

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

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## Abstract

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

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

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

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

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

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## Part I

# Introduction to expl3 and this document

This document is intended to act as a comprehensive reference manual for the `expl3` language. A general guide to the `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  $\text{\TeX}\ \backslash\text{edef}$  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

```

\l_set:Nn \l_my_a_tl { A }
\l_set:Nn \l_my_b_tl { B }
\l_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  $\text{\TeX}\ \textit{parameters}$ . Normally this will be used for delimited functions as `expl3` provides better methods for creating simple sequential arguments.
- w** Finally, there is the **w** specifier for *weird* arguments. This covers everything else, but mainly applies to delimited values (where the argument must be terminated by some arbitrary string).

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

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

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

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

**bool** Either true or false.

**box** Box register.

---

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

**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, **T<sub>E</sub>X** 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 **T<sub>E</sub>X**’s stomach” (if you are familiar with the **T<sub>E</sub>X**book 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<sub>E</sub>X 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:



---

<code>\xetex_if_engine:<i><u>TF</u></i> *</code>	<code>\xetex_if_engine:TF {\langle true code \rangle} {\langle false code \rangle}</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 `\langle true code \rangle` and `\langle false code \rangle` will be shown. The two variant forms `T` and `F` take only `\langle true code \rangle` and `\langle false code \rangle`, respectively. Here, the star also shows that this function is expandable. With some minor exceptions, *all* conditional functions in the `expl3` modules should be defined in this way.

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

---

<code>\l_tmpa_tl</code>	A short piece of text will describe the variable: there is no syntax illustration in this case.
-------------------------	---

---

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

---

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

---

The normal description text.

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

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

### 3 Formal language conventions which apply generally

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

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

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

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

# Part II

## The l3bootstrap package

### Bootstrap code

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

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

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

---

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

---

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

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

---

`\ProvidesExplPackage`  
`\ProvidesExplClass`  
`\ProvidesExplFile`

---

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

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

---

`\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<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> category codes and the L<sup>A</sup>T<sub>E</sub>X3 category code scheme is reloaded when needed afterwards. See implementation for details. If you use the `\GetIdInfo` command you can use the information when loading a package with

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

## 1.1 Internal functions and variables

---

<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<sup>A</sup>T<sub>E</sub>X3 programming language

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

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

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

`\tex_...` Introduced by T<sub>E</sub>X itself;

`\etex_...` Introduced by the  $\varepsilon$ -T<sub>E</sub>X extensions;

`\pdftex_...` Introduced by pdfT<sub>E</sub>X;

`\xetex_...` Introduced by X<sub>Y</sub>T<sub>E</sub>X;

`\luatex_...` Introduced by LuaT<sub>E</sub>X.

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

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

#### 3.1 Defining functions

Functions can be created with no requirement that they are declared first (in contrast to variables, which must always be declared). Declaring a function before setting up the code means that the name chosen 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  $\text{\TeX}$  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 **x**-type expansion.

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

**N and n** No manipulation.

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

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

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

### 3.2 Defining new functions using parameter text

---

<code>\cs_new:Npn</code>	<code>\cs_new:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code>
--------------------------	---

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

<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 &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</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 &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</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:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code>
--	---

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

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

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

---

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

---

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

---

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

### 3.3 Defining new functions using the signature

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

Updated: 2012-01-14

---

Uses the  $\langle creator \rangle$  function (which should have signature `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 &lt;cs<sub>1</sub>&gt; &lt;cs<sub>2</sub>&gt;</code>
<code>\cs_new_eq:(Nc cN cc)</code>	<code>\cs_new_eq:NN &lt;cs<sub>1</sub>&gt; &lt;token&gt;</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  $\text{\TeX}$  group level.

---

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

---

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

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

### 3.5 Deleting control sequences

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

---

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

---

```
\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.

**$\text{\TeX}$ hackers note:** This is  $\text{\TeX}$ '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.

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

Updated: 2015-08-03

---

### 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 situation in force when first function absorbs the token).

---

```

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

```

---

As illustrated, these functions 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 {&lt;arg1&gt;} {&lt;arg2&gt;}</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 {&lt;arg1&gt;} {&lt;arg2&gt;} {&lt;arg3&gt;}</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 {&lt;arg1&gt;} {&lt;arg2&gt;} {&lt;arg3&gt;} {&lt;arg4&gt;}</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 {&lt;arg1&gt;} {&lt;arg2&gt;} {&lt;arg3&gt;}</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:
	$\backslash\mathrm{use\_i\_ii:nnn} \{ \mathrm{abc} \} \{ \{ \mathrm{def} \} \} \{ \mathrm{ghi} \}$
	will result in the input stream containing
	$\mathrm{abc} \{ \mathrm{def} \}$
	<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 {⟨group<sub>1</sub>⟩}</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<sup>A</sup>T<sub>E</sub>X3 has three concepts for conditional flow processing:

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

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

a function that 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 {&lt;cs<sub>1</sub>&gt;} {&lt;cs<sub>2</sub>&gt;}</code>
<code>\cs_if_eq:NNTF</code>	★	<code>\cs_if_eq:NNTF {&lt;cs<sub>1</sub>&gt;} {&lt;cs<sub>2</sub>&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</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 &lt;control sequence&gt;</code>
<code>\cs_if_exist_p:c</code>	★	<code>\cs_if_exist:NNTF &lt;control sequence&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\cs_if_exist:NNTF</code>	★	Tests whether the <i>&lt;control sequence&gt;</i> is currently defined (whether as a function or another control sequence type). Any valid definition of <i>&lt;control sequence&gt;</i> will evaluate as <b>true</b> .
<code>\cs_if_exist:cTF</code>	★	

---



---

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

---

## 5.2 Primitive conditionals

The  $\varepsilon$ -TeX engine itself provides many different conditionals. Some expand whatever comes after them and others don't. Hence the names for these underlying functions 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: &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>
<code>\if_false:</code>	★	<code>\if_false: &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>
<code>\else:</code>	★	<code>\reverse_if:N &lt;primitive conditional&gt;</code>
<code>\fi:</code>	★	<code>\if_true:</code> always executes <i>&lt;true code&gt;</i> , while <code>\if_false:</code> always executes <i>&lt;false code&gt;</i> . <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.
<code>\reverse_if:N</code>	★	

---

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

---

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

---

`\if_meaning:w` executes *<true code>* when *<arg<sub>1</sub>>* and *<arg<sub>2</sub>>* are the same, otherwise it executes *<false code>*. *<arg<sub>1</sub>>* and *<arg<sub>2</sub>>* could be functions, variables, tokens; in all cases the *unexpanded* definitions are compared.

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

---

<code>\if:w</code>	★	<code>\if:w &lt;token<sub>1</sub>&gt; &lt;token<sub>2</sub>&gt; &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>
<code>\if_charcode:w</code>	★	<code>\if_catcode:w &lt;token<sub>1</sub>&gt; &lt;token<sub>2</sub>&gt; &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>
<code>\if_catcode:w</code>	★	These conditionals 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 &lt;cs&gt; &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>
<code>\if_cs_exist:w</code>	★	<code>\if_cs_exist:w &lt;tokens&gt; \cs_end: &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>

---

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

---

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

---

## 6 Internal kernel functions

---

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

---



---

<code>\__chk_if_free_cs:N</code>	<code>\__chk_if_free_cs:N &lt;cs&gt;</code>
<code>\__chk_if_free_cs:c</code>	This function checks that <code>&lt;cs&gt;</code> is free according to the criteria for <code>\cs_if_free_p:N</code> , and if not raises a kernel-level error.

---



---

<code>\__chk_if_exist_var:N</code>	<code>\__chk_if_exist_var:N &lt;var&gt;</code>
	This function checks that <code>&lt;var&gt;</code> 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.

---



---

<code>\__chk_log:x</code>	<code>\__chk_log:x {(message text)}</code>
	If the <code>log-functions</code> option is active, this function writes the <code>&lt;message text&gt;</code> to the log file using <code>\iow_log:x</code> . Otherwise, the <code>&lt;message text&gt;</code> is ignored using <code>\use_none:n</code> .

---



---

<code>\__chk_suspend_log:</code>	<code>\__chk_suspend_log: ... \__chk_log:x ... \__chk_resume_log:</code>
<code>\__chk_resume_log:</code>	Any <code>\__chk_log:x</code> command between <code>\__chk_suspend_log:</code> and <code>\__chk_resume_log:</code> is suppressed. These commands can be nested.

---

<hr/> <code>\__cs_count_signature:N</code> ★	<code>\__cs_count_signature:N</code> $\langle function \rangle$
<hr/> <code>\__cs_count_signature:c</code> ★	Splits the $\langle function \rangle$ into the $\langle name \rangle$ ( <i>i.e.</i> the part before the colon) and the $\langle signature \rangle$ ( <i>i.e.</i> after the colon). The $\langle number \rangle$ of tokens in the $\langle signature \rangle$ is then left in the input stream. If there was no $\langle signature \rangle$ then the result is the marker value $-1$ .
<hr/> <code>\__cs_split_function:NN</code> ★	<code>\__cs_split_function:NN</code> $\langle function \rangle$ $\langle processor \rangle$
	Splits the $\langle function \rangle$ into the $\langle name \rangle$ ( <i>i.e.</i> the part before the colon) and the $\langle signature \rangle$ ( <i>i.e.</i> after the colon). This information is then placed in the input stream after the $\langle processor \rangle$ function in three parts: the $\langle name \rangle$ , the $\langle signature \rangle$ and a logic token indicating if a colon was found (to differentiate variables from function names). The $\langle name \rangle$ 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/> <code>\__cs_get_function_name:N</code> ★	<code>\__cs_get_function_name:N</code> $\langle function \rangle$
	Splits the $\langle function \rangle$ into the $\langle name \rangle$ ( <i>i.e.</i> the part before the colon) and the $\langle signature \rangle$ ( <i>i.e.</i> after the colon). The $\langle name \rangle$ is then left in the input stream without the escape character present made up of tokens with category code 12 (other).
<hr/> <code>\__cs_get_function_signature:N</code> ★	<code>\__cs_get_function_signature:N</code> $\langle function \rangle$
	Splits the $\langle function \rangle$ into the $\langle name \rangle$ ( <i>i.e.</i> the part before the colon) and the $\langle signature \rangle$ ( <i>i.e.</i> after the colon). The $\langle signature \rangle$ is then left in the input stream made up of tokens with category code 12 (other).
<hr/> <code>\__cs_tmp:w</code>	Function used for various short-term usages, for instance defining functions whose definition involves tokens which are hard to insert normally (spaces, characters with category other).
<hr/> <code>\__kernel_register_show:N</code>	<code>\__kernel_register_show:N</code> $\langle register \rangle$
<hr/> <code>\__kernel_register_show:c</code>	Used to show the contents of a T <sub>E</sub> X register at the terminal, formatted such that internal parts of the mechanism are not visible.
<hr/> <code>\__prg_case_end:nw</code> ★	<code>\__prg_case_end:nw</code> $\{ \langle code \rangle \}$ $\langle tokens \rangle$ <code>\q_mark</code> $\{ \langle true code \rangle \}$ <code>\q_mark</code> $\{ \langle false code \rangle \}$ <code>\q_stop</code>
	Used to terminate case statements ( <code>\int_case:nnTF</code> , <i>etc.</i> ) by removing trailing $\langle tokens \rangle$ and the end marker <code>\q_stop</code> , inserting the $\langle code \rangle$ for the successful case (if one is found) and either the <code>true code</code> or <code>false code</code> for the over all outcome, as appropriate.

## Part V

# The l3expan package

## Argument expansion

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

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

### 1 Defining new variants

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

Internally preprocessing of arguments is done with functions from the `\exp_` module. They all look alike, an example would be `\exp_args:NNo`. This function has three arguments, the first and the second are a single tokens, while the third argument should be given in braces. Applying `\exp_args:NNo` 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: 2015-08-06

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`\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<sup>A</sup>T<sub>E</sub>X3 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 when more than one argument is being expanded. This special processing 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 `TEX` 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. It is typically used in contexts where only expandable commands are allowed. Then `x`-expansion cannot be used, and `f`-expansion provides an alternative that expands as much as can be done in such contexts. For instance, say that we want to evaluate the integer expression `3+4` and pass the result `7` as an argument to an expandable function `\example:n`. For this, one should define a variant using `\cs_generate_variant:Nn \example:n { f }`, then do

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

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

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

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

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

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

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

```
\tl_set:N0 \l_tmpa_tl { { \l_tmpa_tl } }
```

and

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

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



## 4 Manipulating the first argument

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

<hr/> <hr/>	<code>\exp_args:No</code> ★	<code>\exp_args:No &lt;function&gt; {\tokens} ...</code>	This function absorbs two arguments (the <i>&lt;function&gt;</i> name and the <i>&lt;tokens&gt;</i> ). The <i>&lt;tokens&gt;</i> are expanded once, and the result is inserted in braces into the input stream <i>after</i> reinsertion of the <i>&lt;function&gt;</i> . Thus the <i>&lt;function&gt;</i> may take more than one argument: all others will be left unchanged.
<hr/> <hr/>	<code>\exp_args:Nc</code> ★ <code>\exp_args:cc</code> ★	<code>\exp_args:Nc &lt;function&gt; {\tokens}</code>	This function absorbs two arguments (the <i>&lt;function&gt;</i> name and the <i>&lt;tokens&gt;</i> ). The <i>&lt;tokens&gt;</i> 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 <i>after</i> reinsertion of the <i>&lt;function&gt;</i> . Thus the <i>&lt;function&gt;</i> may take more than one argument: all others will be left unchanged. The <code>:cc</code> variant constructs the <i>&lt;function&gt;</i> name in the same manner as described for the <i>&lt;tokens&gt;</i> .
<hr/> <hr/>	<code>\exp_args:Nv</code> ★	<code>\exp_args:Nv &lt;function&gt; &lt;variable&gt;</code>	This function absorbs two arguments (the names of the <i>&lt;function&gt;</i> and the <i>&lt;variable&gt;</i> ). The content of the <i>&lt;variable&gt;</i> are recovered and placed inside braces into the input stream <i>after</i> reinsertion of the <i>&lt;function&gt;</i> . Thus the <i>&lt;function&gt;</i> may take more than one argument: all others will be left unchanged.
<hr/> <hr/>	<code>\exp_args:Nv</code> ★	<code>\exp_args:Nv &lt;function&gt; {\tokens}</code>	This function absorbs two arguments (the <i>&lt;function&gt;</i> name and the <i>&lt;tokens&gt;</i> ). The <i>&lt;tokens&gt;</i> 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 <i>&lt;variable&gt;</i> . The content of the <i>&lt;variable&gt;</i> are recovered and placed inside braces into the input stream <i>after</i> reinsertion of the <i>&lt;function&gt;</i> . Thus the <i>&lt;function&gt;</i> may take more than one argument: all others will be left unchanged.
<hr/> <hr/>	<code>\exp_args:Nf</code> ★	<code>\exp_args:Nf &lt;function&gt; {\tokens}</code>	This function absorbs two arguments (the <i>&lt;function&gt;</i> name and the <i>&lt;tokens&gt;</i> ). The <i>&lt;tokens&gt;</i> 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 <i>&lt;function&gt;</i> . Thus the <i>&lt;function&gt;</i> may take more than one argument: all others will be left unchanged.

---

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

---

This function absorbs two arguments (the *<function>* name and the *<tokens>*) and exhaustively expands the *<tokens>* second. 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.

## 5 Manipulating two arguments

---

<code>\exp_args:NNo</code>	★	<code>\exp_args:NNc &lt;token<sub>12</sub></code>
<code>\exp_args:(NNv NNV NNf Nco Ncf)</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 &lt;token&gt; {\tokens<sub>1</sub>} {\tokens<sub>2</sub>}</code>
<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 &lt;token<sub>12</sub></code>
<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 &lt;token<sub>1</sub>&gt; &lt;token<sub>2</sub>&gt; &lt;token<sub>3</sub>&gt; {&lt;tokens&gt;}</code>
<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:NNoo &lt;token<sub>1</sub>&gt; &lt;token<sub>2</sub>&gt; {&lt;token<sub>3</sub>&gt;} {&lt;tokens&gt;}</code>
<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 &lt;token<sub>1</sub>&gt; &lt;token<sub>2</sub>&gt; {&lt;tokens<sub>1</sub>&gt;} {&lt;tokens<sub>2</sub>&gt;}</code>
<code>\exp_args:Nccx</code>		
<code>\exp_args:NNnx</code>		
<code>\exp_args:(NNox Ncnx)</code>		
<code>\exp_args:Nnnx</code>		
<code>\exp_args:(Nnox Noox)</code>		

---

New: 2015-08-12

---

## 7 Unbraced expansion

---

<code>\exp_last_unbraced:Nf</code>	★	<code>\exp_last_unbraced:Nno</code>	<code>&lt;token&gt;</code>	<code>&lt;tokens<sub>1</sub>&gt;</code>	<code>&lt;tokens<sub>2</sub>&gt;</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<sub>E</sub>Xhackers note:** As an optimization, the last argument is unbraced by some of those functions before expansion. This can cause problems if the argument is empty: for instance, `\exp_last_unbraced:Nf \foo_bar:w { } \q_stop` leads to an infinite loop, as the quark is f-expanded.

---

<code>\exp_last_unbraced:Nx</code>	<code>\exp_last_unbraced:Nx</code>	<code>&lt;function&gt;</code>	<code>{&lt;tokens&gt;}</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>&lt;token&gt;</code>	<code>&lt;tokens<sub>1</sub>&gt;</code>	<code>{&lt;tokens<sub>2</sub>&gt;}</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>&lt;token<sub>1</sub>&gt;</code>	<code>&lt;token<sub>2</sub>&gt;</code>
----------------------------	---	----------------------------	--	--

---

Carries out a single expansion of `<token2>` (which may consume arguments) prior to the expansion of `<token1>`. If `<token2>` is a T<sub>E</sub>X 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<sub>E</sub>X category codes). Unless specifically required, expansion should be carried out using an appropriate argument specifier variant or the appropriate `\exp_arg:N` function.

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X 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/> <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 <b>x</b> -type argument.  <b>T<sub>E</sub>Xhackers note:</b> This is the T <sub>E</sub> X <code>\noexpand</code> primitive.
<hr/> <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/> <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 <b>x</b> -type argument.  <b>T<sub>E</sub>Xhackers note:</b> This is the $\varepsilon$ -T <sub>E</sub> X <code>\unexpanded</code> primitive. Hence its argument <i>must</i> be surrounded by braces.
<hr/> <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 <b>x</b> -type argument.
<hr/> <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 <b>x</b> -type argument.
<hr/> <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 <b>x</b> -type argument.
<hr/> <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.

---

`\exp_stop_f:` ★  
Updated: 2011-06-03

---

`\foo_bar:f { <tokens> \exp_stop_f: <more tokens> }`

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

## 9 Controlled expansion

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

Of course, deep down `TEX` is using expansion as always and there are cases where a programmer needs to control that expansion directly; typical situations are basic data manipulation tools. This section documents the functions for that level. You will find these commands used throughout the kernel code, but we hope that outside the kernel there will be little need to resort to them. Instead the argument manipulation methods document above should usually be sufficient.

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

---

`\exp:w` ★  
`\exp_end:` ★  
New: 2015-08-23

---

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

Expands `<expandable-tokens>` until reaching `\exp_end:` at which point expansion stops. The full expansion of `<expandable-tokens>` has to be empty. If any token in `<expandable-tokens>` or any token generated by expanding the tokens therein is not expandable the expansion will end prematurely and as a result `\exp_end:` will be misinterpreted later on.<sup>2</sup>

In typical use cases the `\exp_end:` will be hidden somewhere in the replacement text of `<expandable-tokens>` rather than being on the same expansion level than `\exp:w`, e.g., you may see code such as

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

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

---

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

---

<code>\exp:w</code>	★
<code>\exp_end_continue_f:w</code>	★

---

New: 2015-08-23

---

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

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

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

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

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

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

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

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

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

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

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

---

<code>\exp:w</code>	★
<code>\exp_end_continue_f:nw</code>	★

---

New: 2015-08-23

---

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

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

## 10 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.

---

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

---

```

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

```

---



## Part VI

# The l3prg package

## Control structures

Conditional processing in L<sup>A</sup>T<sub>E</sub>X3 is defined as something that performs a series of tests, possibly involving assignments and calling other functions that do not read further ahead in the input stream. After processing the input, a *state* is returned. The 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<sup>A</sup>T<sub>E</sub>X3 has two forms of conditional flow processing based on these states. The first form is predicate functions that turn the returned state into a boolean *⟨true⟩* or *⟨false⟩*. For example, the function `\cs_if_free_p:N` checks whether the control sequence given as its argument is free and then returns the boolean *⟨true⟩* or *⟨false⟩* values to be used in testing with `\if_predicate:w` or in functions to be described below. The second form is the kind of functions choosing a particular argument from the input stream based on the result of the testing as in `\cs_if_free:NTF` which also takes one argument (the N) and then executes either **true** or **false** depending on the result. 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 \langle name_1 \rangle: \langle arg spec_1 \rangle \langle name_2 \rangle: \langle arg spec_2 \rangle</code>
<code>\prg_set_eq_conditional:NNn</code>	<code>\{ \langle conditions \rangle \}</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 `\langle conditions \rangle`, 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).

**T<sub>E</sub>Xhackers note:** The `bool` data type is not implemented using the `\iffalse/\iftrue` primitives, in contrast to `\newif`, *etc.*, in plain T<sub>E</sub>X, L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> and so on. Programmers should not base use of `bool` switches on any particular expectation of the implementation.

---

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

---

Creates a new `\langle boolean \rangle` or raises an error if the name is already taken. The declaration is global. The `\langle boolean \rangle` will initially be `false`.

<hr/> \bool_set_false:N \bool_set_false:c \bool_gset_false:N \bool_gset_false:c <hr/>	\bool_set_false:N $\langle\text{boolean}\rangle$ Sets $\langle\text{boolean}\rangle$ logically <b>false</b> .
<hr/> \bool_set_true:N \bool_set_true:c \bool_gset_true:N \bool_gset_true:c <hr/>	\bool_set_true:N $\langle\text{boolean}\rangle$ Sets $\langle\text{boolean}\rangle$ logically <b>true</b> .
<hr/> \bool_set_eq:NN \bool_set_eq:(cN Nc cc) \bool_gset_eq:NN \bool_gset_eq:(cN Nc cc) <hr/>	\bool_set_eq:NN $\langle\text{boolean}_1\rangle$ $\langle\text{boolean}_2\rangle$ Sets the content of $\langle\text{boolean}_1\rangle$ equal to that of $\langle\text{boolean}_2\rangle$ .
<hr/> \bool_set:Nn \bool_set:cn \bool_gset:Nn \bool_gset:cn <hr/> Updated: 2012-07-08 <hr/>	\bool_set:Nn $\langle\text{boolean}\rangle$ $\{\langle\text{boolexpr}\rangle\}$ Evaluates the $\langle\text{boolean expression}\rangle$ as described for \bool_if:n(TF), and sets the $\langle\text{boolean}\rangle$ variable to the logical truth of this evaluation.
<hr/> \bool_if_p:N ★ \bool_if_p:c ★ \bool_if:NTF ★ \bool_if:cTF ★ <hr/>	\bool_if_p:N $\langle\text{boolean}\rangle$ \bool_if:NTF $\langle\text{boolean}\rangle$ $\{\langle\text{true code}\rangle\}$ $\{\langle\text{false code}\rangle\}$ Tests the current truth of $\langle\text{boolean}\rangle$ , and continues expansion based on this result.
<hr/> \bool_show:N \bool_show:c <hr/> New: 2012-02-09 Updated: 2015-08-01 <hr/>	\bool_show:N $\langle\text{boolean}\rangle$ Displays the logical truth of the $\langle\text{boolean}\rangle$ on the terminal.
<hr/> \bool_show:n <hr/> New: 2012-02-09 Updated: 2015-08-07 <hr/>	\bool_show:n $\{\langle\text{boolean expression}\rangle\}$ Displays the logical truth of the $\langle\text{boolean expression}\rangle$ on the terminal.
<hr/> \bool_if_exist_p:N ★ \bool_if_exist_p:c ★ \bool_if_exist:NTF ★ \bool_if_exist:cTF ★ <hr/> New: 2012-03-03 <hr/>	\bool_if_exist_p:N $\langle\text{boolean}\rangle$ \bool_if_exist:NTF $\langle\text{boolean}\rangle$ $\{\langle\text{true code}\rangle\}$ $\{\langle\text{false code}\rangle\}$ Tests whether the $\langle\text{boolean}\rangle$ is currently defined. This does not check that the $\langle\text{boolean}\rangle$ really is a boolean variable.
<hr/> \l_tmpa_bool \l_tmpb_bool <hr/>	A scratch boolean for local assignment. It is never used by the kernel code, and so is safe for use with any L <sup>A</sup> T <sub>E</sub> X3-defined function. However, it may be overwritten by other non-kernel code and so should only be used for short-term storage.

<hr/> <code>\g_tmpa_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 <sup>A</sup> T <sub>E</sub> X3-defined function. However, it may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\g_tmpb_bool</code>	

### 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.

---

<code>\bool_if_p:n</code>	★	<code>\bool_if_p:n {&lt;boolean expression&gt;}</code>
<code>\bool_if:nTF</code>	★	<code>\bool_if:nTF {&lt;boolean expression&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>

---

Updated: 2012-07-08

Tests the current truth of  $\langle\textit{boolean expression}\rangle$ , and continues expansion based on this result. The  $\langle\textit{boolean expression}\rangle$  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 `\int_compare_p:nNn { 1 } = { \error }`. The logical Not applies to the next predicate or group.

---

<code>\bool_not_p:n</code>	★	<code>\bool_not_p:n {&lt;boolean expression&gt;}</code>
----------------------------	---	---

---

Updated: 2012-07-08

Function version of `!(\langle\textit{boolean expression}\rangle)` within a boolean expression.

---

<code>\bool_xor_p:nn</code>	★	<code>\bool_xor_p:nn {&lt;boolexpr<sub>1</sub>&gt;} {&lt;boolexpr<sub>2</sub>&gt;}</code>
-----------------------------	---	---

---

Updated: 2012-07-08

Implements an “exclusive or” operation between two boolean expressions. There is no infix operation for this logical operator.

## 4 Logical loops

Loops using either boolean expressions or stored boolean values.

---

<code>\bool_do_until:Nn</code>	☆	<code>\bool_do_until:Nn &lt;boolean&gt; {&lt;code&gt;}</code>
<code>\bool_do_until:cn</code>	☆	

---

Places the  $\langle\textit{code}\rangle$  in the input stream for  $\text{\TeX}$  to process, and then checks the logical value of the  $\langle\textit{boolean}\rangle$ . If it is `false` then the  $\langle\textit{code}\rangle$  will be inserted into the input stream again and the process will loop until the  $\langle\textit{boolean}\rangle$  is `true`.

---

<code>\bool_do_while:Nn</code>	☆	<code>\bool_do_while:Nn &lt;boolean&gt; {&lt;code&gt;}</code>
<code>\bool_do_while:cn</code>	☆	

---

Places the  $\langle\textit{code}\rangle$  in the input stream for  $\text{\TeX}$  to process, and then checks the logical value of the  $\langle\textit{boolean}\rangle$ . If it is `true` then the  $\langle\textit{code}\rangle$  will be inserted into the input stream again and the process will loop until the  $\langle\textit{boolean}\rangle$  is `false`.

