), [384](#), [385](#), [385](#), [385](#)
- \seq_gset_from_clist:Nn
..... [108](#), [384](#), [385](#), [385](#)
- \seq_gset_map:NNn [206](#), [736](#), [736](#)
- \seq_gset_split:Nnn
..... [109](#), [385](#), [385](#), [386](#), [509](#)
- \seq_gset_split:NnV [385](#)
- \seq_if_empty:cTF [390](#)
- \seq_if_empty:N [390](#)
- \seq_if_empty:NF [390](#)
- \seq_if_empty:NT [390](#)
- \seq_if_empty:NTF
..... [113](#), [113](#), [390](#), [390](#), [401](#), [476](#)
- \seq_if_empty_p:c [390](#)
- \seq_if_empty_p:N .. [113](#), [113](#), [390](#), [390](#)
- \seq_if_exist:c [386](#)
- \seq_if_exist:cTF [386](#)
- \seq_if_exist:N [386](#)
- \seq_if_exist:NTF
..... [109](#), [109](#), [384](#), [384](#), [386](#), [397](#)
- \seq_if_exist_p:c [386](#)
- \seq_if_exist_p:N [109](#), [109](#), [386](#)
- _seq_if_in: [390](#), [390](#), [391](#)
- \seq_if_in:cnTF [390](#)
- \seq_if_in:coTF [390](#)
- \seq_if_in:cVTF [390](#)
- \seq_if_in:cvTF [390](#)
- \seq_if_in:cxTF [390](#)
- \seq_if_in:Nn [390](#)
- \seq_if_in:NnF [388](#), [391](#), [391](#), [508](#)
- \seq_if_in:NnT [391](#), [391](#)
- \seq_if_in:NnTF [113](#), [113](#), [390](#), [391](#), [391](#)
- \seq_if_in:NoTF [390](#)
- \seq_if_in:NVF [512](#), [515](#)

- \seq_if_in:NVTF [390](#)
- \seq_if_in:NvTF [390](#)
- \seq_if_in:NxTF [390](#)
- \l__seq_internal_a_tl
 - [383](#), [383](#), [385](#), [385](#), [385](#),
 - [386](#), [386](#), [386](#), [386](#), [388](#), [389](#), [390](#), [390](#)
- \l__seq_internal_b_tl
 - [383](#), [383](#), [388](#), [388](#), [390](#), [390](#)
- \seq_item:cn [394](#)
- __seq_item:n [117](#),
 - [117](#), [117](#), [117](#), [383](#), [383](#), [383](#), [383](#),
 - [387](#), [387](#), [387](#), [387](#), [387](#), [387](#), [389](#),
 - [389](#), [389](#), [390](#), [390](#), [390](#), [390](#), [391](#),
 - [391](#), [391](#), [392](#), [392](#), [393](#), [393](#), [393](#),
 - [393](#), [395](#), [395](#), [396](#), [396](#), [396](#), [396](#),
 - [396](#), [396](#), [396](#), [397](#), [397](#), [397](#), [398](#),
 - [398](#), [398](#), [398](#), [398](#), [398](#), [735](#), [736](#), [737](#)
- \seq_item:Nn
 - [111](#), [111](#), [394](#), [394](#), [395](#), [471](#), [471](#), [471](#)
- __seq_item:nnn ... [394](#), [394](#), [395](#), [395](#)
- __seq_item:wNn [394](#), [394](#), [394](#)
- \seq_log:c [737](#)
- \seq_log:N [206](#), [206](#), [737](#), [737](#), [737](#)
- \seq_map_... [114](#), [114](#), [114](#), [114](#)
- \seq_map_break:
 - [114](#), [114](#), [205](#), [206](#), [395](#), [395](#),
 - [395](#), [395](#), [395](#), [395](#), [396](#), [397](#), [498](#), [507](#)
- \seq_map_break:n
 - [114](#), [114](#), [395](#), [395](#), [395](#), [469](#), [469](#)
- \seq_map_function:cN [395](#)
- \seq_map_function:NN
 - [4](#), [4](#), [113](#), [113](#), [113](#), [395](#),
 - [395](#), [395](#), [397](#), [399](#), [401](#), [471](#), [479](#), [737](#)
- __seq_map_function:NNn
 - [395](#), [395](#), [395](#), [395](#)
- \seq_map_inline:cn [396](#)
- \seq_map_inline:Nn
 - [113](#), [113](#), [113](#), [388](#), [396](#),
 - [396](#), [396](#), [469](#), [498](#), [505](#), [506](#), [509](#), [736](#)
- \seq_map_variable:ccn [396](#)
- \seq_map_variable:cNn [396](#)
- \seq_map_variable:Ncn [396](#)
- \seq_map_variable:NNn
 - [113](#), [113](#), [396](#), [396](#), [397](#), [397](#)
- \seq_mapthread_function:ccN ... [735](#)
- \seq_mapthread_function:cNN ... [735](#)
- \seq_mapthread_function:NcN ... [735](#)
- \seq_mapthread_function:NNN
 - [205](#), [205](#), [735](#), [735](#), [736](#), [736](#)
- __seq_mapthread_function:Nnnwnn
 - [735](#), [736](#), [736](#), [736](#)
- __seq_mapthread_function:wNN ...
 - [735](#), [736](#), [736](#)
- __seq_mapthread_function:wNw ...
 - [735](#), [736](#), [736](#)
- \seq_new:c [4](#), [384](#)
- \seq_new:N .. [4](#), [4](#), [4](#), [108](#), [108](#), [108](#),
 - [295](#), [295](#), [384](#), [384](#), [384](#), [384](#),
 - [387](#), [399](#), [399](#), [399](#), [399](#), [467](#), [468](#),
 - [485](#), [504](#), [504](#), [505](#), [505](#), [505](#), [509](#), [514](#)
- \seq_pop:cN [399](#), [399](#), [399](#)
- \seq_pop:cNTF [399](#)
- \seq_pop:NN ... [116](#), [116](#), [399](#), [399](#), [399](#)
- __seq_pop:NNNN
 - [391](#), [391](#), [392](#), [392](#), [393](#), [393](#)
- \seq_pop:NNTF [116](#), [116](#), [399](#)
- __seq_pop_item_def: .. [117](#), [117](#),
 - [117](#), [389](#), [396](#), [396](#), [396](#), [397](#), [736](#), [737](#)
- \seq_pop_left:cN [392](#), [399](#), [399](#)
- \seq_pop_left:cNTF [394](#)
- \seq_pop_left:NN
 - [110](#), [110](#), [392](#), [392](#), [392](#), [394](#), [399](#), [399](#)
- \seq_pop_left:NNF [394](#)
- __seq_pop_left:NNN
 - [392](#), [392](#), [392](#), [392](#), [394](#), [394](#)
- \seq_pop_left:NNT [394](#)
- \seq_pop_left:NNTF . [111](#), [111](#), [394](#), [394](#)
- __seq_pop_left:wnwNNN . [392](#), [392](#), [392](#)
- \seq_pop_right:cN [393](#)
- \seq_pop_right:cNTF [394](#)
- \seq_pop_right:NN
 - [110](#), [110](#), [393](#), [393](#), [393](#), [394](#)
- \seq_pop_right:NNF [394](#)
- __seq_pop_right:NNN
 - [388](#), [393](#), [393](#), [393](#), [393](#), [394](#), [394](#)
- \seq_pop_right:NNT [394](#)
- \seq_pop_right:NNTF [112](#), [112](#), [394](#), [394](#)
- __seq_pop_right_loop:nn
 - [393](#), [393](#), [393](#), [393](#)
- __seq_pop_TF:NNNN [391](#),
 - [391](#), [393](#), [393](#), [393](#), [394](#), [394](#), [394](#), [394](#)
- \seq_push:cn [398](#), [398](#)
- \seq_push:co [398](#), [398](#)
- \seq_push:cV [398](#), [398](#), [398](#)
- \seq_push:cv [398](#)
- \seq_push:cx [398](#), [398](#)
- \seq_push:Nn [116](#), [116](#), [398](#), [398](#)
- \seq_push:No [398](#), [398](#)
- \seq_push:NV [398](#), [398](#)

- \seq_push:Nv 398, 398
- \seq_push:Nx 398, 398
- __seq_push_item_def:
..... 396, 396, 396, 396
- __seq_push_item_def:n . 117, 117,
117, 117, 388, 396, 396, 396, 736, 737
- __seq_push_item_def:x . 396, 396, 396
- \seq_put_left:cn 387, 398
- \seq_put_left:co 387, 398
- \seq_put_left:cV 387, 398
- \seq_put_left:cv 387, 398
- \seq_put_left:cx 387, 398
- \seq_put_left:Nn
109, 109, 387, 387, 387, 387, 398, 469
- \seq_put_left:No 387, 398
- \seq_put_left:Nv 387, 398
- \seq_put_left:Nx 387, 398
- __seq_put_left_aux:w
..... 387, 387, 387, 387, 387
- \seq_put_right:cn 387
- \seq_put_right:co 387
- \seq_put_right:cV 387
- \seq_put_right:cv 387
- \seq_put_right:cx 387
- \seq_put_right:Nn 109,
109, 387, 387, 387, 387, 388, 471, 508
- \seq_put_right:No 387, 509
- \seq_put_right:Nv 387
- \seq_put_right:Nx 387
- \seq_remove_all:cn 388
- \seq_remove_all:Nn
.... 109, 112, 112, 388, 388, 389, 508
- __seq_remove_all_aux:NNn
..... 388, 388, 388, 388
- \seq_remove_duplicates:c 388
- \seq_remove_duplicates:N
..... 112, 112, 388, 388, 388, 509
- __seq_remove_duplicates:NN
..... 388, 388, 388, 388
- \l__seq_remove_seq
..... 387, 387, 388, 388, 388, 388
- \seq_reverse:c 389
- \seq_reverse:N
..... 112, 112, 389, 389, 389, 390
- __seq_reverse:NN . . 389, 389, 389, 389
- __seq_reverse_item:nw 389, 389
- __seq_reverse_item:nwn 389, 389, 390
- \seq_set_eq:cc 384, 384
- \seq_set_eq:cN 384, 384
- \seq_set_eq:Nc 384, 384
- \seq_set_eq:NN 108,
108, 384, 384, 384, 388, 506, 507, 508
- \seq_set_filter:NNn
..... 205, 205, 736, 736, 736
- __seq_set_filter:NNNn
..... 736, 736, 736, 736
- \seq_set_from_clist:cc 384
- \seq_set_from_clist:cN 384
- \seq_set_from_clist:cn 384
- \seq_set_from_clist:Nc 384
- \seq_set_from_clist:NN
..... 108, 108, 384, 384, 385, 385
- \seq_set_from_clist:Nn
..... 108, 384, 385, 385, 496, 496
- \seq_set_map:NNn . . . 206, 206, 736, 736
- __seq_set_map:NNNn 736, 736, 736, 737
- \seq_set_split:Nnn
109, 109, 109, 295, 295, 385, 385, 386
- __seq_set_split:NNnn
..... 385, 385, 385, 385
- \seq_set_split:NnV 385, 506
- __seq_set_split_auxi:w
..... 385, 385, 385, 386, 386, 386
- __seq_set_split_auxii:w
..... 385, 385, 386, 386, 386
- __seq_set_split_end:
385, 385, 385, 386, 386, 386, 386, 386
- \seq_show:c 399
- \seq_show:N 117, 117, 399, 399, 399, 737
- __seq_tmp:w 383, 383, 389, 389, 393, 393
- \seq_use:cn 397
- \seq_use:cnnn 397
- \seq_use:Nn . . . 115, 115, 397, 398, 398
- \seq_use:Nnnn
..... 115, 115, 397, 397, 398, 398
- __seq_use:NNnNnn . . 397, 397, 397, 398
- __seq_use:nwnn 397, 397, 398
- __seq_use:nwwwnwn 397, 397, 398, 398
- __seq_use_setup:w . . . 397, 397, 398
- __seq_wrap_item:n
..... 384, 385, 385, 385,
385, 385, 386, 387, 387, 389, 736, 736
- \setbox 224
- \setlanguage 219
- seven commands:
- \c_seven 73, 292, 293, 333,
333, 571, 591, 592, 611, 614, 692, 692
- \sfcode 225

