

# The `luatex` package

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## Abstract

This package manages the new and extended features and resources that `LUATEX` provides. Examples are attributes and catcode tables.

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# 1 Documentation

## 1.1 Introduction

$\text{\TeX}$  provides global resources such as registers. But it does not provide an interface for managing these resources. For example, two packages want to use a counter register. If they take the same register number, then the use of both packages will conflict and they cannot be used together. Therefore formats such as plain- $\text{\TeX}$  or  $\text{\LaTeX}$  implement an allocation scheme for registers. A package reserves with `\newcount` an unused register number for its own exclusive use.

Nowadays  $\text{\TeX}$  is not alone anymore:  $\varepsilon\text{-}\text{\TeX}$ , pdf $\text{\TeX}$  and other compilers for  $\text{\TeX}$  are developed that extend and add new features and resources.

Now  $\text{\LaTeX}$  has reached beta state. It inherits most of pdf $\text{\TeX}$ 's features including  $\varepsilon\text{-}\text{\TeX}$ . Also it implements new concepts such as attributes or catcode tables.

### 1.1.1 $\text{\LaTeX}$

$\text{\LaTeX} 2_{\varepsilon}$  is frozen and therefore refuses to even notice the new  $\text{\TeX}$  variants. Not even the old  $\varepsilon\text{-}\text{\TeX}$  is supported by its kernel. At least there is a third party package `etex` that manages the new  $\varepsilon\text{-}\text{\TeX}$  resources.

This package tries to do the same for  $\text{\LaTeX}$  and starts to support at least a few of the new features.

### 1.1.2 plain- $\text{\TeX}$

$\text{\LaTeX}$  has inherited its resource handling from plain- $\text{\TeX}$ . The interface is basically the same: `\newcount`, ... Therefore this package tries to follow this tradition by providing compatibility to plain- $\text{\TeX}$ . It can be loaded with plain- $\text{\TeX}$  and defines at least some of the features that this packages provides for  $\text{\LaTeX}$ .

## 1.2 Register allocation

### 1.2.1 Register with 16 bit

Because L<sup>A</sup>T<sub>E</sub>X is a super set of  $\epsilon$ -T<sub>E</sub>X regarding registers, the register allocation scheme should not conflict with package `etex`. Therefore this package is loaded to inherit its allocation scheme. The only change is currently that the limit is increased to 65536 registers for the following register classes:

- `count`
- `dimen`
- `skip`
- `muskip`
- `marks`
- `toks`
- `box`

This affects the number of global and local registers. Because it is done in a package and not in the kernel, it is possible that someone loads package `etex` before uses the local allocation variants. This will prevent the extension for this register class. If more registers are needed, just load package `luatex` earlier.

### 1.2.2 Insertions

Insertions need four registers `\count`, `\dimen`, `\skip`, and `\box` with the same number. Usually they are allocated downwards from 254, 253, ... Also `\newcount`, `\newdimen`, ... fill up these register numbers from below before switching to higher register numbers by package `etex`. When this occurs, no insertions can be allocated anymore.

Therefore `\newcount`, `\newdimen`, `\newskip`, and `\newbox` are replaced by their global variants (`\globcount`, ...) that use the higher numbers immediately, leaving the room for insertions. There should not be an efficiency penalty because L<sup>A</sup>T<sub>E</sub>X stores the registers of a class in the same Lua table unlike  $\epsilon$ -T<sub>E</sub>X, where registers below 256 are stored in an array and higher numbers are put in a tree structure.

## 1.3 Lua states

`\newluastate {<cmd>}`

Macro `\newluastate` reserves a new Lua state and stores the number in `\cmd`.

## 1.4 Attributes

Nodes can have custom attributes in L<sup>A</sup>T<sub>E</sub>X. These attributes are organized by a new register class. As the other registers up to  $2^{16}$  attributes are supported. An attribute value can be negative that means the attribute is not set. Otherwise T<sub>E</sub>X's range of non-negative integers up to  $2^{31}$  are available.

`\newattribute {<cmd>}`

Macro `\newattribute` defines command `<cmd>` using `\attributedef` using an new attribute number. The new attribute is initially unset.

`\setattribute {<cmd>} {<value>}`

Macro `\setattribute` locally sets attribute command `<cmd>` to the number `<value>`. Valid values range from  $-1$  until  $2^{31}$  (the upper limit is the same as for other T<sub>E</sub>X integer numbers).

`\unsetAttribute {⟨cmd⟩}`

Macro `\unsetAttribute` clears the attribute command `⟨cmd⟩`.

## 1.5 Catcode tables

L<sup>A</sup>T<sub>E</sub>X introduces catcode tables as new feature, see documentation. There is need for discussion, how to deal best:

- `\initcatcodetable` and `\setcatcodetable` act globally.
- `\catcodetable` causes an error if used with an uninitialized catcode table.
- Large catcode table numbers should be avoided because of performance breakdown.
- Use case L<sup>A</sup>T<sub>E</sub>X package: The package must not be surprised by changed catcodes and must not surprise by changing catcodes accidentally. Catcode tables could offer a solution. At the begin a catcode regime with standard catcodes is established and the old one is restored afterwards.
- Use case: L<sup>A</sup>T<sub>E</sub>X's `tex.print` might be used with a catcode table number, for example a table where all entries have catcode “other”.
- Readonly catcode tables.
- Is there is a need for local allocations? (Package `etex`'s `\loc` variants are not used in T<sub>E</sub>X Live 2007.)

### 1.5.1 Interface proposal

The idea: `\newcatcodetable` allocates odd numbered catcode tables. Even numbered tables are managed as stack. Also some catcode tables are defined. These must not be changed.

`\newcatcodetable {⟨cmd⟩}`

Macro `\newcatcodetable` reserves a new catcode table and remembers its number in `⟨cmd⟩`. The catcode table is initialized with ini-T<sub>E</sub>X's catcodes.