---

<code>\bool_until_do:Nn</code> ☆ <code>\bool_until_do:cn</code> ☆	<code>\bool_until_do:Nn &lt;boolean&gt; {&lt;code&gt;}</code> <p>This function firsts checks the logical value of the <i>&lt;boolean&gt;</i>. If it is <b>false</b> the <i>&lt;code&gt;</i> is placed in the input stream and expanded. After the completion of the <i>&lt;code&gt;</i> the truth of the <i>&lt;boolean&gt;</i> is re-evaluated. The process will then loop until the <i>&lt;boolean&gt;</i> is <b>true</b>.</p>
--	---

---



---

<code>\bool_while_do:Nn</code> ☆ <code>\bool_while_do:cn</code> ☆	<code>\bool_while_do:Nn &lt;boolean&gt; {&lt;code&gt;}</code> <p>This function firsts checks the logical value of the <i>&lt;boolean&gt;</i>. If it is <b>true</b> the <i>&lt;code&gt;</i> is placed in the input stream and expanded. After the completion of the <i>&lt;code&gt;</i> the truth of the <i>&lt;boolean&gt;</i> is re-evaluated. The process will then loop until the <i>&lt;boolean&gt;</i> is <b>false</b>.</p>
--	---

---



---

<code>\bool_do_until:nn</code> ☆ <div style="text-align: right; font-size: small;">Updated: 2012-07-08</div>	<code>\bool_do_until:nn {&lt;boolean expression&gt;} {&lt;code&gt;}</code> <p>Places the <i>&lt;code&gt;</i> in the input stream for T<sub>E</sub>X to process, and then checks the logical value of the <i>&lt;boolean expression&gt;</i> as described for <code>\bool_if:nTF</code>. If it is <b>false</b> then the <i>&lt;code&gt;</i> will be inserted into the input stream again and the process will loop until the <i>&lt;boolean expression&gt;</i> evaluates to <b>true</b>.</p>
---	---

---



---

<code>\bool_do_while:nn</code> ☆ <div style="text-align: right; font-size: small;">Updated: 2012-07-08</div>	<code>\bool_do_while:nn {&lt;boolean expression&gt;} {&lt;code&gt;}</code> <p>Places the <i>&lt;code&gt;</i> in the input stream for T<sub>E</sub>X to process, and then checks the logical value of the <i>&lt;boolean expression&gt;</i> as described for <code>\bool_if:nTF</code>. If it is <b>true</b> then the <i>&lt;code&gt;</i> will be inserted into the input stream again and the process will loop until the <i>&lt;boolean expression&gt;</i> evaluates to <b>false</b>.</p>
---	---

---



---

<code>\bool_until_do:nn</code> ☆ <div style="text-align: right; font-size: small;">Updated: 2012-07-08</div>	<code>\bool_until_do:nn {&lt;boolean expression&gt;} {&lt;code&gt;}</code> <p>This function firsts checks the logical value of the <i>&lt;boolean expression&gt;</i> (as described for <code>\bool_if:nTF</code>). If it is <b>false</b> the <i>&lt;code&gt;</i> is placed in the input stream and expanded. After the completion of the <i>&lt;code&gt;</i> the truth of the <i>&lt;boolean expression&gt;</i> is re-evaluated. The process will then loop until the <i>&lt;boolean expression&gt;</i> is <b>true</b>.</p>
---	--

---



---

<code>\bool_while_do:nn</code> ☆ <div style="text-align: right; font-size: small;">Updated: 2012-07-08</div>	<code>\bool_while_do:nn {&lt;boolean expression&gt;} {&lt;code&gt;}</code> <p>This function firsts checks the logical value of the <i>&lt;boolean expression&gt;</i> (as described for <code>\bool_if:nTF</code>). If it is <b>true</b> the <i>&lt;code&gt;</i> is placed in the input stream and expanded. After the completion of the <i>&lt;code&gt;</i> the truth of the <i>&lt;boolean expression&gt;</i> is re-evaluated. The process will then loop until the <i>&lt;boolean expression&gt;</i> is <b>false</b>.</p>
---	--

---

## 5 Producing multiple copies

---

<code>\prg_replicate:nn</code> ☆ <div style="text-align: right; font-size: small;">Updated: 2011-07-04</div>	<code>\prg_replicate:nn {&lt;integer expression&gt;} {&lt;tokens&gt;}</code> <p>Evaluates the <i>&lt;integer expression&gt;</i> (which should be zero or positive) and creates the resulting number of copies of the <i>&lt;tokens&gt;</i>. The function is both expandable and safe for nesting. It yields its result after two expansion steps.</p>
---	--

---

## 6 Detecting T<sub>E</sub>X's mode

---

<code>\mode_if_horizontal_p:</code>	★	<code>\mode_if_horizontal_p:</code>
<code>\mode_if_horizontal:TF</code>	★	<code>\mode_if_horizontal:TF {\langle true code \rangle} {\langle false code \rangle}</code>

---

Detects if T<sub>E</sub>X is currently in horizontal mode.

---

<code>\mode_if_inner_p:</code>	★	<code>\mode_if_inner_p:</code>
<code>\mode_if_inner:TF</code>	★	<code>\mode_if_inner:TF {\langle true code \rangle} {\langle false code \rangle}</code>

---

Detects if T<sub>E</sub>X is currently in inner mode.

---

<code>\mode_if_math_p:</code>	★	<code>\mode_if_math:TF {\langle true code \rangle} {\langle false code \rangle}</code>
<code>\mode_if_math:TF</code>	★	

---

Detects if T<sub>E</sub>X is currently in maths mode.

---

Updated: 2011-09-05

---

<code>\mode_if_vertical_p:</code>	★	<code>\mode_if_vertical_p:</code>
<code>\mode_if_vertical:TF</code>	★	<code>\mode_if_vertical:TF {\langle true code \rangle} {\langle false code \rangle}</code>

---

Detects if T<sub>E</sub>X is currently in vertical mode.

## 7 Primitive conditionals

---

<code>\if_predicate:w</code>	★	<code>\if_predicate:w \langle predicate \rangle \langle true code \rangle \else: \langle false code \rangle \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 *\langle predicate \rangle* but to make the coding clearer this should be done through `\if_bool:N`.)

---

<code>\if_bool:N</code>	★	<code>\if_bool:N \langle boolean \rangle \langle true code \rangle \else: \langle false code \rangle \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<sub>E</sub>X alignment environment within a specially-constructed group. This group is designed in such a way that it does not add brace groups to the output but does act as a group for the `&` token inside `\halign`. This is necessary to allow grabbing of tokens for testing purposes, as T<sub>E</sub>X uses group level to determine the effect of alignment tokens. Without the special grouping, the use of a function such as `\peek_after:Nw` 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.



<u><code>\__prg_break_point:Nn</code></u> ★	<code>\__prg_break_point:Nn \&lt;type&gt;_map_break: {tokens}</code> <p>Used to mark the end of a recursion or mapping: the functions <code>\&lt;type&gt;_map_break:</code> and <code>\&lt;type&gt;_map_break:n</code> use this to break out of the loop. After the loop ends, the <code>&lt;tokens&gt;</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 \&lt;type&gt;_map_break: {&lt;user code&gt;}</code> <code>...</code> <code>\__prg_break_point:Nn \&lt;type&gt;_map_break: {&lt;ending code&gt;}</code> <p>Breaks a recursion in mapping contexts, inserting in the input stream the <code>&lt;user code&gt;</code> after the <code>&lt;ending code&gt;</code> for the loop. The function breaks loops, inserting their <code>&lt;ending code&gt;</code>, until reaching a loop with the same <code>&lt;type&gt;</code> as its first argument. This <code>\&lt;type&gt;_map_break:</code> argument is simply used as a recognizable marker for the <code>&lt;type&gt;</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> ★ <u><code>\__prg_break:n</code></u> ★	<code>\__prg_break:n {&lt;tokens&gt;} ... \__prg_break_point:</code> <p>Breaks a recursion which has no <code>&lt;ending code&gt;</code> and which is not a user-breakable mapping (see for instance <code>\prop_get:Nn</code>), and inserts <code>&lt;tokens&gt;</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<sup>A</sup>T<sub>E</sub>X3 are “quarks” and “scan marks”. By convention all constants of type quark start out with `\q_`, and scan marks start with `\s_`. Scan marks are for internal use by the kernel: they are not intended for more general use.

#### 1.1 Quarks

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

They are meant to be used as delimiter in weird functions, 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 &lt;quark&gt;</code> Creates a new <code>&lt;quark&gt;</code> which expands only to <code>&lt;quark&gt;</code> . The <code>&lt;quark&gt;</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 &lt;token&gt;</code>
<u><code>\quark_if_nil:NTF</code> ★</u>	<code>\quark_if_nil:NTF &lt;token&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
	Tests if the <code>&lt;token&gt;</code> is equal to <code>\q_nil</code> .
<u><code>\quark_if_nil_p:n</code> ★</u>	<code>\quark_if_nil_p:n {&lt;token list&gt;}</code>
<u><code>\quark_if_nil_p:(o V)</code> ★</u>	<code>\quark_if_nil:NTF {&lt;token list&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
<u><code>\quark_if_nil:nTF</code> ★</u>	Tests if the <code>&lt;token list&gt;</code> contains only <code>\q_nil</code> (distinct from <code>&lt;token list&gt;</code> being empty or containing <code>\q_nil</code> plus one or more other tokens).
<u><code>\quark_if_nil:(o V)TF</code> ★</u>	
<u><code>\quark_if_no_value_p:N</code> ★</u>	<code>\quark_if_no_value_p:N &lt;token&gt;</code>
<u><code>\quark_if_no_value_p:c</code> ★</u>	<code>\quark_if_no_value:NTF &lt;token&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
<u><code>\quark_if_no_value:NTF</code> ★</u>	Tests if the <code>&lt;token&gt;</code> is equal to <code>\q_no_value</code> .
<u><code>\quark_if_no_value:cTF</code> ★</u>	
<u><code>\quark_if_no_value_p:n</code> ★</u>	<code>\quark_if_no_value_p:n {&lt;token list&gt;}</code>
<u><code>\quark_if_no_value:nTF</code> ★</u>	<code>\quark_if_no_value:NTF {&lt;token list&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
	Tests if the <code>&lt;token list&gt;</code> contains only <code>\q_no_value</code> (distinct from <code>&lt;token list&gt;</code> being empty or containing <code>\q_no_value</code> plus one or more other tokens).

## 4 Recursion

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

---

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

---

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

---



---

<code>\quark_if_recursion_tail_stop:N</code>	<code>\quark_if_recursion_tail_stop:N &lt;token&gt;</code>
--	--

---

Tests if  $\langle token \rangle$  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 {&lt;token list&gt;}</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 &lt;token&gt; {&lt;insertion&gt;}</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 {&lt;token list&gt;} {&lt;insertion&gt;}</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.

```
\cs_new:Npn \my_map_dbl:nn #1#2
{
  \cs_set:Npn \__my_map_dbl_fn:nn ##1 ##2 {#2}
  \__my_map_dbl:nn #1 \q_recursion_tail \q_recursion_tail
  \q_recursion_stop
}
```

The definition of the internal recursion function follows. First check if either of the input tokens are the termination quarks. Then, if not, apply the inline function to the two arguments.

```
\cs_new:Nn \__my_map_dbl:nn
{
  \quark_if_recursion_tail_stop:n {#1}
  \quark_if_recursion_tail_stop:n {#2}
  \__my_map_dbl_fn:nn {#1} {#2}
}
```

Finally, recurse:

```
\__my_map_dbl:nn
}
```

Note that contrarily to L<sup>A</sup>T<sub>E</sub>X3 built-in mapping functions, this mapping function cannot be nested, since the second map 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.

---

`\__scan_new:N`


---

`\__scan_new:N <scan mark>`

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

---

`\s__stop`


---

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

---

`\__use_none_delimit_by_s__stop:w`


---

`\__use_none_delimit_by_s__stop:w <tokens> \s__stop`

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

## Part 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<sub>E</sub>X, it is often desirable to know just what a certain token is: is it a control sequence or something else. Similarly one often needs to know if a control sequence is expandable or not, a macro or a primitive, how many arguments it takes etc. Another thing of great importance (especially when it comes to document commands) is looking ahead in the token stream to see if a certain character is present and maybe even remove it or disregard other tokens while scanning. This module provides functions for both and as such 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 names for the same internal operation of T<sub>E</sub>X, namely the primitive testing the next two characters for equality of their character code. They behave identically in many situations. However, T<sub>E</sub>X distinguishes them when searching for a delimited argument. Namely, the example function `\show_until_if:w` defined below 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>	

---

Updated: 2015-08-09

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`  $\backslash\%$

The assignment is local. These commands update `\l_char_special_seq` as appropriate by adding or removing the  $\langle character \rangle$ , and in package mode they also update `\dospecials` (plain  $\mathrm{T}_{\mathrm{E}}\mathrm{X}$  and  $\mathrm{L}^{\mathrm{A}}\mathrm{T}_{\mathrm{E}}\mathrm{X} 2_{\varepsilon}$ ) and `\@sanitize` ( $\mathrm{L}^{\mathrm{A}}\mathrm{T}_{\mathrm{E}}\mathrm{X} 2_{\varepsilon}$  only). The `\char_set_catcode_active:N` command also adds the active character to `\l_char_active_seq`.



---

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

---

Updated: 2015-08-09

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. These commands update `\l_char_special_seq` as appropriate by adding or removing the  $\langle character \rangle$ , and in package mode they also update `\dospecials` (plain T<sub>E</sub>X and L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>) and `\@sanitize` (L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> only). The `\char_set_catcode_active:n` command also adds the active character to `\l_char_active_seq`.

---

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

---

Updated: 2015-08-09

These functions set the category code of the  $\langle character \rangle$  which has character code as given by the  $\langle integer expression \rangle$ . The first  $\langle integer expression \rangle$  is the character code and the second is the category code to apply. The setting applies within the current T<sub>E</sub>X group. In general, the symbolic functions `\char_set_catcode_⟨type⟩` should be preferred, but there are cases where these lower-level functions may be useful. This command updates `\l_char_special_seq` as appropriate by adding or removing the  $\langle character \rangle$ , and in package mode it also updates `\dospecials` (plain T<sub>E</sub>X and L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>) and `\@sanitize` (L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> only). If the category code is 13 (active), the active character is added to `\l_char_active_seq`.

---

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

---

Expands to the current category code of the  $\langle character \rangle$  with character code given by the  $\langle integer expression \rangle$ .

---

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

---

Displays the current category code of the  $\langle character \rangle$  with character code given by the  $\langle integer expression \rangle$  on the terminal.

<hr/> <code>\char_set_lccode:nn</code> <hr/>	<code>\char_set_lccode:nn {⟨intexpr<sub>1</sub>⟩} {⟨intexpr<sub>2</sub>⟩}</code>
Updated: 2015-08-06	Sets up the behaviour of the $\langle character \rangle$ when found inside <code>\tl_to_lowercase:n</code> , such that $\langle character_1 \rangle$ will be converted into $\langle character_2 \rangle$ . The two $\langle characters \rangle$ may be specified using an $\langle integer expression \rangle$ for the character code concerned. This may include the T <sub>E</sub> X ‘ $\langle character \rangle$ ’ method for converting a single character into its character code:
	<pre> \char_set_lccode:nn { ‘\A } { ‘\a } % Standard behaviour \char_set_lccode:nn { ‘\A } { ‘\A + 32 } \char_set_lccode:nn { 50 } { 60 } </pre>
	The setting applies within the current T <sub>E</sub> X group.
<hr/> <code>\char_value_lccode:n</code> ★ <hr/>	<code>\char_value_lccode:n {⟨integer expression⟩}</code>
	Expands to the current lower case code of the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ .
<hr/> <code>\char_show_value_lccode:n</code> <hr/>	<code>\char_show_value_lccode:n {⟨integer expression⟩}</code>
	Displays the current lower case code of the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ on the terminal.
<hr/> <code>\char_set_uccode:nn</code> <hr/>	<code>\char_set_uccode:nn {⟨intexpr<sub>1</sub>⟩} {⟨intexpr<sub>2</sub>⟩}</code>
Updated: 2015-08-06	Sets up the behaviour of the $\langle character \rangle$ when found inside <code>\tl_to_uppercase:n</code> , such that $\langle character_1 \rangle$ will be converted into $\langle character_2 \rangle$ . The two $\langle characters \rangle$ may be specified using an $\langle integer expression \rangle$ for the character code concerned. This may include the T <sub>E</sub> X ‘ $\langle character \rangle$ ’ method for converting a single character into its character code:
	<pre> \char_set_uccode:nn { ‘\a } { ‘\A } % Standard behaviour \char_set_uccode:nn { ‘\A } { ‘\A - 32 } \char_set_uccode:nn { 60 } { 50 } </pre>
	The setting applies within the current T <sub>E</sub> X group.
<hr/> <code>\char_value_uccode:n</code> ★ <hr/>	<code>\char_value_uccode:n {⟨integer expression⟩}</code>
	Expands to the current upper case code of the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ .
<hr/> <code>\char_show_value_uccode:n</code> <hr/>	<code>\char_show_value_uccode:n {⟨integer expression⟩}</code>
	Displays the current upper case code of the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ on the terminal.
<hr/> <code>\char_set_mathcode:nn</code> <hr/>	<code>\char_set_mathcode:nn {⟨intexpr<sub>1</sub>⟩} {⟨intexpr<sub>2</sub>⟩}</code>
Updated: 2015-08-06	This function sets up the math code of $\langle character \rangle$ . The $\langle character \rangle$ is specified as an $\langle integer expression \rangle$ which will be used as the character code of the relevant character. The setting applies within the current T <sub>E</sub> X group.

<hr/> <hr/>	<hr/>
<code>\char_value_mathcode:n</code> ★	<code>\char_value_mathcode:n {\langle integer expression \rangle}</code>
	Expands to the current math code of the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ .
<hr/>	<hr/>
<code>\char_show_value_mathcode:n</code>	<code>\char_show_value_mathcode:n {\langle integer expression \rangle}</code>
	Displays the current math code of the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ on the terminal.
<hr/>	<hr/>
<code>\char_set_sfcode:nn</code>	<code>\char_set_sfcode:nn {\langle intexpr_1 \rangle} {\langle intexpr_2 \rangle}</code>
Updated: 2015-08-06	This function sets up the space factor for the $\langle character \rangle$ . The $\langle character \rangle$ is specified as an $\langle integer expression \rangle$ which will be used as the character code of the relevant character. The setting applies within the current T <sub>E</sub> X group.
<hr/>	<hr/>
<code>\char_value_sfcode:n</code> ★	<code>\char_value_sfcode:n {\langle integer expression \rangle}</code>
	Expands to the current space factor for the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ .
<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/>	<hr/>
<code>\l_char_active_seq</code>	Used to track which tokens may require special handling at the document level as they are (or have been at some point) of category $\langle active \rangle$ (catcode 13). Each entry in the sequence consists of a single active character. Active tokens should be added to the sequence when they are defined for general document use. This sequence is automatically updated by <code>\char_set_catcode:nn</code> and more specific functions.
New: 2012-01-23 Updated: 2015-08-09	
<hr/>	<hr/>
<code>\l_char_special_seq</code>	Used to track which tokens will require special handling when working with verbatim-like material at the document level as they are not of categories $\langle letter \rangle$ (catcode 11) or $\langle other \rangle$ (catcode 12). Each entry in the sequence consists of a single escaped token, for example <code>\</code> for the backslash or <code>\{</code> for an opening brace. Escaped tokens should be added to the sequence when they are defined for general document use. This sequence is automatically updated by <code>\char_set_catcode:nn</code> and more specific functions.
New: 2012-01-23 Updated: 2015-08-09	

### 3 Generic tokens

<hr/> <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 $\langle token_2 \rangle$ .

---

```

\c_group_begin_token
\c_group_end_token
\c_math_toggle_token
\c_alignment_token
\c_parameter_token
\c_math_superscript_token
\c_math_subscript_token
\c_space_token

```

---

These are implicit tokens which have the category code described by their name. They are used internally for test purposes but are also available to the programmer for other uses.

---

```

\c_catcode_letter_token
\c_catcode_other_token

```

---

These are implicit tokens which have the category code described by their name. They are used internally for test purposes and should not be used other than for category code tests.

---

```

\c_catcode_active_tl

```

---

A token list containing an active token. This is used internally for test purposes and should not be used other than in appropriately-constructed category code tests.

## 4 Converting tokens

---

```

\token_to_meaning:N ★
\token_to_meaning:c ★

```

---

`\token_to_meaning:N <token>`

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

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

---

```

\token_to_str:N ★
\token_to_str:c ★

```

---

`\token_to_str:N <token>`

Converts the given *<token>* into a series of characters with category code 12 (other). 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 *<token>*). This function requires only a single expansion.

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

## 5 Token conditionals

---

```

\token_if_group_begin_p:N ★ \token_if_group_begin_p:N <token>
\token_if_group_begin:NTF ★ \token_if_group_begin:NTF <token> {\true code} {\false code}

```

---

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

---

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

---

Tests if  $\langle token \rangle$  has the category code of an end group token (`}` when normal T<sub>E</sub>X 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 T<sub>E</sub>X 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 T<sub>E</sub>X category codes are in force).

---

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

---

Tests if  $\langle token \rangle$  has the category code of a macro parameter token (`#` when normal T<sub>E</sub>X 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<sub>E</sub>X 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<sub>E</sub>X category codes are in force).

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

Updated: 2011-05-23

Tests if the  $\langle token \rangle$  is a T<sub>E</sub>X macro.

---

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

---

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

---

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

---

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

---

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

---

Updated: 2012-01-20

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

---

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

---

Updated: 2012-01-20

Tests if the  $\langle token \rangle$  is a 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:NTF</code> ★	<code>\token_if_protected_long_macro:NTF</code> $\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

---

Updated: 2012-01-20

---

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

---

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

---

Updated: 2012-01-20

---

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

**T<sub>E</sub>Xhackers 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 an integer register.

**T<sub>E</sub>Xhackers note:** Constant integers may be implemented as integer registers, chardefs, or mathchardefs depending on their value.

---

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

---

New: 2012-02-15

---

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

---

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

---

Updated: 2012-01-20

---

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

---

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

---

Updated: 2012-01-20

Tests if the  $\langle token \rangle$  is defined to be a toks register (not used by L<sup>A</sup>T<sub>E</sub>X3).

---

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

---

Updated: 2011-05-23

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

## 6 Peeking ahead at the next token

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

---

<code>\peek_after:Nw</code>	<code>\peek_after:Nw</code>	$\langle function \rangle$ $\langle token \rangle$
-----------------------------	-----------------------------	--

---

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

---

<code>\peek_gafter:Nw</code>	<code>\peek_gafter:Nw</code>	$\langle function \rangle$ $\langle token \rangle$
------------------------------	------------------------------	--

---

Globally sets the test variable `\g_peek_token` equal to  $\langle token \rangle$  (as an implicit token, *not* as a token list), and then expands the  $\langle function \rangle$ . The  $\langle token \rangle$  will remain in the input stream as the next item after the  $\langle function \rangle$ . The  $\langle token \rangle$  here may be  $\sqcup$ ,  $\{$  or  $\}$  (assuming normal T<sub>E</sub>X category codes), *i.e.* it is not necessarily the next argument which would be grabbed by a normal function.

---

<code>\l_peek_token</code>	Token set by <code>\peek_after:Nw</code> and available for testing as described above.
----------------------------	--

---



---

<code>\g_peek_token</code>	Token set by <code>\peek_gafter:Nw</code> and available for testing as described above.
----------------------------	---

---



---

<code>\peek_catcode:NTF</code>	<code>\peek_catcode:NTF</code>	$\langle test\ token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$
--------------------------------	--------------------------------	--

---

Updated: 2012-12-20

Tests if the next  $\langle token \rangle$  in the input stream has the same category code as the  $\langle test\ token \rangle$  (as defined by the test `\token_if_eq_catcode:NNTF`). Spaces are respected by the test and 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).



---

<code>\peek_catcode_ignore_spaces:NTF</code>	<code>\peek_catcode_ignore_spaces:NTF &lt;test token&gt; {\&lt;true code&gt;} {\&lt;&gt;false code&gt;}</code>
--	--

---

Updated: 2012-12-20

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

---

<code>\peek_catcode_remove:NTF</code>	<code>\peek_catcode_remove:NTF &lt;test token&gt; {\&lt;true code&gt;} {\&lt;&gt;false code&gt;}</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 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_catcode_remove_ignore_spaces:NTF</code>	<code>\peek_catcode_remove_ignore_spaces:NTF &lt;test token&gt; {\&lt;true code&gt;} {\&lt;&gt;false code&gt;}</code>
---	---

---

Updated: 2012-12-20

Tests if the next non-space *<token>* in the input stream has the same category code as the *<test token>* (as defined by the test `\token_if_eq_catcode:NNTF`). Explicit and implicit space tokens (with character code 32 and category code 10) are ignored and removed by the test and the *<token>* 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:NTF</code>	<code>\peek_charcode:NTF &lt;test token&gt; {\&lt;true code&gt;} {\&lt;&gt;false code&gt;}</code>
---------------------------------	---

---

Updated: 2012-12-20

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

---

<code>\peek_charcode_ignore_spaces:NTF</code>	<code>\peek_charcode_ignore_spaces:NTF &lt;test token&gt; {\&lt;true code&gt;} {\&lt;&gt;false code&gt;}</code>
---	---

---

Updated: 2012-12-20

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

<u>\peek_charcode_remove:NTF</u>	\peek_charcode_remove:NTF <i>&lt;test token&gt;</i> <i>{&lt;true code&gt;}</i> <i>{&lt;false code&gt;}</i>
Updated: 2012-12-20	Tests if the next <i>&lt;token&gt;</i> in the input stream has the same character code as the <i>&lt;test token&gt;</i> (as defined by the test \token_if_eq_charcode:NTTF). Spaces are respected by the test and the <i>&lt;token&gt;</i> will be removed from the input stream if the test is true. The function will then place either the <i>&lt;true code&gt;</i> or <i>&lt;false code&gt;</i> in the input stream (as appropriate to the result of the test).
<u>\peek_charcode_remove_ignore_spaces:NTF</u>	\peek_charcode_remove_ignore_spaces:NTF <i>&lt;test token&gt;</i> <i>{&lt;true code&gt;}</i> <i>{&lt;false code&gt;}</i>
Updated: 2012-12-20	Tests if the next non-space <i>&lt;token&gt;</i> in the input stream has the same character code as the <i>&lt;test token&gt;</i> (as defined by the test \token_if_eq_charcode:NTTF). Explicit and implicit space tokens (with character code 32 and category code 10) are ignored and removed by the test and the <i>&lt;token&gt;</i> will be removed from the input stream if the test is true. The function will then place either the <i>&lt;true code&gt;</i> or <i>&lt;false code&gt;</i> in the input stream (as appropriate to the result of the test).
<u>\peek_meaning:NTF</u>	\peek_meaning:NTF <i>&lt;test token&gt;</i> <i>{&lt;true code&gt;}</i> <i>{&lt;false code&gt;}</i>
Updated: 2011-07-02	Tests if the next <i>&lt;token&gt;</i> in the input stream has the same meaning as the <i>&lt;test token&gt;</i> (as defined by the test \token_if_eq_meaning:NTTF). Spaces are respected by the test and the <i>&lt;token&gt;</i> will be left in the input stream after the <i>&lt;true code&gt;</i> or <i>&lt;false code&gt;</i> (as appropriate to the result of the test).
<u>\peek_meaning_ignore_spaces:NTF</u>	\peek_meaning_ignore_spaces:NTF <i>&lt;test token&gt;</i> <i>{&lt;true code&gt;}</i> <i>{&lt;false code&gt;}</i>
Updated: 2012-12-05	Tests if the next non-space <i>&lt;token&gt;</i> in the input stream has the same meaning as the <i>&lt;test token&gt;</i> (as defined by the test \token_if_eq_meaning:NTTF). Explicit and implicit space tokens (with character code 32 and category code 10) are ignored and removed by the test and the <i>&lt;token&gt;</i> will be left in the input stream after the <i>&lt;true code&gt;</i> or <i>&lt;false code&gt;</i> (as appropriate to the result of the test).
<u>\peek_meaning_remove:NTF</u>	\peek_meaning_remove:NTF <i>&lt;test token&gt;</i> <i>{&lt;true code&gt;}</i> <i>{&lt;false code&gt;}</i>
Updated: 2011-07-02	Tests if the next <i>&lt;token&gt;</i> in the input stream has the same meaning as the <i>&lt;test token&gt;</i> (as defined by the test \token_if_eq_meaning:NTTF). Spaces are respected by the test and the <i>&lt;token&gt;</i> will be removed from the input stream if the test is true. The function will then place either the <i>&lt;true code&gt;</i> or <i>&lt;false code&gt;</i> 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</code> $\langle test\ token \rangle$
	$\{\langle true\ code \rangle\} \{\langle false\ code \rangle\}$

---

Updated: 2012-12-05

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

## 7 Decomposing a macro definition

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

---

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

---

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

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

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

**$\text{\TeX}$ hackers note:** If the arg spec. contains the string `->`, then the `spec` function will produce incorrect results.