- \sffamily 452
- \shipout 223
- \ShortText 214, 215, 215
- \show 220
- show commands:
 - \show:c 733
 - \show_until_if:w 49
- \showbox 220
- \showboxbreadth 221
- \showboxdepth 221
- \showgroups 226
- \showifs 226
- \showlists 220
- \showthe 220
- \showtokens 226
- sin 191
- sind 192
- six commands:
 - \c_six 73, 292, 293, 333, 333
- sixteen commands:
 - \c_sixteen 73, 231, 231, 232, 245, 331, 333, 509, 512, 513, 514, 515, 533, 537, 549, 579, 581, 593, 593, 663, 673, 673, 702, 702, 702, 703
- \skewchar 225
- \skip 225
- skip commands:
 - \skip_(g)zero:N 84
 - \skip_add:cn 344
 - \skip_add:Nn 84, 84, 344, 344, 344, 344
 - \skip_const:cn 343
 - \skip_const:Nn 84, 84, 343, 343, 343, 346, 346
 - \skip_eval:n 85, 85, 85, 86, 344, 344, 345, 345, 738
 - \skip_gadd:cn 344
 - \skip_gadd:Nn 84, 344, 344, 344
 - \skip_gset:c 162, 494
 - \skip_gset:cn 344
 - \skip_gset:N 162, 494
 - \skip_gset:Nn 84, 343, 344, 344, 344
 - \skip_gset_eq:cc 344
 - \skip_gset_eq:cN 344
 - \skip_gset_eq:Nc 344
 - \skip_gset_eq:NN 85, 344, 344, 344, 344
 - \skip_gsub:cn 344
 - \skip_gsub:Nn 85, 344, 344, 344
 - \skip_gzero:c 343
 - \skip_gzero:N 84, 343, 343, 343, 343
 - \skip_gzero_new:c 343
 - \skip_gzero_new:N 84, 343, 343, 343
 - \skip_horizontal:c 345
 - \skip_horizontal:N 87, 87, 87, 345, 345, 345, 345
 - \skip_horizontal:n 87, 87, 345, 345, 756
 - \skip_if_eq:nn 344
 - \skip_if_eq:nnTF 85, 344
 - \skip_if_eq_p:nn 85, 85, 344
 - \skip_if_exist:c 343
 - \skip_if_exist:cTF 343
 - \skip_if_exist:N 343
 - \skip_if_exist:NTF 84, 84, 343, 343, 343
 - \skip_if_exist_p:c 343
 - \skip_if_exist_p:N 84, 84, 343
 - \skip_if_finite:n 345
 - \skip_if_finite:nTF 85, 85, 345, 737
 - _skip_if_finite:wwNw 345, 345, 345
 - \skip_if_finite_p:n 85, 85, 345
 - \skip_log:c 738, 738
 - \skip_log:N 206, 206, 738, 738
 - \skip_log:n 206, 206, 738, 738
 - \skip_new:c 343
 - \skip_new:N 84, 84, 84, 343, 343, 343, 343, 343, 346, 346, 346, 346
 - \skip_set:c 162, 494
 - \skip_set:cn 344
 - \skip_set:N 162, 494
 - \skip_set:Nn 84, 84, 344, 344, 344, 344
 - \skip_set_eq:cc 344
 - \skip_set_eq:cN 344
 - \skip_set_eq:Nc 344
 - \skip_set_eq:NN 85, 85, 344, 344, 344, 344
 - \skip_show:c 346
 - \skip_show:N 86, 86, 346, 346, 346
 - \skip_show:n 86, 86, 346, 346
 - \skip_split_finite_else_action:nnNN 206, 206, 737, 737
 - \skip_sub:cn 344
 - \skip_sub:Nn 85, 85, 344, 344, 344, 344
 - \skip_use:c 345
 - \skip_use:N 85, 86, 86, 86, 345, 345, 345, 345, 345
 - \skip_vertical:c 345
 - \skip_vertical:N 87, 87, 87, 345, 345, 345, 345
 - \skip_vertical:n 87, 87, 345, 345
 - \skip_zero:c 343
 - \skip_zero:N 84, 84, 87, 343, 343, 343, 343, 343

- `\skip_zero_new:c` 343
- `\skip_zero_new:N` . 84, 84, 343, 343, 343
- `\skipdef` 219
- `sp` 194
- spac commands:
 - `\spac_directions_normal_body_dir` 229
 - `\spac_directions_normal_page_dir` 229
- space commands:
 - `\c_space_tl` 104, 352, 352, 370, 382, 413, 413, 461, 508, 520, 520, 520, 522, 522, 522, 522, 707, 743, 743, 746, 746, 755, 756, 757, 757, 757, 757, 758, 758, 758
 - `\c_space_token` 53, 103, 104, 210, 294, 294, 294, 297, 297, 309, 373, 374, 742, 751
 - `\spacefactor` 223
 - `\spaceskip` 223
 - `\span` 220
 - `\special` 225
 - `\splitbotmark` 221
 - `\splitbotmarks` 226
 - `\splitdiscards` 227
 - `\splitfirstmark` 221
 - `\splitfirstmarks` 226
 - `\splitmaxdepth` 224
 - `\splittopskip` 224
 - `sqrt` 193
- stop commands:
 - `\q_stop` 21, 21, 26, 26, 32, 44, 45, 45, 45, 101, 234, 234, 234, 237, 238, 238, 238, 238, 240, 240, 240, 240, 240, 242, 242, 242, 242, 267, 267, 268, 268, 270, 270, 270, 270, 270, 270, 271, 272, 272, 277, 278, 280, 281, 286, 286, 286, 286, 287, 287, 287, 298, 299, 300, 300, 300, 300, 301, 301, 301, 301, 302, 302, 302, 302, 302, 303, 303, 303, 303, 303, 303, 303, 304, 304, 304, 305, 311, 311, 311, 311, 317, 318, 318, 318, 318, 319, 320, 330, 330, 330, 330, 331, 338, 339, 339, 345, 345, 357, 358, 363, 363, 364, 364, 367, 367, 367, 367, 367, 368, 369, 371, 371, 372, 373, 373, 374, 378, 378, 378, 380, 381, 391, 391, 392, 392, 394, 394, 397, 398, 398, 398, 404, 404, 405, 405, 405, 405, 405, 405, 407, 408, 408, 408, 408, 408, 409, 409, 413, 414, 414, 414, 414, 415, 415, 418, 419, 419, 468, 477, 481, 482, 482, 482, 482, 482, 483, 486, 486, 486, 487, 487, 488, 488, 489, 490, 490, 520, 523, 560, 560, 563, 563, 736, 736, 736, 736, 736, 736, 736, 751
 - `\s__stop` 48, 48, 48, 48, 291, 291, 291, 663, 664, 699, 699
- str commands:
 - `\str_case:nn` 106, 380, 380, 380
 - `\str_case:nn(TF)` 320, 339
 - `\str_case:nnF` 380, 380, 382, 741, 744, 746, 748
 - `\str_case:nnn` 382, 382
 - `\str_case:nnT` 380, 380
 - `__str_case:nnTF` 380, 380, 380, 380, 380, 380
 - `\str_case:nnTF` 106, 106, 380, 380, 380
 - `__str_case:nw` 380, 380, 380, 380
 - `\str_case:on` 380
 - `\str_case:onF` 382
 - `\str_case:onn` 382, 382
 - `\str_case:onTF` 380
 - `__str_case_end:nw` . 380, 380, 381, 381
 - `\str_case_x:nn` 106, 380, 381
 - `\str_case_x:nnF` ... 106, 381, 382, 382
 - `\str_case_x:nnn` 382, 382
 - `\str_case_x:nnT` 381
 - `__str_case_x:nnTF` 380, 381, 381, 381, 381, 381
 - `\str_case_x:nnTF` 106, 380, 381
 - `__str_case_x:nw` ... 380, 381, 381, 381
 - `__str_count_ignore_spaces:N` ... 521, 523, 523
 - `__str_count_ignore_spaces:n` ... 523, 523, 523
 - `__str_count_loop:NNNNNNNN` 523, 523, 523, 523
 - `__str_escape_x:n` .. 378, 379, 379, 379
 - `__str_fold_auxi:w` 381, 381, 382, 382, 382
 - `__str_fold_auxii:N` 381, 381, 382, 382, 382
 - `__str_fold_auxiii:NNNNNNNN` 381, 382, 382
 - `\str_fold_case:n` 107, 107, 107, 107, 107, 381, 381
 - `__str_fold_end:w` 381, 381, 382

`\str_head:n`
 105, 105, 105, 373, 373, 374, 378, 378
`__str_head:w` 378, 378, 378, 378
`\str_if_eq:nn` 128, 133, 379, 740
`\str_if_eq:nnF` 380, 380, 476
`\str_if_eq:nnT`
 205, 380, 380, 388, 388, 469, 498
`\str_if_eq:nnTF` ... 105, 105, 106,
 106, 130, 379, 379, 380, 380, 380, 464
`\str_if_eq:noTF` 379
`\str_if_eq:nVTF` 379
`\str_if_eq:onTF` 379
`\str_if_eq:VnTF` 379
`\str_if_eq:VVTF` 379
`\str_if_eq_p:nn` 105, 105, 379, 379, 379
`\str_if_eq_p:no` 379
`\str_if_eq_p:nV` 379
`\str_if_eq_p:on` 379
`\str_if_eq_p:Vn` 379
`\str_if_eq_p:VV` 379
`__str_if_eq_x:nn`
 107, 107, 299, 344, 378, 378,
 379, 379, 379, 380, 577, 577, 584, 669
`\str_if_eq_x:nn` 380, 423, 423
`\str_if_eq_x:nn(TF)` 107
`\str_if_eq_x:nnF` 471, 486
`\str_if_eq_x:nnTF`
 106, 106, 379, 381, 420, 423, 522
`\str_if_eq_x_p:nn` 106, 106, 379
`__str_if_eq_x_return:nn`
 107, 107, 300, 300, 300, 301, 301,
 302, 302, 303, 303, 303, 379, 379, 380
`\str_tail:n` ... 105, 105, 105, 378, 378
`__str_tail:w` 378, 378, 378, 378
`\strcmp` 213
`\string` 5, 215, 225

T

`\T` 298, 298, 304, 304, 563, 751
`\tabskip` 220
`\tan` 191
`\tand` 192
`\tempa` 214, 214, 214
ten commands:
`\c_ten` 73, 292,
 293, 327, 328, 333, 333, 558, 587,
 587, 587, 587, 588, 588, 614, 655, 691
`\c_ten_thousand`
 . 73, 334, 334, 636, 637, 637, 640, 642

term commands:

`\c_term_...` 172
`\c_term_iior` 177, 509, 509, 510, 512, 516
`\c_term_iow`
 177, 514, 514, 514, 515, 517, 517

T_EX and L^AT_EX 2_ε commands:

`\...mark` 298, 304
`\@` 242, 242
`\@end` 228, 228, 228
`\@hyph` 228
`\@input` 228
`\@italiccorr` 228
`\@underline` 228
`\@addtofilelist` 508
`\@currname` 504
`\@filelist`
 504, 507, 508, 508, 509, 509, 509, 509
`\@firstoftwo` 233
`\@secondoftwo` 233
`\@tempa` 216, 216
`\botmark` 303
`\box` 135
`\chardef` 300, 314
`\copy` 135
`\count` 301
`\countdef` 301
`\cr` 285, 285
`\csname` 18
`\detokenize` 363
`\dimen` 300, 300
`\dimendef` 300
`\dimexpr` 90
`\dp` 135
`\edef` 2, 349
`\endcsname` 18
`\endinput` 150
`\endlinechar` 303, 355, 355
`\endtemplate` 42, 285
`\errhelp` 461, 462
`\errmessage` ... 461, 462, 462, 462, 462
`\errorcontextlines` 178, 462, 479
`\escapechar` 99, 99, 99, 241, 519
`\expandafter` 32
`\firstmark` 266, 303
`\frozen@everydisplay` 228
`\frozen@everymath` 228
`\futurelet` 285, 306, 308
`\global` 218
`\halign` 42, 285
`\hbox` 138

- `\hskip` 87
- `\ht` 136
- `\hyphen` 303, 303
- `\ifcase` 74
- `\ifdim` 89
- `\ifeof` 177
- `\ifhbox` 141
- `\ifmmode` 285
- `\ifnum` 74
- `\ifodd` 74, 751
- `\ifvbox` 141
- `\ifvoid` 141
- `\ifx` 24, 216
- `\input@path` 506, 506, 507
- `\italiccorr` 303, 303
- `\jobname` 104
- `\l@expl@check@declarations@bool` .
..... 246, 274, 353, 475
- `\l@expl@log@functions@bool` . 246, 459
- `\let` 218
- `\lower` 719
- `\lowercase` 94
- `\m@ne` 232
- `\makeatletter` 7
- `\mathchardef` 300, 314
- `\meaning` 17, 54, 300, 308, 751
- `\newlinechar`
..... 178, 245, 355, 462, 479, 517, 517
- `\noalign` 285
- `\noexpand` 33
- `\nullfont` 303, 304, 304
- `\number` 75, 610
- `\numexpr` 75
- `\omit` 285
- `\or` 74
- `\outer` 216, 751, 751
- `\par` 457
- `\pdfcolorstack` 759
- `\pdfliteral` 753
- `\pdfsave` 754
- `\pdfstrcmp`
213, 213, 213, 214, 214, 216, 216, 227
- `\pretolerance` 285
- `\protect` 561
- `\protected@edef` 520, 521
- `\ProvidesClass` 7
- `\ProvidesFile` 7
- `\ProvidesPackage` 7
- `\read` 173
- `\readline` 174
- `\relax` 216,
237, 242, 254, 524, 527, 527, 547, 577
- `\RequirePackage` 7, 216
- `\reserveinserts` 216, 216
- `\romannumeral` 74, 258, 258,
258, 259, 369, 369, 477, 559, 583, 740
- `\scantokens` 355
- `\set@color` 458, 458, 458
- `\show` 17, 103, 254
- `\showbox` 429
- `\showthe` 253, 333, 342, 346, 348
- `\showtokens` 104
- `\space` 303, 303
- `\splitbotmark` 303
- `\splitfirstmark` 303
- `\strcmp` 213, 227
- `\string` 54
- `\the` 65, 82, 86, 88, 259, 259
- `\topmark` 303
- `\tracingonline` 430
- `\unexpanded` 33, 100, 100, 100,
103, 111, 115, 115, 121, 124, 124,
126, 130, 207, 207, 318, 349, 371, 372
- `\unhbox` 139
- `\unhcopy` 139
- `\unless` 24
- `\unvbox` 141
- `\unvcopy` 141
- `\uppercase` 95
- `\valign` 285
- `\vbox` 139
- `\vskip` 87
- `\vsplit` 140
- `\vtop` 139, 437
- `\wd` 136
- `\write` 175, 517
- tex commands:
- `\tex_...` 9
- `\tex_above:D` 221
- `\tex_abovedisplayshortskip:D` .. 222
- `\tex_abovedisplayskip:D` 222
- `\tex_abovewithdelims:D` 221
- `\tex_accent:D` 222
- `\tex_adjdemerits:D` 223
- `\tex_advance:D` 219, 316, 316,
316, 316, 336, 336, 344, 344, 348, 348
- `\tex_afterassignment:D` 219, 306
- `\tex_aftergroup:D` 219, 231
- `\tex_atop:D` 221
- `\tex_atopwithdelims:D` 221