`\CatcodeTableIniTeX`  
`\CatcodeTableString`  
`\CatcodeTableOther`  
`\CatcodeTableLaTeX`

These are catcode tables and must not be changed. `\CatcodeTableIniTeX` contains the catcode settings of ini-T<sub>E</sub>X. `\CatcodeTableString` follows T<sub>E</sub>X's convention of `\string`, `\meaning` and friends. The space gets catcode 10 (space), the other characters have catcode 12 (other). In `\CatcodeTableOther` all entries have catcode 12 (other). `\CatcodeTableLaTeX` contains the setting of a pure L<sup>A</sup>T<sub>E</sub>X format ('at' is other).

`\CatcodeTableStack`  
`\IncCatcodeTableStack`  
`\DecCatcodeTableStack`

`\CatcodeTableStack` is the stack pointer. Initially it is catcode table zero. `\IncCatcodeTableStack` and `\DecCatcodeTableStack` increments and decrements the stack pointer. Currently `\IncCatcodeTableStack` does not initialize a

new catcode table. Both increment and decrement operations do not set a catcode table.

`\PushCatcodeTableNumStack`  
`\PopCatcodeTableNumStack`

It can be handy to have a global stack for catcode table numbers to deal with the global assignment property of `\initcatcodetable` and `\savecatcodetable`. `\PushCatcodeTableNumStack` pushes the current catcode table on the stack. `\PopCatcodeTableNumStack` pops the topmost number off the number stack to set the current catcode table. Catcode table zero is used in case of an empty stack.

`\BeginCatcodeRegime { $\langle catcodetable \rangle$ }`  
`\EndCatcodeRegime`

`\BeginCatcodeRegime` remembers the current catcode table number. Then it creates and uses a fresh catcode table on the stack that is initialized by  $\langle catcodetable \rangle$ :

```
\PushCatcodeTableNumStack
\catcodetable $\langle catcodetable \rangle$  \IncCatcodeTableStack
\savecatcodetable\CatcodeTableStack
\catcodetable\CatcodeTableStack
```

`\EndCatcodeRegime` drops the catcode table, created by `\BeginCatcodeRegime` and sets the catcode table that was active before:

```
\DecCatcodeTableStack
\PopCatcodeTableNumStack
```

These macros solve the use case, described earlier for a  $\text{\LaTeX}$  package:

```
% package foobar.sty
\BeginCatcodeRegime\CatcodeTableLaTeX
\makeatletter
% ... package contents ...
\EndCatcodeRegime
% end of package
```

If the package wants to change catcodes after its loading, `\AtBeginDocument` or `\AtEndOfPackage` can be used.

`\SetCatcodeRange { $\langle from \rangle$ } { $\langle to \rangle$ } { $\langle catcode \rangle$ }`

The catcodes of characters in range from  $\langle from \rangle$  to inclusive  $\langle to \rangle$  are set to  $\langle catcode \rangle$ .

## 1.6 Lua module loading

Currently  $\text{\LaTeX}$  (version 0.20) does not support Lua script files inside `TDS:scripts//`, because Lua's mechanism for module loading does not use the `kpathsea` library. Therefore this packages appends a `kpse` loader to the list of Lua's module loaders. It finds the module  $\langle module \rangle$  by

```
kpse.find_file(" $\langle module \rangle$ .lua", "texmfscripts")
```

Unhappily `kpathsea` does not support directory components in a file name. Therefore the Lua convention is not followed to replace dots in the module name by the directory separator.

Example: A Lua script of a package `foobar` wants the following modules:

```
require("foobar.hello.world")
require("org.somewhere.xyz")
```

Then they can be find in:

```
TDS:scripts/foobar/foobar.hello.world.lua
TDS:scripts/foobar/org.somewhere.xyz.lua
```

I would have preferred the following locations, following lua conventions, e.g.:

```
TDS:scripts/foobar/hello/world.lua
TDS:scripts/foobar/org/somewhere/xyz.lua
```

But I do not know, how to achieve this in a reliable way using kpathsea.

### 1.6.1 Package luatex-loader

If someone do not need or want package luatex but it's extension for module loading, then he can use package luatex-loader. Both plain-TeX and L<sup>A</sup>T<sub>E</sub>X are supported.

## 2 Implementation

```
1 <package>
```

### 2.1 Reload check and package identification

Reload check, especially if the package is not used with L<sup>A</sup>T<sub>E</sub>X.

```
2 \begingroup
3 \catcode44 12 % ,
4 \catcode45 12 % -
5 \catcode46 12 % .
6 \catcode58 12 % :
7 \catcode64 11 % @
8 \catcode123 1 % {
9 \catcode125 2 % }
10 \expandafter\let\expandafter\x\csname ver@luatex.sty\endcsname
11 \ifx\x\relax % plain-TeX, first loading
12 \else
13 \def\empty{}%
14 \ifx\x\empty % LaTeX, first loading,
15 % variable is initialized, but \ProvidesPackage not yet seen
16 \else
17 \catcode35 6 % #
18 \expandafter\ifx\csname PackageInfo\endcsname\relax
19 \def\x#1#2{%
20 \immediate\write-1{Package #1 Info: #2.}%
21 }%
22 \else
23 \def\x#1#2{\PackageInfo{#1}{#2, stopped}}%
24 \fi
25 \x{luatex}{The package is already loaded}%
26 \aftergroup\endinput
27 \fi
28 \fi
29 \endgroup
```