---

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

---

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 `\next` defined by

`\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 `\scan_stop:` will be left in the input stream.

**$\text{\TeX}$ hackers note:** If the arg spec. contains the string `->`, then the `spec` function will produce incorrect results.

---

`\token_get_prefix_spec:N` ★

---

`\token_get_prefix_spec:N`  $\langle token \rangle$

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

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

will leave `\long` in the input stream. If the  $\langle token \rangle$  is not a macro then `\scan_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<sub>E</sub>Xhackers note:** Exactly two expansions are needed to evaluate `\int_eval:n`. The result is *not* an *⟨internal integer⟩*, and therefore requires suitable termination if used in a T<sub>E</sub>X-style integer assignment.

---

`\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 to the closest integer instead. The result is left in the input stream as an $\langle integer denotation \rangle$ after two expansions.

<hr/> <code>\int_max:nn</code> ★	<code>\int_max:nn {\langle integer \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 &lt;integer&gt; {&lt;integer expression&gt;}</code>
<code>\int_sub:cn</code>	
<code>\int_gsub:Nn</code>	Subtracts the result of the <i>&lt;integer expression&gt;</i> from the current content of the <i>&lt;integer&gt;</i> .
<code>\int_gsub:cn</code>	

---

Updated: 2011-10-22

---

## 4 Using integers

---

<code>\int_use:N</code> ★	<code>\int_use:N &lt;integer&gt;</code>
<code>\int_use:c</code> ★	

---

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

## 5 Integer expression conditionals

---

<code>\int_compare_p:nNn</code> ★	<code>\int_compare_p:nNn {&lt;intexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;intexpr<sub>2</sub>&gt;}</code>
<code>\int_compare:nNnTF</code> ★	<code>\int_compare:nNnTF</code> <code>{&lt;intexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;intexpr<sub>2</sub>&gt;}</code> <code>{&lt;true code&gt;} {&lt;false code&gt;}</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 *<intexpr<sub>1</sub>>* and *<intexpr<sub>2</sub>>* using the *<relation<sub>1</sub>>*, then *<intexpr<sub>2</sub>>* and *<intexpr<sub>3</sub>>* using the *<relation<sub>2</sub>>*, until finally comparing *<intexpr<sub>N</sub>>* and *<intexpr<sub>N+1</sub>>* using the *<relation<sub>N</sub>>*. 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 {&lt;test integer expression&gt;}</code>
<small>New: 2013-07-24</small>	<code>{</code> <code>  {&lt;intexpr case<sub>1</sub>&gt;} {&lt;code case<sub>1</sub>&gt;}</code> <code>  {&lt;intexpr case<sub>2</sub>&gt;} {&lt;code case<sub>2</sub>&gt;}</code> <code>  ...</code> <code>  {&lt;intexpr case<sub>n</sub>&gt;} {&lt;code case<sub>n</sub>&gt;}</code> <code>}</code> <code>{&lt;true code&gt;}</code> <code>{&lt;false code&gt;}</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 {&lt;integer expression&gt;}</code>
<code>\int_if_even:nTF</code> ★	<code>\int_if_odd:nTF {&lt;integer expression&gt;}</code>
<code>\int_if_odd_p:n</code> ★	<code>{&lt;true code&gt;} {&lt;false code&gt;}</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 {&lt;intexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;intexpr<sub>2</sub>&gt;} {&lt;code&gt;}</code>
-----------------------------------	---

---

Places the *<code>* in the input stream for  $\text{\TeX}$  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 {&lt;intexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;intexpr<sub>2</sub>&gt;} {&lt;code&gt;}</code>
	Places the <i>&lt;code&gt;</i> in the input stream for T <sub>E</sub> X to process, and then evaluates the relationship between the two <i>&lt;integer expressions&gt;</i> as described for <code>\int_compare:nNnTF</code> . If the test is <b>true</b> then the <i>&lt;code&gt;</i> will be inserted into the input stream again and a loop will occur until the <i>&lt;relation&gt;</i> is <b>false</b> .
<hr/> <code>\int_until_do:nNnn</code> ☆ <hr/>	<code>\int_until_do:nNnn {&lt;intexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;intexpr<sub>2</sub>&gt;} {&lt;code&gt;}</code>
	Evaluates the relationship between the two <i>&lt;integer expressions&gt;</i> as described for <code>\int_compare:nNnTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>false</b> . After the <i>&lt;code&gt;</i> has been processed by T <sub>E</sub> X the test will be repeated, and a loop will occur until the test is <b>true</b> .
<hr/> <code>\int_while_do:nNnn</code> ☆ <hr/>	<code>\int_while_do:nNnn {&lt;intexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;intexpr<sub>2</sub>&gt;} {&lt;code&gt;}</code>
	Evaluates the relationship between the two <i>&lt;integer expressions&gt;</i> as described for <code>\int_compare:nNnTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>true</b> . After the <i>&lt;code&gt;</i> has been processed by T <sub>E</sub> X the test will be repeated, and a loop will occur until the test is <b>false</b> .
<hr/> <code>\int_do_until:nn</code> ☆ <hr/>	<code>\int_do_until:nn {&lt;integer relation&gt;} {&lt;code&gt;}</code>
Updated: 2013-01-13	Places the <i>&lt;code&gt;</i> in the input stream for T <sub>E</sub> X to process, and then evaluates the <i>&lt;integer relation&gt;</i> as described for <code>\int_compare:nTF</code> . If the test is <b>false</b> then the <i>&lt;code&gt;</i> will be inserted into the input stream again and a loop will occur until the <i>&lt;relation&gt;</i> is <b>true</b> .
<hr/> <code>\int_do_while:nn</code> ☆ <hr/>	<code>\int_do_while:nn {&lt;integer relation&gt;} {&lt;code&gt;}</code>
Updated: 2013-01-13	Places the <i>&lt;code&gt;</i> in the input stream for T <sub>E</sub> X to process, and then evaluates the <i>&lt;integer relation&gt;</i> as described for <code>\int_compare:nTF</code> . If the test is <b>true</b> then the <i>&lt;code&gt;</i> will be inserted into the input stream again and a loop will occur until the <i>&lt;relation&gt;</i> is <b>false</b> .
<hr/> <code>\int_until_do:nn</code> ☆ <hr/>	<code>\int_until_do:nn {&lt;integer relation&gt;} {&lt;code&gt;}</code>
Updated: 2013-01-13	Evaluates the <i>&lt;integer relation&gt;</i> as described for <code>\int_compare:nTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>false</b> . After the <i>&lt;code&gt;</i> has been processed by T <sub>E</sub> X the test will be repeated, and a loop will occur until the test is <b>true</b> .
<hr/> <code>\int_while_do:nn</code> ☆ <hr/>	<code>\int_while_do:nn {&lt;integer relation&gt;} {&lt;code&gt;}</code>
Updated: 2013-01-13	Evaluates the <i>&lt;integer relation&gt;</i> as described for <code>\int_compare:nTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>true</b> . After the <i>&lt;code&gt;</i> has been processed by T <sub>E</sub> X the test will be repeated, and a loop will occur until the test is <b>false</b> .

## 7 Integer step functions

---

`\int_step_function:nnnN` ☆

---

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

---

`\int_step_function:nnnN` {*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).

---

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

---

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

---

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).

---

<code>\int_to_symbols:nnn</code> ★
------------------------------------

---

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 }
  }
}
```

---

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

---

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).
 <b>TeXhackers note:</b> 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: 2015-08-07</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<sup>A</sup>T<sub>E</sub>X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

---

`\g_tmpa_int`  
`\g_tmpb_int`

---

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



## 13 Primitive conditionals

---

```

\if_int_compare:w <integer1> <relation> <integer2>
  <true code>
\else:
  <false code>
\fi:

```

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

**T<sub>E</sub>Xhackers note:** These are both names for the T<sub>E</sub>X primitive `\ifnum`.

<code>\if_case:w</code>	★	<code>\if_case:w</code>	$\langle integer \rangle$	$\langle case_0 \rangle$
<code>\or:</code>	★	<code>\or:</code>	$\langle case_1 \rangle$	
<hr/>		<code>\or:</code>	$\dots$	
		<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<sub>E</sub>Xhackers note:** These are the T<sub>E</sub>X primitives `\ifcase` and `\or..`

---

```

\if_int_odd:w <tokens> <optional space>
  <true code>
\else:
  <true code>
\fi:

```

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

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\ifodd`.

## 14 Internal functions

---

`\_int_to_roman:w` ★ `\_int_to_roman:w` *<integer>* *<space>* or *<non-expandable token>*

Converts *<integer>* to it 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 *<integer>* 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<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X 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  $\varepsilon$ -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<sup>A</sup>T<sub>E</sub>X3 provides two general length variables: `dim` and `skip`. Lengths stored as `dim` variables have a fixed length, whereas `skip` lengths have a rubber (stretch/shrink) component. In addition, the `muskip` type is available for use in math mode: this is a special form of `skip` where the lengths involved are determined by the current math font (in  $\mu$ ). There are common features in the creation and setting of length variables, but for clarity the functions are grouped by variable type.

### 1 Creating and initialising `dim` variables

---

`\dim_new:N`  
`\dim_new:c`

---

`\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.

---

`\dim_const:Nn`  
`\dim_const:cn`

---

`\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

---

`\dim_zero:N`  
`\dim_zero:c`  
`\dim_gzero:N`  
`\dim_gzero:c`

---

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

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

---

`\dim_zero_new:N`  
`\dim_zero_new:c`  
`\dim_gzero_new:N`  
`\dim_gzero_new:c`

---

`\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

---

`\dim_if_exist_p:N` ★  
`\dim_if_exist_p:c` ★  
`\dim_if_exist:NTF` ★  
`\dim_if_exist:cTF` ★

---

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

---

Updated: 2011-10-22

---



---

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

---

Updated: 2011-10-22

---



---

<code>\dim_set_eq:NN</code>	<code>\dim_set_eq:NN &lt;dimension<sub>1</sub>&gt; &lt;dimension<sub>2</sub>&gt;</code>
<code>\dim_set_eq:(cN Nc cc)</code>	
<code>\dim_gset_eq:NN</code>	Sets the content of $\langle dimension_1 \rangle$ equal to that of $\langle dimension_2 \rangle$ .
<code>\dim_gset_eq:(cN Nc cc)</code>	

---



---

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

---

Updated: 2011-10-22

---

## 3 Utilities for dimension calculations

---

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

---



---

<code>\dim_max:nn</code> ★	<code>\dim_max:nn {&lt;dimexpr<sub>1</sub>&gt;} {&lt;dimexpr<sub>2</sub>&gt;}</code>
<code>\dim_min:nn</code> ★	<code>\dim_min:nn {&lt;dimexpr<sub>1</sub>&gt;} {&lt;dimexpr<sub>2</sub>&gt;}</code>
New: 2012-09-09	
Updated: 2012-09-26	Evaluates the two $\langle dimension\ expressions \rangle$ and leaves either the maximum or minimum value in the input stream as appropriate, as a $\langle dimension\ denotation \rangle$ .

---

---

<code>\dim_ratio:nn</code> ☆	<code>\dim_ratio:nn {&lt;dimexpr<sub>1</sub>&gt;} {&lt;dimexpr<sub>2</sub>&gt;}</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 {&lt;dimexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;dimexpr<sub>2</sub>&gt;}</code>
<code>\dim_compare:nNnTF</code> ★	<code>\dim_compare:nNnTF</code> <code>{&lt;dimexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;dimexpr<sub>2</sub>&gt;}</code> <code>{&lt;true code&gt;} {&lt;false code&gt;}</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 *<dimexpr<sub>1</sub>>* and *<dimexpr<sub>2</sub>>* using the *<relation<sub>1</sub>>*, then *<dimexpr<sub>2</sub>>* and *<dimexpr<sub>3</sub>>* using the *<relation<sub>2</sub>>*, until finally comparing *<dimexpr<sub>N</sub>>* and *<dimexpr<sub>N+1</sub>>* using the *<relation<sub>N</sub>>*. The test yields **true** if all comparisons are **true**. Each *<dimension expression>* is evaluated only once, and the evaluation is lazy, in the sense that if one comparison is **false**, then no other *<dimension expression>* is evaluated and no other comparison is performed. The *<relations>* can be any of the following:

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

---

`\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<sub>E</sub>X to process, and then evaluates the relationship between the two *<dimension expressions>* as described for `\dim_compare:nNnTF`. If the test is **false** then the *<code>* 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<sub>E</sub>X to process, and then evaluates the relationship between the two *<dimension expressions>* as described for `\dim_compare:nNnTF`. If the test is **true** then the *<code>* 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 {&lt;dimexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;dimexpr<sub>2</sub>&gt;} {&lt;code&gt;}</code>
	Evaluates the relationship between the two <i>&lt;dimension expressions&gt;</i> as described for <code>\dim_compare:nNnTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>false</b> . After the <i>&lt;code&gt;</i> has been processed by T <sub>E</sub> X the test will be repeated, and a loop will occur until the test is <b>true</b> .
<hr/> <code>\dim_while_do:nNnn</code> ☆ <hr/>	<code>\dim_while_do:nNnn {&lt;dimexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;dimexpr<sub>2</sub>&gt;} {&lt;code&gt;}</code>
	Evaluates the relationship between the two <i>&lt;dimension expressions&gt;</i> as described for <code>\dim_compare:nNnTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>true</b> . After the <i>&lt;code&gt;</i> has been processed by T <sub>E</sub> X the test will be repeated, and a loop will occur until the test is <b>false</b> .
<hr/> <code>\dim_do_until:nn</code> ☆ <hr/>	<code>\dim_do_until:nn {&lt;dimension relation&gt;} {&lt;code&gt;}</code>
Updated: 2013-01-13	Places the <i>&lt;code&gt;</i> in the input stream for T <sub>E</sub> X to process, and then evaluates the <i>&lt;dimension relation&gt;</i> as described for <code>\dim_compare:nTF</code> . If the test is <b>false</b> then the <i>&lt;code&gt;</i> will be inserted into the input stream again and a loop will occur until the <i>&lt;relation&gt;</i> is <b>true</b> .
<hr/> <code>\dim_do_while:nn</code> ☆ <hr/>	<code>\dim_do_while:nn {&lt;dimension relation&gt;} {&lt;code&gt;}</code>
Updated: 2013-01-13	Places the <i>&lt;code&gt;</i> in the input stream for T <sub>E</sub> X to process, and then evaluates the <i>&lt;dimension relation&gt;</i> as described for <code>\dim_compare:nTF</code> . If the test is <b>true</b> then the <i>&lt;code&gt;</i> will be inserted into the input stream again and a loop will occur until the <i>&lt;relation&gt;</i> is <b>false</b> .
<hr/> <code>\dim_until_do:nn</code> ☆ <hr/>	<code>\dim_until_do:nn {&lt;dimension relation&gt;} {&lt;code&gt;}</code>
Updated: 2013-01-13	Evaluates the <i>&lt;dimension relation&gt;</i> as described for <code>\dim_compare:nTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>false</b> . After the <i>&lt;code&gt;</i> has been processed by T <sub>E</sub> X the test will be repeated, and a loop will occur until the test is <b>true</b> .
<hr/> <code>\dim_while_do:nn</code> ☆ <hr/>	<code>\dim_while_do:nn {&lt;dimension relation&gt;} {&lt;code&gt;}</code>
Updated: 2013-01-13	Evaluates the <i>&lt;dimension relation&gt;</i> as described for <code>\dim_compare:nTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>true</b> . After the <i>&lt;code&gt;</i> has been processed by T <sub>E</sub> X the test will be repeated, and a loop will occur until the test is <b>false</b> .

## 6 Using dim expressions and variables

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



---

`\dim_use:N` ★ `\dim_use:N`  $\langle dimension \rangle$

`\dim_use:c` ★

---

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`).

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

---

`\dim_to_decimal:n` ★ `\dim_to_decimal:n`  $\{\langle dimexpr \rangle\}$

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 TeX to four or five decimal places. If the decimal part of the result is zero, it is omitted, together with the decimal marker.

For example

`\dim_to_decimal:n { 1bp }`

leaves 1.00374 in the input stream, *i.e.* the magnitude of one “big point” when converted to (TeX) points.

---

`\dim_to_decimal_in_bp:n` ★ `\dim_to_decimal_in_bp:n`  $\{\langle dimexpr \rangle\}$

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 TeX to four or five decimal places. If the decimal part of the result is zero, it is omitted, together with the decimal marker.

For example

`\dim_to_decimal_in_bp:n { 1pt }`

leaves 0.99628 in the input stream, *i.e.* the magnitude of one (TeX) point when converted to big points.

---

`\dim_to_decimal_in_sp:n` ★ `\dim_to_decimal_in_sp:n`  $\{\langle dimexpr \rangle\}$

New: 2015-05-18

---

Evaluates the  $\langle dimension expression \rangle$ , and leaves the result, expressed in scaled points (`sp`) in the input stream, with *no units*. The result will necessarily be an integer.

---

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

---

New: 2014-07-15

---

Evaluates the *⟨dimension expressions⟩*, and leaves the value of *⟨dimexpr<sub>1</sub>⟩*, expressed in a unit given by *⟨dimexpr<sub>2</sub>⟩*, in the input stream. The result is a decimal number, rounded by T<sub>E</sub>X to four or five decimal places. If the decimal part of the result is zero, it is omitted, together with the decimal marker.

For example

```
\dim_to_decimal_in_unit:nn { 1bp } { 1mm }
```

leaves 0.35277 in the input stream, *i.e.* the magnitude of one big point when converted to millimetres.

Note that this function is not optimised for any particular output and as such may give different results to `\dim_to_decimal_in_bp:n` or `\dim_to_decimal_in_sp:n`. In particular, the latter is able to take a wider range of input values as it is not limited by the ability to calculate a ratio using  $\varepsilon$ -T<sub>E</sub>X primitives, which is required internally by `\dim_to_decimal_in_unit:nn`.

---

<code>\dim_to_fp:n</code>	★	<code>\dim_to_fp:n {⟨dimexpr⟩}</code>
---------------------------	---	---------------------------------------

---

New: 2012-05-08

---

Expands to an internal floating point number equal to the value of the *⟨dimexpr⟩* in pt. Since dimension expressions are evaluated much faster than their floating point equivalent, `\dim_to_fp:n` can be used to speed up parts of a computation where a low precision is acceptable.

## 7 Viewing dim variables

---

<code>\dim_show:N</code>	<code>\dim_show:N ⟨dimension⟩</code>
--------------------------	--------------------------------------

---

`\dim_show:c`

---

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

---

<code>\dim_show:n</code>	<code>\dim_show:n {⟨dimension expression⟩}</code>
--------------------------	---

---

New: 2011-11-22

Updated: 2015-08-07

---

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

## 8 Constant dimensions

---

`\c_max_dim`

---

The maximum value that can be stored as a dimension. This can also be used as a component of a skip.

---

`\c_zero_dim`

---

A zero length as a dimension. This can also be used as a component of a skip.

## 9 Scratch dimensions

---

`\l_tmpa_dim`  
`\l_tmpb_dim`

---

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

---

`\g_tmpa_dim`  
`\g_tmpb_dim`

---

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

## 10 Creating and initialising skip variables

---

`\skip_new:N`  
`\skip_new:c`

---

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

---

`\skip_const:Nn`  
`\skip_const:cn`  
New: 2012-03-05

---

`\skip_const:Nn`  $\langle skip \rangle$   $\{ \langle skip \text{ expression} \rangle \}$   
Creates a new constant  $\langle skip \rangle$  or raises an error if the name is already taken. The value of the  $\langle skip \rangle$  will be set globally to the  $\langle skip \text{ expression} \rangle$ .

---

`\skip_zero:N`  
`\skip_zero:c`  
`\skip_gzero:N`  
`\skip_gzero:c`

---

`\skip_zero:N`  $\langle skip \rangle$   
Sets  $\langle skip \rangle$  to 0 pt.

---

`\skip_zero_new:N`  
`\skip_zero_new:c`  
`\skip_gzero_new:N`  
`\skip_gzero_new:c`  
New: 2012-01-07

---

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

---

`\skip_if_exist_p:N` ★  
`\skip_if_exist_p:c` ★  
`\skip_if_exist:NTF` ★  
`\skip_if_exist:cTF` ★

---

`\skip_if_exist_p:N`  $\langle skip \rangle$   
`\skip_if_exist:NTF`  $\langle skip \rangle$   $\{ \langle true \text{ code} \rangle \}$   $\{ \langle false \text{ code} \rangle \}$   
Tests whether the  $\langle skip \rangle$  is currently defined. This does not check that the  $\langle skip \rangle$  really is a skip variable.

New: 2012-03-03

---

## 11 Setting skip variables

---

<code>\skip_add:Nn</code>	<code>\skip_add:Nn &lt;skip&gt; {&lt;skip expression&gt;}</code>
---------------------------	--

<code>\skip_add:cn</code>
---------------------------

<code>\skip_gadd:Nn</code>
----------------------------

<code>\skip_gadd:cn</code>
----------------------------

---

Updated: 2011-10-22

---



---

<code>\skip_set:Nn</code>	<code>\skip_set:Nn &lt;skip&gt; {&lt;skip expression&gt;}</code>
---------------------------	--

<code>\skip_set:cn</code>
---------------------------

<code>\skip_gset:Nn</code>
----------------------------

<code>\skip_gset:cn</code>
----------------------------

---

Updated: 2011-10-22

---



---

<code>\skip_set_eq:NN</code>
------------------------------

<code>\skip_set_eq:(cN Nc cc)</code>
--------------------------------------

<code>\skip_gset_eq:NN</code>
-------------------------------

<code>\skip_gset_eq:(cN Nc cc)</code>
---------------------------------------

---

<code>\skip_set_eq:NN &lt;skip<sub>12</sub></code>
--

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

---

<code>\skip_sub:Nn</code>	<code>\skip_sub:Nn &lt;skip&gt; {&lt;skip expression&gt;}</code>
---------------------------	--

<code>\skip_sub:cn</code>
---------------------------

<code>\skip_gsub:Nn</code>
----------------------------

<code>\skip_gsub:cn</code>
----------------------------

---

Updated: 2011-10-22

---

Subtracts the result of the *<skip expression>* from the current content of the *<skip>*.

## 12 Skip expression conditionals

---

<code>\skip_if_eq_p:nn</code> ★	<code>\skip_if_eq_p:nn {&lt;skipexpr<sub>1</sub>&gt;} {&lt;skipexpr<sub>2</sub>&gt;}</code>
---------------------------------	---

<code>\skip_if_eq:nnTF</code> ★	<code>\dim_compare:nTF</code>
---------------------------------	-------------------------------

<code>{&lt;skipexpr<sub>1</sub>&gt;} {&lt;skipexpr<sub>2</sub>&gt;}</code>
--

<code>{&lt;true code&gt;} {&lt;false code&gt;}</code>
---

This function first evaluates each of the *<skip expressions>* as described for `\skip_eval:n`. The two results are then compared for exact equality, *i.e.* both the fixed and rubber components must be the same for the test to be true.

---

<code>\skip_if_finite_p:n</code> ★	<code>\skip_if_finite_p:n {&lt;skipexpr&gt;}</code>
------------------------------------	---

<code>\skip_if_finite:nTF</code> ★	<code>\skip_if_finite:nTF {&lt;skipexpr&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
------------------------------------	--

---

New: 2012-03-05

---

Evaluates the *<skip expression>* as described for `\skip_eval:n`, and then tests if all of its components are finite.

## 13 Using skip expressions and variables

<hr/> <code>\skip_eval:n</code> ★ <hr/>	<code>\skip_eval:n {\langle skip expression \rangle}</code>
Updated: 2011-10-22 <hr/>	Evaluates the $\langle skip expression \rangle$ , expanding any skips and token list variables within the $\langle expression \rangle$ to their content (without requiring <code>\skip_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 $\langle glue denotation \rangle$ after two expansions. This will be expressed in points ( <code>\pt</code> ), and will require suitable termination if used in a TeX-style assignment as it is <i>not</i> an $\langle internal glue \rangle$ .

<hr/> <code>\skip_use:N</code> ★ <hr/>	<code>\skip_use:N \langle skip \rangle</code>
<code>\skip_use:c</code> ★ <hr/>	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<sup>A</sup>T<sub>E</sub>X3 names for this primitive.

## 14 Viewing skip variables

<hr/> <code>\skip_show:N</code> <hr/>	<code>\skip_show:N \langle skip \rangle</code>
<code>\skip_show:c</code> <hr/>	Displays the value of the $\langle skip \rangle$ on the terminal.

<hr/> <code>\skip_show:n</code> <hr/>	<code>\skip_show:n {\langle skip expression \rangle}</code>
New: 2011-11-22 Updated: 2015-08-07 <hr/>	Displays the result of evaluating the $\langle skip expression \rangle$ on the terminal.

## 15 Constant skips

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

## 16 Scratch skips

---

`\l_tmpa_skip`  
`\l_tmpb_skip`

---

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

---

`\g_tmpa_skip`  
`\g_tmpb_skip`

---

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

## 17 Inserting skips into the output

---

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

---

`\skip_horizontal:N`  $\langle skip \rangle$   
`\skip_horizontal:n`  $\{\langle skipexpr \rangle\}$

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

Updated: 2011-10-22

---

**T<sub>E</sub>Xhackers note:** `\skip_horizontal:N` is the T<sub>E</sub>X primitive `\hskip` renamed.

---

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

---

`\skip_vertical:N`  $\langle skip \rangle$   
`\skip_vertical:n`  $\{\langle skipexpr \rangle\}$

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

Updated: 2011-10-22

---

**T<sub>E</sub>Xhackers note:** `\skip_vertical:N` is the T<sub>E</sub>X primitive `\vskip` renamed.

## 18 Creating and initialising muskip variables

---

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

---

`\muskip_new:N`  $\langle muskip \rangle$

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`

---

`\muskip_const:Nn`  $\langle muskip \rangle$   $\{\langle muskip expression \rangle\}$

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  $\langle muskip expression \rangle$ .

New: 2012-03-05

---



---

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

---

`\muskip_zero:N`  $\langle muskip \rangle$

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  $\backslash muskip\_new:N$  if necessary, then applies  $\backslash muskip\_(\mathbf{g})zero:N$  to leave the  $\langle muskip \rangle$  set to zero.

---

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

---

New: 2012-03-03

---

```
\muskip_if_exist_p:N <muskip>
```

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

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

## 19 Setting muskip variables

---

```
\muskip_add:Nn
\muskip_add:cn
\muskip_gadd:Nn
\muskip_gadd:cn
```

---

Updated: 2011-10-22

---

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

Adds the result of the  $\langle muskip \text{ expression} \rangle$  to the current content of the  $\langle muskip \rangle$ .

---

```
\muskip_set:Nn
\muskip_set:cn
\muskip_gset:Nn
\muskip_gset:cn
```

---

Updated: 2011-10-22

---

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

Sets  $\langle muskip \rangle$  to the value of  $\langle muskip \text{ expression} \rangle$ , which must evaluate to a math length with units and may include a rubber component (for example 1 mu plus 0.5 mu).

---

```
\muskip_set_eq:NN
\muskip_set_eq:(cN|Nc|cc)
\muskip_gset_eq:NN
\muskip_gset_eq:(cN|Nc|cc)
```

---