- `\tex_badness:D` 224
- `\tex_baselineskip:D` 223
- `\tex_batchmode:D` 221
- `\tex_begingroup:D` 219, 230
- `\tex_belowdisplayshortskip:D` .. 222
- `\tex_belowdisplayskip:D` 222
- `\tex_binoppenalty:D` 222
- `\tex_botmark:D` 221
- `\tex_box:D` 225, 427, 428
- `\tex_boxmaxdepth:D` 224
- `\tex_brokenpenalty:D` 224
- `\tex_catcode:D`
..... 225, 242, 254, 266, 266,
266, 266, 271, 286, 286, 291, 291, 710
- `\tex_char:D` 222
- `\tex_chardef:D` 219,
231, 232, 232, 232, 240, 240, 274,
274, 274, 275, 304, 315, 315, 511, 515
- `\tex_cleaders:D` 223
- `\tex_closein:D` 220, 512
- `\tex_closeout:D` 220, 515
- `\tex_clubpenalty:D` 223
- `\tex_copy:D` 224, 427, 428
- `\tex_count:D` 225, 301, 510, 510, 514, 514
- `\tex_countdef:D` 219, 232, 301
- `\tex_cr:D` 220
- `\tex_crcr:D` 220
- `\tex_csname:D` 221, 230
- `\tex_day:D` 225
- `\tex_deadcycles:D` 224
- `\tex_def:D` . 219, 231, 231, 231, 231, 232
- `\tex_defaulthyphenchar:D` 225
- `\tex_defaultskewchar:D` 225
- `\tex_delcode:D` 225
- `\tex_delimiter:D` 221
- `\tex_delimiterfactor:D` 222
- `\tex_delimitershortfall:D` 222
- `\tex_dimen:D` 225, 300
- `\tex_dimendef:D` 219, 300
- `\tex_discretionary:D` 222
- `\tex_displayindent:D` 222
- `\tex_displaylimits:D` 222
- `\tex_displaystyle:D` 221
- `\tex_displaywidowpenalty:D` 222
- `\tex_displaywidth:D` 222
- `\tex_divide:D` 219
- `\tex_doublehyphenemerits:D` ... 223
- `\tex_dp:D` 225, 427
- `\tex_dump:D` 225
- `\tex_edef:D` 219, 232
- `\tex_else:D` 220, 229, 232
- `\tex_emergencystretch:D` 223
- `\tex_end:D` 221, 228, 229, 245, 465
- `\tex_endcsname:D` 221, 230
- `\tex_endgroup:D` 219, 228, 230
- `\tex_endinput:D` 220, 466
- `\tex_endlinechar:D`
218, 218, 218, 221, 355, 513, 513, 513
- `\tex_eqno:D` 222
- `\tex_errhelp:D` 220, 462
- `\tex_errmessage:D` 220, 245, 463
- `\tex_errorcontextlines:D`
..... 220, 463, 464, 479
- `\tex_errorstopmode:D` 221
- `\tex_escapechar:D` .. 221, 519, 520, 520
- `\tex_everycr:D` 220
- `\tex_everydisplay:D` 222, 228
- `\tex_everyhbox:D` 224
- `\tex_everyjob:D` 225, 229,
351, 351, 351, 351, 504, 504, 504, 504
- `\tex_everymath:D` 222, 228
- `\tex_everypar:D` 223
- `\tex_everyvbox:D` 224
- `\tex_exhyphenpenalty:D` 223
- `\tex_expandafter:D` 219, 230
- `\tex_fam:D` 219
- `\tex_fi:D` 220,
228, 229, 229, 229, 230, 232, 275, 355
- `\tex_finalhyphenemerits:D` 223
- `\tex_firstmark:D` 221
- `\tex_floatingpenalty:D` 224
- `\tex_font:D` 219
- `\tex_fontdimen:D` 225
- `\tex_fontname:D` 221
- `\tex_futurelet:D` 219, 306, 306
- `\tex_gdef:D` 219, 232
- `\tex_global:D` 218, 219, 219, 219, 248,
248, 260, 274, 275, 294, 294, 294,
306, 315, 315, 315, 316, 316, 316,
316, 316, 335, 336, 336, 336, 336,
343, 344, 344, 344, 344, 347, 347,
348, 348, 348, 427, 427, 429, 431,
431, 431, 432, 433, 433, 433, 511, 515
- `\tex_globaldefs:D` 219
- `\tex_halign:D` 220
- `\tex_hangafter:D` 223
- `\tex_hangindent:D` 223
- `\tex_hbadness:D` 224
- `\tex_hbox:D`
.... 224, 430, 431, 431, 431, 431, 431

<code>\tex_hfil:D</code>	222	<code>\tex_lastkern:D</code>	223
<code>\tex_hfill:D</code>	222	<code>\tex_lastpenalty:D</code>	225
<code>\tex_hfilneg:D</code>	222	<code>\tex_lastskip:D</code>	223
<code>\tex_hfuzz:D</code>	224	<code>\tex_lccode:D</code>	225,
<code>\tex_hoffset:D</code>	224, 229	242, 254, 272, 286, 286, 293, 293, 710	
<code>\tex_holdinginserts:D</code>	224	<code>\tex_leaders:D</code>	223
<code>\tex_hrule:D</code>	223	<code>\tex_left:D</code>	222, 229
<code>\tex_hsize:D</code>		<code>\tex_lefthyphenmin:D</code>	223
.... 223, 438, 438, 438, 439, 439, 439		<code>\tex_leftskip:D</code>	223
<code>\tex_hskip:D</code>	222, 345	<code>\tex_leqno:D</code>	222
<code>\tex_hss:D</code>	222, 432, 432, 719, 719	<code>\tex_let:D</code>	
<code>\tex_ht:D</code>	225, 427 218, 219, 219, 219, 228, 228,	
<code>\tex_hyphen:D</code>	219, 228	228, 228, 228, 228, 228, 228, 228,	
<code>\tex_hyphenation:D</code>	225	228, 228, 228, 228, 228, 228, 228,	
<code>\tex_hyphenchar:D</code>	225	228, 228, 229, 229, 229, 229, 229,	
<code>\tex_hyphenpenalty:D</code>	223	229, 229, 229, 229, 229, 229, 229,	
<code>\tex_if:D</code>	49, 220, 230, 230	229, 229, 229, 229, 229, 229, 229,	
<code>\tex_ifcase:D</code>	220, 312	229, 229, 229, 229, 229, 230, 230,	
<code>\tex_ifcat:D</code>	220, 230	230, 230, 230, 230, 230, 230, 230,	
<code>\tex_ifdim:D</code>	220, 335	230, 230, 230, 230, 230, 230, 230,	
<code>\tex_ifeof:D</code>	220, 512	230, 230, 230, 230, 230, 230, 230,	
<code>\tex_iffalse:D</code>	220, 229	231, 231, 231, 231, 232, 232, 232,	
<code>\tex_ifhbox:D</code>	220, 428	232, 232, 248, 272, 273, 294, 294, 294	
<code>\tex_ifhmode:D</code>	220, 230	<code>\tex_limits:D</code>	222
<code>\tex_ifinner:D</code>	220, 230	<code>\tex_linepenalty:D</code>	223
<code>\tex_ifmmode:D</code>	220, 230	<code>\tex_lineskip:D</code>	223
<code>\tex_ifnum:D</code>	220, 231	<code>\tex_lineskiplimit:D</code>	223
<code>\tex_ifodd:D</code>	220,	<code>\tex_long:D</code>	219, 231, 231, 231,
246, 246, 272, 273, 274, 312, 353, 459		232, 232, 232, 232, 233, 233, 233, 233	
<code>\tex_iftrue:D</code>	220, 229	<code>\tex_looseness:D</code>	223
<code>\tex_ifvbox:D</code>	220, 428	<code>\tex_lower:D</code>	224, 428
<code>\tex_ifvmode:D</code>	220, 230	<code>\tex_lowercase:D</code>	
<code>\tex_ifvoid:D</code>	220, 428	225, 241, 242, 254, 266, 272, 356, 710	
<code>\tex_ifx:D</code>	220, 230	<code>\tex_mag:D</code>	221
<code>\tex_ignorespaces:D</code>	221	<code>\tex_mark:D</code>	221
<code>\tex_immediate:D</code>		<code>\tex_mathaccent:D</code>	221
.... 220, 245, 245, 515, 515, 517		<code>\tex_mathbin:D</code>	222
<code>\tex_indent:D</code>	223	<code>\tex_mathchar:D</code>	221
<code>\tex_input:D</code> 220, 228, 229, 508, 741, 742		<code>\tex_mathchardef:D</code>	
<code>\tex_inputlineno:D</code> .	220, 245, 271, 461 219, 231, 232, 315, 315	
<code>\tex_insert:D</code>	224	<code>\tex_mathchoice:D</code>	221
<code>\tex_insertpenalties:D</code>	224	<code>\tex_mathclose:D</code>	222
<code>\tex_interlinepenalty:D</code>	224	<code>\tex_mathcode:D</code>	225, 293, 293
<code>\tex_italiccorrection:D</code> 219, 228, 229		<code>\tex_mathinner:D</code>	222
<code>\tex_jobname:D</code>	225, 351, 352, 504	<code>\tex_mathop:D</code>	222, 229
<code>\tex_kern:D</code>		<code>\tex_mathopen:D</code>	222
. 223, 447, 447, 449, 449, 456, 456,		<code>\tex_mathord:D</code>	222
713, 719, 719, 719, 719, 720, 720, 723		<code>\tex_mathpunct:D</code>	222
<code>\tex_language:D</code>	221, 229	<code>\tex_mathrel:D</code>	222
<code>\tex_lastbox:D</code>	224, 429	<code>\tex_mathsurround:D</code>	222

<code>\tex_maxdeadcycles:D</code>	224	<code>\tex_patterns:D</code>	225
<code>\tex_maxdepth:D</code>	224	<code>\tex_pausing:D</code>	221
<code>\tex_meaning:D</code>	225, 230, 230	<code>\tex_penalty:D</code>	225
<code>\tex_medmuskip:D</code>	222	<code>\tex_postdisplaypenalty:D</code>	222
<code>\tex_message:D</code>	220	<code>\tex_predisdisplaypenalty:D</code>	222
<code>\tex_middle:D</code>	229	<code>\tex_predisplaysize:D</code>	222
<code>\tex_mkern:D</code>	221	<code>\tex_pretolerance:D</code>	223
<code>\tex_month:D</code>	225, 229	<code>\tex_prevdepth:D</code>	224
<code>\tex_moveleft:D</code>	224, 428	<code>\tex_prevgraf:D</code>	223
<code>\tex_moveright:D</code>	224, 428	<code>\tex_radical:D</code>	221
<code>\tex_mskip:D</code>	221	<code>\tex_raise:D</code>	224, 428
<code>\tex_multiply:D</code>	219	<code>\tex_read:D</code>	220, 513
<code>\tex_muskip:D</code>	225, 301	<code>\tex_relax:D</code>	221, 230, 245, 312, 335, 527
<code>\tex_muskipdef:D</code>	219, 301	<code>\tex_relpemalty:D</code>	222
<code>\tex_newlinechar:D</code>	220, 245, 355, 463, 479, 517	<code>\tex_right:D</code>	222, 229
<code>\tex_noalign:D</code>	220	<code>\tex_righthyphenmin:D</code>	223
<code>\tex_noboundary:D</code>	222	<code>\tex_rightskip:D</code>	223
<code>\tex_noexpand:D</code>	219, 230	<code>\tex_romannumeral:D</code>	225,
<code>\tex_noindent:D</code>	223		231, 258, 258, 259, 261, 261, 261,
<code>\tex_nolimits:D</code>	222		261, 261, 261, 261, 262, 262, 262,
<code>\tex_nonscript:D</code>	221		263, 264, 264, 264, 264, 264, 264,
<code>\tex_nonstopmode:D</code>	221		264, 264, 265, 265, 265, 309, 320,
<code>\tex_nulldelimiterspace:D</code>	222		320, 320, 320, 338, 339, 339, 339,
<code>\tex_nullfont:D</code>	225, 304		339, 364, 364, 364, 364, 370, 376,
<code>\tex_number:D</code>	225, 312		376, 380, 380, 380, 380, 381, 381,
<code>\tex_omit:D</code>	220		381, 381, 477, 530, 533, 538, 546,
<code>\tex_openin:D</code>	220, 512		548, 548, 548, 550, 550, 552, 552,
<code>\tex_openout:D</code>	220, 515		552, 552, 555, 556, 556, 560, 562,
<code>\tex_or:D</code>	220, 229		562, 562, 562, 563, 563, 564, 564,
<code>\tex_outer:D</code>	219, 229		564, 564, 565, 565, 565, 566, 566,
<code>\tex_output:D</code>	224		567, 568, 568, 569, 570, 570, 570,
<code>\tex_outputpenalty:D</code>	224		570, 571, 571, 571, 572, 572, 572,
<code>\tex_over:D</code>	221, 229		573, 574, 574, 575, 576, 576, 576,
<code>\tex_overfullrule:D</code>	224		576, 578, 578, 578, 579, 579, 579,
<code>\tex_overline:D</code>	222		580, 581, 581, 581, 583, 583, 583,
<code>\tex_overwithdelims:D</code>	221		583, 583, 584, 584, 585, 585, 586,
<code>\tex_pagedepth:D</code>	224		586, 587, 588, 589, 589, 589, 590,
<code>\tex_pagefilllstretch:D</code>	224		591, 592, 592, 592, 592, 592, 593,
<code>\tex_pagefillstretch:D</code>	224		593, 595, 596, 596, 601, 601, 601,
<code>\tex_pagefilstretch:D</code>	224		602, 602, 643, 655, 662, 663, 663,
<code>\tex_pagegoal:D</code>	224		664, 667, 672, 679, 691, 691, 691,
<code>\tex_pageshrink:D</code>	224		700, 700, 701, 701, 702, 703, 703,
<code>\tex_pagestretch:D</code>	224		704, 704, 707, 738, 738, 740, 740, 741
<code>\tex_pagetotal:D</code>	224	<code>\tex_scriptfont:D</code>	225
<code>\tex_par:D</code>	223, 458	<code>\tex_scriptscriptfont:D</code>	225
<code>\tex_parfillskip:D</code>	223	<code>\tex_scriptscriptstyle:D</code>	221
<code>\tex_parindent:D</code>	223	<code>\tex_scriptspace:D</code>	222
<code>\tex_parshape:D</code>	223	<code>\tex_scriptstyle:D</code>	221
<code>\tex_parskip:D</code>	223	<code>\tex_scrollmode:D</code>	221