Package identification:

```
30 \begingroup
31 \catcode35 6 % #
32 \catcode40 12 % (
33 \catcode41 12 % )
34 \catcode44 12 % ,
```

```

35 \catcode45 12 % -
36 \catcode46 12 % .
37 \catcode47 12 % /
38 \catcode58 12 % :
39 \catcode64 11 % @
40 \catcode91 12 % [
41 \catcode93 12 % ]
42 \catcode123 1 % {
43 \catcode125 2 % }
44 \expandafter\ifx\csname ProvidesPackage\endcsname\relax
45   \def\x#1#2#3[#4]{\endgroup
46     \immediate\write-1{Package: #3 #4}%
47     \xdef#1{#4}%
48   }%
49 \else
50   \def\x#1#2[#3]{\endgroup
51     #2[#{#3}]%
52     \ifx#1\@undefined
53       \xdef#1{#3}%
54     \fi
55     \ifx#1\relax
56       \xdef#1{#3}%
57     \fi
58   }%
59 \fi
60 \expandafter\x\csname ver@luatex.sty\endcsname
61 \ProvidesPackage{luatex}%
62 [2009/04/10 v0.2 LuaTeX basic definition package (HO)]

```

## 2.2 Catcodes

```

63 \begingroup
64 \catcode123 1 % {
65 \catcode125 2 % }
66 \def\x{\endgroup
67   \expandafter\edef\csname LuT@AtEnd\endcsname{%
68     \catcode35 \the\catcode35\relax
69     \catcode64 \the\catcode64\relax
70     \catcode123 \the\catcode123\relax
71     \catcode125 \the\catcode125\relax
72   }%
73 }%
74 \x
75 \catcode35 6 % #
76 \catcode64 11 % @
77 \catcode123 1 % {
78 \catcode125 2 % }
79 \def\TMP@EnsureCode#1#2{%
80   \edef\LuT@AtEnd{%
81     \LuT@AtEnd
82     \catcode#1 \the\catcode#1\relax
83   }%
84   \catcode#1 #2\relax
85 }
86 \TMP@EnsureCode{10}{12}% ^^J
87 \TMP@EnsureCode{34}{12}% "
88 \TMP@EnsureCode{36}{3}% $
89 \TMP@EnsureCode{39}{12}% '
90 \TMP@EnsureCode{40}{12}% (
91 \TMP@EnsureCode{41}{12}% )
92 \TMP@EnsureCode{42}{12}% *
93 \TMP@EnsureCode{43}{12}% +

```

```

94 \TMP@EnsureCode{44}{12}% ,
95 \TMP@EnsureCode{45}{12}% -
96 \TMP@EnsureCode{46}{12}% .
97 \TMP@EnsureCode{47}{12}% /
98 \TMP@EnsureCode{60}{12}% <
99 \TMP@EnsureCode{61}{12}% =
100 \TMP@EnsureCode{62}{12}% >
101 \TMP@EnsureCode{95}{12}% _ (other!)
102 \TMP@EnsureCode{96}{12}% ‘

```

## 2.3 Check for LuaTeX

Without LuaTeX there is no point in using this package.

```

103 \begingroup\expandafter\expandafter\expandafter\endgroup
104 \expandafter\ifx\csname RequirePackage\endcsname\relax
105   \input infwarerr.sty\relax
106   \input ifluatex.sty\relax
107 \else
108   \RequirePackage{infwarerr}[2007/09/09]%
109   \RequirePackage{ifluatex}[2009/04/10]%
110 \fi

111 \ifluatex
112 \else
113   \@PackageError{luatex}{%
114     This package may only be run using LuaTeX%
115   }\@ehc
116   \LuT@AtEnd
117 \expandafter\endinput
118 \fi

```

## 2.4 Inherit support for $\varepsilon$ -TeX

Package etex is not compatible for plain-TeX. But it could be present if a format is used that is based on etex.src. Therefore we only load the package in case of LaTeX and tests its presence independently of the format by looking for \et@xins.

```

119 \begingroup\expandafter\expandafter\expandafter\endgroup
120 \expandafter\ifx\csname RequirePackage\endcsname\relax
121 \else
122   \RequirePackage{etex}[1998/03/26]%
123 \fi

```

## 2.5 Adaption of $\varepsilon$ -TeX's register allocation

$\varepsilon$ -TeX has increased the number of TeX registers from  $2^8$  (256) to  $2^{15}$  (32768) for a register class. LuaTeX extends the limit further to  $2^{16}$  (65536). The allocation scheme of package etex is not changed. But this can be subject for discussion.

If a register class hasn't registered any local registers yet, then the limit can safely be pushed to 65536.

```

124 \begingroup\expandafter\expandafter\expandafter\endgroup
125 \expandafter\ifx\csname et@xins\endcsname\relax
126   \@PackageWarningNoLine{luatex}{%
127     Support for eTeX is not loaded (etex.src)%
128   }%
129 \else
130   \def\LuT@temp#1{%
131     \ifnum\count27#1=32768 %
132       \count27#1=65536 %
133     \fi
134   }%
135   \LuT@temp0%
136   \LuT@temp1%

```



```

137 \LuT@temp2%
138 \LuT@temp3%
139 \LuT@temp4%
140 \LuT@temp5%
141 \LuT@temp6%

```

$\varepsilon$ -T<sub>E</sub>X uses an array for the first 256 registers and then a tree structure. L<sup>A</sup>T<sub>E</sub>X stores all registers of a class in one Lua table. There shouldn't be large performance differences. This allows starting immediately in the extended area, leaving room for insertions.

```

142 \let\newcount\globcount
143 \let\newdimen\globdimen
144 \let\newskip\globskip
145 \let\newbox\globbox
146 \fi

```

## 2.6 plain-T<sub>E</sub>X compatibility

`\@empty`

```

147 \expandafter\ifx\csname @empty\endcsname\relax
148 \def\@empty{}%
149 \fi

```

`\@gobble`

```

150 \expandafter\ifx\csname @gobble\endcsname\relax
151 \long\def\@gobble#1{}%
152 \fi

```

`\@firstofone`

```

153 \expandafter\ifx\csname @firstofone\endcsname\relax
154 \long\def\@firstofone#1{#1}%
155 \fi

```

`\@firstoftwo`

```

156 \expandafter\ifx\csname @firstoftwo\endcsname\relax
157 \long\def\@firstoftwo#1#2{#1}%
158 \fi