```
\muskip_set_eq:NN <muskip1> <muskip2>
```

Sets the content of  $\langle muskip_1 \rangle$  equal to that of  $\langle muskip_2 \rangle$ .

---

```
\muskip_sub:Nn
\muskip_sub:cn
\muskip_gsub:Nn
\muskip_gsub:cn
```

---

Updated: 2011-10-22

---

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

Subtracts the result of the  $\langle muskip \text{ expression} \rangle$  from the current content of the  $\langle skip \rangle$ .

## 20 Using muskip expressions and variables

<hr/> <code>\muskip_eval:n</code> ★ <hr/>	<code>\muskip_eval:n {⟨<i>muskip expression</i>⟩}</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 <code>mu</code> , and will require suitable termination if used in a T <sub>E</sub> X-style assignment as it is <i>not</i> an $\langle internal muglue \rangle$ .

<hr/> <code>\muskip_use:N</code> ★	<code>\muskip_use:N ⟨<i>muskip</i>⟩</code>
<code>\muskip_use:c</code> ★ <hr/>	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> ).

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

## 21 Viewing muskip variables

<hr/> <code>\muskip_show:N</code>	<code>\muskip_show:N ⟨<i>muskip</i>⟩</code>
<code>\muskip_show:c</code> <hr/>	Displays the value of the $\langle muskip \rangle$ on the terminal.

<hr/> <code>\muskip_show:n</code>	<code>\muskip_show:n {⟨<i>muskip expression</i>⟩}</code>
New: 2011-11-22 Updated: 2015-08-07 <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

---

`\l_tmpa_muskip`  
`\l_tmpb_muskip`

---

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

---

`\g_tmpa_muskip`  
`\g_tmpb_muskip`

---

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

## 24 Primitive conditional

---

`\if_dim:w` `\if_dim:w`  $\langle dimen_1 \rangle$   $\langle relation \rangle$   $\langle dimen_2 \rangle$   
 $\langle true\ code \rangle$   
`\else:`  
 $\langle false \rangle$   
`\fi:`

---

Compare two dimensions. The  $\langle relation \rangle$  is one of  $<$ ,  $=$  or  $>$  with category code 12.

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\ifdim`.

## 25 Internal functions

---

`\_dim_eval:w` ★ `\_dim_eval:w`  $\langle dimexpr \rangle$  `\_dim_eval_end:`  
`\_dim_eval_end:` ★

---

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

**T<sub>E</sub>Xhackers note:** This is the  $\varepsilon$ -T<sub>E</sub>X primitive `\dimexpr`.

## Part XI

# The l3tl package

## Token lists

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

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

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

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

In both cases, functions are available to test and manipulate the lists of tokens, and these have the module prefix `tl`. In many cases, 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<sub>E</sub>X category codes). Thus for example

```
{ Hello } ~ world
```

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

**T<sub>E</sub>Xhackers note:** When T<sub>E</sub>X 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<sub>E</sub>X scans ahead to obtain an equal number of explicit character tokens with category code 1 (begin-group) and 2 (end-group), and the resulting list of tokens (with outer braces removed) becomes the argument. Otherwise, a single token is taken as the argument for the macro: we call such single tokens “N-type”, as they are suitable to be used as an argument for a function with the signature `:N`.

When T<sub>E</sub>X 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 &lt;tl var&gt; {&lt;tokens&gt;}</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 &lt;tl var&gt; {&lt;tokens&gt;}</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 &lt;tl var&gt; {&lt;tokens&gt;}</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 &lt;tl var&gt; {&lt;old tokens&gt;} {&lt;new tokens&gt;}</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 &lt;tl var&gt; {&lt;old tokens&gt;} {&lt;new tokens&gt;}</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 &lt;tl var&gt; {&lt;tokens&gt;}</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

These functions allow the rescanning of tokens: re-apply TeX's tokenization process to apply category codes different from those in force when the tokens were absorbed. Whilst this functionality is supported, it is often preferable to find alternative approaches to achieving outcomes rather than rescanning tokens (for example construction of token lists token-by-token with intervening category code changes).

---

```

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

```

---

Updated: 2015-08-11

---

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

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

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

---

**\tl\_rescan:nn**

---

---

**Updated: 2015-08-11**

---

**\tl\_rescan:nn** {<setup>} {<tokens>}

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

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

## 5 Reassigning token list character codes

---

**\tl\_to\_lowercase:n**

---

---

**Updated: 2012-09-08**

---

**\tl\_to\_lowercase:n** {<tokens>}

Works through all of the <tokens>, 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 <tokens>.

**T<sub>E</sub>Xhackers note:** This is a wrapper around the T<sub>E</sub>X primitive **\lowercase**.

---

**\tl\_to\_uppercase:n**

---

---

**Updated: 2012-09-08**

---

**\tl\_to\_uppercase:n** {<tokens>}

Works through all of the <tokens>, 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 <tokens>.

**T<sub>E</sub>Xhackers note:** This is a wrapper around the T<sub>E</sub>X primitive **\uppercase**.

## 6 Token list conditionals

---

<code>\tl_if_blank_p:n</code>	★	<code>\tl_if_blank_p:n {⟨token list⟩}</code>
<code>\tl_if_blank_p:(V o)</code>	★	<code>\tl_if_blank:nTF {⟨token list⟩} {⟨true code⟩} {⟨false code⟩}</code>
<code>\tl_if_blank:nTF</code>	★	Tests if the <i>⟨token list⟩</i> consists only of blank spaces ( <i>i.e.</i> contains no item). The test is
<code>\tl_if_blank:(V o)TF</code>	★	true if <i>⟨token list⟩</i> is zero or more explicit space characters (explicit tokens with character

---

code 32 and category code 10), and is **false** otherwise.

---

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

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---

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

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New: 2012-05-24

Updated: 2012-06-05

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<code>\tl_if_eq_p:NN</code>	★	<code>\tl_if_eq_p:NN ⟨tl var<sub>1</sub>⟩ ⟨tl var<sub>2</sub>⟩</code>
<code>\tl_if_eq_p:(Nc cN cc)</code>	★	<code>\tl_if_eq:nNTF ⟨tl var<sub>1</sub>⟩ ⟨tl var<sub>2</sub>⟩ {⟨true code⟩} {⟨false code⟩}</code>
<code>\tl_if_eq:nNTF</code>	★	Compares the content of two <i>⟨token list variables⟩</i> and is logically <b>true</b> if the two contain
<code>\tl_if_eq:(Nc cN cc)TF</code>	★	the same list of tokens ( <i>i.e.</i> identical in both the list of characters they contain and the

---

category codes of those characters). Thus for example

```

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

```

yields **false**.

---

<code>\tl_if_eq:nnTF</code>	★	<code>\tl_if_eq:nnTF {⟨token list<sub>1</sub>⟩} {⟨token list<sub>2</sub>⟩} {⟨true code⟩} {⟨false code⟩}</code>
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---

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

---

<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 list<sub>1</sub>⟩} {⟨token list<sub>2</sub>⟩} {⟨true code⟩} {⟨false code⟩}</code>
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<code>\tl_if_in:(Vn on no)TF</code>	★	Tests if <i>⟨token list<sub>2</sub>⟩</i> is found inside <i>⟨token list<sub>1</sub>⟩</i> . The <i>⟨token list<sub>2</sub>⟩</i> 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 &lt;tl var&gt;</code>
<code>\tl_if_single_p:c</code> ★	<code>\tl_if_single:NTF &lt;tl var&gt; {\true code} {\false code}</code>
<code>\tl_if_single:NTF</code> ★	Tests if the content of the <code>&lt;tl var&gt;</code> consists of a single item, <i>i.e.</i> is a single normal token (neither an explicit space character nor a begin-group character) or a single brace group, surrounded by optional spaces on both sides. In other words, such a token list has token count 1 according to <code>\tl_count:N</code> .
<code>\tl_if_single:cTF</code> ★	

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Updated: 2011-08-13

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<code>\tl_if_single_p:n</code> ★	<code>\tl_if_single_p:n {\token list}</code>
<code>\tl_if_single:nTF</code> ★	<code>\tl_if_single:nTF {\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 &lt;test token list variable&gt;</code>
<code>\tl_case:cnTF</code> ★	{
	<code>&lt;token list variable case<sub>1</sub>&gt; {\code case<sub>1</sub>}</code>
	<code>&lt;token list variable case<sub>2</sub>&gt; {\code case<sub>2</sub>}</code>
	...
	<code>&lt;token list variable case<sub>n</sub>&gt; {\code case<sub>n</sub>}</code>
	}
	<code>{\true code}</code>
	<code>{\false code}</code>

---

New: 2013-07-24

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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

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

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Updated: 2012-06-29

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<code>\tl_map_function:nN</code> ☆	<code>\tl_map_function:nN &lt;token list&gt; &lt;function&gt;</code>
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Updated: 2012-06-29

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



<hr/> <code>\tl_map_inline:Nn</code> <code>\tl_map_inline:cn</code> <hr/> Updated: 2012-06-29 <hr/>	<code>\tl_map_inline:Nn &lt;tl var&gt; {&lt;inline function&gt;}</code> <p>Applies the <i>&lt;inline function&gt;</i> to every <i>&lt;item&gt;</i> stored within the <i>&lt;tl var&gt;</i>. The <i>&lt;inline function&gt;</i> should consist of code which will receive the <i>&lt;item&gt;</i> as #1. One in line mapping can be nested inside another. See also <code>\tl_map_function:NN</code>.</p>
<hr/> <code>\tl_map_inline:nn</code> <hr/> Updated: 2012-06-29 <hr/>	<code>\tl_map_inline:nn &lt;token list&gt; {&lt;inline function&gt;}</code> <p>Applies the <i>&lt;inline function&gt;</i> to every <i>&lt;item&gt;</i> stored within the <i>&lt;token list&gt;</i>. The <i>&lt;inline function&gt;</i> should consist of code which will receive the <i>&lt;item&gt;</i> as #1. One in line mapping can be nested inside another. See also <code>\tl_map_function:nN</code>.</p>
<hr/> <code>\tl_map_variable:NNn</code> <code>\tl_map_variable:cNn</code> <hr/> Updated: 2012-06-29 <hr/>	<code>\tl_map_variable:NNn &lt;tl var&gt; &lt;variable&gt; {&lt;function&gt;}</code> <p>Applies the <i>&lt;function&gt;</i> to every <i>&lt;item&gt;</i> stored within the <i>&lt;tl var&gt;</i>. The <i>&lt;function&gt;</i> should consist of code which will receive the <i>&lt;item&gt;</i> stored in the <i>&lt;variable&gt;</i>. One variable mapping can be nested inside another. See also <code>\tl_map_inline:Nn</code>.</p>
<hr/> <code>\tl_map_variable:nNn</code> <hr/> Updated: 2012-06-29 <hr/>	<code>\tl_map_variable:nNn &lt;token list&gt; &lt;variable&gt; {&lt;function&gt;}</code> <p>Applies the <i>&lt;function&gt;</i> to every <i>&lt;item&gt;</i> stored within the <i>&lt;token list&gt;</i>. The <i>&lt;function&gt;</i> should consist of code which will receive the <i>&lt;item&gt;</i> stored in the <i>&lt;variable&gt;</i>. One variable mapping can be nested inside another. See also <code>\tl_map_inline:nn</code>.</p>
<hr/> <code>\tl_map_break: ☆</code> <hr/> Updated: 2012-06-29 <hr/>	<code>\tl_map_break:</code> <p>Used to terminate a <code>\tl_map...</code> function before all entries in the <i>&lt;token list variable&gt;</i> have been processed. This will normally take place within a conditional statement, for example</p> <pre> \tl_map_inline:Nn \l_my_tl {   \str_if_eq:nnT { #1 } { bingo } { \tl_map_break: }   % Do something useful } </pre> <p>See also <code>\tl_map_break:n</code>. Use outside of a <code>\tl_map...</code> scenario will lead to low level TeX errors.</p>

**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.

---

`\tl_map_break:n` ☆

---

Updated: 2012-06-29

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

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

```
\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 T<sub>E</sub>X errors.

**T<sub>E</sub>Xhackers 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.

## 8 Using token lists

---

`\tl_to_str:n` ★

---

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

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

**T<sub>E</sub>Xhackers 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.

---

<code>\tl_to_str:N</code>	★	<code>\tl_to_str:N</code>	$\langle tl\ var \rangle$
<code>\tl_to_str:c</code>	★		

---

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

---

<code>\tl_use:N</code>	★	<code>\tl_use:N</code>	$\langle tl\ var \rangle$
<code>\tl_use:c</code>	★		

---

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

---

<code>\tl_count:n</code>	★	<code>\tl_count:n</code>	$\{ \langle tokens \rangle \}$
<code>\tl_count:(V o)</code>	★		

---

New: 2012-05-13

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

---

<code>\tl_count:N</code>	★	<code>\tl_count:N</code>	$\langle tl\ var \rangle$
<code>\tl_count:c</code>	★		

---

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  $\langle integer\ denotation \rangle$ .

---

<code>\tl_reverse:n</code>	★	<code>\tl_reverse:n</code>	$\{ \langle token\ list \rangle \}$
<code>\tl_reverse:(V o)</code>	★		

---

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<sub>E</sub>Xhackers 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.

---

<code>\tl_reverse:N</code>		<code>\tl_reverse:N</code>	$\langle tl\ var \rangle$
<code>\tl_reverse:c</code>			
<code>\tl_greverse:N</code>			
<code>\tl_greverse:c</code>			

---

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`.

<hr/> <code>\tl_reverse_items:n</code> ★ <hr/>	<code>\tl_reverse_items:n {\token list}</code>
<hr/> New: 2012-01-08 <hr/>	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 <code>\tl_reverse:n</code> .

**T<sub>E</sub>Xhackers 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.

<hr/> <code>\tl_trim_spaces:n</code> ★ <hr/>	<code>\tl_trim_spaces:n {\token list}</code>
<hr/> New: 2011-07-09 Updated: 2012-06-25 <hr/>	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<sub>E</sub>Xhackers 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.

<hr/> <code>\tl_trim_spaces:N</code> <code>\tl_trim_spaces:c</code> <code>\tl_gtrim_spaces:N</code> <code>\tl_gtrim_spaces:c</code> <hr/>	<code>\tl_trim_spaces:N \tl var</code>
<hr/> New: 2011-07-09 <hr/>	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 <i>resets</i> 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.

<hr/>	
<code>\tl_head:N</code>	★ <code>\tl_head:n {⟨token list⟩}</code>
<code>\tl_head:n</code>	★
<code>\tl_head:(V v f)</code>	★
<hr/>	
Updated: 2012-09-09	

Leaves in the input stream the first *⟨item⟩* in the *⟨token list⟩*, discarding the rest of the *⟨token list⟩*. All leading explicit space characters (explicit tokens with character code 32 and category code 10) are discarded; for example

`\tl_head:n { abc }`

and

`\tl_head:n { ~ abc }`

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 *⟨token list⟩* (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.

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

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

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

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

and

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

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

**T<sub>E</sub>Xhackers 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.

<hr/>	
<code>\tl_if_head_eq_catcode_p:nN</code> ★	<code>\tl_if_head_eq_catcode_p:nN {⟨token list⟩} ⟨test token⟩</code>
<code>\tl_if_head_eq_catcode:nNTF</code> ★	<code>\tl_if_head_eq_catcode:nNTF {⟨token list⟩} ⟨test token⟩</code>
	<code>{⟨true code⟩} {⟨false code⟩}</code>
<hr/>	
Updated: 2012-07-09	

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

<hr/>	
<code>\tl_if_head_eq_charcode_p:nN</code> ★	<code>\tl_if_head_eq_charcode_p:nN {⟨token list⟩} ⟨test token⟩</code>
<code>\tl_if_head_eq_charcode_p:fN</code> ★	<code>\tl_if_head_eq_charcode:nNTF {⟨token list⟩} ⟨test token⟩</code>
<code>\tl_if_head_eq_charcode:nNTF</code> ★	<code>{⟨true code⟩} {⟨false code⟩}</code>
<code>\tl_if_head_eq_charcode:fNTF</code> ★	
<hr/>	
Updated: 2012-07-09	

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

<hr/>	
<code>\tl_if_head_eq_meaning_p:nN</code> ★	<code>\tl_if_head_eq_meaning_p:nN {⟨token list⟩} ⟨test token⟩</code>
<code>\tl_if_head_eq_meaning:nNTF</code> ★	<code>\tl_if_head_eq_meaning:nNTF {⟨token list⟩} ⟨test token⟩</code>
	<code>{⟨true code⟩} {⟨false code⟩}</code>
<hr/>	
Updated: 2012-07-09	

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

<hr/>	
<code>\tl_if_head_is_group_p:n</code> ★	<code>\tl_if_head_is_group_p:n {⟨token list⟩}</code>
<code>\tl_if_head_is_group:nTF</code> ★	<code>\tl_if_head_is_group:nTF {⟨token list⟩} {⟨true code⟩} {⟨false code⟩}</code>
<hr/>	
New: 2012-07-08	

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

---

<code>\tl_if_head_is_N_type_p:n</code> ★	<code>\tl_if_head_is_N_type_p:n {⟨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<sub>E</sub>Xhackers 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: 2015-08-01

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

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

<hr/> <hr/>	<code>\tl_show:n</code>	<code>\tl_show:n</code> $\langle token\ list \rangle$
<hr/>	Updated: 2015-08-07	Displays the $\langle token\ list \rangle$ on the terminal.

**T<sub>E</sub>Xhackers note:** This is similar to the  $\varepsilon$ -T<sub>E</sub>X 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 <sub>E</sub> X starts.
-------------	-----------------------------	--

**T<sub>E</sub>Xhackers note:** This copies the contents of the primitive `\jobname`. It is a constant that is set by T<sub>E</sub>X and should not be overwritten by the package.

<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 <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
-------------	--	---

<hr/> <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 <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
-------------	--	--

## 15 Internal functions

<hr/> <hr/>	<code>\__tl_trim_spaces:nn</code>	<code>\__tl_trim_spaces:nn { \q_mark <math>\langle token\ list \rangle</math> } {<math>\langle continuation \rangle</math>}</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 <math>\langle trimmed\ token\ list \rangle</math></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<sub>E</sub>X 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<sub>E</sub>X sense.

A T<sub>E</sub>X 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<sub>E</sub>X 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 {⟨tl<sub>1</sub>⟩} {⟨tl<sub>2</sub>⟩}</code>
<code>\str_if_eq_p:(Vn on no nV VV)</code>	★	<code>\str_if_eq:nnTF {⟨tl<sub>1</sub>⟩} {⟨tl<sub>2</sub>⟩} {⟨true code⟩} {⟨false code⟩}</code>
<code>\str_if_eq:nnTF</code>	★	
<code>\str_if_eq:(Vn on no nV VV)TF</code>	★	

---

Compares the two *⟨token lists⟩* on a character by character basis, 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</code> {<tl <sub>1</sub> >} {<tl <sub>2</sub> >} <code>\str_if_eq_x:nnTF</code> {<tl <sub>1</sub> >} {<tl <sub>2</sub> >} {<true code>} {<false 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:(on nV nv)TF</code> ★	<code>\str_case:nnTF</code> {<test string>} { {<string case <sub>1</sub> >} {<code case <sub>1</sub> >} {<string case <sub>2</sub> >} {<code case <sub>2</sub> >} ... {<string case <sub>n</sub> >} {<code case <sub>n</sub> >} } {<true code>} {<false code>}
--	--

---

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

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</code> {<test string>} { {<string case <sub>1</sub> >} {<code case <sub>1</sub> >} {<string case <sub>2</sub> >} {<code case <sub>2</sub> >} ... {<string case <sub>n</sub> >} {<code case <sub>n</sub> >} } {<true code>} {<false code>}
---------------------------------	---

---

New: 2013-07-24

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

---

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

---

New: 2015-03-01

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

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

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

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

These functions should *not* be used for

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

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

---

`\str_fold_case:n` ☆  
`\str_fold_case:V` ☆

---

New: 2014-06-19  
Updated: 2015-09-04

---

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

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

### 1 Creating and initialising sequences

---

<code>\seq_new:N</code>	<code>\seq_new:N &lt;sequence&gt;</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 &lt;sequence&gt;</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 &lt;sequence&gt;</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 &lt;sequence<sub>1</sub>&gt; &lt;sequence<sub>2</sub>&gt;</code>
<code>\seq_set_eq:(cN Nc cc)</code>	
<code>\seq_gset_eq:NN</code>	Sets the content of <i>⟨sequence<sub>1</sub>⟩</i> equal to that of <i>⟨sequence<sub>2</sub>⟩</i> .
<code>\seq_gset_eq:(cN Nc cc)</code>	

---

---

<code>\seq_set_from_clist:NN</code>	<code>\seq_set_from_clist:NN &lt;sequence&gt; &lt;comma-list&gt;</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/> New: 2011-08-15 Updated: 2012-07-02 <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/> <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 <i>&lt;sequence&gt;</i> <i>&lt;token list variable&gt;</i> Stores the left-most item from a <i>&lt;sequence&gt;</i> in the <i>&lt;token list variable&gt;</i> without removing it from the <i>&lt;sequence&gt;</i> . The <i>&lt;token list variable&gt;</i> is assigned locally. If <i>&lt;sequence&gt;</i> is empty the <i>&lt;token list variable&gt;</i> will contain the special marker <code>\q_no_value</code> .
<hr/> \seq_get_right:NN \seq_get_right:cN <hr/> Updated: 2012-05-19	\seq_get_right:NN <i>&lt;sequence&gt;</i> <i>&lt;token list variable&gt;</i> Stores the right-most item from a <i>&lt;sequence&gt;</i> in the <i>&lt;token list variable&gt;</i> without removing it from the <i>&lt;sequence&gt;</i> . The <i>&lt;token list variable&gt;</i> is assigned locally. If <i>&lt;sequence&gt;</i> is empty the <i>&lt;token list variable&gt;</i> will contain the special marker <code>\q_no_value</code> .
<hr/> \seq_pop_left:NN \seq_pop_left:cN <hr/> Updated: 2012-05-14	\seq_pop_left:NN <i>&lt;sequence&gt;</i> <i>&lt;token list variable&gt;</i> Pops the left-most item from a <i>&lt;sequence&gt;</i> into the <i>&lt;token list variable&gt;</i> , <i>i.e.</i> removes the item from the sequence and stores it in the <i>&lt;token list variable&gt;</i> . Both of the variables are assigned locally. If <i>&lt;sequence&gt;</i> is empty the <i>&lt;token list variable&gt;</i> will contain the special marker <code>\q_no_value</code> .
<hr/> \seq_gpop_left:NN \seq_gpop_left:cN <hr/> Updated: 2012-05-14	\seq_gpop_left:NN <i>&lt;sequence&gt;</i> <i>&lt;token list variable&gt;</i> Pops the left-most item from a <i>&lt;sequence&gt;</i> into the <i>&lt;token list variable&gt;</i> , <i>i.e.</i> removes the item from the sequence and stores it in the <i>&lt;token list variable&gt;</i> . The <i>&lt;sequence&gt;</i> is modified globally, while the assignment of the <i>&lt;token list variable&gt;</i> is local. If <i>&lt;sequence&gt;</i> is empty the <i>&lt;token list variable&gt;</i> will contain the special marker <code>\q_no_value</code> .
<hr/> \seq_pop_right:NN \seq_pop_right:cN <hr/> Updated: 2012-05-19	\seq_pop_right:NN <i>&lt;sequence&gt;</i> <i>&lt;token list variable&gt;</i> Pops the right-most item from a <i>&lt;sequence&gt;</i> into the <i>&lt;token list variable&gt;</i> , <i>i.e.</i> removes the item from the sequence and stores it in the <i>&lt;token list variable&gt;</i> . Both of the variables are assigned locally. If <i>&lt;sequence&gt;</i> is empty the <i>&lt;token list variable&gt;</i> will contain the special marker <code>\q_no_value</code> .
<hr/> \seq_gpop_right:NN \seq_gpop_right:cN <hr/> Updated: 2012-05-19	\seq_gpop_right:NN <i>&lt;sequence&gt;</i> <i>&lt;token list variable&gt;</i> Pops the right-most item from a <i>&lt;sequence&gt;</i> into the <i>&lt;token list variable&gt;</i> , <i>i.e.</i> removes the item from the sequence and stores it in the <i>&lt;token list variable&gt;</i> . The <i>&lt;sequence&gt;</i> is modified globally, while the assignment of the <i>&lt;token list variable&gt;</i> is local. If <i>&lt;sequence&gt;</i> is empty the <i>&lt;token list variable&gt;</i> will contain the special marker <code>\q_no_value</code> .

---

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

---



---

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

---

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<sub>E</sub>Xhackers 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<sub>E</sub>Xhackers 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.

---

<code>\seq_get:NN</code> <code>\seq_get:cN</code> <hr/> Updated: 2012-05-14	<code>\seq_get:NN</code> $\langle sequence \rangle$ $\langle token\ list\ variable \rangle$ 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 <code>\q_no_value</code> .
---	---

---

<code>\seq_pop:NN</code> <code>\seq_pop:cN</code> <hr/> Updated: 2012-05-14	<code>\seq_pop:NN</code> $\langle sequence \rangle$ $\langle token\ list\ variable \rangle$ 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 <code>\q_no_value</code> .
---	---

---

<code>\seq_gpop:NN</code> <code>\seq_gpop:cN</code> <hr/> Updated: 2012-05-14	<code>\seq_gpop:NN</code> $\langle sequence \rangle$ $\langle token\ list\ variable \rangle$ 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 <code>\q_no_value</code> .
---	--

---

<code>\seq_get:NNTF</code> <code>\seq_get:cNTF</code> <hr/> New: 2012-05-14 Updated: 2012-05-19	<code>\seq_get:NNTF</code> $\langle sequence \rangle$ $\langle token\ list\ variable \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$ 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.
--	---

---

<code>\seq_pop:NNTF</code> <code>\seq_pop:cNTF</code> <hr/> New: 2012-05-14 Updated: 2012-05-19	<code>\seq_pop:NNTF</code> $\langle sequence \rangle$ $\langle token\ list\ variable \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$ 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>i.e.</i> removes the item from the $\langle sequence \rangle$ . Both the $\langle sequence \rangle$ and the $\langle token\ list\ variable \rangle$ are assigned locally.
--	---

---

<code>\seq_gpop:NNTF</code> <code>\seq_gpop:cNTF</code> <hr/> New: 2012-05-14 Updated: 2012-05-19	<code>\seq_gpop:NNTF</code> $\langle sequence \rangle$ $\langle token\ list\ variable \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$ 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>i.e.</i> 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.
--	--

---

<code>\seq_push:Nn</code> <code>\seq_push:(NV Nv No Nx cn cV cv co cx)</code> <code>\seq_gpush:Nn</code> <code>\seq_gpush:(NV Nv No Nx cn cV cv co cx)</code>	<code>\seq_push:Nn</code> $\langle sequence \rangle$ $\{\langle item \rangle\}$ Adds the $\{\langle item \rangle\}$ to the top of the $\langle sequence \rangle$ .
--	---

## 10 Sequences as sets

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

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

Some operations on a set  $\langle seq\ var \rangle$  are straightforward. For instance, `\seq_count:N`  $\langle seq\ var \rangle$  expands to the number of items, while `\seq_if_in:Nn(TF)`  $\langle seq\ var \rangle$   $\{\langle item \rangle\}$  tests if the  $\langle item \rangle$  is in the set.