- `\tex_setbox:D` . . . 224, 427, 427, 429, 431, 431, 431, 432, 433, 433, 433, 434
- `\tex_setlanguage:D` 219
- `\tex_sfcode:D` 225, 293, 293
- `\tex_shipout:D` 223
- `\tex_show:D` 220
- `\tex_showbox:D` 220, 430
- `\tex_showboxbreadth:D` 221, 430
- `\tex_showboxdepth:D` 221, 430
- `\tex_showlists:D` 220
- `\tex_showthe:D` 220, 254
- `\tex_skewchar:D` 225
- `\tex_skip:D` 225, 302
- `\tex_skipdef:D` 219, 302
- `\tex_space:D` 219
- `\tex_spacefactor:D` 223
- `\tex_spaceskip:D` 223
- `\tex_span:D` 220
- `\tex_special:D` 225, 753, 753, 753, 753, 754, 754, 755, 755, 759, 759
- `\tex_splitbotmark:D` 221
- `\tex_splitfirstmark:D` 221
- `\tex_splitmaxdepth:D` 224
- `\tex_splittopskip:D` 224
- `\tex_string:D` 225, 230
- `\tex_tabskip:D` 220
- `\tex_textfont:D` 225
- `\tex_textstyle:D` 221
- `\tex_the:D` 218, 221, 245, 259, 259, 260, 271, 291, 293, 293, 293, 293, 317, 341, 345, 346, 348, 348, 351, 351, 430, 504, 504, 557, 562, 562, 563, 577, 710
- `\tex_thickmuskip:D` 222
- `\tex_thinmuskip:D` 222
- `\tex_time:D` 225
- `\tex_toks:D` 225, 302
- `\tex_toksdef:D` 219, 302
- `\tex_tolerance:D` 223
- `\tex_topmark:D` 221
- `\tex_topskip:D` 224
- `\tex_tracingcommands:D` 220
- `\tex_tracinglostchars:D` 220
- `\tex_tracingmacros:D` 221
- `\tex_tracingonline:D` 221, 430
- `\tex_tracingoutput:D` 221
- `\tex_tracingpages:D` 221
- `\tex_tracingparagraphs:D` 221
- `\tex_tracingrestores:D` 221
- `\tex_tracingstats:D` 221
- `\tex_uccode:D` 225, 293, 293
- `\tex_uchyph:D` 223
- `\tex_undefined:D` 218, 219, 249, 249, 303, 304, 304, 539, 539, 539, 539
- `\tex_underline:D` 222, 228
- `\tex_unhbox:D` 224, 432
- `\tex_unhcopy:D` 224, 432
- `\tex_unkern:D` 223
- `\tex_unpenalty:D` 225
- `\tex_unskip:D` 223
- `\tex_unvbox:D` 224, 434
- `\tex_unvcopy:D` 224, 434
- `\tex_uppercase:D` 225, 356
- `\tex_vadjust:D` 223
- `\tex_valign:D` 220
- `\tex_vbadness:D` 224
- `\tex_vbox:D` 224, 432, 432, 432, 432, 433, 433
- `\tex_vcenter:D` 221, 229
- `\tex_vfil:D` 222
- `\tex_vfill:D` 223
- `\tex_vfilneg:D` 222
- `\tex_vfuzz:D` 224
- `\tex_voffset:D` 224, 229
- `\tex_vrule:D` 223, 453, 454
- `\tex_vsize:D` 224
- `\tex_vskip:D` 223, 345
- `\tex_vsplit:D` 224, 434
- `\tex_vss:D` 223
- `\tex_vtop:D` 224, 432, 433
- `\tex_wd:D` 225, 427
- `\tex_widowpenalty:D` 223
- `\tex_write:D` 220, 245, 245, 516, 516, 517
- `\tex_xdef:D` 219, 232
- `\tex_xleaders:D` 223
- `\tex_xspaceskip:D` 223
- `\tex_year:D` 225
- tex... commands:
 - `\tex...:D` 229
- `\texdir` 228
- `\textfont` 225
- `\textstyle` 221
- `\TeXeTstate` 227
- `\the` 214, 217, 217, 217, 217, 217, 217, 217, 221
- `\thickmuskip` 222
- `\thinmuskip` 222
- thirteen commands:
 - `\c_thirteen` 73, 292, 293, 333, 333, 684, 685

thirty commands:

\c_thirty_two [73](#), [334](#), [334](#), [564](#), [565](#), [584](#)

three commands:

\c_three [73](#), [292](#),
[292](#), [333](#), [333](#), [529](#), [553](#), [564](#), [565](#),
[584](#), [589](#), [589](#), [590](#), [605](#), [614](#), [677](#), [693](#)

\time [225](#)

\tiny [452](#)

tl commands:

\tl_(g)clear:N [92](#)
\c_tl_accents_lt_tl [748](#), [748](#)
\tl_act [369](#)
_tl_act:NNNnn
..... [369](#), [369](#), [369](#), [369](#), [370](#), [370](#),
[370](#), [738](#), [739](#), [739](#), [740](#), [740](#), [742](#), [743](#)
_tl_act_case_aux:nn
..... [740](#), [740](#), [740](#), [741](#)
_tl_act_case_group:nn [740](#), [740](#), [741](#)
_tl_act_case_normal:nN [740](#), [740](#), [740](#)
_tl_act_case_space:n . [740](#), [740](#), [740](#)
_tl_act_count_group:nn [739](#), [739](#), [739](#)
_tl_act_count_normal:nN
..... [739](#), [739](#), [739](#)
_tl_act_count_space:n [739](#), [739](#), [739](#)
_tl_act_end:w [369](#)
_tl_act_end:wn [370](#), [370](#), [739](#)
_tl_act_group:nwnNNN . [369](#), [369](#), [370](#)
_tl_act_group_recurse:Nnn
..... [739](#), [739](#), [739](#)
_tl_act_loop:w
..... [369](#), [369](#), [369](#), [370](#), [370](#), [370](#)
\c_tl_act_lowercase_tl [739](#), [740](#), [740](#)
\q_tl_act_mark
..... [290](#), [290](#), [369](#), [369](#), [369](#), [369](#), [369](#), [370](#)
_tl_act_normal:NwnNNN [369](#), [369](#), [370](#)
_tl_act_output:n
..... [369](#), [370](#), [370](#), [740](#), [740](#), [741](#)
_tl_act_result:n
..... [369](#), [369](#), [370](#), [370](#), [370](#), [370](#), [370](#)
_tl_act_reverse [370](#)
_tl_act_reverse_output:n
..... [369](#), [370](#), [371](#), [371](#), [371](#), [739](#)
_tl_act_space:wnnNNN
..... [369](#), [369](#), [369](#), [370](#)
\q_tl_act_stop
..... [290](#), [290](#), [369](#), [369](#), [369](#),
[369](#), [370](#), [370](#), [370](#), [370](#), [370](#), [370](#), [370](#)
\c_tl_act_uppercase_tl [739](#), [739](#), [740](#)
\c_tl_after_final_sigma_clist . [744](#)
\tl_case:cn [363](#)

\tl_case:cnF [377](#)
\tl_case:cnn [377](#), [377](#)
\tl_case:cnTF [363](#)
\tl_case:Nn [96](#), [363](#), [364](#), [364](#)
\tl_case:nn(TF) [380](#)
\tl_case:NnF [364](#), [364](#), [377](#)
\tl_case:Nnn [377](#), [377](#)
\tl_case:NnT [364](#), [364](#)
_tl_case:NnTF [364](#), [364](#), [364](#), [364](#), [364](#)
\tl_case:NnTF . . . [96](#), [96](#), [363](#), [364](#), [364](#)
_tl_case:nnTF [363](#)
_tl_case:Nw [363](#), [364](#), [364](#), [364](#)
_tl_case_end:nw [363](#), [364](#), [364](#)
_tl_change_case:nnn
..... [742](#), [742](#), [742](#), [742](#), [742](#), [743](#)
_tl_change_case_char:NNNNNNNnn
..... [742](#), [743](#), [744](#), [746](#)
_tl_change_case_group:nwnn . . .
..... [742](#), [743](#), [743](#)
_tl_change_case_loop:wn [747](#)
_tl_change_case_loop:wnn
..... [742](#), [743](#), [743](#), [743](#), [743](#), [743](#), [746](#), [746](#)
_tl_change_case_lower_az:Nnn . . .
..... [747](#), [747](#)
_tl_change_case_lower_lt:Nnn . . .
..... [748](#), [748](#)
_tl_change_case_lower_lt:Nw . . .
..... [748](#), [748](#), [748](#)
_tl_change_case_lower_sigma:Nnn
..... [742](#), [744](#)
_tl_change_case_lower_sigma:Nw
..... [742](#), [744](#), [744](#)
_tl_change_case_lower_sigma-
loop:Nw [742](#), [744](#), [744](#), [745](#)
_tl_change_case_lower_tr:Nnn . . .
..... [747](#), [747](#), [747](#)
_tl_change_case_lower_tr:Nw . . .
..... [747](#), [747](#), [747](#)
_tl_change_case_mixed_nl:Nnn . . .
..... [749](#), [749](#)
_tl_change_case_mixed_nl:Nw . . .
..... [749](#), [749](#), [749](#)
_tl_change_case_mixed_sigma:Nnn
..... [742](#), [745](#)
_tl_change_case_N_type:Nwnn . . .
..... [742](#), [743](#), [743](#)
_tl_change_case_space:wnn . . .
..... [742](#), [743](#), [743](#)
_tl_change_case_upper_az:Nnn . . .
..... [747](#), [747](#)