```

`\@car`

```

159 \expandafter\ifx\csname @car\endcsname\relax
160 \def\@car#1#2\@nil{#1}%
161 \fi

```

`\@cdr`

```

162 \expandafter\ifx\csname @cdr\endcsname\relax
163 \def\@cdr#1#2\@nil{#2}%
164 \fi

```

`\@ifstar`

```

165 \expandafter\ifx\csname @ifstar\endcsname\relax
166 \def\@ifstar#1{%
167 \ifnextchar*\@firstoftwo{#1}}%
168 }%

```

`\@ifnextchar`

```

169 \long\def\@ifnextchar#1#2#3{%
170 \let\reserved@d=#1%
171 \def\reserved@a{#2}%
172 \def\reserved@b{#3}%
173 \futurelet\@let@token\@ifnch
174 }%

```

```

\@ifnch
175 \def\@ifnch{%
176 \ifx\@let@token\@sptoken
177 \let\reserved@c\@xifnch
178 \else
179 \ifx\@let@token\reserved@d
180 \let\reserved@c\reserved@a
181 \else
182 \let\reserved@c\reserved@b
183 \fi
184 \fi
185 \reserved@c
186 }%

\@sptoken
187 \let\LuT@temp\:%
188 \def\:{\let\@sptoken= }%
189 \: % explicit space

\@xifnch
190 \def\:{\@xifnch}%
191 \expandafter\def\: {%
192 \futurelet\@let@token\@ifnch
193 }%
194 \let\:\LuT@temp
195 \fi

\@tempcnta
196 \expandafter\ifx\csname @tempcnta\endcsname\relax
197 \csname newcount\endcsname\@tempcnta
198 \fi

\@tempcntb
199 \expandafter\ifx\csname @tempcntb\endcsname\relax
200 \csname newcount\endcsname\@tempcntb
201 \fi

\LuT@newcommand
202 \begingroup\expandafter\expandafter\expandafter\endgroup
203 \expandafter\ifx\csname newcommand\endcsname\relax
204 \def\LuT@newcommand#1[#2]#3{%
205 \ifx#1\@undefined
206 \let#1\relax
207 \else
208 \ifx#1\relax
209 \else
210 \@PackageError{luatex}{%
211 \string#1 is already defined.\MessageBreak
212 Redefinition is skipped%
213 }\@ehc
214 \fi
215 \fi
216 \ifx#1\relax
217 \ifcase#2 %
218 \def#1{#3}%
219 \or
220 \def#1##1{#3}%
221 \or
222 \def#1##1##2{#3}%
223 \or
224 \def#1##1##2##3{#3}%

```

```

225     \or
226     \@INTERNAL@ERROR
227     \fi
228     \fi
229 }%
230 \else
231 \def\LuT@newcommand{\newcommand*}%
232 \fi

```

## 2.7 Lua states

\LuT@AllocLuaState

```

233 \newcount\LuT@AllocLuaState
234 \LuT@AllocLuaState=\z@

```

\newluastate

```

235 \LuT@newcommand\newluastate[1]{%
236   \ifnum\LuT@AllocLuaState<65535 %
237     \global\advance\LuT@AllocLuaState\@ne
238     \allocationnumber\LuT@AllocLuaState
239     \global\chardef#1=\allocationnumber
240     \wlog{\string#1=\string\luastate\the\allocationnumber}%
241   \else
242     \errmessage{No room for a new \string\luastate}%
243   \fi
244 }

```

## 2.8 Attributes

### 2.8.1 Allocation

\LuT@AllocAttribute

```

245 \newcount\LuT@AllocAttribute
246 \LuT@AllocAttribute=\m@ne

```

\newattribute

```

247 \LuT@newcommand\newattribute[1]{%
248   \ifnum\LuT@AllocAttribute<65535 %
249     \global\advance\LuT@AllocAttribute\@ne
250     \allocationnumber\LuT@AllocAttribute
251     \global\attributedef#1=\allocationnumber
252     \unsetattribute{#1}%
253     \wlog{\string#1=\string\attribute\the\allocationnumber}%
254   \else
255     \errmessage{No room for a new \string\attribute}%
256   \fi
257 }

```

### 2.8.2 Interface

\setattribute

```

258 \LuT@newcommand\setattribute[2]{%
259   #1=\numexpr#2\relax
260 }

```

\unsetattribute

```

261 \LuT@newcommand\unsetattribute[1]{%
262   #1=\m@ne
263 }

```

## 2.9 Catcode tables

### 2.9.1 Allocation

`\LuT@AllocCatcodeTable`

```
264 \newcount\LuT@AllocCatcodeTable
265 \LuT@AllocCatcodeTable=\m@ne
266 \newcount\CatcodeTableStack
267 \CatcodeTableStack=\z@
```

`\newcatcodetable`

```
268 \LuT@newcommand\newcatcodetable[1]{%
269   \ifnum\LuT@AllocCatcodeTable<1114110 % 0x10FFF is maximal \chardef
270     % or < 268435455 % 2^28 - 1
271   \global\advance\LuT@AllocCatcodeTable by\tw@
272   \allocationnumber=\LuT@AllocCatcodeTable
273   \global\chardef#1=\allocationnumber
274   \wlog{%
275     \string#1=\string\catcodetable\the\allocationnumber
276   }%
277 \else
278   \errmessage{No room for a new \string\catcodetable}%
279 \fi
280 }%
```

`\IncCatcodeTableStack`

```
281 \LuT@newcommand\IncCatcodeTableStack[0]{%
282   \ifnum\CatcodeTableStack<268435454 %
283   \global\advance\CatcodeTableStack by\tw@
284 \else
285   \@PackageError{luatex}{%
286     Catcode table stack overflow%
287   }\@ehd
288 \fi
289 }
```