Adding an  $\langle item \rangle$  to a set  $\langle seq\ var \rangle$  can be done by appending it to the  $\langle seq\ var \rangle$  if it is not already in the  $\langle seq\ var \rangle$ :

```
\seq_if_in:NnF  $\langle seq\ var \rangle$   $\{\langle item \rangle\}$ 
{ \seq_put_right:Nn  $\langle seq\ var \rangle$   $\{\langle item \rangle\}$  }
```

Removing an  $\langle item \rangle$  from a set  $\langle seq\ var \rangle$  can be done using `\seq_remove_all:Nn`,

```
\seq_remove_all:Nn  $\langle seq\ var \rangle$   $\{\langle item \rangle\}$ 
```

The intersection of two sets  $\langle seq\ var_1 \rangle$  and  $\langle seq\ var_2 \rangle$  can be stored into  $\langle seq\ var_3 \rangle$  by collecting items of  $\langle seq\ var_1 \rangle$  which are in  $\langle seq\ var_2 \rangle$ .

```
\seq_clear:N  $\langle seq\ var_3 \rangle$ 
\seq_map_inline:Nn  $\langle seq\ var_1 \rangle$ 
{
  \seq_if_in:NnT  $\langle seq\ var_2 \rangle$   $\{\#1\}$ 
  { \seq_put_right:Nn  $\langle seq\ var_3 \rangle$   $\{\#1\}$  }
}
```

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

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

```
\seq_concat:NNN  $\langle seq\ var_3 \rangle$   $\langle seq\ var_1 \rangle$   $\langle seq\ var_2 \rangle$ 
\seq_remove_duplicates:N  $\langle seq\ var_3 \rangle$ 
```

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

```
\seq_set_eq:NN  $\langle seq\ var_3 \rangle$   $\langle seq\ var_1 \rangle$ 
\seq_map_inline:Nn  $\langle seq\ var_2 \rangle$ 
{
```

```

\seq_if_in:NnF <seq var3> {#1}
{ \seq_put_right:Nn <seq var3> {#1} }
}

```

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

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

```

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

```

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

```

\seq_set_eq:NN \l_<pkg>_internal_seq <seq var1>
\seq_map_inline:Nn <seq var2>
{ \seq_remove_all:Nn \l_<pkg>_internal_seq {#1} }
\seq_set_eq:NN <seq var3> <seq var2>
\seq_map_inline:Nn <seq var1>
{ \seq_remove_all:Nn <seq var3> {#1} }
\seq_concat:NNN <seq var3> <seq var3> \l_<pkg>_internal_seq

```

## 11 Constant and scratch sequences

---

$\backslash c\_ empty\_ seq$

Constant that is always empty.

---

New: 2012-07-02

---

$\backslash l\_ tmpa\_ seq$

$\backslash l\_ tmpb\_ seq$

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

---

New: 2012-04-26

---

$\backslash g\_ tmpa\_ seq$

$\backslash g\_ tmpb\_ seq$

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

---

New: 2012-04-26

## 12 Viewing sequences

<hr/> <code>\seq_show:N</code> <hr/>	<code>\seq_show:N</code> $\langle sequence \rangle$
<code>\seq_show:c</code> <hr/>	Displays the entries in the $\langle sequence \rangle$ in the terminal.
<hr/> <code>Updated: 2015-08-01</code> <hr/>	

## 13 Internal sequence functions

<hr/> <code>\s__seq</code> <hr/>	This scan mark (equal to <code>\scan_stop:</code> ) marks the beginning of a sequence variable.
----------------------------------	---

<hr/> <code>\__seq_item:n</code> ★ <hr/>	<code>\__seq_item:n</code> $\{\langle item \rangle\}$ 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.
--	--

<hr/> <code>\__seq_push_item_def:n</code> <hr/>	<code>\__seq_push_item_def:n</code> $\{\langle code \rangle\}$
<code>\__seq_push_item_def:x</code> <hr/>	Saves the definition of <code>\__seq_item:n</code> and redefines it to accept one parameter and expand to $\langle code \rangle$ . This function should always be balanced by use of <code>\__seq_pop_item_def:.</code>

<hr/> <code>\__seq_pop_item_def:</code> <hr/>	<code>\__seq_pop_item_def:</code> Restores the definition of <code>\__seq_item:n</code> most recently saved by <code>\__seq_push_item_def:n</code> . This function should always be used in a balanced pair with <code>\__seq_push_item_def:n</code> .
---	---



## 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>	
<code>\clist_gset_eq:NN</code>	Sets the content of $\langle comma list_1 \rangle$ equal to that of $\langle comma list_2 \rangle$ .
<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> ★	
<code>\clist_if_exist:cTF</code> ★	Tests whether the $\langle comma list \rangle$ is currently defined. This does not check that the $\langle comma$

---

$list \rangle$  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:(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>	<code>\clist_put_left:Nn &lt;comma list&gt; {\&lt;item_1&gt;,...,&lt;item_n&gt;}</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:(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>	<code>\clist_put_right:Nn &lt;comma list&gt; {\&lt;item_1&gt;,...,&lt;item_n&gt;}</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:c</code> <code>\clist_gremove_duplicates:N</code> <code>\clist_gremove_duplicates:c</code>	<code>\clist_remove_duplicates:N &lt;comma list&gt;</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<sub>E</sub>Xhackers 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<sub>E</sub>X category codes apply).

---

<code>\clist_remove_all:Nn</code> <code>\clist_remove_all:cn</code> <code>\clist_gremove_all:Nn</code> <code>\clist_gremove_all:cn</code>	<code>\clist_remove_all:Nn &lt;comma list&gt; {\&lt;item&gt;}</code>
--	--

---

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

**T<sub>E</sub>Xhackers note:** The  $\langle item \rangle$  may not contain `{`, `}`, or `#` (assuming the usual T<sub>E</sub>X category codes apply).

Updated: 2011-09-06

---

---

```
\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<sub>E</sub>Xhackers 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<sub>E</sub>Xhackers note:** The *<item>* may not contain `{`, `}`, or `#` (assuming the usual T<sub>E</sub>X 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<sub>E</sub>X errors.

**T<sub>E</sub>Xhackers 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<sub>E</sub>X errors.

**T<sub>E</sub>Xhackers 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 &lt;clist var&gt; {&lt;separator between two&gt;}</code> <code>{&lt;separator between more than two&gt;} {&lt;separator between final two&gt;}</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<sub>E</sub>Xhackers 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 &lt;clist var&gt; {&lt;separator&gt;}</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<sub>E</sub>Xhackers 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> <u>\clist_get:cN</u> Updated: 2012-05-14	<p>\clist_get:NN <i>&lt;comma list&gt;</i> <i>&lt;token list variable&gt;</i></p> <p>Stores the left-most item from a <i>&lt;comma list&gt;</i> in the <i>&lt;token list variable&gt;</i> without removing it from the <i>&lt;comma list&gt;</i>. The <i>&lt;token list variable&gt;</i> is assigned locally. If the <i>&lt;comma list&gt;</i> is empty the <i>&lt;token list variable&gt;</i> will contain the marker value <code>\q_no_value</code>.</p>
<u>\clist_get:NNTF</u> <u>\clist_get:cNTF</u> New: 2012-05-14	<p>\clist_get:NNTF <i>&lt;comma list&gt;</i> <i>&lt;token list variable&gt;</i> <i>{&lt;true code&gt;}</i> <i>{&lt;false code&gt;}</i></p> <p>If the <i>&lt;comma list&gt;</i> is empty, leaves the <i>&lt;false code&gt;</i> in the input stream. The value of the <i>&lt;token list variable&gt;</i> is not defined in this case and should not be relied upon. If the <i>&lt;comma list&gt;</i> is non-empty, stores the top item from the <i>&lt;comma list&gt;</i> in the <i>&lt;token list variable&gt;</i> without removing it from the <i>&lt;comma list&gt;</i>. The <i>&lt;token list variable&gt;</i> is assigned locally.</p>
<u>\clist_pop:NN</u> <u>\clist_pop:cN</u> Updated: 2011-09-06	<p>\clist_pop:NN <i>&lt;comma list&gt;</i> <i>&lt;token list variable&gt;</i></p> <p>Pops the left-most item from a <i>&lt;comma list&gt;</i> into the <i>&lt;token list variable&gt;</i>, <i>i.e.</i> removes the item from the comma list and stores it in the <i>&lt;token list variable&gt;</i>. Both of the variables are assigned locally.</p>
<u>\clist_gpop:NN</u> <u>\clist_gpop:cN</u>	<p>\clist_gpop:NN <i>&lt;comma list&gt;</i> <i>&lt;token list variable&gt;</i></p> <p>Pops the left-most item from a <i>&lt;comma list&gt;</i> into the <i>&lt;token list variable&gt;</i>, <i>i.e.</i> removes the item from the comma list and stores it in the <i>&lt;token list variable&gt;</i>. The <i>&lt;comma list&gt;</i> is modified globally, while the assignment of the <i>&lt;token list variable&gt;</i> is local.</p>
<u>\clist_pop:NNTF</u> <u>\clist_pop:cNTF</u> New: 2012-05-14	<p>\clist_pop:NNTF <i>&lt;comma list&gt;</i> <i>&lt;token list variable&gt;</i> <i>{&lt;true code&gt;}</i> <i>{&lt;false code&gt;}</i></p> <p>If the <i>&lt;comma list&gt;</i> is empty, leaves the <i>&lt;false code&gt;</i> in the input stream. The value of the <i>&lt;token list variable&gt;</i> is not defined in this case and should not be relied upon. If the <i>&lt;comma list&gt;</i> is non-empty, pops the top item from the <i>&lt;comma list&gt;</i> in the <i>&lt;token list variable&gt;</i>, <i>i.e.</i> removes the item from the <i>&lt;comma list&gt;</i>. Both the <i>&lt;comma list&gt;</i> and the <i>&lt;token list variable&gt;</i> are assigned locally.</p>
<u>\clist_gpop:NNTF</u> <u>\clist_gpop:cNTF</u> New: 2012-05-14	<p>\clist_gpop:NNTF <i>&lt;comma list&gt;</i> <i>&lt;token list variable&gt;</i> <i>{&lt;true code&gt;}</i> <i>{&lt;false code&gt;}</i></p> <p>If the <i>&lt;comma list&gt;</i> is empty, leaves the <i>&lt;false code&gt;</i> in the input stream. The value of the <i>&lt;token list variable&gt;</i> is not defined in this case and should not be relied upon. If the <i>&lt;comma list&gt;</i> is non-empty, pops the top item from the <i>&lt;comma list&gt;</i> in the <i>&lt;token list variable&gt;</i>, <i>i.e.</i> removes the item from the <i>&lt;comma list&gt;</i>. The <i>&lt;comma list&gt;</i> is modified globally, while the <i>&lt;token list variable&gt;</i> is assigned locally.</p>



---

<code>\clist_push:Nn</code>	<code>\clist_push:Nn &lt;comma list&gt; {&lt;items&gt;}</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 &lt;comma list&gt; {&lt;integer expression&gt;}</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.

**TeXhackers 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 &lt;comma list&gt;</code>
<code>\clist_show:c</code>	Displays the entries in the $\langle comma list \rangle$ in the terminal.

---

Updated: 2015-08-03

---

<code>\clist_show:n</code>	<code>\clist_show:n {&lt;tokens&gt;}</code>
Updated: 2013-08-03	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.
-----------------------------	--------------------------------

---

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 <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\l_tmpb_clist</code>	

---

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 $\text{\LaTeX}3$ -defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\g_tmpb_clist</code>	
<hr/> New: 2011-09-06 <hr/>	

## Part XV

# The l3prop package

## Property lists

L<sup>A</sup>T<sub>E</sub>X3 implements a “property list” data type, which contain an unordered list of entries each of which consists of a  $\langle key \rangle$  and an associated  $\langle value \rangle$ . The  $\langle key \rangle$  and  $\langle value \rangle$  may both be any  $\langle balanced\ text \rangle$ . It is possible to map functions to property lists such that the function is applied to every key–value pair within the list.

Each entry in a property list must have a unique  $\langle key \rangle$ : if an entry is added to a property list which already contains the  $\langle key \rangle$  then the new entry 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

---

<code>\prop_put:Nnn</code> <code>\prop_put:(NnV Nno Nnx NVn NVV Non Noo cnn cnV cno cnx cVn cVV con coo)</code> <code>\prop_gput:Nnn</code> <code>\prop_gput:(NnV Nno Nnx NVn NVV Non Noo cnn cnV cno cnx cVn cVV con coo)</code>	<code>\prop_put:Nnn &lt;property list&gt;</code> <code>{&lt;key&gt;} {&lt;value&gt;}</code>
--	--

---

Updated: 2012-07-09

Adds an entry to the *<property list>* which may be accessed using the *<key>* and which has *<value>*. Both the *<key>* and *<value>* may contain any *<balanced text>*. The *<key>* is stored after processing with `\tl_to_str:n`, meaning that category codes are ignored. If the *<key>* is already present in the *<property list>*, the existing entry is overwritten by the new *<value>*.

---

<code>\prop_put_if_new:Nnn</code> <code>\prop_put_if_new:cnn</code> <code>\prop_gput_if_new:Nnn</code> <code>\prop_gput_if_new:cnn</code>	<code>\prop_put_if_new:Nnn &lt;property list&gt; {&lt;key&gt;} {&lt;value&gt;}</code> <p>If the <i>&lt;key&gt;</i> is present in the <i>&lt;property list&gt;</i> then no action is taken. If the <i>&lt;key&gt;</i> is not present in the <i>&lt;property list&gt;</i> then a new entry is added. Both the <i>&lt;key&gt;</i> and <i>&lt;value&gt;</i> may contain any <i>&lt;balanced text&gt;</i>. The <i>&lt;key&gt;</i> is stored after processing with <code>\tl_to_str:n</code>, meaning that category codes are ignored.</p>
--	---

---

## 3 Recovering values from property lists

---

<code>\prop_get:NnN</code> <code>\prop_get:(NVN NoN cnN cVN coN)</code>	<code>\prop_get:NnN &lt;property list&gt; {&lt;key&gt;} &lt;tl var&gt;</code>
--	---

---

Updated: 2011-08-28

Recovers the *<value>* stored with *<key>* from the *<property list>*, and places this in the *<token list variable>*. If the *<key>* is not found in the *<property list>* then the *<token list variable>* will contain the special marker `\q_no_value`. The *<token list variable>* is set within the current  $\TeX$  group. See also `\prop_get:NnNTF`.

---

<code>\prop_pop:NnN</code> <code>\prop_pop:(NoN cnN coN)</code>	<code>\prop_pop:NnN &lt;property list&gt; {&lt;key&gt;} &lt;tl var&gt;</code> <p>Recovers the <i>&lt;value&gt;</i> stored with <i>&lt;key&gt;</i> from the <i>&lt;property list&gt;</i>, and places this in the <i>&lt;token list variable&gt;</i>. If the <i>&lt;key&gt;</i> is not found in the <i>&lt;property list&gt;</i> then the <i>&lt;token list variable&gt;</i> will contain the special marker <code>\q_no_value</code>. The <i>&lt;key&gt;</i> and <i>&lt;value&gt;</i> are then deleted from the property list. Both assignments are local. See also <code>\prop_pop:NnNTF</code>.</p>
--	---

---

Updated: 2011-08-18

---

<code>\prop_gpop:NnN</code> <code>\prop_gpop:(NoN cnN coN)</code>	<code>\prop_gpop:NnN &lt;property list&gt; {&lt;key&gt;} &lt;tl var&gt;</code> <p>Recovers the <i>&lt;value&gt;</i> stored with <i>&lt;key&gt;</i> from the <i>&lt;property list&gt;</i>, and places this in the <i>&lt;token list variable&gt;</i>. If the <i>&lt;key&gt;</i> is not found in the <i>&lt;property list&gt;</i> then the <i>&lt;token list variable&gt;</i> will contain the special marker <code>\q_no_value</code>. The <i>&lt;key&gt;</i> and <i>&lt;value&gt;</i> are then deleted from the property list. The <i>&lt;property list&gt;</i> is modified globally, while the assignment of the <i>&lt;token list variable&gt;</i> is local. See also <code>\prop_gpop:NnNTF</code>.</p>
--	---

---

Updated: 2011-08-18

---

<code>\prop_item:Nn</code> ★	<code>\prop_item:Nn</code> $\langle property list \rangle$ $\{\langle key \rangle\}$
<code>\prop_item:cn</code> ★	
New: 2014-07-17	Expands to the $\langle value \rangle$ corresponding to the $\langle key \rangle$ in the $\langle property list \rangle$ . If the $\langle key \rangle$ is missing, this has an empty expansion.

---

**T<sub>E</sub>Xhackers note:** This function is slower than the non-expandable analogue `\prop_get:NnN`. The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the  $\langle value \rangle$  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</code> $\langle property list \rangle$ $\{\langle key \rangle\}$
<code>\prop_remove:(NV cn cV)</code>	
<code>\prop_gremove:Nn</code>	Removes the entry listed under $\langle key \rangle$ from the $\langle property list \rangle$ . If the $\langle key \rangle$ is not found in the $\langle property list \rangle$ no change occurs, <i>i.e</i> there is no need to test for the existence of a key before deleting it.
<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</code> $\langle property list \rangle$
<code>\prop_if_exist_p:c</code> ★	<code>\prop_if_exist:NTF</code> $\langle property list \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$
<code>\prop_if_exist:N<math>\underline{TF}</math></code> ★	Tests whether the $\langle property list \rangle$ is currently defined. This does not check that the $\langle property list \rangle$ really is a property list variable.
<code>\prop_if_exist:c<math>\underline{TF}</math></code> ★	
New: 2012-03-03	

---



---

<code>\prop_if_empty_p:N</code> ★	<code>\prop_if_empty_p:N</code> $\langle property list \rangle$
<code>\prop_if_empty_p:c</code> ★	<code>\prop_if_empty:NTF</code> $\langle property list \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$
<code>\prop_if_empty:N<math>\underline{TF}</math></code> ★	Tests if the $\langle property list \rangle$ is empty (containing no entries).
<code>\prop_if_empty:c<math>\underline{TF}</math></code> ★	

---



---

<code>\prop_if_in_p:Nn</code> ★	<code>\prop_if_in:NnTF</code> $\langle property list \rangle$ $\{\langle key \rangle\}$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$
<code>\prop_if_in_p:(NV No cn cV co)</code> ★	
<code>\prop_if_in:Nn<math>\underline{TF}</math></code> ★	
<code>\prop_if_in:(NV No cn cV co)<math>\underline{TF}</math></code> ★	
Updated: 2011-09-15	

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Tests if the  $\langle key \rangle$  is present in the  $\langle property list \rangle$ , making the comparison using the method described by `\str_if_eq:nnTF`.

**T<sub>E</sub>Xhackers note:** This function iterates through every key–value pair in the  $\langle property list \rangle$  and is therefore slower than using the non-expandable `\prop_get:NnNTF`.

## 6 Recovering values from property lists with branching

The functions in this section combine tests for the presence of a key in a property list with recovery of the associated valued. This makes them useful for cases where different cases follow dependent on the presence or absence of a key in a property list. They offer increased readability and performance over separate testing and recovery phases.

---

<code>\prop_get:NnNTF</code> <code>\prop_get:(NVN NoN cnN cVN coN)TF</code>	<code>\prop_get:NnNTF &lt;property list&gt; {\&lt;key&gt;} &lt;token list variable&gt;</code> <code>    {\&lt;true code&gt;} {\&lt;false code&gt;}</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 &lt;property list&gt; {\&lt;key&gt;} &lt;token list variable&gt; {\&lt;true code&gt;}</code> <code>    {\&lt;false code&gt;}</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 &lt;property list&gt; {\&lt;key&gt;} &lt;token list variable&gt; {\&lt;true code&gt;}</code> <code>    {\&lt;false code&gt;}</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

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<code>\prop_map_function:NN</code> ☆ <code>\prop_map_function:cN</code> ☆	<code>\prop_map_function:NN &lt;property list&gt; &lt;function&gt;</code>
--	---

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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 &lt;property list&gt; {(inline function)}</code>
<code>\prop_map_inline:cn</code>	Applies <i>&lt;inline function&gt;</i> to every <i>&lt;entry&gt;</i> stored within the <i>&lt;property list&gt;</i> . The <i>&lt;inline function&gt;</i> should consist of code which will receive the <i>&lt;key&gt;</i> as #1 and the <i>&lt;value&gt;</i> as #2. The order in which <i>&lt;entries&gt;</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>&lt;property list&gt;</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>&lt;property list&gt;</i> have been processed, inserting the <i>&lt;tokens&gt;</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 &lt;property list&gt;</code>
<code>\prop_show:c</code>	Displays the entries in the <i>&lt;property list&gt;</i> in the terminal.
Updated: 2015-08-01	

## 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 <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\l_tmpb_prop</code>	
New: 2012-06-23	

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<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 <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\g_tmpb_prop</code>	
New: 2012-06-23	

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## 10 Constants

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<code>\c_empty_prop</code>	A permanently-empty property list used for internal comparisons.
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## 11 Internal property list functions

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<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 <math>\langle key \rangle</math> \s__prop {<math>\langle item \rangle</math>}</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.

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<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.
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<code>\__prop_split:NnTF</code>	<code>\__prop_split:NnTF <math>\langle property list \rangle</math> {<math>\langle key \rangle</math>} {<math>\langle true code \rangle</math>} {<math>\langle false code \rangle</math>}</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> .

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## 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

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<code>\box_new:N</code>	<code>\box_new:N &lt;box&gt;</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.

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<code>\box_clear:N</code>	<code>\box_clear:N &lt;box&gt;</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>	

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<code>\box_clear_new:N</code>	<code>\box_clear_new:N &lt;box&gt;</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>	

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<code>\box_set_eq:NN</code>	<code>\box_set_eq:NN &lt;box<sub>1</sub>&gt; &lt;box<sub>2</sub>&gt;</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>	

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<code>\box_set_eq_clear:NN</code>	<code>\box_set_eq_clear:NN &lt;box<sub>1</sub>&gt; &lt;box<sub>2</sub>&gt;</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.

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<code>\box_gset_eq_clear:NN</code>	<code>\box_gset_eq_clear:NN &lt;box<sub>1</sub>&gt; &lt;box<sub>2</sub>&gt;</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.

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<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> ★	

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New: 2012-03-03

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## 2 Using boxes

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<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<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\copy`.

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<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 $\langle box \rangle$ .

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**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\box`.

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<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 }.

---



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<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

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<code>\box_dp:N</code>	<code>\box_dp:N</code> $\langle box \rangle$
<code>\box_dp:c</code>	Calculates the depth (below the baseline) of the $\langle box \rangle$ in a form suitable for use in a $\langle dimension\ expression \rangle$ .

---

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\dp`.

---

<code>\box_ht:N</code>	<code>\box_ht:N &lt;box&gt;</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<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\ht`.

---

<code>\box_wd:N</code>	<code>\box_wd:N &lt;box&gt;</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<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\wd`.

---

<code>\box_set_dp:Nn</code>	<code>\box_set_dp:Nn &lt;box&gt; {&lt;dimension expression&gt;}</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	

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<code>\box_set_ht:Nn</code>	<code>\box_set_ht:Nn &lt;box&gt; {&lt;dimension expression&gt;}</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 &lt;box&gt; {&lt;dimension expression&gt;}</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

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<code>\box_if_empty_p:N</code> ★	<code>\box_if_empty_p:N &lt;box&gt;</code>
<code>\box_if_empty_p:c</code> ★	<code>\box_if_empty:NTF &lt;box&gt; {&lt;true code&gt;} {&lt;false code&gt;}</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> ★	

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<code>\box_if_horizontal_p:N</code> ★	<code>\box_if_horizontal_p:N &lt;box&gt;</code>
<code>\box_if_horizontal_p:c</code> ★	<code>\box_if_horizontal:NTF &lt;box&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\box_if_horizontal:NTF</code> ★	Tests if $\langle box \rangle$ is a horizontal box.
<code>\box_if_horizontal:cTF</code> ★	

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<code>\box_if_vertical_p:N</code> ★	<code>\box_if_vertical_p:N &lt;box&gt;</code>
<code>\box_if_vertical_p:c</code> ★	<code>\box_if_vertical:NTF &lt;box&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\box_if_vertical:NTF</code> ★	Tests if $\langle box \rangle$ is a vertical box.
<code>\box_if_vertical:cTF</code> ★	

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## 5 The last box inserted

<hr/> <code>\box_set_to_last:N</code>	<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.
<code>\box_gset_to_last:c</code>	

## 6 Constant boxes

<hr/> <code>\c_empty_box</code>	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>	Scratch boxes for local assignment. These are never used by the kernel code, and so are safe for use with any L <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\l_tmpb_box</code>	
<code>Updated: 2012-11-04</code>	

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

## 8 Viewing box contents

<hr/> <code>\box_show:N</code>	<code>\box_show:N</code> $\langle box \rangle$
<code>\box_show:c</code>	Shows full details of the content of the $\langle box \rangle$ in the terminal.
<code>Updated: 2012-05-11</code>	
<hr/> <code>\box_show:Nnn</code>	<code>\box_show:Nnn</code> $\langle box \rangle$ $\langle intexpr_1 \rangle$ $\langle intexpr_2 \rangle$
<code>\box_show:cnn</code>	Display the contents of $\langle box \rangle$ in the terminal, showing the first $\langle intexpr_1 \rangle$ items of the box, and descending into $\langle intexpr_2 \rangle$ group levels.
<code>New: 2012-05-11</code>	
<hr/> <code>\box_log:N</code>	<code>\box_log:N</code> $\langle box \rangle$
<code>\box_log:c</code>	Writes full details of the content of the $\langle box \rangle$ to the log.
<code>New: 2012-05-11</code>	

<hr/> <code>\box_log:Nnn</code> <hr/>	<code>\box_log:Nnn &lt;box&gt; &lt;intexpr<sub>1</sub>&gt; &lt;intexpr<sub>2</sub>&gt;</code>
<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> <hr/>	

## 9 Horizontal mode boxes

<hr/> <code>\hbox:n</code> <hr/>	<code>\hbox:n {\langle contents \rangle}</code>
	Typesets the $\langle contents \rangle$ into a horizontal box of natural width and then includes this box in the current list for typesetting.

<hr/> <code>\hbox_to_wd:nn</code> <hr/>	<code>\hbox_to_wd:nn {\langle dimexpr \rangle} {\langle contents \rangle}</code>
	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 {\langle contents \rangle}</code>
	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 &lt;box&gt; {\langle contents \rangle}</code>
<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 &lt;box&gt; {\langle dimexpr \rangle} {\langle contents \rangle}</code>
<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 {\langle contents \rangle}</code>
	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 {\langle contents \rangle}</code>
	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 &lt;box&gt; \langle contents \rangle \hbox_set_end:</code>
<code>\hbox_set:cw</code> <hr/>	
<code>\hbox_set_end:</code> <hr/>	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> <hr/>	
<code>\hbox_gset:cw</code> <hr/>	
<code>\hbox_gset_end:</code> <hr/>	

<hr/> <code>\hbox_unpack:N</code> <hr/>	<code>\hbox_unpack:N &lt;box&gt;</code>
<code>\hbox_unpack:c</code> <hr/>	Unpacks the content of the horizontal $\langle box \rangle$ , retaining any stretching or shrinking applied when the $\langle box \rangle$ was set.

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\unhcopy`.

<hr/> <code>\hbox_unpack_clear:N</code> <hr/>	<code>\hbox_unpack_clear:N &lt;box&gt;</code>
<code>\hbox_unpack_clear:c</code> <hr/>	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<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X 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 {\langle contents \rangle}</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<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\vbox`.

<hr/> <code>\vbox_top:n</code> <hr/>	<code>\vbox_top:n {\langle contents \rangle}</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<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\vtop`.

<hr/> <code>\vbox_to_ht:nn</code> <hr/>	<code>\vbox_to_ht:nn {\langle dimexpr \rangle} {\langle contents \rangle}</code>
Updated: 2011-12-18	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 {\langle contents \rangle}</code>
Updated: 2011-12-18	Typesets the $\langle contents \rangle$ into a vertical box of zero height and then includes this box in the current list for typesetting.

---

<code>\vbox_set:Nn</code>	<code>\vbox_set:Nn &lt;box&gt; {&lt;contents&gt;}</code>
---------------------------	--

<code>\vbox_set:cn</code>
---------------------------

Typesets the  $\langle contents \rangle$  at natural height and then stores the result inside the  $\langle box \rangle$ .

<code>\vbox_gset:Nn</code>
----------------------------

<code>\vbox_gset:cn</code>
----------------------------

---

Updated: 2011-12-18
---------------------

---

---

<code>\vbox_set_top:Nn</code>	<code>\vbox_set_top:Nn &lt;box&gt; {&lt;contents&gt;}</code>
-------------------------------	--

<code>\vbox_set_top:cn</code>
-------------------------------

<code>\vbox_gset_top:Nn</code>
--------------------------------

<code>\vbox_gset_top:cn</code>
--------------------------------

Typesets the  $\langle contents \rangle$  at natural height and then stores the result inside the  $\langle box \rangle$ . The baseline of the box will be equal to that of the *first* item added to the box.

---

Updated: 2011-12-18
---------------------

---

---

<code>\vbox_set_to_ht:Nnn</code>	<code>\vbox_set_to_ht:Nnn &lt;box&gt; {&lt;dimexpr&gt;} {&lt;contents&gt;}</code>
----------------------------------	---

<code>\vbox_set_to_ht:cnn</code>
----------------------------------

<code>\vbox_gset_to_ht:Nnn</code>
-----------------------------------

<code>\vbox_gset_to_ht:cnn</code>
-----------------------------------

Typesets the  $\langle contents \rangle$  to the height given by the  $\langle dimexpr \rangle$  and then stores the result inside the  $\langle box \rangle$ .

---

Updated: 2011-12-18
---------------------

---

---

<code>\vbox_set:Nw</code>	<code>\vbox_set:Nw &lt;box&gt; &lt;contents&gt; \vbox_set_end:</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>
------------------------------

Typesets the  $\langle contents \rangle$  at natural height and then stores the result inside the  $\langle box \rangle$ . In contrast to `\vbox_set:Nn` this function does not absorb the argument when finding the  $\langle content \rangle$ , and so can be used in circumstances where the  $\langle content \rangle$  may not be a simple argument.

---

Updated: 2011-12-18
---------------------

---

---

<code>\vbox_set_split_to_ht:NNn</code>	<code>\vbox_set_split_to_ht:NNn &lt;box<sub>12</sub></code>
--	---

---

Updated: 2011-10-22
---------------------

---

Sets  $\langle box_1 \rangle$  to contain material to the height given by the  $\langle dimexpr \rangle$  by removing content from the top of  $\langle box_2 \rangle$  (which must be a vertical box).

**TeXhackers note:** This is the TeX primitive `\vsplit`.

---

<code>\vbox_unpack:N</code>	<code>\vbox_unpack:N &lt;box&gt;</code>
-----------------------------	---

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

Unpacks the content of the vertical  $\langle box \rangle$ , retaining any stretching or shrinking applied when the  $\langle box \rangle$  was set.

**TeXhackers note:** This is the TeX primitive `\unvcopy`.

---

<code>\vbox_unpack_clear:N</code>	<code>\vbox_unpack:N &lt;box&gt;</code>
-----------------------------------	---

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

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.

**TeXhackers note:** This is the TeX 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 is  $\langle box \rangle$  is a horizontal box.

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\ifhbox`.

---

---

`\if_vbox:N` ★ `\if_vbox:N`  $\langle box \rangle$   
     $\langle true\ code \rangle$   
`\else:`  
     $\langle false\ code \rangle$   
`\fi:`  
Tests is  $\langle box \rangle$  is a vertical box.

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\ifvbox`.

---

---

`\if_box_empty:N` ★ `\if_box_empty:N`  $\langle box \rangle$   
     $\langle true\ code \rangle$   
`\else:`  
     $\langle false\ code \rangle$   
`\fi:`  
Tests is  $\langle box \rangle$  is an empty (void) box.

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X 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 &lt;coffin&gt; &lt;material&gt; \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 &lt;coffin&gt; {&lt;width&gt;} {&lt;material&gt;}</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 &lt;coffin&gt; {&lt;width&gt;} &lt;material&gt; \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 &lt;coffin&gt; {&lt;pole&gt;} {&lt;offset&gt;}</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 &lt;coffin&gt; {&lt;pole&gt;} {&lt;offset&gt;}</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

<hr/>	<hr/>
<code>\coffin_attach:NnnNnnnn</code>	<code>\coffin_attach:NnnNnnnn</code>
<code>\coffin_attach:(cnnNnnnn Nnnnnnn cnnnnnn)</code>	<code>\coffin_attach:(cnnNnnnn Nnnnnnn cnnnnnn)</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>\{ \langle x-offset \rangle \} \{ \langle y-offset \rangle \}</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.

<hr/>	<hr/>
<code>\coffin_join:NnnNnnnn</code>	<code>\coffin_join:NnnNnnnn</code>
<code>\coffin_join:(cnnNnnnn Nnnnnnn cnnnnnn)</code>	<code>\coffin_join:(cnnNnnnn Nnnnnnn cnnnnnn)</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>\{ \langle x-offset \rangle \} \{ \langle y-offset \rangle \}</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.

<hr/>	<hr/>
<code>\coffin_typeset:Nnnnn</code>	<code>\coffin_typeset:Nnnnn \langle coffin \rangle \{ \langle pole_1 \rangle \} \{ \langle pole_2 \rangle \}</code>
<code>\coffin_typeset:cnnnn</code>	<code>\{ \langle x-offset \rangle \} \{ \langle y-offset \rangle \}</code>
<hr/>	<hr/>
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

<hr/>	<hr/>
<code>\coffin_dp:N</code>	<code>\coffin_dp:N \langle coffin \rangle</code>
<code>\coffin_dp:c</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/>	<hr/>

<hr/> <code>\coffin_ht:N</code> <hr/>	<code>\coffin_ht:N</code> $\langle\textit{coffin}\rangle$
<code>\coffin_ht:c</code> <hr/>	Calculates the height (above the baseline) of the $\langle\textit{coffin}\rangle$ in a form suitable for use in a $\langle\textit{dimension expression}\rangle$ .
<hr/> <code>\coffin_wd:N</code> <hr/>	<code>\coffin_wd:N</code> $\langle\textit{coffin}\rangle$
<code>\coffin_wd:c</code> <hr/>	Calculates the width of the $\langle\textit{coffin}\rangle$ in a form suitable for use in a $\langle\textit{dimension expression}\rangle$ .

## 5 Coffin diagnostics

<hr/> <code>\coffin_display_handles:Nn</code> <hr/>	<code>\coffin_display_handles:Nn</code> $\langle\textit{coffin}\rangle$ $\{\langle\textit{color}\rangle\}$
<code>\coffin_display_handles:cn</code> <hr/>	This function first calculates the intersections between all of the $\langle\textit{poles}\rangle$ of the $\langle\textit{coffin}\rangle$ to give a set of $\langle\textit{handles}\rangle$ . It then prints the $\langle\textit{coffin}\rangle$ at the current location in the source, with the position of the $\langle\textit{handles}\rangle$ marked on the coffin. The $\langle\textit{handles}\rangle$ will be labelled as part of this process: the locations of the $\langle\textit{handles}\rangle$ and the labels are both printed in the $\langle\textit{color}\rangle$ specified.
Updated: 2011-09-02 <hr/>	

<hr/> <code>\coffin_mark_handle:Nnnn</code> <hr/>	<code>\coffin_mark_handle:Nnnn</code> $\langle\textit{coffin}\rangle$ $\{\langle\textit{pole}_1\>\}$ $\{\langle\textit{pole}_2\>\}$ $\{\langle\textit{color}\>\}$
<code>\coffin_mark_handle:cnnn</code> <hr/>	This function first calculates the $\langle\textit{handle}\rangle$ for the $\langle\textit{coffin}\rangle$ as defined by the intersection of $\langle\textit{pole}_1\>\rangle$ and $\langle\textit{pole}_2\>\rangle$ . It then marks the position of the $\langle\textit{handle}\rangle$ on the $\langle\textit{coffin}\rangle$ . The $\langle\textit{handle}\rangle$ will be labelled as part of this process: the location of the $\langle\textit{handle}\rangle$ and the label are both printed in the $\langle\textit{color}\rangle$ specified.
Updated: 2011-09-02 <hr/>	

<hr/> <code>\coffin_show_structure:N</code> <hr/>	<code>\coffin_show_structure:N</code> $\langle\textit{coffin}\rangle$
<code>\coffin_show_structure:c</code> <hr/>	This function shows the structural information about the $\langle\textit{coffin}\rangle$ 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: 2015-08-01 <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 <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\l_tmpb_coffin</code> <hr/>	
New: 2012-06-19	

## Part XVIII

# The l3color package

## Color support

This module provides support for color in L<sup>A</sup>T<sub>E</sub>X3. At present, the material here is mainly intended to support a small number of low-level requirements in other l3kernel modules.

### 1 Color in boxes

Controlling the color of text in boxes requires a small number of control functions, so that the boxed material uses the color at the point where it is set, rather than where it is used.

---