- _tl_change_case_upper_lt:Nnn .. [748](#), [748](#)
- _tl_change_case_upper_lt:Nw ... [748](#), [749](#), [749](#)
- _tl_change_case_upper_sigma:Nnn .. [742](#), [745](#)
- _tl_change_case_upper_tr:Nnn .. [747](#), [747](#), [747](#)
- \tl_clear:c .. [350](#), [400](#)
- \tl_clear:N [92](#), [92](#), [350](#), [350](#), [350](#), [350](#), [400](#), [479](#), [481](#), [499](#), [520](#), [520](#), [520](#), [522](#)
- \tl_clear_new:c .. [350](#), [400](#)
- \tl_clear_new:N .. [92](#), [92](#), [350](#), [350](#), [350](#), [400](#)
- \tl_concat:ccc .. [351](#)
- \tl_concat:NNN [92](#), [92](#), [351](#), [351](#), [351](#), [354](#)
- \tl_const:cn .. [350](#)
- \tl_const:cx .. [350](#), [519](#)
- \tl_const:Nn .. [92](#), [92](#), [287](#), [294](#), [350](#), [350](#), [350](#), [351](#), [352](#), [383](#), [417](#), [459](#), [459](#), [460](#), [460](#), [460](#), [460](#), [461](#), [461](#), [461](#), [483](#), [483](#), [483](#), [518](#), [518](#), [527](#), [527](#), [527](#), [527](#), [635](#), [653](#), [653](#), [653](#), [653](#), [653](#), [653](#), [739](#), [740](#)
- \tl_const:Nx .. [350](#), [350](#), [350](#), [351](#), [352](#), [355](#), [400](#), [519](#), [707](#)
- \tl_count:c .. [367](#)
- \tl_count:N .. [96](#), [99](#), [100](#), [100](#), [367](#), [367](#), [367](#), [520](#)
- _tl_count:n .. [367](#), [367](#), [367](#), [367](#), [367](#)
- \tl_count:n .. [96](#), [99](#), [99](#), [100](#), [236](#), [236](#), [250](#), [250](#), [251](#), [313](#), [367](#), [367](#), [367](#), [376](#), [523](#), [537](#), [593](#), [593](#)
- \tl_count:o .. [367](#)
- \tl_count:V .. [367](#)
- \tl_count_tokens:n .. [207](#), [207](#), [739](#), [739](#), [739](#)
- \c_tl_dot_above_tl .. [748](#)
- \c_tl_dotless_i_tl .. [747](#), [747](#)
- \c_tl_dotted_I_tl .. [747](#)
- \tl_expandable_lowercase:n .. [207](#), [207](#), [207](#), [740](#), [740](#)
- \tl_expandable_uppercase:n .. [207](#), [207](#), [207](#), [740](#), [740](#)
- \c_tl_final_sigma_tl .. [744](#), [744](#), [745](#)
- _tl_from_file_do:w .. [741](#), [741](#), [741](#)
- \tl_gclear:c .. [350](#), [400](#)
- \tl_gclear:N [92](#), [350](#), [350](#), [350](#), [350](#), [400](#)
- \tl_gclear_new:c .. [350](#), [400](#)
- \tl_gclear_new:N [92](#), [350](#), [350](#), [350](#), [350](#), [400](#)
- \tl_gconcat:ccc .. [351](#)
- \tl_gconcat:NNN [92](#), [351](#), [351](#), [351](#), [355](#)
- \tl_gput_left:cn .. [352](#)
- \tl_gput_left:co .. [352](#)
- \tl_gput_left:cV .. [352](#)
- \tl_gput_left:cx .. [352](#)
- \tl_gput_left:Nn [93](#), [352](#), [352](#), [353](#), [354](#)
- \tl_gput_left:No .. [352](#), [353](#), [353](#), [354](#)
- \tl_gput_left:NV .. [352](#), [352](#), [353](#), [354](#)
- \tl_gput_left:Nx .. [352](#), [353](#), [353](#), [354](#)
- \tl_gput_right:cn .. [353](#)
- \tl_gput_right:co .. [353](#)
- \tl_gput_right:cV .. [353](#)
- \tl_gput_right:cx .. [353](#)
- \tl_gput_right:Nn .. [93](#), [291](#), [353](#), [353](#), [353](#), [354](#), [387](#)
- \tl_gput_right:No .. [353](#), [353](#), [353](#), [354](#)
- \tl_gput_right:NV .. [353](#), [353](#), [353](#), [354](#)
- \tl_gput_right:Nx .. [353](#), [353](#), [353](#), [354](#)
- \tl_gremove_all:cn .. [360](#)
- \tl_gremove_all:Nn .. [94](#), [360](#), [360](#), [360](#)
- \tl_gremove_once:cn .. [359](#)
- \tl_gremove_once:Nn [93](#), [359](#), [359](#), [359](#)
- \tl_greplace_all:cn .. [356](#)
- \tl_greplace_all:Nnn .. [93](#), [356](#), [357](#), [357](#), [360](#)
- \tl_greplace_once:cn .. [356](#)
- \tl_greplace_once:Nnn .. [93](#), [356](#), [356](#), [357](#), [359](#)
- \tl_greverse:c .. [371](#)
- \tl_greverse:N .. [100](#), [371](#), [371](#), [371](#)
- .tl_gset:c .. [162](#), [495](#)
- \tl_gset:cf .. [352](#)
- \tl_gset:cn .. [352](#)
- \tl_gset:co .. [352](#)
- \tl_gset:cV .. [352](#)
- \tl_gset:cv .. [352](#)
- \tl_gset:cx .. [352](#)
- .tl_gset:N .. [162](#), [495](#)
- \tl_gset:Nf .. [352](#), [386](#)
- \tl_gset:Nn .. [93](#), [109](#), [352](#), [352](#), [352](#), [352](#), [354](#), [355](#), [392](#), [394](#), [419](#), [420](#), [421](#), [508](#), [741](#), [742](#)
- \tl_gset:No .. [352](#), [352](#), [354](#)
- \tl_gset:NV .. [352](#)
- \tl_gset:Nv .. [352](#)
- \tl_gset:Nx .. [351](#), [352](#), [352](#), [352](#), [354](#), [355](#), [356](#), [357](#), [368](#), [371](#), [385](#), [385](#), [385](#), [387](#), [388](#), [389](#)

- 393, 394, 401, 402, 403, 405, 405,
 407, 408, 421, 422, 504, 707, 736, 736
 \tl_gset_eq:cc [350](#), [351](#), [384](#), [401](#), [418](#)
 \tl_gset_eq:cN [350](#), [351](#), [384](#), [401](#), [418](#)
 \tl_gset_eq:Nc [350](#), [351](#), [384](#), [401](#), [418](#)
 \tl_gset_eq:NN [92](#), [350](#), [350](#),
 350, 354, 384, 401, 418, 504, 508, 707
 \tl_gset_from_file:cnn [741](#)
 \tl_gset_from_file:Nnn
 [209](#), [741](#), [741](#), [741](#)
 \tl_gset_from_file_x:cnn [741](#)
 \tl_gset_from_file_x:Nnn
 [209](#), [741](#), [742](#), [742](#)
 \tl_gset_rescan:cnn [355](#)
 \tl_gset_rescan:cno [355](#)
 \tl_gset_rescan:cnx [355](#)
 \tl_gset_rescan:Nnn
 [94](#), [355](#), [355](#), [356](#), [356](#)
 \tl_gset_rescan:Nno [355](#)
 \tl_gset_rescan:Nnx [355](#)
 .tl_gset_x:c [162](#), [495](#)
 .tl_gset_x:N [162](#), [495](#)
 \tl_gtrim_spaces:c [367](#)
 \tl_gtrim_spaces:N . [101](#), [367](#), [368](#), [368](#)
 \tl_head:f [371](#)
 \tl_head:N [101](#), [371](#), [372](#)
 \tl_head:n [101](#), [101](#),
 101, 101, [371](#), [371](#), [371](#), [372](#), [372](#), [372](#)
 \tl_head:V [371](#)
 \tl_head:v [371](#)
 \tl_head:w . [101](#), [101](#), [371](#), [372](#), [372](#),
 373, 373, 373, 374, 374, 378, 378, 378
 _tl_head_auxi:nw . [371](#), [371](#), [371](#), [372](#)
 _tl_head_auxii:n [371](#), [371](#), [371](#)
 \tl_if_blank:n [360](#)
 \tl_if_blank:nF ... [101](#), [360](#), [360](#), [413](#)
 \tl_if_blank:nT [360](#), [360](#)
 \tl_if_blank:nTF [95](#), [95](#), [101](#),
 102, [360](#), [360](#), [360](#), [372](#), [415](#), [482](#), [489](#)
 \tl_if_blank:oF [481](#)
 \tl_if_blank:oTF [360](#), [482](#)
 \tl_if_blank:VTF [360](#)
 \tl_if_blank_p:n . [95](#), [95](#), [360](#), [360](#), [360](#)
 _tl_if_blank_p:NNw [360](#)
 \tl_if_blank_p:o [360](#)
 \tl_if_blank_p:V [360](#)
 \tl_if_empty:c [409](#)
 \tl_if_empty:cTF [360](#)
 \tl_if_empty:N [360](#), [409](#)
 \tl_if_empty:n [361](#)
 \tl_if_empty:n(TF) [361](#), [362](#)
 \tl_if_empty:NF [360](#)
 \tl_if_empty:nF
 237, 239, 309, 361, 411, 473, 473, 706
 \tl_if_empty:NT [360](#)
 \tl_if_empty:nT [361](#)
 \tl_if_empty:NTF [95](#), [95](#), [360](#), [360](#)
 \tl_if_empty:nTF
 .. [95](#), [95](#), [358](#), [360](#), [361](#), [363](#), [385](#),
 403, 461, 470, 470, 479, 487, 738, 752
 \tl_if_empty:o [361](#)
 \tl_if_empty:oTF 288, 288, 289, 304,
 361, 363, 375, 376, 401, 409, 409, 409
 \tl_if_empty:VTF [360](#)
 \tl_if_empty_p:c [360](#)
 \tl_if_empty_p:N [95](#), [95](#), [360](#), [360](#)
 \tl_if_empty_p:n [95](#), [95](#), [360](#), [361](#)
 \tl_if_empty_p:o [361](#)
 \tl_if_empty_p:V [360](#)
 _tl_if_empty_return:o . 290, 290,
 360, 360, [361](#), [361](#), [361](#), [361](#), 738, 738
 \tl_if_eq:ccTF [361](#)
 \tl_if_eq:cNTF [361](#)
 \tl_if_eq:NcTF [361](#)
 \tl_if_eq:NN [361](#)
 \tl_if_eq:nn [362](#)
 \tl_if_eq:nn(TF) ... [112](#), [112](#), [120](#), [120](#)
 \tl_if_eq:NNF [362](#)
 \tl_if_eq:NNT . [362](#), [388](#), [388](#), [454](#), [454](#)
 \tl_if_eq:nnT [388](#)
 \tl_if_eq:NNTF [44](#), [95](#),
 95, 96, [361](#), [362](#), [364](#), [422](#), [469](#), [471](#), [521](#)
 \tl_if_eq:nnTF [95](#), [95](#), [362](#)
 \tl_if_eq_p:cc [361](#)
 \tl_if_eq_p:cN [361](#)
 \tl_if_eq_p:Nc [361](#)
 \tl_if_eq_p:NN [95](#), [95](#), [361](#), [362](#)
 \tl_if_exist:c [351](#)
 \tl_if_exist:cTF [351](#)
 \tl_if_exist:N [351](#)
 \tl_if_exist:NTF
 .. [92](#), [92](#), [350](#), [350](#), [351](#), [366](#), [377](#), [750](#)
 \tl_if_exist_p:c [351](#)
 \tl_if_exist_p:N [92](#), [92](#), [351](#)
 \tl_if_head_eq_catcode:nN . . 373, 373
 \tl_if_head_eq_catcode:nNTF
 [102](#), [102](#), [372](#)
 \tl_if_head_eq_catcode_p:nN
 [102](#), [102](#), [372](#)
 \tl_if_head_eq_charcode:fNTF .. [372](#)

- \tl_if_head_eq_charcode:nN . 372, 373
- \tl_if_head_eq_charcode:nNF . . . 373
- \tl_if_head_eq_charcode:nNT . . . 373
- \tl_if_head_eq_charcode:nNTF . . .
- 102, 102, 372, 373
- \tl_if_head_eq_charcode_p:fN . . 372
- \tl_if_head_eq_charcode_p:nN . . .
- 102, 102, 372, 373
- \tl_if_head_eq_meaning:nN . . 374, 374
- \tl_if_head_eq_meaning:nNTF
- 102, 102, 372
- __tl_if_head_eq_meaning_-
- normal:nN 374, 374
- \tl_if_head_eq_meaning_p:nN
- 102, 102, 372
- __tl_if_head_eq_meaning_-
- special:nN 374, 374
- \tl_if_head_is_group:n 375
- \tl_if_head_is_group:nTF . . . 102,
- 102, 369, 373, 374, 375, 743, 744, 745
- \tl_if_head_is_group_p:n 102, 102, 375
- \tl_if_head_is_N_type:n . . . 373, 375
- \tl_if_head_is_N_type:nT . . . 748, 749
- \tl_if_head_is_N_type:nTF
- 103, 103, 369, 373,
- 373, 374, 374, 738, 743, 744, 745, 747
- __tl_if_head_is_N_type:w
- 374, 375, 375, 375
- \tl_if_head_is_N_type_p:n
- 103, 103, 374, 749
- \tl_if_head_is_space:n 376
- \tl_if_head_is_space:nTF 103, 103, 375
- __tl_if_head_is_space:w 375, 376, 376
- \tl_if_head_is_space_p:n 103, 103, 375
- \tl_if_in:cnTF 362
- \tl_if_in:Nn 409
- \tl_if_in:nn 362
- \tl_if_in:nn(TF) 362, 362
- \tl_if_in:NnF 362, 362
- \tl_if_in:nnF 362, 363
- \tl_if_in:NnT 362, 362, 505
- \tl_if_in:nnT 362, 363
- \tl_if_in:NnTF
- 96, 96, 290, 358, 362, 362, 362
- \tl_if_in:nnTF 96, 96,
- 358, 362, 362, 363, 449, 486, 486, 508
- \tl_if_in:noTF 362, 751
- \tl_if_in:onTF 358, 362
- \tl_if_in:VnTF 362
- \tl_if_single:n 363, 363
- \tl_if_single:NF 363
- \tl_if_single:nF 363
- __tl_if_single:nnw . . . 363, 363, 363
- \tl_if_single:NT 363
- \tl_if_single:nT 363, 734
- \tl_if_single:NTF . . . 96, 96, 363, 363
- __tl_if_single:nTF 363
- \tl_if_single:nTF . . . 96, 96, 363, 363
- \tl_if_single_p:N . . . 96, 96, 363, 363
- __tl_if_single_p:n 363
- \tl_if_single_p:n . . . 96, 96, 363, 363
- \tl_if_single_token:n 738
- \tl_if_single_token:nTF 207, 207, 738
- \tl_if_single_token_p:n 207, 207, 738
- \l__tl_internal_a_tl
- 362, 362, 362, 362, 741, 741, 742, 742
- \l__tl_internal_b_tl 362, 362, 362, 362
- \tl_item:cn 376
- \tl_item:Nn 103, 376, 376, 376
- __tl_item:nn 376, 376, 376, 376
- \tl_item:nn . . . 103, 103, 376, 376, 376
- \tl_log:c 750
- \tl_log:N 209, 209, 750, 750, 750
- \tl_log:n 209, 209, 750, 750
- \tl_lower_case:n 208, 742, 742
- \tl_lower_case:nn 208, 742, 742
- \tl_map... 98, 98, 98, 98, 353
- \tl_map_break: 98, 98, 365,
- 365, 365, 365, 366, 366, 366, 366, 366
- \tl_map_break:n . . 98, 98, 98, 366, 366
- \tl_map_function:cN 365
- \tl_map_function:NN 97,
- 97, 97, 97, 365, 365, 365, 367, 505
- __tl_map_function:Nn
- 365, 365, 365, 365, 365, 365
- \tl_map_function:nN 97,
- 97, 97, 97, 365, 365, 365, 367, 385
- \tl_map_inline:cn 365
- \tl_map_inline:Nn
- 97, 97, 97, 365, 365, 365
- \tl_map_inline:nn 47, 97,
- 97, 97, 300, 365, 365, 365, 519, 580, 582
- \tl_map_variable:cNn 365
- \tl_map_variable:NNn
- 97, 97, 365, 365, 366
- __tl_map_variable:Nnn
- 365, 365, 366, 366
- \tl_map_variable:nNn
- 97, 97, 365, 365, 365, 365
- \tl_mixed_case:n 208, 742, 742