`\DecCatcodeTableStack`

```
290 \LuT@newcommand\DecCatcodeTableStack[0]{%
291   \ifnum\CatcodeTableStack>\z@
292   \global\advance\CatcodeTableStack by-2 %
293 \else
294   \@PackageError{luatex}{%
295     Catcode table stack is empty%
296   }\@ehd
297 \fi
298 }
```

### 2.9.2 \SetCatcodeRange

`\SetCatcodeRange`

```
299 \LuT@newcommand\SetCatcodeRange[3]{%
300   \edef\LuT@temp{%
301     \noexpand\@tempcnta=\the\@tempcnta
302     \noexpand\@tempcntb=\the\@tempcntb
303     \noexpand\count@=\the\count@
304     \relax
305   }%
306   \@tempcnta=\numexpr#1\relax
307   \@tempcntb=\numexpr#2\relax
308   \count@=\numexpr#3\relax
309   \loop
310     \unless\ifnum\@tempcnta>\@tempcntb
```

```

311     \catcode\@tempcnta=\count@
312     \advance\@tempcnta by \@ne
313     \repeat
314     \LuT@temp
315 }

```

### 2.9.3 Predefined catcode tables

```

316 \newcatcodetable\CatcodeTableIniTeX
317 \newcatcodetable\CatcodeTableString
318 \newcatcodetable\CatcodeTableOther
319 \newcatcodetable\CatcodeTableLaTeX

320 \initcatcodetable\CatcodeTableIniTeX
321 \begingroup
322   \def\@makeoother#1{\catcode#1=12\relax}%
323   \@firstofone{%
324     \catcodetable\CatcodeTableIniTeX
325     \begingroup
326       \SetCatcodeRange{0}{8}{15}%
327       \catcode9=10 % tab
328       \catcode11=15 %
329       \catcode12=13 % form feed
330       \SetCatcodeRange{14}{31}{15}%
331       \catcode35=6 % hash
332       \catcode36=3 % dollar
333       \catcode38=4 % ampersand
334       \catcode94=7 % circumflex
335       \catcode95=8 % underscore
336       \catcode123=1 % brace left
337       \catcode125=2 % brace right
338       \catcode126=13 % tilde
339       \catcode127=15 %
340       \savecatcodetable\CatcodeTableLaTeX
341     \endgroup
342     \@makeoother{0}% nul
343     \@makeoother{13}% carriage return
344     \@makeoother{37}% percent
345     \@makeoother{92}% backslash
346     \@makeoother{127}%
347     \SetCatcodeRange{65}{90}{12}% A-Z
348     \SetCatcodeRange{97}{122}{12}% a-z
349     \savecatcodetable\CatcodeTableString
350     \@makeoother{32}% space
351     \savecatcodetable\CatcodeTableOther
352   \endgroup
353 }%

```

### 2.9.4 Number stack

`\LuT@NumStackEmpty` A special empty stack value because of `\@cdr`'s brace removal.

```

354 \def\LuT@NumStackEmpty{0}

```

`\LuT@NumStack`

```

355 \let\LuT@NumStack\LuT@NumStackEmpty

```

`\PushCatcodeTableNumStack`

```

356 \LuT@newcommand\PushCatcodeTableNumStack[0]{%
357   \xdef\LuT@NumStack{%
358     {\the\catcodetable}\LuT@NumStack
359   }%
360 }

```

\PopCatcodeTableNumStack

```

361 \LuT@newcommand\PopCatcodeTableNumStack[0]{%
362   \ifx\LuT@NumStack\LuT@NumStackEmpty
363     \@PackageWarning{luatex}{Empty catcode table number stack}%
364     \catcodetable\z@
365   \else
366     \catcodetable=\expandafter\@car\LuT@NumStack\@nil\relax
367     \xdef\LuT@NumStack{%
368       \expandafter\@cdr\LuT@NumStack\@nil
369     }%
370   \fi
371 }

```

## 2.9.5 Catcode regime macros

\BeginCatcodeRegime

```

372 \LuT@newcommand\BeginCatcodeRegime[1]{%
373   \PushCatcodeTableNumStack
374   \catcodetable=\numexpr#1\relax
375   \IncCatcodeTableStack
376   \savecatcodetable\CatcodeTableStack
377   \catcodetable\CatcodeTableStack
378 }

```

\EndCatcodeRegime

```

379 \LuT@newcommand\EndCatcodeRegime[0]{%
380   \DecCatcodeTableStack
381   \PopCatcodeTableNumStack
382 }

```

## 2.10 Lua module loader

```

383 \begingroup\expandafter\expandafter\expandafter\endgroup
384 \expandafter\ifx\csname RequirePackage\endcsname\relax
385   \input luatex-loader.sty\relax
386 \else
387   \RequirePackage{luatex-loader}[2009/04/10]%
388 \fi

389 \LuT@AtEnd
390 </package>

391 <*loader>

```

Reload check, especially if the package is not used with L<sup>A</sup>T<sub>E</sub>X.

```

392 \begingroup
393   \catcode44 12 % ,
394   \catcode45 12 % -
395   \catcode46 12 % .
396   \catcode58 12 % :
397   \catcode64 11 % @
398   \catcode123 1 % {
399   \catcode125 2 % }
400   \expandafter\let\expandafter\x\csname ver@luatex-loader.sty\endcsname
401   \ifx\x\relax % plain-TeX, first loading
402   \else
403     \def\empty{%
404       \ifx\x\empty % LaTeX, first loading,
405       % variable is initialized, but \ProvidesPackage not yet seen
406     \else
407       \catcode35 6 % #
408       \expandafter\ifx\csname PackageInfo\endcsname\relax
409         \def\x#1#2{%

