The luatexbase-compat package

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Abstract

The LuaTEX manual is very clear: everything may change. This package provides tools to help package writers deal with the changes. It helps supporting LuaTEX versions down to 0.25.4, and is regularly tested with LuaTEX 0.40.6 (TEX Live 2009) and from trunk.

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1 Documentation

Three problems are currently addressed by this package: changes in the syntax of \directlua, version information, and variable policies for primitives activation and naming (in LuaTEX itself as well as in TEX Live).

Older versions of LuaTEX used to support multiple Lua states. A number was mandatory with \directlua in order to specify the Lua state to be used. Later, support for multiple Lua states was removed and the old syntax resulted in a warning. Now (LuaTEX 0.50), \directlua again accepts a number after \directlua, but with a different meaning (see the LuaTEX manual for details).

This package provides a macro \luatexbase@directlua that expands to \directluaO on LuaTeX 0.35 and lower (where the number is mandatory), and to \directlua otherwise. It is a macro in both case so that the number of expansion steps remains constant.

Current versions of LuaTEX make the version available directly from Lua as tex.luatexversion and tex.luatexrevision. However, older versions (such as 0.25.4) didn't, which makes it particularly uneasy to test the version from within Lua. The present package makes this information available as luatexbase.luatexversion and luatexbase.luatexrevision.

Starting with LuaT_EX 0.39.0, the only primitives available in IniT_EX mode are the basic primitives from T_EX82 and \directlua. All other primitives are hidden by default and have to be activated using a Lua function. In T_EX Live 2009 (LuaT_EX 0.40.6), the following arrangement has been made in order to try preserving usability while avoiding name clashes in the L^AT_EX world: in L^AT_EX-based formats, all pdfT_EX primitives are enabled with their normal name, but the primitives specific to LuaT_EX are enabled with the luatex prefix.¹ In Plain based formats however, all the primitives are enabled with their natural name, but are also provided with the same name as in L^AT_EX-based formats in order to help writing generic packages.

So, starting with T_EX Live 2009, the situation is clear: the prefixed version of the LuaT_EX primitives is always available. But in earlier versions (T_EX Live 2008, LuaT_EX 0.25.4) those primitives were available only with their natural names. Also, it is theoretically possible, however unlikely, that the prefixed primitives are not available for some reason.

```
\label{luatexbaseQensureQprimitive} $$ \langle name \rangle $$
```

The tool provided to deal with that is \luatexbase@ensure@primitive, whose argument is a primitive name (without a leading backslash nor any luatex prefix, eg just {latelua}). It makes sure that the primitive gets available as \luatex(name).

Warning. In particular circumstances, this macro may fail silently for primitives whose natural name starts with luatex, hence such primitives shouldn't be used as arguments. This is actually not a problem, since the only three such primitives are \luatexversion, \luatexrevision and \luatexdatestamp. The first two are already activated by ifluatex which is loaded by this package, so you don't need to activated them yourself. The third should never be used in production according to the LuaTFX manual.

Remark. If you only aim at compatibility down to TEX Live 2009 (LuaTEX 0.40.6), then you can simply use the primitives with their prefixed name (except for \directlua which never needs a prefix). If you want extra security and/or compatibility down to TEX Live 2008 (LuaTEX 0.25.4) then you should use \luatebase@ensure@primitive for each primitive you intend to use (except \directlua again).

This package doesn't try to activate every primitive, since it would require and extensive list of primitives for each version of LuaTeX, so it seems simpler to leave that burden on package writers.

2 Implementation

```
1 (*texpackage)
```

2.1 Preliminaries

Reload protection, especially for Plain T_FX.

¹The prefix is dropped for primitives whose name already starts with luatex.

```
\catcode 35 6 % #
   \toks0{}%
   \left( x_{x}\right) 
   \def\y#1 #2 {%
10
      \toks0\expandafter{\the\toks0 \catcode#1 \the\catcode#1}\%
11
      \left(x \right) = 1 + 2}
12
    \y 123 1 % {
13
    \y 125 2
             % }
15
    \y 35 6
              % #
    \y 10 12 % ^^J
16
    \y 34 12 % "
17
   \y 36 3 % $ $
18
   \y 39 12 % '
19
  \y 40 12 % (
20
21
   \y 41 12 %)
22 \y 42 12 % *
23 \y 43 12 % +
   \y 44 12 %,
24
    \y 45 12 % -
25
    \y 46 12 % .
26
    \y 47 12 % /
27
28
    \y
       60 12 % <
       61 12 % =
29
    \у
    \y 64 11 % @ (letter)
30
   \y 62 12 % >
31
32 \y 95 12 % _ (other)
33 \y 96 12 % '
34 \edge(x) 1{\edge(x)^{1}{\edge(x)^{x}}
35 \expandafter\y\csname lltxb@compat@AtEnd\endcsname
   Package declaration.
36 \begingroup
   \expandafter\ifx\csname ProvidesPackage\endcsname\relax
      \def\x#1[#2]{\immediate\write16{Package: #1 #2}}
38
39
    \else
40
      \let\x\ProvidesPackage
   \fi
41
42 \expandafter\endgroup
43 \x{luatexbase-compat}[2010/05/27 v0.2a Compatibility tools for LuaTeX]
   Make sure LuaTEX is used.
44 \begingroup\expandafter\expandafter\expandafter\endgroup
45 \expandafter\ifx\csname RequirePackage\endcsname\relax
46 \input ifluatex.sty
47 \else
48
   \RequirePackage{ifluatex}
49 \fi
50 \ifluatex\else
51
   \begingroup
52
      \expandafter\ifx\csname PackageWarningNoLine\endcsname\relax
        \def\x#1#2{\begingroup\newlinechar10
53
```

```
\immediate\write16{Package #1 warning: #2}\endgroup}
\telse
\telse
\let\x\PackageWarningNoLine
\telse
```