`\tl_mixed_case:n(n)` 208
`__tl_mixed_case:nn` 742, 742, 745, 745
`\tl_mixed_case:nn` .. 208, 742, 742, 742
`__tl_mixed_case_group:nwn`
..... 745, 745, 746
`__tl_mixed_case_loop:wn`
..... 745, 745, 745, 746, 746
`__tl_mixed_case_N_type:Nwn`
..... 745, 745, 745
`__tl_mixed_case_skip:Nwn`
..... 745, 746, 746, 746
`__tl_mixed_case_skip_tidy:nNwn` ..
..... 745, 746, 746
`__tl_mixed_case_space:wn`
..... 745, 745, 746
`\c__tl_mixed_exceptions_tl` 746
`\c__tl_mixed_skip_clist` 746
`\tl_new:c` 349, 400, 502
`\tl_new:N` 54, 92, 92, 92,
290, 306, 349, 349, 350, 350, 350,
351, 362, 362, 377, 377, 377, 377,
383, 383, 400, 400, 417, 434, 435,
435, 452, 458, 467, 467, 475, 480,
480, 480, 480, 484, 484, 484, 484,
484, 485, 485, 504, 504, 504, 510,
514, 518, 518, 518, 518, 518, 731, 758
`\tl_put_left:cn` 352
`\tl_put_left:co` 352
`\tl_put_left:cV` 352
`\tl_put_left:cx` 352
`\tl_put_left:Nn`
..... 93, 93, 352, 352, 353, 354
`\tl_put_left:No` ... 352, 352, 353, 354
`\tl_put_left:NV` ... 352, 352, 353, 354
`\tl_put_left:Nx` ... 352, 352, 353, 354
`\tl_put_right:cn` 353
`\tl_put_right:co` 353
`\tl_put_right:cV` 353
`\tl_put_right:cx` 353
`\tl_put_right:Nn`
..... 93, 93, 353, 353, 353, 354, 387
`\tl_put_right:No` ... 353, 353, 353, 354
`\tl_put_right:NV` ... 353, 353, 353, 354
`\tl_put_right:Nx` 353, 353, 353, 354,
482, 483, 521, 521, 522, 522, 522, 523
`\tl_remove_all:cn` 360
`\tl_remove_all:Nn`
..... 93, 94, 94, 94, 360, 360, 360, 505
`\tl_remove_once:cn` 359
`\tl_remove_once:Nn` 93, 93, 359, 359, 359
`__tl_replace:NnNNnn` 356,
356, 356, 356, 357, 357, 357, 358, 358
`\tl_replace_all:cn` 356
`\tl_replace_all:Nnn` 93, 93, 356, 356,
357, 360, 385, 386, 407, 481, 481, 520
`__tl_replace_auxi:NnnNNnn`
..... 357, 357, 358, 358, 358, 358
`__tl_replace_auxii:NnnNNnn`
..... 357, 357, 357, 358, 358, 358, 359
`__tl_replace_next:w` 356, 356, 357,
357, 358, 358, 358, 359, 359, 359, 359
`\tl_replace_once:cn` 356
`\tl_replace_once:Nnn`
..... 93, 93, 356, 356, 357, 359
`__tl_replace_wrap:w`
..... 356, 356, 356, 357,
358, 358, 358, 359, 359, 359, 359, 359
`\tl_rescan:nn` 94, 94, 94, 355, 355
`__tl_rescan:w` 355, 356, 356
`\c__tl_rescan_marker_tl`
..... 355, 355, 355, 356, 741, 741
`\tl_reverse:c` 371
`\tl_reverse:N`
..... 100, 100, 100, 371, 371, 371
`\tl_reverse:n` 100, 100,
100, 100, 370, 370, 371, 371, 371, 738
`\tl_reverse:o` 370
`\tl_reverse:V` 370
`__tl_reverse_group:nn` . 738, 739, 739
`__tl_reverse_group_preserve:nn` .
..... 370, 370, 371
`\tl_reverse_items:n`
..... 100, 100, 100, 100, 367, 367
`__tl_reverse_items:nwNwn`
..... 367, 367, 367, 367, 367
`__tl_reverse_items:wn`
..... 367, 367, 367, 367
`__tl_reverse_normal:nN`
..... 370, 370, 371, 739
`__tl_reverse_space:n`
..... 370, 371, 371, 739
`\tl_reverse_tokens:n`
..... 207, 207, 207, 738, 738, 739
`.tl_set:c` 162, 495
`\tl_set:cf` 352
`\tl_set:cn` 352, 502
`\tl_set:co` 352
`\tl_set:cV` 352
`\tl_set:cv` 352
`\tl_set:cx` 352

- .tl_set:N [162](#), [495](#)
- \tl_set:Nf [29](#), [352](#), [386](#), [479](#)
- \tl_set:Nn [93](#), [93](#), [94](#), [109](#), [265](#), [306](#),
[307](#), [323](#), [352](#), [352](#), [352](#), [352](#), [354](#),
[355](#), [362](#), [362](#), [366](#), [385](#), [385](#), [388](#),
[389](#), [390](#), [390](#), [391](#), [391](#), [392](#), [392](#),
[392](#), [394](#), [397](#), [404](#), [404](#), [405](#), [405](#),
[412](#), [419](#), [419](#), [419](#), [420](#), [420](#), [420](#),
[420](#), [420](#), [421](#), [421](#), [421](#), [421](#), [422](#),
[424](#), [434](#), [434](#), [441](#), [449](#), [449](#), [452](#),
[452](#), [468](#), [468](#), [470](#), [475](#), [481](#), [485](#),
[486](#), [486](#), [489](#), [495](#), [496](#), [496](#), [499](#),
[503](#), [506](#), [506](#), [521](#), [741](#), [742](#), [758](#), [758](#)
- \tl_set:No [352](#), [352](#), [352](#), [354](#), [741](#)
- \tl_set:Nv [352](#)
- \tl_set:Nx [29](#), [162](#),
[351](#), [352](#), [352](#), [352](#), [354](#), [355](#), [356](#),
[356](#), [356](#), [368](#), [371](#), [384](#), [385](#), [385](#),
[386](#), [387](#), [388](#), [389](#), [391](#), [393](#), [393](#),
[394](#), [401](#), [402](#), [403](#), [404](#), [405](#), [407](#),
[408](#), [421](#), [422](#), [482](#), [482](#), [485](#), [486](#),
[486](#), [486](#), [495](#), [496](#), [496](#), [497](#), [497](#),
[505](#), [505](#), [505](#), [507](#), [511](#), [515](#), [520](#),
[520](#), [520](#), [522](#), [522](#), [707](#), [736](#), [736](#), [742](#)
- \tl_set_eq:cc . [350](#), [350](#), [384](#), [401](#), [418](#)
- \tl_set_eq:cN . [350](#), [350](#), [384](#), [401](#), [418](#)
- \tl_set_eq:Nc . [350](#), [350](#), [384](#), [401](#), [418](#)
- \tl_set_eq:NN ... [92](#), [92](#), [350](#), [350](#),
[350](#), [354](#), [384](#), [401](#), [418](#), [469](#), [469](#), [707](#)
- \tl_set_from_file:cnn [741](#)
- \tl_set_from_file:Nnn
..... [209](#), [209](#), [741](#), [741](#), [741](#)
- _tl_set_from_file:NNnn
..... [741](#), [741](#), [741](#), [741](#)
- \tl_set_from_file_x:cnn [741](#)
- \tl_set_from_file_x:Nnn
..... [209](#), [209](#), [741](#), [742](#), [742](#)
- _tl_set_from_file_x:NNnn
..... [741](#), [742](#), [742](#), [742](#)
- \tl_set_rescan:cnn [355](#)
- \tl_set_rescan:cno [355](#)
- \tl_set_rescan:cnx [355](#)
- \tl_set_rescan:Nnn
..... [94](#), [94](#), [94](#), [355](#), [355](#), [356](#), [356](#)
- _tl_set_rescan:NNnn
..... [355](#), [355](#), [355](#), [355](#), [355](#)
- \tl_set_rescan:Nno [355](#)
- \tl_set_rescan:Nnx [355](#)
- .tl_set_x:c [162](#), [495](#)
- .tl_set_x:N [162](#), [495](#)
- \tl_show:c [377](#)
- \tl_show:N . [103](#), [103](#), [209](#), [377](#), [377](#), [377](#)
- \tl_show:n . [104](#), [104](#), [209](#), [377](#), [377](#), [750](#)
- \c_tl_std_sigma_tl ... [744](#), [744](#), [745](#)
- \tl_tail:f [371](#)
- \tl_tail:N [102](#), [371](#), [372](#)
- \tl_tail:n
..... [102](#), [102](#), [102](#), [371](#), [372](#), [372](#), [372](#)
- \tl_tail:V [371](#)
- \tl_tail:v [371](#)
- _tl_tmp:w [362](#), [363](#), [363](#), [368](#), [368](#), [369](#)
- \tl_to_lowercase:n
..... [51](#), [91](#), [94](#), [94](#), [286](#), [286](#), [298](#),
[300](#), [303](#), [304](#), [356](#), [356](#), [463](#), [477](#),
[481](#), [518](#), [560](#), [563](#), [700](#), [700](#), [750](#), [751](#)
- \tl_to_str:c [366](#)
- \tl_to_str:N [99](#), [99](#), [105](#), [176](#),
[366](#), [366](#), [366](#), [505](#), [519](#), [520](#), [520](#), [520](#)
- \tl_to_str:n [91](#), [99](#), [99](#), [99](#), [99](#), [105](#),
[105](#), [107](#), [107](#), [129](#), [129](#), [159](#), [166](#),
[166](#), [176](#), [231](#), [311](#), [330](#), [331](#), [332](#),
[338](#), [341](#), [345](#), [358](#), [361](#), [361](#), [361](#),
[363](#), [363](#), [363](#), [363](#), [366](#), [366](#), [372](#),
[377](#), [377](#), [378](#), [378](#), [378](#), [378](#), [381](#),
[418](#), [420](#), [420](#), [421](#), [422](#), [422](#), [423](#),
[423](#), [423](#), [453](#), [455](#), [464](#), [464](#), [464](#),
[464](#), [472](#), [472](#), [472](#), [472](#), [480](#), [480](#),
[480](#), [480](#), [485](#), [486](#), [495](#), [497](#),
[500](#), [501](#), [508](#), [509](#), [509](#), [519](#), [523](#),
[588](#), [703](#), [703](#), [704](#), [704](#), [733](#), [750](#), [751](#)
- \tl_to_uppercase:n
..... [52](#), [91](#), [95](#), [95](#), [356](#), [356](#)
- \tl_trim_spaces:c [367](#)
- \tl_trim_spaces:N
..... [101](#), [101](#), [367](#), [367](#), [368](#)
- \tl_trim_spaces:n [100](#),
[100](#), [104](#), [367](#), [367](#), [368](#), [368](#), [386](#), [482](#)
- _tl_trim_spaces:nn
..... [104](#), [104](#), [367](#), [368](#), [368](#), [402](#), [415](#)
- _tl_trim_spaces_auxi:w
..... [368](#), [368](#), [368](#), [368](#), [368](#), [368](#)
- _tl_trim_spaces_auxii:w
..... [368](#), [368](#), [368](#), [368](#)
- _tl_trim_spaces_auxiii:w
..... [368](#), [368](#), [368](#), [368](#), [368](#), [369](#)
- _tl_trim_spaces_auxiv:w
..... [368](#), [368](#), [368](#), [369](#)
- \tl_trim_spacs:n [368](#)
- \tl_upper_case:n ... [208](#), [208](#), [742](#), [742](#)