```
\color_group_begin:
\color_group_end:
```

---

New: 2011-09-03

```
\color_group_begin:
```

```
...
```

```
\color_group_end:
```

Creates a color group: one used to “trap” color settings.

---

```
\color_ensure_current:
```

---

New: 2011-09-03

```
\color_ensure_current:
```

Ensures that material inside a box 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<sup>A</sup>T<sub>E</sub>X kernel messages to belong to the module `LaTeX` while still being filterable at a more granular level. Thus for example

```
\msg_new:nnnn { mymodule } { submodule / message } ...
```

will allow 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 {&lt;module&gt;} {&lt;message&gt;} {&lt;text&gt;} {&lt;more text&gt;}</code> Sets up the text for a <i>&lt;message&gt;</i> for a given <i>&lt;module&gt;</i> . The message will be defined to first give <i>&lt;text&gt;</i> and then <i>&lt;more text&gt;</i> if the user requests it. If no <i>&lt;more text&gt;</i> is available then a standard text is given instead. Within <i>&lt;text&gt;</i> and <i>&lt;more text&gt;</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 {&lt;module&gt;} {&lt;message&gt;}</code> <code>\msg_if_exist:nnTF {&lt;module&gt;} {&lt;message&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
--	---

---

New: 2012-03-03

---

Tests whether the *<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 <b>on line</b> .
-----------------------------------	--

---



---

<code>\msg_line_number:</code> ★	<code>\msg_line_number:</code> Prints the current line number when a message is given.
----------------------------------	---

---



---

<code>\msg_fatal_text:n</code> ★	<code>\msg_fatal_text:n {&lt;module&gt;}</code> Produces the standard text <div style="text-align: center; margin: 10px 0;"> <b>Fatal <i>&lt;module&gt;</i> error</b> </div> This function can be redefined to alter the language in which the message is given, using #1 as the name of the <i>&lt;module&gt;</i> to be included.
----------------------------------	--

---



---

<code>\msg_critical_text:n</code> ★	<code>\msg_critical_text:n {&lt;module&gt;}</code> Produces the standard text <div style="text-align: center; margin: 10px 0;"> <b>Critical <i>&lt;module&gt;</i> error</b> </div> This function can be redefined to alter the language in which the message is given, using #1 as the name of the <i>&lt;module&gt;</i> to be included.
-------------------------------------	--

---



---

<code>\msg_error_text:n</code> ★	<code>\msg_error_text:n {&lt;module&gt;}</code> Produces the standard text <div style="text-align: center; margin: 10px 0;"> <b><i>&lt;module&gt;</i> error</b> </div> This function can be redefined to alter the language in which the message is given, using #1 as the name of the <i>&lt;module&gt;</i> to be included.
----------------------------------	--

---

---

<code>\msg_warning_text:n</code>	★	<code>\msg_warning_text:n {&lt;module&gt;}</code>
----------------------------------	---	---

---

Produces the standard text

`<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 {&lt;module&gt;}</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 {&lt;module&gt;}</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 {&lt;module&gt;} {&lt;message&gt;} {&lt;arg one&gt;} {&lt;arg two&gt;} {&lt;arg three&gt;}</code>
<code>\msg_fatal:nnxxxx</code>	<code>{&lt;arg four&gt;}</code>
<code>\msg_fatal:nnnnn</code>	Issues <code>&lt;module&gt; error &lt;message&gt;</code> , passing <code>&lt;arg one&gt;</code> to <code>&lt;arg four&gt;</code> to the text-creating
<code>\msg_fatal:nnxxx</code>	functions. After issuing a fatal error the T <sub>E</sub> 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<sub>E</sub>X will stop reading the current input file. This may halt the T<sub>E</sub>X run (if the current file is the main file) or may abort reading a sub-file.

**T<sub>E</sub>Xhackers note:** The T<sub>E</sub>X `\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<sub>E</sub>X 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 {&lt;module&gt;} {&lt;message&gt;} {&lt;arg one&gt;} {&lt;arg two&gt;} {&lt;arg three&gt;} {&lt;arg four&gt;}</code>
<code>\msg_log:nnxxxx</code>	
<code>\msg_log:nnnnn</code>	Issues <i>&lt;module&gt;</i> information <i>&lt;message&gt;</i> , passing <i>&lt;arg one&gt;</i> to <i>&lt;arg four&gt;</i> to the text-creating functions. The information text 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 {&lt;module&gt;} {&lt;message&gt;} {&lt;arg one&gt;} {&lt;arg two&gt;} {&lt;arg three&gt;} {&lt;arg four&gt;}</code>
<code>\msg_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 {&lt;first line&gt;} {&lt;text&gt;} {&lt;extra text&gt;}</code>
<hr/> New: 2012-06-28 <hr/>	Interrupts the TeX run, issuing a formatted message comprising <i>&lt;first line&gt;</i> and <i>&lt;text&gt;</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 {&lt;text&gt;}</code>
<hr/> New: 2012-06-28 <hr/>	Writes to the log file with the <i>&lt;text&gt;</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 {&lt;text&gt;}</code>
<hr/> New: 2012-06-28 <hr/>	Writes to the terminal and log file with the <i>&lt;text&gt;</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<sup>A</sup>T<sub>E</sub>X3 itself are handled by the general message system, but have their own functions. This allows some text to be pre-defined, and also ensures that serious errors can be handled properly.

---

```
\_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<sub>E</sub>X 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 {\langle module \rangle} {\langle message \rangle} {\langle arg one \rangle} {\langle arg</code>
<code>\_msg_kernel_warning:nnxxxx</code>	<code>two \rangle} {\langle arg three \rangle} {\langle arg four \rangle}</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  $\langle module \rangle$  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, but the  $\text{\TeX}$  run will not be interrupted.

---

<code>\_msg_kernel_info:nnnnnn</code>	<code>\_msg_kernel_info:nnnnnn {\langle module \rangle} {\langle message \rangle} {\langle arg one \rangle} {\langle arg two \rangle} {\langle arg</code>
<code>\_msg_kernel_info:nnxxxx</code>	<code>three \rangle} {\langle arg four \rangle}</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  $\langle module \rangle$  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.

## 7 Expandable errors

In a few places, the  $\text{\LaTeX}$  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>\_msg_kernel_expandable_error:nnnnnn {\langle module \rangle} {\langle message \rangle}</code>
<code>\_msg_kernel_expandable_error:nnnnnn</code>	<code>{\langle arg one \rangle} {\langle arg two \rangle} {\langle arg three \rangle} {\langle arg four \rangle}</code>
<code>\_msg_kernel_expandable_error:nnnn</code>	
<code>\_msg_kernel_expandable_error:nnn</code>	
<code>\_msg_kernel_expandable_error:nn</code>	

---

New: 2011-11-23

Issues an error, passing  $\langle arg one \rangle$  to  $\langle arg four \rangle$  to the text-creating functions. The resulting string must be shorter than a line, otherwise it will be cropped.

---

```

\__msg_expandable_error:n ★ \__msg_expandable_error:n {\error message}

```

---

New: 2011-08-11

Updated: 2011-08-13

---

Issues an “Undefined error” message from T<sub>E</sub>X itself, and prints the  $\langle error\ message \rangle$ . The  $\langle error\ message \rangle$  must be short: it is cropped at the end of one line.

**T<sub>E</sub>Xhackers note:** This function expands to an empty token list after two steps. Tokens inserted in response to T<sub>E</sub>X’s prompt are read with the current category code setting, and inserted just after the place where the error message was issued.

## 8 Internal l3msg functions

The following functions are used in several kernel modules.

---

```

\__msg_log_next: \__msg_log_next: \show-command

```

---

New: 2015-08-05

Causes the next  $\langle show-command \rangle$  to send its output to the log file instead of the terminal. This allows for instance  $\backslash cs\_log:N$  to be defined as  $\backslash __msg\_log\_next: \backslash cs\_show:N$ . The effect of this command lasts until the next use of  $\backslash __msg\_show\_wrap:Nn$  or  $\backslash __msg\_show\_wrap:n$  or  $\backslash __msg\_show\_variable:NNNnn$ , in other words until the next time the  $\varepsilon$ -T<sub>E</sub>X primitive  $\backslash showtokens$  would have been used for showing to the terminal or until the next **variable-not-defined** error.

---

```

\__msg_show_pre:nnnnnn \__msg_show_pre:nnnnnn {\module} {\message} {\arg one} {\arg two}
\__msg_show_pre:(nnxxx|nnnnnV) {\arg three} {\arg four}

```

---

New: 2015-08-05

Prints the  $\langle message \rangle$  from  $\langle module \rangle$  in the terminal (or log file if  $\backslash __msg\_log\_next:$  was issued) without formatting. Used in messages which print complex variable contents completely.

---

```

\__msg_show_variable:NNNnn \__msg_show_variable:NNNnn \variable \if-exist \if-empty {\msg} {\formatted
content}

```

---

New: 2015-08-04

If the  $\langle variable \rangle$  does not exist according to  $\langle if-exist \rangle$  (typically  $\backslash cs\_if\_exist:N\TF$ ) then throw an error and do nothing more. Otherwise, if  $\langle msg \rangle$  is not empty, display the message **LaTeX/kernel/show- $\langle msg \rangle$**  with  $\backslash token\_to\_str:N \langle variable \rangle$  as a first argument, and a second argument that is ? or empty depending on the result of  $\langle if-empty \rangle$  (typically  $\backslash tl\_if\_empty:N\TF$ ) on the  $\langle variable \rangle$ . Then display the  $\langle formatted\ content \rangle$  by giving it as an argument to  $\backslash __msg\_show\_wrap:n$ .

<hr/> <code>\_msg_show_wrap:Nn</code> <hr/>	<code>\_msg_show_wrap:Nn &lt;function&gt; {&lt;expression&gt;}</code>
New: 2015-08-03 Updated: 2015-08-07	Shows or logs the <i>&lt;expression&gt;</i> (turned into a string), an equal sign, and the result of applying the <i>&lt;function&gt;</i> to the <i>{&lt;expression&gt;}</i> . For instance, if the <i>&lt;function&gt;</i> is <code>\int_eval:n</code> and the <i>&lt;expression&gt;</i> is <code>1+2</code> then this will log <code>&gt; 1+2=3</code> . The case where the <i>&lt;function&gt;</i> is <code>\tl_to_str:n</code> is special: then the string representation of the <i>&lt;expression&gt;</i> is only logged once.

<hr/> <code>\_msg_show_wrap:n</code> <hr/>	<code>\_msg_show_wrap:n {&lt;formatted text&gt;}</code>
New: 2015-08-03	Shows or logs the <i>&lt;formatted text&gt;</i> . After expansion, unless it is empty, the <i>&lt;formatted text&gt;</i> must contain <code>&gt;</code> , and the part of <i>&lt;formatted text&gt;</i> before the first <code>&gt;</code> is removed. Failure to do so causes low-level T <sub>E</sub> X errors.

<hr/> <code>\_msg_show_item:n</code> <hr/>	<code>\_msg_show_item:n &lt;item&gt;</code>
<code>\_msg_show_item:nn</code>	<code>\_msg_show_item:nn &lt;item-key&gt; &lt;item-value&gt;</code>
<hr/> <code>\_msg_show_item_unbraced:nn</code> <hr/>	
Updated: 2012-09-09	

Auxiliary functions used within the last argument of `\_msg_show_variable:NNNnn` or `\_msg_show_wrap:n` 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:n = true
}

```

where the properties of the key begin from the `.` after the key name.

The various properties available take either no arguments at all, or require one or more arguments. This is indicated in the name of the property using an argument specification. In the following discussion, each property is illustrated attached to an arbitrary *<key>*, which when used may be supplied with a *<value>*. All key *definitions* are local.

Key properties are applied in the reading order and so the ordering is significant. Key properties which define “actions”, such as `.code:n`, `.tl_set:N`, *etc.*, will override one another. Some other properties are mutually exclusive, notably `.value_required:n`

and `.value_forbidden:n`, and so will replace one another. However, properties covering non-exclusive behaviours may be given in any order. Thus for example the following definitions are equivalent.

```
\keys_define:nn { mymodule }
{
  keyname .code:n          = Some~code~using~#1,
  keyname .value_required:n = true
}
\keys_define:nn { mymodule }
{
  keyname .value_required:n = true,
  keyname .code:n          = Some~code~using~#1
}
```

Note that with the exception of the special `.undefine:` property, all key properties will define the key within the current  $\TeX$  scope.

---

```
.bool_set:N
.bool_set:c
.bool_gset:N
.bool_gset:c
```

---

Updated: 2013-07-08

$\langle key \rangle$  .bool\_set:N =  $\langle boolean \rangle$

Defines  $\langle key \rangle$  to set  $\langle boolean \rangle$  to  $\langle value \rangle$  (which must be either **true** or **false**). If the variable does not exist, it will be created globally at the point that the key is set up.

---

```
.bool_set_inverse:N
.bool_set_inverse:c
.bool_gset_inverse:N
.bool_gset_inverse:c
```

---

New: 2011-08-28

Updated: 2013-07-08

$\langle key \rangle$  .bool\_set\_inverse:N =  $\langle boolean \rangle$

Defines  $\langle key \rangle$  to set  $\langle boolean \rangle$  to the logical inverse of  $\langle value \rangle$  (which must be either **true** or **false**). If the  $\langle boolean \rangle$  does not exist, it will be created globally at the point that the key is set up.

---

```
.choice:
```

---

$\langle key \rangle$  .choice:

Sets  $\langle key \rangle$  to act as a choice key. Each valid choice for  $\langle key \rangle$  must then be created, as discussed in section 3.

---

```
.choices:nn
.choices:Vn
.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  $\langle code \rangle$ , `\l_keys_choice_tl` will be the name of the choice made, and `\l_keys_choice_int` will be the position of the choice in the list of  $\langle choices \rangle$  (indexed from 1). Choices are discussed in detail in section 3.

<hr/> <code>.clist_set:N</code> <hr/>	<code>&lt;key&gt; .clist_set:N = &lt;comma list variable&gt;</code>
<code>.clist_set:c</code> <code>.clist_gset:N</code> <code>.clist_gset:c</code> <hr/>	Defines <code>&lt;key&gt;</code> to set <code>&lt;comma list variable&gt;</code> to <code>&lt;value&gt;</code> . 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.
<hr/> New: 2011-09-11 <hr/>	
<hr/> <code>.code:n</code> <hr/>	<code>&lt;key&gt; .code:n = {&lt;code&gt;}</code>
<hr/> Updated: 2013-07-10 <hr/>	Stores the <code>&lt;code&gt;</code> for execution when <code>&lt;key&gt;</code> is used. The <code>&lt;code&gt;</code> can include one parameter ( <code>#1</code> ), which will be the <code>&lt;value&gt;</code> given for the <code>&lt;key&gt;</code> . The <code>x</code> -type variant will expand <code>&lt;code&gt;</code> at the point where the <code>&lt;key&gt;</code> is created.
<hr/> <code>.default:n</code> <code>.default:V</code> <code>.default:o</code> <code>.default:x</code> <hr/>	<code>&lt;key&gt; .default:n = {&lt;default&gt;}</code>  Creates a <code>&lt;default&gt;</code> value for <code>&lt;key&gt;</code> , which is used if no value is given. This will be used if only the key name is given, but not if a blank <code>&lt;value&gt;</code> is given:
<hr/> Updated: 2013-07-09 <hr/>	<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>
The default does not affect keys where values are required or forbidden. Thus a required value cannot be supplied by a default value, and giving a default value for a key which cannot take a value will not trigger an error.	
<hr/> <code>.dim_set:N</code> <hr/>	<code>&lt;key&gt; .dim_set:N = &lt;dimension&gt;</code>
<code>.dim_set:c</code> <code>.dim_gset:N</code> <code>.dim_gset:c</code> <hr/>	Defines <code>&lt;key&gt;</code> to set <code>&lt;dimension&gt;</code> to <code>&lt;value&gt;</code> (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.
<hr/> <code>.fp_set:N</code> <hr/>	<code>&lt;key&gt; .fp_set:N = &lt;floating point&gt;</code>
<code>.fp_set:c</code> <code>.fp_gset:N</code> <code>.fp_gset:c</code> <hr/>	Defines <code>&lt;key&gt;</code> to set <code>&lt;floating point&gt;</code> to <code>&lt;value&gt;</code> (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.
<hr/> <code>.groups:n</code> <hr/>	<code>&lt;key&gt; .groups:n = {&lt;groups&gt;}</code>
<hr/> New: 2013-07-14 <hr/>	Defines <code>&lt;key&gt;</code> as belonging to the <code>&lt;groups&gt;</code> declared. Groups provide a “secondary axis” for selectively setting keys, and are described in Section 6.