2.2 \directlua abstraction

Define \luatexbase@directlua to be either \directlua0 or \directlua, depending on the version of LuaT_FX.

```
63 \begingroup
64 \expandafter\ifx\csname newcommand\endcsname\relax
65 \toks0{\long\def\luatexbase@directlua}%
66 \else
67 \toks0{\newcommand\luatexbase@directlua}%
68 \fi
69 \ifnum\luatexversion<36
70 \toks0\expandafter{\the\toks0{\directlua0}}%
71 \else
72 \toks0\expandafter{\the\toks0{\directlua}}%
73 \fi
74 \expandafter\endgroup
75 \the\toks0
```

2.3 Version information

Make \luatexversion and \luatexrevision available from Lua.

```
76 \luatexbase@directlua{%
77  luatexbase = luatexbase or {}
78  luatexbase.luatexversion = \number\luatexversion\space
79  luatexbase.luatexrevision = \number\luatexrevision\space}
```

2.4 Primitives

Try reasonably hard to activate a primitive. First, check if it is already activated an do nothing in this case.

```
80 \begingroup
81 \expandafter\ifx\csname newcommand\endcsname\relax
82 \toks0{\def\luatexbase@ensure@primitive#1}
83 \else
84 \toks0{\newcommand*\luatexbase@ensure@primitive[1]}
85 \fi
86 \toks2{}\def\x#1{\toks2\expandafter{\the\toks2 #1}}
87 \x{%
```

```
\ifcsname luatex#1\endcsname \else}
 89 \ifnum\luatexversion<37\relax
    tex.enableprimitives() not available. If the unprefixed primitive is undefined, issue an error.
 90
       \begingroup\expandafter\expandafter\expandafter\endgroup
 91
       \expandafter\ifx\csname #1\endcsname\relax}
 92
     \begingroup\expandafter\expandafter\expandafter\endgroup
 94
     \expandafter\ifx\csname PackageError\endcsname\relax
 95
       \x{%
         \errmessage{%
 96
           Package luatexbase-compat error: failed to enable '#1'.}}
 97
     \else
 98
 99
       \x{%
100
         \PackageError{luatexbase-compat}{%
           Package luatexbase-compat error: failed to enable '#1'.}{}}
101
     \fi
102
     \x{%
103
       \else}
104
    Use the unprefixed primitive to define the prefixed version.
105
         \expandafter\let\csname luatex#1\expandafter\endcsname
106
         \csname#1\endcsname
107
       \fi}
108
109 \else
    tex.enableprimitives() available, use it.
     \x{%
110
       \luatexbase@directlua{tex.enableprimitives('luatex', '#1')}}
111
112 \fi
113 \x{%
114 \fi}
115 \toks0\expandafter{\the\toks0\expandafter{\the\toks2}}
116 \expandafter\endgroup
117 \the\toks0
    That's all folks!
118 \lltxb@compat@AtEnd
119 (/texpackage)
 3
      Test files
Test fils for Plain and LaTeX
```

```
120 (testplain)\input luatexbase-compat.sty
121 \testlatex\\RequirePackage{luatexbase-compat}
122 (*testplain, testlatex)
123 \catcode64 11
124 \luatexbase@directlua{local answer = 42}
```

```
125 \luatexbase@ensure@primitive{primitive}
126 \luatexprimitive\relax
127 \luatexbase@directlua{assert(type(luatexbase.luatexversion) == 'number')}
128 \luatexbase@directlua{assert(type(luatexbase.luatexrevision) == 'number')}
129 \langle /testplain, testlatex\rangle
130 \langle testplain \rangle \text{bye}
131 \langle testlatex \rangle \text{stop}
```