```

```

410         \immediate\write-1{Package #1 Info: #2.}%
411     }%
412     \else
413         \def\x#1#2{\PackageInfo{#1}{#2, stopped}}%
414     \fi
415     \x{luatex-loader}{The package is already loaded}%
416     \aftergroup\endinput
417 \fi
418 \fi
419 \endgroup
Package identification:
420 \begingroup
421     \catcode35 6 % #
422     \catcode40 12 % (
423     \catcode41 12 % )
424     \catcode44 12 % ,
425     \catcode45 12 % -
426     \catcode46 12 % .
427     \catcode47 12 % /
428     \catcode58 12 % :
429     \catcode64 11 % @
430     \catcode91 12 % [
431     \catcode93 12 % ]
432     \catcode123 1 % {
433     \catcode125 2 % }
434     \expandafter\ifx\csname ProvidesPackage\endcsname\relax
435         \def\x#1#2#3[#4]{\endgroup
436             \immediate\write-1{Package: #3 #4}%
437             \xdef#1{#4}%
438         }%
439     \else
440         \def\x#1#2[#3]{\endgroup
441             #2[{#3}]%
442             \ifx#1\@undefined
443                 \xdef#1{#3}%
444             \fi
445             \ifx#1\relax
446                 \xdef#1{#3}%
447             \fi
448         }%
449     \fi
450 \expandafter\x\csname ver@luatex-loader.sty\endcsname
451 \ProvidesPackage{luatex-loader}%
452 [2009/04/10 v0.2 Lua module loader (H0)]
453 \begingroup
454     \catcode10 12 % ^^J
455     \catcode34 12 % "
456     \catcode39 12 % '
457     \catcode40 12 % (
458     \catcode41 12 % )
459     \catcode44 12 % ,
460     \catcode46 12 % .
461     \catcode60 12 % <
462     \catcode61 12 % =
463     \catcode95 12 % _ (other!)
464     \catcode96 12 % `
465     \endlinechar=10 %
466     \ifnum\luatexversion<36 %
467         \directlua{}
468     \else %
469         \expandafter\directlua %
470     \fi %

```

```

471 {%
472     do
473         local script = "oberdiek.luatex.lua"
474         local file = kpse.find_file(script, "texmfscripts")
475         if file then
476             texio.write_nl("(" .. file .. ")")
477             dofile(file)
478         else
479             error("File '" .. script .. "' not found")
480         end
481     end
482 }%
483 \endgroup%
484 \</loader>

```

## 2.11 Lua script

Currently L<sup>A</sup>T<sub>E</sub>X does not use KPSE when searching for module files. The following Lua script implements a workaround. It extends `package.loader` by another search method. Modules are found by the module name with extension `.lua` similar to

```
kpsewhich --format=texmfscripts <module>.lua
```

Unhappily `kpsewhich` does not support directory components in the file name. Therefore a module `a.b.c` cannot be installed as `a/b/c.lua`. The script must be named `a.b.c.lua`.

```

485 <lua>

486 module("oberdiek.luatex", package.seeall)

487 function kpse_module_loader(module)
488     local script = module .. ".lua"
489     local file = kpse.find_file(script, "texmfscripts")
490     if file then
491         local loader, error = loadfile(file)
492         if loader then
493             texio.write_nl("(" .. file .. ")")
494             return loader
495         end
496         return "\n\t[oberdiek.luatex.kpse_module_loader] Loading error:\n\t"
497             .. error
498     end
499     return "\n\t[oberdiek.luatex.kpse_module_loader] Search failed"
500 end
501 table.insert(package.loaders, kpse_module_loader)
502 \</lua>

```

## 3 Test

```

503 <test2>
504 \documentclass{article}
505 \def\LoadCommand{%
506     \RequirePackage{luatex}[2009/04/10]%
507 }
508 \</test2>

509 <test3>
510 \documentclass{article}
511 \def\LoadCommand{%
512     \RequirePackage{luatex-loader}[2009/04/10]%
513 }
514 \</test3>

```



### 3.1 Catcode checks for loading

```
515 ⟨*test1⟩
516 \catcode'\{=1 %
517 \catcode'\}=2 %
518 \catcode'\#=6 %
519 \catcode'\@=11 %
520 \expandafter\ifx\csname count@\endcsname\relax
521   \countdef\count@=255 %
522 \fi
523 \expandafter\ifx\csname @gobble\endcsname\relax
524   \long\def\@gobble#1{}%
525 \fi
526 \expandafter\ifx\csname @firstofone\endcsname\relax
527   \long\def\@firstofone#1{#1}%
528 \fi
529 \expandafter\ifx\csname loop\endcsname\relax
530   \expandafter\@firstofone
531 \else
532   \expandafter\@gobble
533 \fi
534 {%
535   \def\loop#1\repeat{%
536     \def\body{#1}%
537     \iterate
538   }%
539   \def\iterate{%
540     \body
541     \let\next\iterate
542   \else
543     \let\next\relax
544   \fi
545   \next
546 }%
547 \let\repeat=\fi
548 }%
549 \def\RestoreCatcodes{}
550 \count@=0 %
551 \loop
552   \edef\RestoreCatcodes{%
553     \RestoreCatcodes
554     \catcode\the\count@=\the\catcode\count@\relax
555   }%
556 \ifnum\count@<255 %
557   \advance\count@ 1 %
558 \repeat
559
560 \def\RangeCatcodeInvalid#1#2{%
561   \count@=#1\relax
562   \loop
563     \catcode\count@=15 %
564     \ifnum\count@<#2\relax
565       \advance\count@ 1 %
566     \repeat
567 }
568 \expandafter\ifx\csname LoadCommand\endcsname\relax
569   \def\LoadCommand{\input luatex.sty\relax}%
570 \fi
571 \def\Test{%
572   \RangeCatcodeInvalid{0}{47}%
573   \RangeCatcodeInvalid{58}{64}%
574   \RangeCatcodeInvalid{91}{96}%
575   \RangeCatcodeInvalid{123}{255}%

```

```

576 \catcode'\@=12 %
577 \catcode'\=0 %
578 \catcode'\{=1 %
579 \catcode'\}=2 %
580 \catcode'\#=6 %
581 \catcode'\[=12 %
582 \catcode'\]=12 %
583 \catcode'\%=14 %
584 \catcode'\_ =10 %
585 \catcode13=5 %
586 \LoadCommand
587 \RestoreCatcodes
588 }
589 \Test
590 \csname @@end\endcsname
591 \end
592 </test1>