- \tl_upper_case:nn . . . 208, 208, [742](#), [742](#)
- \tl_use:c [366](#)
- \tl_use:N
- . . . 62, 81, 85, 88, 99, 99, [366](#), [366](#), [366](#)
- tmpa commands:
- \g_tmpa_bool [38](#), [275](#), [276](#)
- \l_tmpa_bool [38](#), [275](#), [275](#)
- \g_tmpa_box [137](#), [429](#), [429](#)
- \l_tmpa_box [137](#), [429](#), [429](#)
- \g_tmpa_clist [127](#), [416](#), [416](#)
- \l_tmpa_clist [126](#), [416](#), [416](#)
- \l_tmpa_coffin [145](#), [440](#), [440](#)
- \g_tmpa_dim [83](#), [342](#), [342](#)
- \l_tmpa_dim [83](#), [342](#), [342](#)
- \g_tmpa_fp [185](#), [709](#), [709](#)
- \l_tmpa_fp [185](#), [709](#), [709](#)
- \g_tmpa_int [73](#), [334](#), [334](#)
- \l_tmpa_int [2](#), [73](#), [334](#), [334](#)
- \g_tmpa_muskip [89](#), [349](#), [349](#)
- \l_tmpa_muskip [89](#), [349](#), [349](#)
- \g_tmpa_prop [133](#), [418](#), [418](#)
- \l_tmpa_prop [133](#), [418](#), [418](#)
- \g_tmpa_seq [117](#), [399](#), [399](#)
- \l_tmpa_seq [117](#), [399](#), [399](#)
- \g_tmpa_skip [86](#), [346](#), [346](#)
- \l_tmpa_skip [86](#), [346](#), [346](#)
- \g_tmpa_tl [104](#), [377](#), [377](#)
- \l_tmpa_tl [5](#), [94](#), [94](#), [94](#), [104](#), [377](#), [377](#)
- tmpb commands:
- \g_tmpb_bool [38](#), [275](#), [276](#)
- \l_tmpb_bool [38](#), [275](#), [275](#)
- \g_tmpb_box [137](#), [429](#), [429](#)
- \l_tmpb_box [137](#), [429](#), [429](#)
- \g_tmpb_clist [127](#), [416](#), [416](#)
- \l_tmpb_clist [126](#), [416](#), [416](#)
- \l_tmpb_coffin [145](#), [440](#), [440](#)
- \g_tmpb_dim [83](#), [342](#), [342](#)
- \l_tmpb_dim [83](#), [342](#), [342](#)
- \g_tmpb_fp [185](#), [709](#), [709](#)
- \l_tmpb_fp [185](#), [709](#), [709](#)
- \g_tmpb_int [73](#), [334](#), [334](#)
- \l_tmpb_int [2](#), [73](#), [334](#), [334](#)
- \g_tmpb_muskip [89](#), [349](#), [349](#)
- \l_tmpb_muskip [89](#), [349](#), [349](#)
- \g_tmpb_prop [133](#), [418](#), [418](#)
- \l_tmpb_prop [133](#), [418](#), [418](#)
- \g_tmpb_seq [117](#), [399](#), [399](#)
- \l_tmpb_seq [117](#), [399](#), [399](#)
- \g_tmpb_skip [86](#), [346](#), [346](#)
- \l_tmpb_skip [86](#), [346](#), [346](#)
- \g_tmpb_tl [104](#), [377](#), [377](#)
- \l_tmpb_tl [104](#), [377](#), [377](#)
- token commands:
- \c_token_A_int [304](#), [304](#)
- \token_get_arg_spec:N [61](#), [61](#), [311](#), [311](#)
- \token_get_prefix_spec:N
- [61](#), [61](#), [311](#), [311](#)
- \token_get_replacement_spec:N
- [61](#), [61](#), [311](#), [311](#)
- \token_if_active:N [297](#)
- \token_if_active:NTF [55](#), [55](#), [297](#)
- \token_if_active_p:N [55](#), [55](#), [297](#)
- \token_if_alignment:N [296](#)
- \token_if_alignment:NTF [54](#), [54](#), [55](#), [296](#)
- \token_if_alignment_p:N [54](#), [54](#), [296](#)
- \token_if_chardef:N [300](#)
- \token_if_chardef:NTF [56](#), [56](#), [299](#), [301](#)
- __token_if_chardef:w
- [299](#), [300](#), [300](#), [300](#)
- \token_if_chardef_p:N [56](#), [56](#), [299](#)
- \token_if_cs:N [299](#)
- \token_if_cs:NTF
- [56](#), [56](#), [299](#), [743](#), [744](#), [745](#)
- \token_if_cs_p:N
- [56](#), [56](#), [299](#), [747](#), [748](#), [749](#), [749](#)
- \token_if_dim_register:N [300](#)
- \token_if_dim_register:NTF [57](#), [57](#), [299](#)
- __token_if_dim_register:w
- [299](#), [300](#), [301](#)
- \token_if_dim_register_p:N [57](#), [57](#), [299](#)
- \token_if_eq_catcode:NN [298](#)
- \token_if_eq_catcode:NNTF
- [55](#), [55](#), [58](#), [58](#), [59](#), [59](#), [298](#)
- \token_if_eq_catcode_p:NN [55](#), [55](#), [298](#)
- \token_if_eq_charcode:NN [298](#)
- \token_if_eq_charcode:NNT [506](#)
- \token_if_eq_charcode:NNTF
- [55](#), [55](#), [59](#), [59](#), [59](#), [60](#), [298](#)
- \token_if_eq_charcode_p:NN [55](#), [55](#), [298](#)
- \token_if_eq_meaning:NN [297](#)
- \token_if_eq_meaning:NNF [543](#)
- \token_if_eq_meaning:NNT [286](#)
- \token_if_eq_meaning:NNTF
- [56](#), [56](#), [60](#),
- [60](#), [60](#), [60](#), [286](#), [297](#), [309](#), [579](#), [677](#), [744](#)
- \token_if_eq_meaning_p:NN [56](#), [56](#), [297](#)
- \token_if_expandable:N [299](#)
- \token_if_expandable:NTF [56](#), [56](#), [299](#)
- \token_if_expandable_p:N [56](#), [56](#), [299](#)
- \token_if_group_begin:N [295](#)

- \token_if_group_begin:NTF [54](#), [54](#), [295](#)
- \token_if_group_begin_p:N [54](#), [54](#), [295](#)
- \token_if_group_end:N [295](#)
- \token_if_group_end:NTF .. [54](#), [54](#), [295](#)
- \token_if_group_end_p:N .. [54](#), [54](#), [295](#)
- \token_if_int_register:N [301](#)
- \token_if_int_register:NTF [57](#), [57](#), [299](#)
- _token_if_int_register:w
..... [299](#), [301](#), [301](#)
- \token_if_int_register_p:N [57](#), [57](#), [299](#)
- \token_if_letter:N [297](#), [299](#)
- \token_if_letter:NTF [55](#), [55](#), [297](#)
- \token_if_letter_p:N [55](#), [55](#), [297](#)
- \token_if_long_macro:N [303](#)
- \token_if_long_macro:NTF . [56](#), [56](#), [299](#)
- _token_if_long_macro:w
..... [299](#), [303](#), [303](#), [303](#)
- \token_if_long_macro_p:N . [56](#), [56](#), [299](#)
- \token_if_macro:N [298](#)
- \token_if_macro:NTF
..... [56](#), [56](#), [298](#), [304](#), [311](#), [311](#), [311](#)
- \token_if_macro_p:N [56](#), [56](#), [298](#)
- _token_if_macro_p:w . [298](#), [298](#), [299](#)
- \token_if_math_subscript:N [296](#)
- \token_if_math_subscript:NTF ...
..... [55](#), [55](#), [296](#)
- \token_if_math_subscript_p:N ...
..... [55](#), [55](#), [296](#)
- \token_if_math_superscript:N .. [296](#)
- \token_if_math_superscript:NTF ..
..... [55](#), [55](#), [296](#)
- \token_if_math_superscript_p:N ..
..... [55](#), [55](#), [296](#)
- \token_if_math_toggle:N [296](#)
- \token_if_math_toggle:NTF [54](#), [54](#), [296](#)
- \token_if_math_toggle_p:N [54](#), [54](#), [296](#)
- \token_if_mathchardef:N [300](#)
- \token_if_mathchardef:NTF
..... [57](#), [57](#), [299](#), [301](#)
- \token_if_mathchardef_p:N [57](#), [57](#), [299](#)
- \token_if_muskip_register:N ... [301](#)
- \token_if_muskip_register:NTF ...
..... [57](#), [57](#), [299](#)
- _token_if_muskip_register:w ...
..... [299](#), [301](#), [302](#)
- \token_if_muskip_register_p:N ...
..... [57](#), [57](#), [299](#)
- \token_if_other:N [297](#)
- \token_if_other:NTF [55](#), [55](#), [297](#)
- \token_if_other_p:N [55](#), [55](#), [297](#)
- \token_if_parameter:N [296](#)
- \token_if_parameter:NTF [55](#), [296](#)
- \token_if_parameter_p:N .. [55](#), [55](#), [296](#)
- \token_if_primitive:N [304](#)
- _token_if_primitive:NNw
..... [303](#), [304](#), [304](#)
- \token_if_primitive:NTF .. [57](#), [57](#), [303](#)
- _token_if_primitive:Nw [303](#), [305](#), [305](#)
- _token_if_primitive_loop:N ...
..... [303](#), [304](#), [304](#), [305](#)
- _token_if_primitive_nullfont:N
..... [303](#), [304](#), [304](#)
- \token_if_primitive_p:N .. [57](#), [57](#), [303](#)
- _token_if_primitive_space:w ...
..... [303](#), [304](#), [304](#)
- _token_if_primitive_undefined:N
..... [303](#), [305](#), [305](#)
- \token_if_protected_long_macro:N [303](#)
- \token_if_protected_long_macro:NTF [56](#), [56](#), [299](#)
- \token_if_protected_long_macro_p:N [56](#), [56](#), [299](#)
- \token_if_protected_macro:N ... [302](#)
- \token_if_protected_macro:NTF ...
..... [56](#), [56](#), [299](#)
- _token_if_protected_macro:w ...
..... [299](#), [303](#), [303](#)
- \token_if_protected_macro_p:N ...
..... [56](#), [56](#), [299](#)
- \token_if_skip_register:N [302](#)
- \token_if_skip_register:NTF
..... [57](#), [57](#), [299](#)
- _token_if_skip_register:w
..... [299](#), [302](#), [302](#)
- \token_if_skip_register_p:N
..... [57](#), [57](#), [299](#)
- \token_if_space:N [297](#)
- \token_if_space:NTF [55](#), [55](#), [297](#)
- \token_if_space_p:N [55](#), [55](#), [297](#)
- \token_if_toks_register:N [302](#)
- \token_if_toks_register:NTF
..... [57](#), [57](#), [299](#)
- _token_if_toks_register:w
..... [299](#), [302](#), [302](#)
- \token_if_toks_register_p:N
..... [57](#), [57](#), [299](#)
- \token_new:Nn [53](#), [53](#), [294](#), [294](#)
- \token_to_meaning:c ... [231](#), [231](#), [294](#)
- \token_to_meaning:N
..... [54](#), [54](#), [230](#), [230](#), [246](#),

- 246, 267, 294, 298, 298, 299, 300,
 300, 300, 301, 301, 302, 302, 303,
 303, 303, 303, 304, 311, 311, 311, 751
 \token_to_str:c . . . 231, 231, 236,
 237, 237, 238, 239, 239, 240, 267, 294
 \token_to_str:N 5,
 5, 19, 54, 54, 54, 91, 105, 176, 230,
 230, 231, 241, 241, 241, 246, 246,
 246, 246, 246, 250, 252, 254, 254,
 270, 270, 271, 275, 286, 290, 294,
 300, 300, 301, 301, 301, 302, 302,
 303, 303, 303, 303, 318, 318, 355,
 375, 375, 375, 377, 430, 436, 441,
 457, 457, 476, 476, 476, 479, 505,
 520, 520, 520, 520, 520, 538, 538,
 558, 558, 560, 560, 560, 560, 561,
 564, 565, 566, 567, 568, 568, 568,
 568, 568, 570, 570, 570, 571, 571,
 571, 572, 572, 573, 573, 575, 576,
 576, 576, 576, 584, 680, 709, 710,
 710, 710, 732, 732, 734, 734, 734, 750
 \toks 225
 \toksdef 219
 \tolerance 223
 \topmark 221
 \topmarks 226
 \topskip 224
 \tracingassigns 226
 \tracingcommands 220
 \tracinggroups 226
 \tracingifs 226
 \tracinglostchars 220
 \tracingmacros 221
 \tracingnesting 226
 \tracingonline 221
 \tracingoutput 221
 \tracingpages 221
 \tracingparagraphs 221
 \tracingrestores 221
 \tracingscantokens 226
 \tracingstats 221
 true 194
 true commands:
 \c_true_bool 22, 37, 238,
 240, 240, 242, 242, 242, 250, 255,
 255, 255, 273, 273, 274, 274, 274,
 275, 278, 278, 279, 279, 279, 281, 361
 trunc 191
- twelve commands:
 \c_twelve 73, 286, 286,
 292, 293, 300, 333, 333, 578, 578, 578
 two commands:
 \c_two 73, 292,
 292, 314, 331, 333, 333, 471, 505,
 529, 529, 590, 593, 597, 601, 609,
 614, 614, 614, 614, 614, 624, 627,
 627, 627, 628, 638, 644, 649, 649,
 650, 652, 660, 663, 671, 672, 672,
 675, 676, 679, 687, 687, 688, 689,
 691, 691, 694, 695, 703, 751, 751, 751
 \c_two_hundred_fifty_five 73, 334, 334
 \c_two_hundred_fifty_six 73, 334, 334
- ## U
- \U 563, 751
 \uccode 225
 \Uchar 228
 \uchyph 223
 \underline 222
 \unexpanded 226
 \unhbox 224
 \unhcopy 224
 \unkern 223
 \unless 225
 \unpenalty 225
 \unskip 223
 \unvbox 224
 \unvcopy 224
 \uppercase 225
 use commands:
 \use:c 18, 18, 18, 18, 233,
 233, 237, 237, 239, 244, 244, 244,
 244, 278, 279, 318, 329, 329, 332,
 332, 332, 332, 332, 333, 338, 465,
 465, 466, 466, 466, 466, 467, 468,
 478, 487, 487, 491, 491, 522, 733, 743
 \use:f 559
 \use:n 19,
 19, 91, 233, 233, 238, 249, 253,
 254, 254, 254, 255, 255, 255, 255,
 255, 294, 295, 295, 355, 366, 374,
 412, 430, 430, 477, 477, 477, 516,
 541, 541, 541, 542, 542, 543, 735, 746
 \use:nn 19, 19, 233, 233, 258,
 295, 295, 311, 338, 412, 563, 667, 741
 \use:nnn 19, 19, 233, 233, 250
 \use:nnnn 19, 19, 233, 233