<hr/> <code>.initial:n</code> <hr/>	<code>&lt;key&gt; .initial:n = {&lt;value&gt;}</code>
<code>.initial:V</code>	Initialises the <code>&lt;key&gt;</code> with the <code>&lt;value&gt;</code> , equivalent to
<code>.initial:o</code>	
<code>.initial:x</code> <hr/>	
Updated: 2013-07-09 <hr/>	<code>\keys_set:nn {&lt;module&gt;} { &lt;key&gt; = &lt;value&gt; }</code>
<hr/>	
<code>.int_set:N</code>	<code>&lt;key&gt; .int_set:N = &lt;integer&gt;</code>
<code>.int_set:c</code>	Defines <code>&lt;key&gt;</code> to set <code>&lt;integer&gt;</code> to <code>&lt;value&gt;</code> (which must be an integer expression). If the variable does not exist, it 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>&lt;key&gt; .meta:n = {&lt;keyval list&gt;}</code>
Updated: 2013-07-10 <hr/>	Makes <code>&lt;key&gt;</code> a meta-key, which will set <code>&lt;keyval list&gt;</code> in one go. If <code>&lt;key&gt;</code> is given with a value at the time the key is used, then the value will be passed through to the subsidiary <code>&lt;keys&gt;</code> for processing (as #1).
<hr/>	
<code>.meta:nn</code> <hr/>	<code>&lt;key&gt; .meta:nn = {&lt;path&gt;} {&lt;keyval list&gt;}</code>
New: 2013-07-10 <hr/>	Makes <code>&lt;key&gt;</code> a meta-key, which will set <code>&lt;keyval list&gt;</code> in one go using the <code>&lt;path&gt;</code> in place of the current one. If <code>&lt;key&gt;</code> is given with a value at the time the key is used, then the value will be passed through to the subsidiary <code>&lt;keys&gt;</code> for processing (as #1).
<hr/>	
<code>.multichoice:</code> <hr/>	<code>&lt;key&gt; .multichoice:</code>
New: 2011-08-21 <hr/>	Sets <code>&lt;key&gt;</code> to act as a multiple choice key. Each valid choice for <code>&lt;key&gt;</code> must then be created, as discussed in section 3.
<hr/>	
<code>.multichoices:nn</code>	<code>&lt;key&gt; .multichoices:nn {&lt;choices&gt;} {&lt;code&gt;}</code>
<code>.multichoices:Vn</code>	
<code>.multichoices:on</code>	
<code>.multichoices:xn</code> <hr/>	
New: 2011-08-21	Sets <code>&lt;key&gt;</code> to act as a multiple choice key, and defines a series <code>&lt;choices&gt;</code> which are implemented using the <code>&lt;code&gt;</code> . Inside <code>&lt;code&gt;</code> , <code>\l_keys_choice_tl</code> will be the name of the choice made, and <code>\l_keys_choice_int</code> will be the position of the choice in the list of <code>&lt;choices&gt;</code> (indexed from 1). Choices are discussed in detail in section 3.
Updated: 2013-07-10 <hr/>	
<hr/>	
<code>.skip_set:N</code>	<code>&lt;key&gt; .skip_set:N = &lt;skip&gt;</code>
<code>.skip_set:c</code>	Defines <code>&lt;key&gt;</code> to set <code>&lt;skip&gt;</code> to <code>&lt;value&gt;</code> (which must be a skip expression). If the variable does not exist, it will be created globally at the point that the key is set up.
<code>.skip_gset:N</code>	
<code>.skip_gset:c</code> <hr/>	
<hr/>	
<code>.tl_set:N</code>	<code>&lt;key&gt; .tl_set:N = &lt;token list variable&gt;</code>
<code>.tl_set:c</code>	Defines <code>&lt;key&gt;</code> to set <code>&lt;token list variable&gt;</code> to <code>&lt;value&gt;</code> . If the variable does not exist, it will be created globally at the point that the key is set up.
<code>.tl_gset:N</code>	
<code>.tl_gset:c</code> <hr/>	

<hr/> <code>.tl_set_x:N</code> <hr/>	<code>&lt;key&gt; .tl_set_x:N = &lt;token list variable&gt;</code>
<code>.tl_set_x:c</code>	Defines <code>&lt;key&gt;</code> to set <code>&lt;token list variable&gt;</code> to <code>&lt;value&gt;</code> , which will be subjected to an <code>x</code> -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.
<code>.tl_gset_x:N</code>	
<code>.tl_gset_x:c</code> <hr/>	
<hr/> <code>.undefine:</code> <hr/>	<code>&lt;key&gt; .undefine:</code>
<code>New: 2015-07-14</code> <hr/>	Removes the definition of the <code>&lt;key&gt;</code> within the current scope.
<hr/> <code>.value_forbidden:n</code> <hr/>	<code>&lt;key&gt; .value_forbidden:n = true false</code>
<code>New: 2015-07-14</code> <hr/>	Specifies that <code>&lt;key&gt;</code> cannot receive a <code>&lt;value&gt;</code> when used. If a <code>&lt;value&gt;</code> is given then an error will be issued. Setting the property <code>false</code> will cancel the restriction.
<hr/> <code>.value_required:n</code> <hr/>	<code>&lt;key&gt; .value_required:n = true false</code>
<code>New: 2015-07-14</code> <hr/>	Specifies that <code>&lt;key&gt;</code> must receive a <code>&lt;value&gt;</code> when used. If a <code>&lt;value&gt;</code> is not given then an error will be issued. Setting the property <code>false</code> will cancel the restriction.

## 2 Sub-dividing keys

When creating large numbers of keys, it may be desirable to divide them into several sub-groups for a given module. This can be achieved either by adding a sub-division to the module name:

```
\keys_define:nn { module / subgroup }
{ key .code:n = code }
```

or to the key name:

```
\keys_define:nn { mymodule }
{ subgroup / key .code:n = code }
```

As illustrated, the best choice of token for sub-dividing keys in this way is `/`. This is because of the method that is used to represent keys internally. Both of the above code fragments set the same key, which has full name `module/subgroup/key`.

As 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`

---

Updated: 2015-07-14

For each key processed, information of the full *path* of the key, the *name* of the key and the *value* of the key is available within three token list variables. These may be used within the code of the key.

The *value* is everything after the `=`, which may be empty if no value was given. This is stored in `\l_keys_value_tl`, and is not processed in any way by `\keys_set:nn`.

The *path* of the key is a “full” description of the key, and is unique for each key. It consists of the module and full key name, thus for example

```
\keys_set:nn { mymodule } { key-a = some-value }
```

has path `mymodule/key-a` while

```
\keys_set:nn { mymodule } { subset / key-a = some-value }
```

has path `mymodule/subset/key-a`. This information is stored in `\l_keys_path_tl`, and will have been processed by `\tl_to_str:n`.

The *name* of the key is the part of the path after the last `/`, and thus is not unique. In the preceding examples, both keys have name `key-a` despite having different paths. This information is stored in `\l_keys_key_tl`, and will have been processed by `\tl_to_str:n`.

## 5 Handling of unknown keys

If a key has not previously been defined (is unknown), `\keys_set:nn` 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 {&lt;module&gt;} {&lt;groups&gt;} {&lt;keyval list&gt;} &lt;tl&gt;</code>
<code>\keys_set_filter:(nnVN nnvN nnoN)</code>	
<code>\keys_set_filter:nnn</code>	
<code>\keys_set_filter:(nnV nnv nno)</code>	

---

New: 2013-07-14

Updated: 2014-04-27

---

Actives key filtering in an “opt-out” sense: keys assigned to any of the `<groups>` specified will be ignored. The `<groups>` 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 `<tl>` in a comma-separated form (*i.e.* an edited version of the `<keyval list>`). The `\keys_set_filter:nnn` version skips this stage.

Use of `\keys_set_filter:nnnN` can be nested, with the correct residual `<keyval list>` returned at each stage.

---

<code>\keys_set_groups:nnn</code>	<code>\keys_set_groups:nnn {&lt;module&gt;} {&lt;groups&gt;} {&lt;keyval list&gt;}</code>
<code>\keys_set_groups:(nnV nnv nno)</code>	

---

New: 2013-07-14

---

Actives key filtering in an “opt-in” sense: only keys assigned to one or more of the `<groups>` specified will be set. The `<groups>` 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 {&lt;module&gt;} {&lt;key&gt;}</code>
<code>\keys_if_exist:nnTF</code> ★	<code>\keys_if_exist:nnTF {&lt;module&gt;} {&lt;key&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>

---

Tests if the `<key>` exists for `<module>`, *i.e.* if any code has been defined for `<key>`.

---

<code>\keys_if_choice_exist_p:nnn</code>	★	<code>\keys_if_choice_exist_p:nnn {\langle module \rangle} {\langle key \rangle} {\langle choice \rangle}</code>
<code>\keys_if_choice_exist:nnnTF</code>	★	<code>\keys_if_choice_exist:nnnTF {\langle module \rangle} {\langle key \rangle} {\langle choice \rangle} {\langle true code \rangle}</code>
		<code>{\langle false code \rangle}</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 {\langle module \rangle} {\langle key \rangle}</code>
----------------------------	---

---

Updated: 2015-08-09

---

Shows the information associated to the  $\langle key \rangle$  for a  $\langle module \rangle$ , including the function which is used to actually implement it.

## 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  $\langle key\text{--}value\text{ list} \rangle$  into  $\langle keys \rangle$  and associated  $\langle values \rangle$ . 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<sup>A</sup>T<sub>E</sub>X</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<sup>A</sup>T<sub>E</sub>X</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 {<math>\langle file\ name \rangle</math>} {<math>\langle true\ code \rangle</math>} {<math>\langle false\ code \rangle</math>}</code> Searches for $\langle file\ name \rangle$ using the current <code>T<sub>E</sub>X</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 {<math>\langle file\ name \rangle</math>} <math>\langle tl\ var \rangle</math></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 {<math>\langle file\ name \rangle</math>}</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<sup>A</sup>T<sub>E</sub>X</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 {&lt;path&gt;}</code>
Updated: 2012-07-04	Adds <i>&lt;path&gt;</i> to the list of those used to search when reading files. The assignment is local. The <i>&lt;path&gt;</i> is processed in the same way as a <i>&lt;file name&gt;</i> , <i>i.e.</i> , with <i>x</i> -type expansion except active characters.

<hr/> <code>\file_path_remove:n</code> <hr/>	<code>\file_path_remove:n {&lt;path&gt;}</code>
Updated: 2012-07-04	Removes <i>&lt;path&gt;</i> from the list of those used to search when reading files. The assignment is local. The <i>&lt;path&gt;</i> is processed in the same way as a <i>&lt;file name&gt;</i> , <i>i.e.</i> , with <i>x</i> -type expansion except active characters.

<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 T<sub>E</sub>X is limited to 16 input streams and 16 output streams, direct use of the streams by the programmer is not supported in L<sup>A</sup>T<sub>E</sub>X3. 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 &lt;stream&gt;</code>
<code>\ior_new:c</code>	<code>\iow_new:N &lt;stream&gt;</code>
<code>\iow_new:N</code>	Globally reserves the name of the <i>&lt;stream&gt;</i> , either for reading or for writing as appropriate. The <i>&lt;stream&gt;</i> is not opened until the appropriate <code>\..._open:Nn</code> function is used.
<code>\iow_new:c</code>	Attempting to use a <i>&lt;stream&gt;</i> which has not been opened is an error, and the <i>&lt;stream&gt;</i> 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 &lt;stream&gt; {&lt;file name&gt;}</code>
<code>\ior_open:cn</code>	Opens <i>&lt;file name&gt;</i> for reading using <i>&lt;stream&gt;</i> as the control sequence for file access. If the <i>&lt;stream&gt;</i> was already open it is closed before the new operation begins. The <i>&lt;stream&gt;</i> is available for access immediately and will remain allocated to <i>&lt;file name&gt;</i> until a <code>\ior_close:N</code> instruction is given or the T <sub>E</sub> X run ends.
Updated: 2012-02-10	

<hr/> <code>\ior_open:NnTF</code> <hr/>	<code>\ior_open:NnTF &lt;stream&gt; {&lt;file name&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\ior_open:cnTF</code>	Opens <i>&lt;file name&gt;</i> for reading using <i>&lt;stream&gt;</i> as the control sequence for file access. If the <i>&lt;stream&gt;</i> was already open it is closed before the new operation begins. The <i>&lt;stream&gt;</i> is available for access immediately and will remain allocated to <i>&lt;file name&gt;</i> until a <code>\ior_close:N</code> instruction is given or the T <sub>E</sub> X run ends. The <i>&lt;true code&gt;</i> is then inserted into the input stream. If the file is not found, no error is raised and the <i>&lt;false code&gt;</i> is inserted into the input stream.
New: 2013-01-12	

---

<code>\iow_open:Nn</code>	<code>\iow_open:Nn &lt;stream&gt; {(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<sub>E</sub>X 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 &lt;stream&gt;</code>
---------------------------	--

<code>\ior_close:c</code>	<code>\iow_close:N &lt;stream&gt;</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: 2015-08-01
---------------------

---

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 &lt;stream&gt; (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<sub>E</sub>X 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<sub>E</sub>X 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<sub>E</sub>Xhackers note:** This protected macro expands to the T<sub>E</sub>X 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  $\varepsilon$ -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**.

---

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

---

`\iow_shipout:Nn <stream> {\tokens}`

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.* `\iow_shipout_x:Nn`).

**T<sub>E</sub>Xhackers note:** When using `expl3` with a format other than L<sup>A</sup>T<sub>E</sub>X, new line characters inserted using `\iow_newline:` or using the line-wrapping code `\iow_wrap:nnnN` will not be recognized in the argument of `\iow_shipout:Nn`. This may lead to the insertion of additionnal unwanted line-breaks.

---

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

---

Updated: 2012-09-08

`\iow_shipout_x:Nn <stream> {\tokens}`

This functions writes  $\langle tokens \rangle$  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<sub>E</sub>Xhackers note:** This is a wrapper around the T<sub>E</sub>X primitive `\write`. When using `expl3` with a format other than L<sup>A</sup>T<sub>E</sub>X, new line characters inserted using `\iow_newline:` or using the line-wrapping code `\iow_wrap:nnnN` will not be recognized in the argument of `\iow_shipout:Nn`. This may lead to the insertion of additionnal unwanted line-breaks.

---

`\iow_char:N` ★

---

`\iow_char:N \<char>`

Inserts  $\langle char \rangle$  into the output stream. Useful when trying to write difficult characters such as %, {, }, *etc.* in messages, for example:

`\iow_now:Nx \g_my_iow { \iow_char:N \{ text \iow_char:N \} }`

The function has no effect if writing is taking place without expansion (*e.g.* in the second argument of `\iow_now:Nn`).

---

`\iow_newline:` ★

---

`\iow_newline:`

Function to add a new line within the  $\langle tokens \rangle$  written to a file. The function has no effect if writing is taking place without expansion (*e.g.* in the second argument of `\iow_now:Nn`).

**T<sub>E</sub>Xhackers note:** When using `expl3` with a format other than L<sup>A</sup>T<sub>E</sub>X, the character inserted by `\iow_newline:` will not be recognized by T<sub>E</sub>X, which may lead to the insertion of additionnal unwanted line-breaks. This issue only affects `\iow_shipout:Nn`, `\iow_shipout_x:Nn` and direct uses of primitive operations.

## 2.1 Wrapping lines in output

---

`\iow_wrap:nnnN`

---

New: 2012-06-28  
Updated: 2015-08-05

---

`\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  $\langle run-on text \rangle$  for all lines except the first, for which the target number of characters is simply `\l_iow_line_count_int` since there is no run-on text. The  $\langle text \rangle$  and  $\langle run-on text \rangle$  are exhaustively expanded by the function, with the following substitutions:

- `\` may be used to force a new line,
- `\_` may be used to represent a forced space (for example after a control sequence),
- `\#`, `\%`, `\{`, `\}`, `\~` may be used to represent the corresponding character,
- `\iow_indent:n` may be used to indent a part of the  $\langle text \rangle$  (not the  $\langle run-on text \rangle$ ).

Additional functions may be added to the wrapping by using the  $\langle set up \rangle$ , which is executed before the wrapping takes place: this may include overriding the substitutions listed.

Any expandable material in the  $\langle text \rangle$  which is not to be expanded on wrapping should be converted to a string using `\token_to_str:N`, `\tl_to_str:n`, `\tl_to_str:N`, *etc.*

The result of the wrapping operation is passed as a braced argument to the  $\langle function \rangle$ , which 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<sub>E</sub>Xhackers note:** Internally, `\iow_wrap:nnnN` carries out an x-type expansion on the  $\langle text \rangle$  to expand it. This is done in such a way that `\exp_not:N` or `\exp_not:n` *could* be used to prevent expansion of material. However, this is less conceptually clear than conversion to a string, which is therefore the supported method for handling expandable material in the  $\langle text \rangle$ .

---

`\iow_indent:n`

---

New: 2011-09-21

---

`\iow_indent:n`  $\{\langle text \rangle\}$

In the first argument of `\iow_wrap:nnnN` (for instance in messages), indents  $\langle text \rangle$  by four spaces. This function 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<sub>E</sub>X system in use: the standard value is 78, which is typically correct for unmodified T<sub>E</sub>Xlive and MiK<sub>T</sub><sub>E</sub>X 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/> <small>New: 2011-09-05</small> <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 <sub>E</sub> X of the form  <code>&lt;tl&gt;=</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 &lt;stream&gt;   &lt;true code&gt; \else:   &lt;false code&gt; \fi: </pre> <p>Tests if the <code>&lt;stream&gt;</code> returns “end of file”, which is true for non-existent files. The <code>\else:</code> branch is optional.</p>
--------------------------------------	---

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X 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 {&lt;name&gt;} {&lt;tokens&gt;}</code>
<hr/> <small>New: 2012-02-09</small> <hr/>	Exhaustively-expands the <code>&lt;name&gt;</code> with the exception of any category <code>&lt;active&gt;</code> (catcode 13) tokens, which are not expanded. The list of <code>&lt;active&gt;</code> tokens is taken from <code>\l_char_active_seq</code> . The <code>&lt;sanitized name&gt;</code> is then inserted (in braces) after the <code>&lt;tokens&gt;</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

---

`\__ior_open:Nn` `\__ior_open:Nn`  $\langle stream \rangle$   $\{\langle file\ name \rangle\}$

---

`\__ior_open:No`

---

New: 2012-01-23

---

This function has identical syntax to the public version. However, it does not take precautions against active characters in the  $\langle file\ name \rangle$ , and it does not attempt to add a  $\langle path \rangle$  to the  $\langle file\ name \rangle$ : it is therefore intended to be used by higher-level functions which have already fully expanded the  $\langle file\ name \rangle$  and which need to perform multiple open or close operations. See for example the implementation of `\file_add_path:nN`,

---

`\__iow_with:Nnn` `\__iow_with:Nnn`  $\langle integer \rangle$   $\{\langle value \rangle\}$   $\{\langle code \rangle\}$

---

New: 2014-08-23

---

If the  $\langle integer \rangle$  is equal to the  $\langle value \rangle$  then this function simply runs the  $\langle code \rangle$ . Otherwise it saves the current value of the  $\langle integer \rangle$ , sets it to the  $\langle value \rangle$ , runs the  $\langle code \rangle$ , and restores the  $\langle integer \rangle$  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  $\text{sin}d\ x$ ,  $\text{cos}d\ x$ ,  $\text{tan}d\ x$ ,  $\text{cot}d\ x$ ,  $\text{sec}d\ x$ ,  $\text{csc}d\ x$  expecting their arguments in degrees.
  - Inverse trigonometric functions:  $\text{asin}\ x$ ,  $\text{acos}\ x$ ,  $\text{atan}\ x$ ,  $\text{acot}\ x$ ,  $\text{asec}\ x$ ,  $\text{acsc}\ x$  giving a result in radians, and  $\text{asind}\ x$ ,  $\text{acosd}\ x$ ,  $\text{atand}\ x$ ,  $\text{acotd}\ x$ ,  $\text{asecd}\ x$ ,  $\text{acscd}\ x$  giving a result in degrees.
- (not yet) Hyperbolic functions and their inverse functions:  $\sinh x$ ,  $\cosh x$ ,  $\tanh x$ ,  $\coth x$ ,  $\text{sech}\ x$ ,  $\text{csch}\ x$ , and  $\text{asinh}\ x$ ,  $\text{acosh}\ x$ ,  $\text{atanh}\ x$ ,  $\text{acoth}\ x$ ,  $\text{asech}\ x$ ,  $\text{acsch}\ x$ .
- Extrema:  $\max(x, y, \dots)$ ,  $\min(x, y, \dots)$ ,  $\text{abs}(x)$ .
  - Rounding functions ( $n = 0$  by default,  $t = \text{NaN}$  by default):  $\text{trunc}(x, n)$  rounds towards zero,  $\text{floor}(x, n)$  rounds towards  $-\infty$ ,  $\text{ceil}(x, n)$  rounds towards  $+\infty$ ,  $\text{round}(x, n, t)$  rounds to the closest value, with ties rounded to an even value by default, towards zero if  $t = 0$ , towards  $+\infty$  if  $t > 0$  and towards  $-\infty$  if  $t < 0$ . And (not yet) modulo, and “quantize”.
  - Constants: `pi`, `deg` (one degree in radians).
  - Dimensions, automatically expressed in points, e.g., `pc` is 12.
  - Automatic conversion (no need for `\<type>_use:N`) of integer, dimension, and skip variables to floating 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

<hr/>	
<code>\fp_new:N</code>	<code>\fp_new:N &lt;fp var&gt;</code>
<code>\fp_new:c</code>	Creates a new <code>&lt;fp var&gt;</code> or raises an error if the name is already taken. The declaration is global. The <code>&lt;fp var&gt;</code> will initially be +0.
Updated: 2012-05-08	
<hr/>	
<code>\fp_const:Nn</code>	<code>\fp_const:Nn &lt;fp var&gt; {&lt;floating point expression&gt;}</code>
<code>\fp_const:cn</code>	Creates a new constant <code>&lt;fp var&gt;</code> or raises an error if the name is already taken. The <code>&lt;fp var&gt;</code> will be set globally equal to the result of evaluating the <code>&lt;floating point expression&gt;</code> .
Updated: 2012-05-08	
<hr/>	
<code>\fp_zero:N</code>	<code>\fp_zero:N &lt;fp var&gt;</code>
<code>\fp_zero:c</code>	Sets the <code>&lt;fp var&gt;</code> to +0.
<code>\fp_gzero:N</code>	
<code>\fp_gzero:c</code>	
Updated: 2012-05-08	
<hr/>	
<code>\fp_zero_new:N</code>	<code>\fp_zero_new:N &lt;fp var&gt;</code>
<code>\fp_zero_new:c</code>	Ensures that the <code>&lt;fp var&gt;</code> exists globally by applying <code>\fp_new:N</code> if necessary, then applies <code>\fp_(g)zero:N</code> to leave the <code>&lt;fp var&gt;</code> set to +0.
<code>\fp_gzero_new:N</code>	
<code>\fp_gzero_new:c</code>	
Updated: 2012-05-08	

## 2 Setting floating point variables

---

```
\fp_set:Nn
\fp_set:cn
\fp_gset:Nn
\fp_gset:cn
```

---

Updated: 2012-05-08

---

`\fp_set:Nn`  $\langle fp\ var \rangle$   $\{\langle floating\ point\ expression \rangle\}$

Sets  $\langle fp\ var \rangle$  equal to the result of computing the  $\langle floating\ point\ expression \rangle$ .