```

## 3.2 Catcode tables

### 3.2.1 Predefined catcode tables

```

593 <*test4>
594 \NeedsTeXFormat{LaTeX2e}

```

Remember L<sup>A</sup>T<sub>E</sub>X's initial catcodes in count registers starting at \TestLaTeX.

```

595 \count0=0 %
596 \chardef\TestLaTeX=1000 %
597 \chardef\TestMax=300 %
598 \loop
599   \count\numexpr\TestLaTeX+\count0\relax=\catcode\count0 %
600   \ifnum\count0<\TestMax
601     \advance\count0 by 1 %
602   \repeat
603 \documentclass{minimal}
604 \usepackage{luatex}[2009/04/10]
605 \usepackage{qstest}
606 \IncludeTests{*}
607 \LogTests{log}{*}{*}
608 \makeatletter
609 \def\Check#1{%
610   \Expect*{\the\count@=\the\catcode\count@}%
611   *{\the\count@=#1}%
612 }
613 \newcount\scratch
614 \def\Test#1#2{%
615   \begin{qstest}{CatcodeTable#1}{CatcodeTable#1}%
616     \catcodetable\csname CatcodeTable#1\endcsname
617     \count@=\z@
618     \loop
619       \scratch=#2\relax
620       \Expect*{\the\count@=\the\catcode\count@}%
621       *{\the\count@=\the\scratch}%
622       \ifnum\count@<\TestMax
623         \advance\count@\@ne
624       \repeat
625   \end{qstest}%
626 }
627 \Test{LaTeX}{\the\count\numexpr\TestLaTeX+\count@}
628 \Test{String}{\ifnum\count@=32 10\else 12\fi}
629 \Test{Other}{12}
630 \initcatcodetable99 %
631 \Test{IniTeX}{%
632   0\relax

```

```

633 \begingroup
634   \catcodetable99 %
635   \global\scratch=\the\catcode\count@
636 \endgroup
637 }

```

### 3.2.2 Catcode table number stack

```

638 \begin{qstest}{CatcodeTableNumStack}{CatcodeTableNumStack}
639   \def\TestStack#1{%
640     \Expect*{\LuT@NumStack}{#1}%
641   }%
642   \TestStack{0}%
643   \PushCatcodeTableNumStack
644   \TestStack{{0}0}%
645   \@firstofone{%
646     \begingroup
647       \initcatcodetable12 %
648       \catcodetable12 %
649       \PushCatcodeTableNumStack
650       \TestStack{{12}{0}0}%
651       \PopCatcodeTableNumStack
652       \TestStack{{0}0}%
653       \PopCatcodeTableNumStack
654       \TestStack{0}%
655       \def\TestWarning{Missing empty stack warning}%
656       \def\@PackageWarning#1#2{\def\TestWarning{empty stack}}%
657       \PopCatcodeTableNumStack
658       \TestStack{0}%
659       \Expect*{\TestWarning}{empty stack}%
660     \endgroup
661   }%
662 \end{qstest}

```

### 3.2.3 Catcode table stack

```

663 \begin{qstest}{CatcodeTableStack}{CatcodeTableStack}
664   \def\TestStack#1{%
665     \Expect*{\the\CatcodeTableStack}{#1}%
666   }%
667   \TestStack{0}%
668   \IncCatcodeTableStack
669   \TestStack{2}%
670   \IncCatcodeTableStack
671   \TestStack{4}%
672   \begingroup
673     \IncCatcodeTableStack
674     \TestStack{6}%
675   \endgroup
676   \TestStack{6}%
677   \begingroup
678     \DecCatcodeTableStack
679     \TestStack{4}%
680   \endgroup
681   \TestStack{4}%
682   \DecCatcodeTableStack
683   \TestStack{2}%
684   \DecCatcodeTableStack
685   \TestStack{0}%
686   \begingroup
687     \def\TestError{Missing error}%
688     \def\@PackageError#1#2#3{%
689       \def\TestError{Empty stack}%
690     }%
691     \DecCatcodeTableStack

```

```

692 \TestStack{0}%
693 \Expect*{\TestError}{Empty stack}%
694 \endgroup
695 \end{qstest}

```

### 3.2.4 Catcode regime macros

```

696 \begin{qstest}{CatcodeRegime}{CatcodeRegime}
697 \def\TestStacks#1#2#3{%
698 \Expect*{\the\catcodetable}{#1}%
699 \Expect*{\the\CatcodeTableStack}{#2}%
700 \Expect*{\LuT@NumStack}{#3}%
701 }%
702 \TestStacks{0}{0}{0}%
703 \catcode'\|=7 %
704 \BeginCatcodeRegime\CatcodeTableLaTeX
705 \TestStacks{2}{2}{{0}0}%
706 \Expect*{\the\catcode'\|}{12}%
707 \EndCatcodeRegime
708 \TestStacks{0}{0}{0}%
709 \Expect*{\the\catcode'\|}{7}%
710 \end{qstest}

```

## 3.3 Attribute allocation

```

711 \begin{qstest}{Attributes}{Attributes}
712 \newattribute\TestAttr
713 \Expect*{\meaning\TestAttr}%
714 *{\string\attribute\number\allocationnumber}%
715 \Expect*{\the\allocationnumber}{0}%
716 \begin{group}
717 \newattribute\TestAttr
718 \Expect*{\the\allocationnumber}{1}%
719 \end{group}
720 \Expect*{\the\allocationnumber}{0}%
721 \Expect*{\meaning\TestAttr}*{\string\attribute1}%
722 \Expect*{\the\TestAttr}{-1}%
723 \def\Test#1{%
724 \setattribute\TestAttr{#1}%
725 \Expect*{\the\TestAttr}{#1}%
726 }%
727 \Test{0}%
728 \Test{1}%
729 \Test{-1}%
730 \Test{123}%
731 \unsetattribute\TestAttr
732 \Expect*{\the\TestAttr}{-1}%
733 \begin{group}
734 \Expect*{\the\TestAttr}{-1}%
735 \Test{1234}%
736 \end{group}
737 \Expect*{\the\TestAttr}{-1}%
738 \end{qstest}