- `\use:x` . . . [21](#), [21](#), [233](#), [233](#), [233](#), [237](#),
[239](#), [268](#), [341](#), [354](#), [356](#), [356](#), [430](#),
[464](#), [465](#), [472](#), [472](#), [506](#), [513](#), [520](#), [538](#)
 - `\use_i:nn` [20](#),
[20](#), [20](#), [231](#), [231](#), [233](#), [233](#), [235](#),
[235](#), [238](#), [243](#), [243](#), [250](#), [255](#), [255](#),
[255](#), [272](#), [278](#), [278](#), [278](#), [279](#), [279](#),
[279](#), [279](#), [372](#), [386](#), [386](#), [418](#), [419](#),
[536](#), [537](#), [581](#), [581](#), [582](#), [612](#), [634](#),
[643](#), [663](#), [667](#), [674](#), [677](#), [687](#), [690](#),
[694](#), [695](#), [695](#), [747](#), [747](#), [748](#), [749](#), [749](#)
 - `\use_i:nnn` [20](#),
[20](#), [20](#), [234](#), [234](#), [242](#), [311](#), [393](#), [611](#)
 - `\use_i:nnnn`
. . . [20](#), [20](#), [20](#), [234](#), [234](#), [611](#), [611](#), [618](#)
 - `\use_i_delimit_by_q_nil:nw`
. [21](#), [21](#), [234](#), [234](#)
 - `\use_i_delimit_by_q_recursion_-
stop:nw` [21](#),
[21](#), [234](#), [234](#), [288](#), [288](#), [745](#), [746](#)
 - `\use_i_delimit_by_q_stop:nw`
. [21](#), [21](#), [234](#), [234](#), [415](#)
 - `\use_i_ii:nnn`
. [20](#), [20](#), [234](#), [234](#), [259](#), [392](#), [395](#)
 - `\use_ii:nn` [20](#), [20](#), [43](#), [231](#),
[231](#), [233](#), [233](#), [235](#), [235](#), [238](#), [243](#),
[244](#), [250](#), [254](#), [255](#), [255](#), [255](#), [256](#),
[278](#), [278](#), [279](#), [279](#), [372](#), [418](#), [419](#),
[537](#), [581](#), [581](#), [582](#), [612](#), [663](#), [674](#),
[677](#), [687](#), [690](#), [694](#), [695](#), [695](#), [706](#), [706](#)
 - `\use_ii:nnn`
. . . [20](#), [20](#), [234](#), [234](#), [242](#), [311](#), [482](#), [482](#)
 - `\use_iii:nnnn` [20](#), [20](#), [234](#), [234](#)
 - `\use_iii:nnn` [20](#), [20](#), [234](#), [234](#), [256](#),
[311](#), [536](#), [536](#), [537](#), [743](#), [745](#), [745](#), [745](#)
 - `\use_iii:nnnn` [20](#), [20](#), [234](#), [234](#)
 - `\use_iv:nnnn` [20](#), [20](#), [234](#), [234](#)
 - `\use_none:n` [21](#), [21](#), [104](#), [234](#),
[234](#), [238](#), [249](#), [254](#), [255](#), [255](#), [255](#),
[255](#), [255](#), [288](#), [288](#), [305](#), [326](#),
[326](#), [359](#), [360](#), [360](#), [367](#), [368](#), [369](#),
[372](#), [372](#), [374](#), [375](#), [375](#), [375](#), [375](#),
[376](#), [376](#), [382](#), [383](#), [395](#), [395](#), [395](#),
[401](#), [404](#), [405](#), [407](#), [408](#), [408](#), [462](#),
[463](#), [473](#), [473](#), [481](#), [481](#), [482](#), [489](#),
[534](#), [534](#), [534](#), [534](#), [538](#), [539](#), [554](#),
[555](#), [555](#), [555](#), [579](#), [585](#), [586](#), [586](#),
[586](#), [586](#), [587](#), [588](#), [589](#), [590](#), [591](#),
[611](#), [611](#), [651](#), [680](#), [707](#), [736](#), [736](#), [738](#)
 - `\use_none:nn`
. . . [21](#), [234](#), [234](#), [236](#), [237](#), [254](#), [363](#),
[363](#), [367](#), [373](#), [373](#), [373](#), [373](#), [389](#),
[392](#), [392](#), [392](#), [392](#), [393](#), [393](#), [409](#),
[531](#), [534](#), [534](#), [534](#), [534](#), [710](#), [743](#), [745](#)
 - `\use_none:nnn` [21](#), [234](#),
[234](#), [374](#), [374](#), [482](#), [534](#), [534](#), [534](#), [534](#)
 - `\use_none:nnnn`
. [21](#), [234](#), [234](#), [268](#), [270](#), [270](#), [323](#)
 - `\use_none:nnnnn` [21](#),
[234](#), [234](#), [234](#), [541](#), [542](#), [542](#), [542](#), [542](#)
 - `\use_none:nnnnnn` [21](#), [234](#), [234](#), [240](#)
 - `\use_none:nnnnnnn` [21](#), [234](#), [234](#), [237](#),
[237](#), [541](#), [542](#), [542](#), [542](#), [550](#), [613](#)
 - `\use_none:nnnnnnnn` [21](#), [234](#), [234](#)
 - `\use_none:nnnnnnnnn` [21](#), [234](#), [234](#)
 - `\use_none_delimit_by_q_nil:w`
. [21](#), [21](#), [234](#), [234](#)
 - `\use_none_delimit_by_q_recursion_-
stop:w` [21](#),
[21](#), [46](#), [46](#), [46](#), [46](#), [234](#), [234](#), [237](#),
[239](#), [239](#), [239](#), [267](#), [268](#), [288](#), [288](#), [354](#)
 - `\use_none_delimit_by_q_stop:w`
. [21](#), [21](#),
[234](#), [234](#), [291](#), [319](#), [338](#), [407](#), [407](#),
[407](#), [414](#), [415](#), [468](#), [523](#), [523](#), [751](#), [751](#)
 - `__use_none_delimit_by_s_stop:w`
. [48](#), [48](#), [48](#), [291](#), [291](#)
- V
- `\vadjust` [223](#)
 - `\valign` [220](#)
 - value commands:
 - `.value_forbidden:` [162](#), [495](#)
 - `.value_required:` [162](#), [495](#)
 - `\vbadness` [224](#)
 - `\vbox` [224](#)
 - vbox commands:
 - `\vbox:n` [139](#), [139](#), [432](#), [432](#)
 - `\vbox_gset:cn` [432](#)
 - `\vbox_gset:cw` [433](#), [433](#)
 - `\vbox_gset:Nn` [140](#), [432](#), [432](#), [432](#)
 - `\vbox_gset:Nw` [140](#), [433](#), [433](#), [433](#), [433](#)
 - `\vbox_gset_end:` [140](#), [433](#), [433](#), [433](#)
 - `\vbox_gset_inline_begin:c` [433](#), [433](#)
 - `\vbox_gset_inline_begin:N` [433](#), [433](#)
 - `\vbox_gset_inline_end:` [433](#), [433](#)
 - `\vbox_gset_to_ht:cnn` [433](#)
 - `\vbox_gset_to_ht:Nnn` [140](#), [433](#), [433](#), [433](#)
 - `\vbox_gset_top:cn` [433](#)

\vbox_gset_top:Nn	140, 433 , 433 , 433	W	
\vbox_set:cn	432	\wd	225
\vbox_set:cw	433 , 433	\widowpenalties	226
\vbox_set:Nn		\widowpenalty	223
140, 140, 140, 432 , 432 , 432 , 432 , 438		\write	220
\vbox_set:Nw		X	
140, 140, 433 , 433 , 433 , 433 , 433 , 439		\X	271
\vbox_set_end:		\xdef	219
140, 140, 433 , 433 , 433 , 433 , 439		xetex commands:	
\vbox_set_inline_begin:c	433 , 433	\xetex...	9
\vbox_set_inline_begin:N	433 , 433	\xetex_if_engine:F	5, 255, 255
\vbox_set_inline_end:	433 , 433	\xetex_if_engine:T	5, 255, 255
\vbox_set_split_to_ht:NNn		\xetex_if_engine:TF	
140, 140, 434 , 434		5, 5, 5, 23, 23, 254 , 255, 255	
\vbox_set_to_ht:cnn	433	\xetex_if_engine_p:	23, 254 , 255, 255
\vbox_set_to_ht:Nnn		\xetex_XeTeXversion:D	227, 255
140, 140, 433 , 433 , 433 , 433 , 439		\XeTeXversion	227
\vbox_set_top:cn	433	\xleaders	223
\vbox_set_top:Nn		\xspaceskip	223
140, 140, 433 , 433 , 433 , 433 , 438 , 439		Y	
\vbox_to_ht:nn	140, 140, 432 , 432 , 432	\year	225
\vbox_to_zero:n	140, 140, 432 , 432 , 432	Z	
\vbox_top:n	139, 139, 432 , 432	zero commands:	
\vbox_unpack:c	434	\c_zero	73, 231 , 231, 232, 235, 238, 238, 238, 238, 238, 241, 241, 241, 241, 258, 259, 259, 260, 284, 284, 284, 284, 284, 284, 284, 284, 284, 284, 284, 284, 285, 285, 292, 292, 299, 313, 315, 315, 317, 317, 317, 322, 323, 326, 326, 332, 333, 333 , 341, 344, 364, 369, 369, 370, 376, 376, 376, 376, 379, 379, 380, 394, 414, 415, 415, 430, 430, 477, 477, 505, 510, 514, 529, 537, 538, 545, 545, 545, 545, 545, 546, 546, 546, 546, 546, 546, 546, 547, 547, 547, 547, 547, 547, 548, 548, 548, 548, 548, 549, 549, 552, 552, 552, 563, 565, 568, 568, 570, 572, 572, 573, 573, 574, 574, 574, 575, 577, 577, 579, 579, 583, 583, 584, 585, 590, 590, 590, 590, 590, 590, 590, 590, 590, 590, 590, 590, 590, 592, 597, 602, 602, 602, 611, 625, 631, 633, 633, 633, 633, 661, 661, 661, 663, 663, 663, 669, 669, 669, 670, 671, 672, 673, 673,
\vbox_unpack:N			
141, 141, 141, 434 , 434 , 434 , 438 , 439			
\vbox_unpack_clear:c	434		
\vbox_unpack_clear:N	141, 434 , 434 , 434		
\vcenter	221		
vcoffin commands:			
\vcoffin_set:cnn	437		
\vcoffin_set:cnw	439		
\vcoffin_set:Nnn	143, 143, 437 , 437 , 438		
\vcoffin_set:Nnw	143, 143, 439 , 439 , 439		
\vcoffin_set_end:			
143, 143, 439 , 439 , 439			
\vfil	222		
\vfill	223		
\vfilneg	222		
\vfuzz	224		
\voffset	224		
void commands:			
\c_void_box	134		
\vrule	223		
\vsize	224		
\vskip	223		
\vsplit	224		
\vss	223		
\vtop	224		

673, 673, 674, 675, 678, 686, 691,
 691, 691, 693, 693, 693, 702, 703, 739
 \c_zero_dim 83, 335,
 342, 342, 346, 431, 432, 444, 444,
 444, 444, 444, 444, 445, 445, 447,
 447, 447, 719, 720, 720, 720, 720,
 721, 721, 721, 721, 721, 721, 757
 \c_zero_fp
 185, 527, 527, 529, 580, 592, 592,
 600, 605, 609, 614, 662, 668, 669,
 698, 705, 707, 708, 708, 708, 712,
 712, 712, 718, 718, 728, 757, 757, 757
 \c_zero_muskip 89, 347, 349, 349
 \c_zero_skip 86, 343, 346, 346, 737, 737