```

## 3.4 Lua states

```

739 \begin{qstest}{LuaState}{LuaState}
740 \newluaState\TestLuaState
741 \Expect*{\number\TestLuaState}{1}%
742 \newluaState\TestLuaState
743 \Expect*{\number\TestLuaState}{2}%
744 \end{qstest}

745 @@end
746 /test4

```

### 3.5 Short test for plain-TeX

```
747 <*test5>
748 \input luatex.sty\relax
749 \newluastate\TestLuaState
750 \newattribute\TestAttr
751 \setattribute\TestAttr{10}
752 \unsetattribute\TestAttr
753 \newcatcodetable\TestCTa
754 \begingroup
755   \SetCatcodeRange{'A'}{'Z'}{12}%
756 \endgroup
757 \BeginCatcodeRegime\CatcodeTableLaTeX
758 \EndCatcodeRegime
759 \end
760 </test5>
```

## 4 Installation

### 4.1 Download

**Package.** This package is available on CTAN<sup>1</sup>:

[CTAN:macros/latex/contrib/oberdiek/luatex.dtx](#) The source file.

[CTAN:macros/latex/contrib/oberdiek/luatex.pdf](#) Documentation.

**Bundle.** All the packages of the bundle ‘oberdiek’ are also available in a TDS compliant ZIP archive. There the packages are already unpacked and the documentation files are generated. The files and directories obey the TDS standard.

[CTAN:install/macros/latex/contrib/oberdiek.tds.zip](#)

*TDS* refers to the standard “A Directory Structure for TeX Files” ([CTAN:tds/tds.pdf](#)). Directories with `texmf` in their name are usually organized this way.

### 4.2 Bundle installation

**Unpacking.** Unpack the `oberdiek.tds.zip` in the TDS tree (also known as `texmf` tree) of your choice. Example (linux):

```
unzip oberdiek.tds.zip -d ~/texmf
```

**Script installation.** Check the directory `TDS:scripts/oberdiek/` for scripts that need further installation steps. Package `attachfile2` comes with the Perl script `pdfatfi.pl` that should be installed in such a way that it can be called as `pdfatfi`. Example (linux):

```
chmod +x scripts/oberdiek/pdfatfi.pl
cp scripts/oberdiek/pdfatfi.pl /usr/local/bin/
```

### 4.3 Package installation

**Unpacking.** The `.dtx` file is a self-extracting docstrip archive. The files are extracted by running the `.dtx` through plain-TeX:

```
tex luatex.dtx
```

---

<sup>1</sup><http://ftp.ctan.org/tex-archive/>

**TDS.** Now the different files must be moved into the different directories in your installation TDS tree (also known as `texmf` tree):

```

luatex.sty           → tex/generic/oberdiek/luatex.sty
luatex-loader.sty    → tex/generic/oberdiek/luatex-loader.sty
oberdiek.luatex.lua   → scripts/oberdiek/oberdiek.luatex.lua
luatex.pdf           → doc/latex/oberdiek/luatex.pdf
test/luatex-test1.tex → doc/latex/oberdiek/test/luatex-test1.tex
test/luatex-test2.tex → doc/latex/oberdiek/test/luatex-test2.tex
test/luatex-test3.tex → doc/latex/oberdiek/test/luatex-test3.tex
test/luatex-test4.tex → doc/latex/oberdiek/test/luatex-test4.tex
test/luatex-test5.tex → doc/latex/oberdiek/test/luatex-test5.tex
luatex.dtx           → source/latex/oberdiek/luatex.dtx

```

If you have a `docstrip.cfg` that configures and enables `docstrip`'s TDS installing feature, then some files can already be in the right place, see the documentation of `docstrip`.

## 4.4 Refresh file name databases

If your  $\TeX$  distribution (`te $\TeX$` , `mik $\TeX$` , ...) relies on file name databases, you must refresh these. For example, `te $\TeX$`  users run `texhash` or `mktextlsr`.

## 4.5 Some details for the interested

**Attached source.** The PDF documentation on CTAN also includes the `.dtx` source file. It can be extracted by AcrobatReader 6 or higher. Another option is `pdftk`, e.g. unpack the file into the current directory:

```
pdftk luatex.pdf unpack_files output .
```

**Unpacking with  $\LaTeX$ .** The `.dtx` chooses its action depending on the format:

**plain- $\TeX$ :** Run `docstrip` and extract the files.

**$\LaTeX$ :** Generate the documentation.

If you insist on using  $\LaTeX$  for `docstrip` (really, `docstrip` does not need  $\LaTeX$ ), then inform the autodetect routine about your intention:

```
latex \let\install=y\input{luatex.dtx}
```

Do not forget to quote the argument according to the demands of your shell.

**Generating the documentation.** You can use both the `.dtx` or the `.drv` to generate the documentation. The process can be configured by the configuration file `ltxdoc.cfg`. For instance, put this line into this file, if you want to have A4 as paper format:

```
\PassOptionsToClass{a4paper}{article}
```

An example follows how to generate the documentation with `pdf $\LaTeX$` :

```

pdflatex luatex.dtx
makeindex -s gind.ist luatex.idx
pdflatex luatex.dtx
makeindex -s gind.ist luatex.idx
pdflatex luatex.dtx

```

# 5 History

[2007/12/12 v0.1]

- First public version.

[2009/04/10 v0.2]

- Requires package ifluatex in version 2.0 to ensure `\luatexversion`.
- Updates the call of `\directlua`, the syntax has changed in L<sup>A</sup>T<sub>E</sub>X 0.36.

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