---

```
\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`  $\langle fp\ var_1 \rangle$   $\langle fp\ var_2 \rangle$

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`  $\langle fp\ var \rangle$   $\{\langle floating\ point\ expression \rangle\}$

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`  $\langle fp\ var \rangle$   $\{\langle floating\ point\ expression \rangle\}$

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`  $\{\langle floating\ point\ expression \rangle\}$

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`  $\langle fp\ var \rangle$

`\fp_to_decimal:n`  $\{\langle floating\ point\ expression \rangle\}$

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.



---

<code>\fp_to_dim:N</code>	★	<code>\fp_to_dim:N &lt;fp var&gt;</code>
<code>\fp_to_dim:c</code>	★	<code>\fp_to_dim:n {\floating point expression}</code>
<code>\fp_to_dim:n</code>	★	Evaluates the <i>&lt;floating point expression&gt;</i> and expresses the result as a dimension (in pt) suitable for use in dimension expressions. The output is identical to <code>\fp_to_decimal:n</code> , with an additional trailing pt. In particular, the result may be outside the range $[-2^{14} + 2^{-17}, 2^{14} - 2^{-17}]$ of valid T <sub>E</sub> X dimensions, leading to overflow errors if used as a dimension. The values $\pm\infty$ and NaN trigger an “invalid operation” exception.

---

Updated: 2012-07-08

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---

<code>\fp_to_int:N</code>	★	<code>\fp_to_int:N &lt;fp var&gt;</code>
<code>\fp_to_int:c</code>	★	<code>\fp_to_int:n {\floating point expression}</code>
<code>\fp_to_int:n</code>	★	Evaluates the <i>&lt;floating point expression&gt;</i> , and rounds the result to the closest integer, rounding exact ties to an even integer. The result may be outside the range $[-2^{31} + 1, 2^{31} - 1]$ of valid T <sub>E</sub> 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

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---

<code>\fp_to_scientific:N</code>	★	<code>\fp_to_scientific:N &lt;fp var&gt;</code>
<code>\fp_to_scientific:c</code>	★	<code>\fp_to_scientific:n {\floating point expression}</code>
<code>\fp_to_scientific:n</code>	★	Evaluates the <i>&lt;floating point expression&gt;</i> and expresses the result in scientific notation:

---

New: 2012-05-08  
Updated: 2012-07-08

---

*<optional -><digit>.\<15 digits>e<optional sign><exponent>*

The leading *<digit>* is non-zero except in the case of  $\pm 0$ . The values  $\pm\infty$  and NaN trigger an “invalid operation” exception. The entire representation is in the form of a string (tokens of category code 12), *including* the e.

---

<code>\fp_to_tl:N</code>	★	<code>\fp_to_tl:N &lt;fp var&gt;</code>
<code>\fp_to_tl:c</code>	★	<code>\fp_to_tl:n {\floating point expression}</code>
<code>\fp_to_tl:n</code>	★	Evaluates the <i>&lt;floating point expression&gt;</i> and expresses the result in (almost) the shortest possible form. Numbers in the ranges $(0, 10^{-3})$ and $[10^{16}, \infty)$ are expressed in scientific notation with trailing zeros trimmed and no decimal separator when there is a single significant digit (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 $\pm 0$ , $\pm\infty$ and NaN are rendered as 0, -0, inf, -inf, and nan respectively.

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Updated: 2012-07-08

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---

<code>\fp_use:N</code>	★	<code>\fp_use:N &lt;fp var&gt;</code>
<code>\fp_use:c</code>	★	Inserts the value of the <i>&lt;fp var&gt;</i> into the input stream as a decimal number with no exponent. Leading or trailing zeros may be inserted to compensate for the exponent. Non-significant trailing zeros are trimmed. Integers are expressed without a decimal separator. The values $\pm\infty$ and NaN trigger an “invalid operation” exception. This function is identical to <code>\fp_to_decimal:N</code> .

---

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

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<code>\fp_compare_p:nNn</code> ★	<code>\fp_compare_p:nNn</code> $\{\langle fpexpr_1 \rangle\}$ $\langle relation \rangle$ $\{\langle fpexpr_2 \rangle\}$
<code>\fp_compare:nNn</code> ★	<code>\fp_compare:nNn</code> $\{\langle fpexpr_1 \rangle\}$ $\langle relation \rangle$ $\{\langle fpexpr_2 \rangle\}$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

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:nTF</code> ★ <hr/> Updated: 2012-12-14 <hr/>	<code>\fp_compare_p:n</code> { $\langle fpexpr_1 \rangle$ $\langle relation_1 \rangle$ ... $\langle fpexpr_N \rangle$ $\langle relation_N \rangle$ $\langle fpexpr_{N+1} \rangle$ } <code>\fp_compare:nTF</code> { $\langle fpexpr_1 \rangle$ $\langle relation_1 \rangle$ ... $\langle fpexpr_N \rangle$ $\langle relation_N \rangle$ $\langle fpexpr_{N+1} \rangle$ } { $\langle true\ code \rangle$ } { $\langle false\ code \rangle$ }
--	--

Evaluates the  $\langle floating\ point\ expressions \rangle$  as described for `\fp_eval:n` and compares consecutive result using the corresponding  $\langle relation \rangle$ , namely it compares  $\langle intexpr_1 \rangle$  and  $\langle intexpr_2 \rangle$  using the  $\langle relation_1 \rangle$ , then  $\langle intexpr_2 \rangle$  and  $\langle intexpr_3 \rangle$  using the  $\langle relation_2 \rangle$ , until finally comparing  $\langle intexpr_N \rangle$  and  $\langle intexpr_{N+1} \rangle$  using the  $\langle relation_N \rangle$ . The test yields **true** if all comparisons are **true**. Each  $\langle floating\ point\ expression \rangle$  is evaluated only once. Contrarily to `\int_compare:nTF`, all  $\langle floating\ point\ expressions \rangle$  are computed, even if one comparison is **false**. Two floating point numbers  $x$  and  $y$  may obey four mutually exclusive relations:  $x(y, x=y, x)y$ , or  $x$  and  $y$  are not ordered. The latter case occurs exactly when one 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> ☆ <hr/> New: 2012-08-16 <hr/>	<code>\fp_do_until:nNnn</code> { $\langle fpexpr_1 \rangle$ } $\langle relation \rangle$ { $\langle fpexpr_2 \rangle$ } { $\langle code \rangle$ }
--	--

Places the  $\langle code \rangle$  in the input stream for T<sub>E</sub>X to process, and then evaluates the relationship between the two  $\langle floating\ point\ expressions \rangle$  as described for `\fp_compare:nNnTF`. If the test is **false** then the  $\langle code \rangle$  will be inserted into the input stream again and a loop will occur until the  $\langle relation \rangle$  is **true**.

<code>\fp_do_while:nNnn</code> ☆	<code>\fp_do_while:nNnn {&lt;fpexpr1&gt;} &lt;relation&gt; {&lt;fpexpr2&gt;} {&lt;code&gt;}</code>
New: 2012-08-16	Places the <i>&lt;code&gt;</i> in the input stream for T <sub>E</sub> X to process, and then evaluates the relationship between the two <i>&lt;floating point expressions&gt;</i> as described for <code>\fp_compare:nNnTF</code> . If the test is <b>true</b> then the <i>&lt;code&gt;</i> will be inserted into the input stream again and a loop will occur until the <i>&lt;relation&gt;</i> is <b>false</b> .
<code>\fp_until_do:nNnn</code> ☆	<code>\fp_until_do:nNnn {&lt;fpexpr1&gt;} &lt;relation&gt; {&lt;fpexpr2&gt;} {&lt;code&gt;}</code>
New: 2012-08-16	Evaluates the relationship between the two <i>&lt;floating point expressions&gt;</i> as described for <code>\fp_compare:nNnTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>false</b> . After the <i>&lt;code&gt;</i> has been processed by T <sub>E</sub> X the test will be repeated, and a loop will occur until the test is <b>true</b> .
<code>\fp_while_do:nNnn</code> ☆	<code>\fp_while_do:nNnn {&lt;fpexpr1&gt;} &lt;relation&gt; {&lt;fpexpr2&gt;} {&lt;code&gt;}</code>
New: 2012-08-16	Evaluates the relationship between the two <i>&lt;floating point expressions&gt;</i> as described for <code>\fp_compare:nNnTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>true</b> . After the <i>&lt;code&gt;</i> has been processed by T <sub>E</sub> X the test will be repeated, and a loop will occur until the test is <b>false</b> .
<code>\fp_do_until:nn</code> ☆	<code>\fp_do_until:nn { &lt;fpexpr1&gt; &lt;relation&gt; &lt;fpexpr2&gt; } {&lt;code&gt;}</code>
New: 2012-08-16	Places the <i>&lt;code&gt;</i> in the input stream for T <sub>E</sub> X to process, and then evaluates the relationship between the two <i>&lt;floating point expressions&gt;</i> as described for <code>\fp_compare:nTF</code> . If the test is <b>false</b> then the <i>&lt;code&gt;</i> will be inserted into the input stream again and a loop will occur until the <i>&lt;relation&gt;</i> is <b>true</b> .
<code>\fp_do_while:nn</code> ☆	<code>\fp_do_while:nn { &lt;fpexpr1&gt; &lt;relation&gt; &lt;fpexpr2&gt; } {&lt;code&gt;}</code>
New: 2012-08-16	Places the <i>&lt;code&gt;</i> in the input stream for T <sub>E</sub> X to process, and then evaluates the relationship between the two <i>&lt;floating point expressions&gt;</i> as described for <code>\fp_compare:nTF</code> . If the test is <b>true</b> then the <i>&lt;code&gt;</i> will be inserted into the input stream again and a loop will occur until the <i>&lt;relation&gt;</i> is <b>false</b> .
<code>\fp_until_do:nn</code> ☆	<code>\fp_until_do:nn { &lt;fpexpr1&gt; &lt;relation&gt; &lt;fpexpr2&gt; } {&lt;code&gt;}</code>
New: 2012-08-16	Evaluates the relationship between the two <i>&lt;floating point expressions&gt;</i> as described for <code>\fp_compare:nTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>false</b> . After the <i>&lt;code&gt;</i> has been processed by T <sub>E</sub> X the test will be repeated, and a loop will occur until the test is <b>true</b> .
<code>\fp_while_do:nn</code> ☆	<code>\fp_while_do:nn { &lt;fpexpr1&gt; &lt;relation&gt; &lt;fpexpr2&gt; } {&lt;code&gt;}</code>
New: 2012-08-16	Evaluates the relationship between the two <i>&lt;floating point expressions&gt;</i> as described for <code>\fp_compare:nTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>true</b> . After the <i>&lt;code&gt;</i> has been processed by T <sub>E</sub> X the test will be repeated, and a loop will occur until the test is <b>false</b> .

## 6 Some useful constants, and scratch variables

<hr/> <code>\c_zero_fp</code> <code>\c_minus_zero_fp</code> <hr/> New: 2012-05-08 <hr/>	Zero, with either sign.
<hr/> <code>\c_one_fp</code> <hr/> New: 2012-05-08 <hr/>	One as an fp: useful for comparisons in some places.
<hr/> <code>\c_inf_fp</code> <code>\c_minus_inf_fp</code> <hr/> New: 2012-05-08 <hr/>	Infinity, with either sign. These can be input directly in a floating point expression as <code>inf</code> and <code>-inf</code> .
<hr/> <code>\c_e_fp</code> <hr/> Updated: 2012-05-08 <hr/>	The value of the base of the natural logarithm, $e = \exp(1)$ .
<hr/> <code>\c_pi_fp</code> <hr/> Updated: 2013-11-17 <hr/>	The value of $\pi$ . This can be input directly in a floating point expression as <code>pi</code> .
<hr/> <code>\c_one_degree_fp</code> <hr/> New: 2012-05-08 Updated: 2013-11-17 <hr/>	The value of $1^\circ$ in radians. Multiply an angle given in degrees by this value to obtain a result in radians. Note that trigonometric functions expecting an argument in radians or in degrees are both available. Within floating point expressions, this can be accessed as <code>deg</code> .
<hr/> <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 <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<hr/> <code>\g_tmpa_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 <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

## 7 Floating point exceptions

*The functions defined in this section are experimental, and their functionality may be altered or removed altogether.*

“Exceptions” may occur when performing some floating point operations, such as `0 / 0`, or `10 ** 1e9999`. The 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  $\pm 0$ .
- *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<sup>A</sup>T<sub>E</sub>X3.

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.

<code>\fp_if_flag_on_p:n</code> ★	<code>\fp_if_flag_on_p:n {&lt;exception&gt;}</code>
<code>\fp_if_flag_on:nTF</code> ★	<code>\fp_if_flag_on:nTF {&lt;exception&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
New: 2012-08-08	Tests if the flag for the <code>&lt;exception&gt;</code> is on, which normally means the given <code>&lt;exception&gt;</code> has occurred. <i>This function is experimental, and may be altered or removed.</i>
<code>\fp_flag_off:n</code>	<code>\fp_flag_off:n {&lt;exception&gt;}</code>
New: 2012-08-08	Locally turns off the flag which indicates whether the <code>&lt;exception&gt;</code> has occurred. <i>This function is experimental, and may be altered or removed.</i>
<code>\fp_flag_on:n</code> ★	<code>\fp_flag_on:n {&lt;exception&gt;}</code>
New: 2012-08-08	Locally turns on the flag to indicate (or pretend) that the <code>&lt;exception&gt;</code> has occurred. Note that this function is expandable: it is used internally by l3fp to signal when exceptions do occur. <i>This function is experimental, and may be altered or removed.</i>

<code>\fp_trap:nn</code>	<code>\fp_trap:nn {⟨exception⟩} {⟨trap type⟩}</code>
<hr/> New: 2012-07-19 Updated: 2012-08-08 <hr/>	All occurrences of the <i>⟨exception⟩</i> ( <code>invalid_operation</code> , <code>division_by_zero</code> , <code>overflow</code> , or <code>underflow</code> ) within the current group are treated as <i>⟨trap type⟩</i> , which can be <ul style="list-style-type: none"> <li>• <b>none</b>: the <i>⟨exception⟩</i> will be entirely ignored, and leave no trace;</li> <li>• <b>flag</b>: the <i>⟨exception⟩</i> will turn the corresponding flag on when it occurs;</li> <li>• <b>error</b>: additionally, the <i>⟨exception⟩</i> will halt the T<sub>E</sub>X run and display some information about the current operation in the terminal.</li> </ul>

*This function is experimental, and may be altered or removed.*

## 8 Viewing floating points

<code>\fp_show:N</code>	<code>\fp_show:N ⟨fp var⟩</code>
<code>\fp_show:c</code>	<code>\fp_show:n {⟨floating point expression⟩}</code>
<code>\fp_show:n</code>	Evaluates the <i>⟨floating point expression⟩</i> and displays the result in the terminal.
<hr/> New: 2012-05-08 Updated: 2015-08-07 <hr/>	

## 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  $|n| \leq 10000$ ;
- $\pm 0$ , zero, with a given sign;
- $\pm \infty$ , infinity, with a given sign;
- **NaN**, is “not a number”, and can be either quiet or signalling (*not yet*: this distinction is currently unsupported);

(*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  $\pm 0$ ).

The result is thus  $\pm 0$  if and only if  $\langle significand \rangle$  contains no non-zero digit (*i.e.*, consists only in 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  $\text{\TeX}$  macros.

### 9.3 Operations

We now present the various operations allowed in floating point expressions, from the lowest precedence to the highest. When used as a truth value, a floating point expression is `false` if it is  $\pm 0$ , and `true` otherwise, including when it is `NaN`.

---

```
?: \fp_eval:n { <operand1> ? <operand2> : <operand3> }
```

---

The ternary operator `?:` results in `<operand2>` if `<operand1>` is true, and `<operand3>` if it is false (equal to  $\pm 0$ ). All three `<operands>` are evaluated in all cases. The operator is right associative, hence

```
\fp_eval:n
{
  1 + 3 > 4 ? 1 :
  2 + 4 > 5 ? 2 :
  3 + 5 > 6 ? 3 : 4
}
```

first tests whether  $1 + 3 > 4$ ; since this isn't true, the branch following `:` is taken, and  $2 + 4 > 5$  is compared; since this is true, the branch before `:` is taken, and everything else is (evaluated then) ignored. That allows testing for various cases in a concise manner, with the drawback that all computations are made in all cases.

---

```
|| \fp_eval:n { <operand1> <operand2> }
```

---

If `<operand1>` is true (non-zero), use that value, otherwise the value of `<operand2>`. Both `<operands>` are evaluated in all cases.

---

```
&& \fp_eval:n { <operand1> && <operand2> }
```

---

If `<operand1>` is false (equal to  $\pm 0$ ), use that value, otherwise the value of `<operand2>`. Both `<operands>` are evaluated in all cases.

---

```

<      \fp_eval:n
=      {
>      <operand1> <relation1>
?      ...
Updated: 2013-12-14  <operandN> <relationN>
                     <operandN+1>
                     }

```

---

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  $\langle operand_i \rangle \langle relation_j \rangle \langle operand_{i+1} \rangle$  are true, and  $+0$  otherwise. All  $\langle operands \rangle$  are evaluated in all cases. See `\fp_compare:nTF` for details.

---

```

+ \fp_eval:n { <operand1> + <operand2> }
- \fp_eval:n { <operand1> - <operand2> }

```

---

Computes the sum or the difference of its two  $\langle operands \rangle$ . The “invalid operation” exception occurs for  $\infty - \infty$ . “Underflow” and “overflow” occur when appropriate.

---

```

* \fp_eval:n { <operand1> * <operand2> }
/ \fp_eval:n { <operand1> / <operand2> }

```

---

Computes the product or the ratio of its two  $\langle operands \rangle$ . The “invalid operation” exception occurs for  $\infty/\infty$ ,  $0/0$ , or  $0 * \infty$ . “Division by zero” occurs when dividing a finite non-zero number by  $\pm 0$ . “Underflow” and “overflow” occur when appropriate.

---

```

+ \fp_eval:n { + <operand> }
- \fp_eval:n { - <operand> }
! \fp_eval:n { ! <operand> }

```

---

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 { <operand1> ** <operand2> }
^  \fp_eval:n { <operand1> ^ <operand2> }

```

---

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  $\pm 0$  to a strictly negative power. “Underflow” and “overflow” occur when appropriate.

---

```

abs \fp_eval:n { abs( <fpexpr> ) }

```

---

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( <fpexpr> ) }

```

---

Computes the exponential of the  $\langle fpexpr \rangle$ . “Underflow” and “overflow” occur when appropriate.

---

**ln**    \fp\_eval:n { ln(  $\langle fpexpr \rangle$  ) }

---

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**    \fp\_eval:n { max(  $\langle fpexpr_1 \rangle$  ,  $\langle fpexpr_2 \rangle$  , ... ) }

---

**min**    \fp\_eval:n { min(  $\langle fpexpr_1 \rangle$  ,  $\langle fpexpr_2 \rangle$  , ... ) }

---

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**    \fp\_eval:n { round (  $\langle fpexpr \rangle$  ) }

**trunc**    \fp\_eval:n { round (  $\langle fpexpr_1 \rangle$  ,  $\langle fpexpr_2 \rangle$  ) }

**ceil**    \fp\_eval:n { round (  $\langle fpexpr_1 \rangle$  ,  $\langle fpexpr_2 \rangle$  ,  $\langle fpexpr_3 \rangle$  ) }

**floor**    \fp\_eval:n { round (  $\langle fpexpr_1 \rangle$  ,  $\langle fpexpr_2 \rangle$  ,  $\langle fpexpr_3 \rangle$  ) }

---

New: 2013-12-14  
Updated: 2015-08-08

---

Only **round** accepts a third argument. Evaluates  $\langle fpexpr_1 \rangle = x$  and  $\langle fpexpr_2 \rangle = n$  and  $\langle fpexpr_3 \rangle = t$  then rounds  $x$  to  $n$  places. If  $n$  is an integer, this rounds  $x$  to a multiple of  $10^{-n}$ ; if  $n = +\infty$ , this always yields  $x$ ; if  $n = -\infty$ , this yields one of  $\pm 0$ ,  $\pm\infty$ , or NaN; if  $n$  is neither  $\pm\infty$  nor an integer, then an “invalid operation” exception is raised. When  $\langle fpexpr_2 \rangle$  is omitted,  $n = 0$ , i.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  $x$ , with ties ( $x$  half-way between two such multiples) rounded as follows. If  $t$  is **nan** or not given the even multiple is chosen (“ties to even”), if  $t = \pm 0$  the multiple closest to 0 is chosen (“ties to zero”), if  $t$  is positive/negative the multiple closest to  $\infty/-\infty$  is chosen (“ties towards positive/negative infinity”).
- **floor**, 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  $\langle fpexpr_2 \rangle < -9984$ ).

---

<code>sin</code>	<code>\fp_eval:n { sin( &lt;fpexpr&gt; ) }</code>
<code>cos</code>	<code>\fp_eval:n { cos( &lt;fpexpr&gt; ) }</code>
<code>tan</code>	<code>\fp_eval:n { tan( &lt;fpexpr&gt; ) }</code>
<code>cot</code>	<code>\fp_eval:n { cot( &lt;fpexpr&gt; ) }</code>
<code>csc</code>	<code>\fp_eval:n { csc( &lt;fpexpr&gt; ) }</code>
<code>sec</code>	<code>\fp_eval:n { sec( &lt;fpexpr&gt; ) }</code>

---

Updated: 2013-11-17

---

Computes the sine, cosine, tangent, cotangent, cosecant, or secant of the  $\langle fpexpr \rangle$  given in radians. For arguments given in degrees, see `sind`, `cosd`, *etc.* Note that since  $\pi$  is irrational,  $\sin(8\pi)$  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( &lt;fpexpr&gt; ) }</code>
<code>cosd</code>	<code>\fp_eval:n { cosd( &lt;fpexpr&gt; ) }</code>
<code>tand</code>	<code>\fp_eval:n { tand( &lt;fpexpr&gt; ) }</code>
<code>cotd</code>	<code>\fp_eval:n { cotd( &lt;fpexpr&gt; ) }</code>
<code>cscd</code>	<code>\fp_eval:n { cscd( &lt;fpexpr&gt; ) }</code>
<code>secd</code>	<code>\fp_eval:n { secd( &lt;fpexpr&gt; ) }</code>

---

New: 2013-11-02

---

Computes the sine, cosine, tangent, cotangent, cosecant, or secant of the  $\langle fpexpr \rangle$  given in degrees. For arguments given in radians, see `sin`, `cos`, *etc.* Note that since  $\pi$  is irrational,  $\sin(8\pi)$  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( &lt;fpexpr&gt; ) }</code>
<code>acos</code>	<code>\fp_eval:n { acos( &lt;fpexpr&gt; ) }</code>
<code>acsc</code>	<code>\fp_eval:n { acsc( &lt;fpexpr&gt; ) }</code>
<code>asec</code>	<code>\fp_eval:n { asec( &lt;fpexpr&gt; ) }</code>

---

New: 2013-11-02

---

Computes the arcsine, arccosine, arccosecant, or arcsecant of the  $\langle fpexpr \rangle$  and returns the result in radians, in the range  $[-\pi/2, \pi/2]$  for `asin` and `acsc` and  $[0, \pi]$  for `acos` and `asec`. For a result in degrees, use `asind`, *etc.* If the argument of `asin` or `acos` lies outside the range  $[-1, 1]$ , or the argument of `acsc` or `asec` inside the range  $(-1, 1)$ , an “invalid operation” exception is raised. “Underflow” and “overflow” occur when appropriate.

---

<code>asind</code>	<code>\fp_eval:n { asind( &lt;fpexpr&gt; ) }</code>
<code>acosd</code>	<code>\fp_eval:n { acosd( &lt;fpexpr&gt; ) }</code>
<code>acscd</code>	<code>\fp_eval:n { acscd( &lt;fpexpr&gt; ) }</code>
<code>asecd</code>	<code>\fp_eval:n { asecd( &lt;fpexpr&gt; ) }</code>

---

New: 2013-11-02

Computes the arcsine, arccosine, arccosecant, or arcsecant of the  $\langle fpexpr \rangle$  and returns the result in degrees, in the range  $[-90, 90]$  for `asin` and `acsc` and  $[0, 180]$  for `acos` and `asec`. For a result in radians, use `asin`, *etc.* If the argument of `asin` or `acos` lies outside the range  $[-1, 1]$ , or the argument of `acsc` or `asec` inside the range  $(-1, 1)$ , an “invalid operation” exception is raised. “Underflow” and “overflow” occur when appropriate.

---

<code>atan</code>	<code>\fp_eval:n { atan( &lt;fpexpr&gt; ) }</code>
<code>acot</code>	<code>\fp_eval:n { atan( &lt;fpexpr<sub>1</sub>&gt; , &lt;fpexpr<sub>2</sub>&gt; ) }</code>
	<code>\fp_eval:n { acot( &lt;fpexpr&gt; ) }</code>
New: 2013-11-02	<code>\fp_eval:n { acot( &lt;fpexpr<sub>1</sub>&gt; , &lt;fpexpr<sub>2</sub>&gt; ) }</code>

---

Those functions yield an angle in radians: `atand` and `acotd` are their analogs in degrees. The one-argument versions compute the arctangent or arccotangent of the  $\langle fpexpr \rangle$ : arctangent takes values in the range  $[-\pi/2, \pi/2]$ , and arccotangent in the range  $[0, \pi]$ . The two-argument arctangent computes the angle in polar coordinates of the point with Cartesian coordinates  $(\langle fpexpr_2 \rangle, \langle fpexpr_1 \rangle)$ : this is the arctangent of  $\langle fpexpr_1 \rangle / \langle fpexpr_2 \rangle$ , possibly shifted by  $\pi$  depending on the signs of  $\langle fpexpr_1 \rangle$  and  $\langle fpexpr_2 \rangle$ . The two-argument arccotangent computes the angle in polar coordinates of the point  $(\langle fpexpr_1 \rangle, \langle fpexpr_2 \rangle)$ , equal to the arccotangent of  $\langle fpexpr_1 \rangle / \langle fpexpr_2 \rangle$ , possibly shifted by  $\pi$ . Both two-argument functions take values in the wider range  $[-\pi, \pi]$ . The ratio  $\langle fpexpr_1 \rangle / \langle fpexpr_2 \rangle$  need not be defined for the two-argument arctangent: when both expressions yield  $\pm 0$ , or when both yield  $\pm \infty$ , the resulting angle is one of  $\{\pm \pi/4, \pm 3\pi/4\}$  depending on signs. Only the “underflow” exception can occur.

---

<code>atand</code>	<code>\fp_eval:n { atand( &lt;fpexpr&gt; ) }</code>
<code>acotd</code>	<code>\fp_eval:n { atand( &lt;fpexpr<sub>1</sub>&gt; , &lt;fpexpr<sub>2</sub>&gt; ) }</code>
	<code>\fp_eval:n { acotd( &lt;fpexpr&gt; ) }</code>
New: 2013-11-02	<code>\fp_eval:n { acotd( &lt;fpexpr<sub>1</sub>&gt; , &lt;fpexpr<sub>2</sub>&gt; ) }</code>

---

Those functions yield an angle in degrees: `atand` and `acotd` are their analogs in radians. The one-argument versions compute the arctangent or arccotangent of the  $\langle fpexpr \rangle$ : arctangent takes values in the range  $[-90, 90]$ , and arccotangent in the range  $[0, 180]$ . The two-argument arctangent computes the angle in polar coordinates of the point with Cartesian coordinates  $(\langle fpexpr_2 \rangle, \langle fpexpr_1 \rangle)$ : this is the arctangent of  $\langle fpexpr_1 \rangle / \langle fpexpr_2 \rangle$ , possibly shifted by 180 depending on the signs of  $\langle fpexpr_1 \rangle$  and  $\langle fpexpr_2 \rangle$ . The two-argument arccotangent computes the angle in polar coordinates of the point  $(\langle fpexpr_1 \rangle, \langle fpexpr_2 \rangle)$ , equal to the arccotangent of  $\langle fpexpr_1 \rangle / \langle fpexpr_2 \rangle$ , possibly shifted by 180. Both two-argument functions take values in the wider range  $[-180, 180]$ . The ratio  $\langle fpexpr_1 \rangle / \langle fpexpr_2 \rangle$  need not be defined for the two-argument arctangent: when both expressions yield  $\pm 0$ , or when both yield  $\pm \infty$ , the resulting angle is one of  $\{\pm 45, \pm 135\}$  depending on signs. Only the “underflow” exception can occur.

<hr/> <b>sqrt</b> <hr/>	<code>\fp_eval:n { sqrt( &lt;fpexpr&gt; ) }</code>
<hr/> <b>New: 2013-12-14</b> <hr/>	Computes the square root of the <i>&lt;fpexpr&gt;</i> . The “invalid operation” is raised when the <i>&lt;fpexpr&gt;</i> is negative; no other exception can occur. Special values yield $\sqrt{-0} = -0$ , $\sqrt{+0} = +0$ , $\sqrt{+\infty} = +\infty$ and $\sqrt{\text{NaN}} = \text{NaN}$ .
<hr/> <b>inf</b> <hr/> <b>nan</b> <hr/>	The special values $+\infty$ , $-\infty$ , and NaN are represented as <code>inf</code> , <code>-inf</code> and <code>nan</code> (see <code>\c_-inf_fp</code> , <code>\c_minus_inf_fp</code> and <code>\c_nan_fp</code> ).
<hr/> <b>pi</b> <hr/>	The value of $\pi$ (see <code>\c_pi_fp</code> ).
<hr/> <b>deg</b> <hr/>	The value of $1^\circ$ in radians (see <code>\c_one_degree_fp</code> ).
<hr/> <b>em</b> <b>ex</b> <b>in</b> <b>pt</b> <b>pc</b> <b>cm</b> <b>mm</b> <b>dd</b> <b>cc</b> <b>nd</b> <b>nc</b> <b>bp</b> <b>sp</b> <hr/>	Those units of measurement are equal to their values in <code>pt</code> , namely <div style="margin-left: 100px;"> <math>1\text{in} = 72.27\text{pt}</math>  <math>1\text{pt} = 1\text{pt}</math>  <math>1\text{pc} = 12\text{pt}</math>  <math>1\text{cm} = \frac{1}{2.54}\text{in} = 28.45275590551181\text{pt}</math>  <math>1\text{mm} = \frac{1}{25.4}\text{in} = 2.845275590551181\text{pt}</math>  <math>1\text{dd} = 0.376065\text{mm} = 1.07000856496063\text{pt}</math>  <math>1\text{cc} = 12\text{dd} = 12.84010277952756\text{pt}</math>  <math>1\text{nd} = 0.375\text{mm} = 1.066978346456693\text{pt}</math>  <math>1\text{nc} = 12\text{nd} = 12.80374015748031\text{pt}</math>  <math>1\text{bp} = \frac{1}{72}\text{in} = 1.00375\text{pt}</math>  <math>1\text{sp} = 2^{-16}\text{pt} = 1.52587890625e - 5\text{pt}</math>. </div>
	The values of the (font-dependent) units <code>em</code> and <code>ex</code> are gathered from T <sub>E</sub> X when the surrounding floating point expression is evaluated.
<hr/> <b>true</b> <b>false</b> <hr/>	Other names for 1 and +0.
<hr/> <b>\fp_abs:n</b> <span style="color:red">★</span> <hr/>	<code>\fp_abs:n {&lt;floating point expression&gt;}</code>
<hr/> <b>New: 2012-05-14</b> <b>Updated: 2012-07-08</b> <hr/>	Evaluates the <i>&lt;floating point expression&gt;</i> as described for <code>\fp_eval:n</code> and leaves the absolute value of the result in the input stream. This function does not raise any exception beyond those raised when evaluating its argument. Within floating point expressions, <code>abs()</code> can be used.

---

`\fp_max:nn` ★ `\fp_max:nn {<fp expression 1>} {<fp expression 2>}`

`\fp_min:nn` ★

---

New: 2012-09-26

Evaluates the *<floating point expressions>* as described for `\fp_eval:n` and leaves the resulting larger (`max`) or smaller (`min`) value in the input stream. This function does not raise any exception beyond those raised when evaluating its argument. Within floating point expressions, `max()` and `min()` can be used.

## 10 Disclaimer and roadmap

The package may break down if the escape character is among 0123456789\_+; if it receives a T<sub>E</sub>X 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 {<fpexpr>} {<format>}`, but what should *<format>* be? More general pretty printing?
- Add `and`, `or`, `xor`? Perhaps under the names `all`, `any`, and `xor`?
- Add `log(x, b)` for logarithm of  $x$  in base  $b$ .
- `hypot` (Euclidean length). Cartesian-to-polar transform.
- Hyperbolic functions `cosh`, `sinh`, `tanh`.
- Inverse hyperbolics.
- Base conversion, input such as `0xAB.CDEF`.
- 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 {0pt}` should return  $-0$ , not  $+0$ .
- The result of  $(\pm 0) + (\pm 0)$ , of  $x + (-x)$ , and of  $(-x) + x$  should depend on the rounding mode.
- `0e9999999999` gives a T<sub>E</sub>X “number too large” error.
- Subnormals are not implemented.
- 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<sub>E</sub>X fp packages, the international standards,...
- Also take into account the “inexact” exception?
- Support multi-character prefix operators (*e.g.*, `@/` or whatever)? 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  
Updated: 2015-08-03

---

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

Writes the definition of the <control sequence> in the log file. See also \cs\_show:N which displays the result in the terminal.

---

```
\__kernel_register_log:N  
\__kernel_register_log:c
```

---

Updated: 2015-08-03

---

```
\__kernel_register_log:N <register>
```

Used to write the contents of a TeX register to the log file in a form similar to \\_\_kernel\_register\_show:N.

## 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<sub>E</sub>X by doing the translation first, then inserting an unmodified box. On the other hand, rotation and resizing of boxed material can best be handled by modifying boxes. These transformations are described here.

---

<code>\box_resize:Nnn</code>	<code>\box_resize:Nnn &lt;box&gt; {&lt;x-size&gt;} {&lt;y-size&gt;}</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<sub>E</sub>X group level.

---

<code>\box_resize_to_ht_plus_dp:Nn</code>	<code>\box_resize_to_ht_plus_dp:Nn &lt;box&gt; {&lt;y-size&gt;}</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<sub>E</sub>X group level.

---

<code>\box_resize_to_ht:Nn</code>	<code>\box_resize_to_ht:Nn &lt;box&gt; {&lt;y-size&gt;}</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<sub>E</sub>X group level.

<hr/> <code>\box_resize_to_wd:Nn</code> <hr/>	<code>\box_resize_to_wd:Nn &lt;box&gt; {&lt;x-size&gt;}</code>
<code>\box_resize_to_wd:cn</code> <hr/>	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 $\text{\TeX}$ group level.

<hr/> <code>\box_resize_to_wd_and_ht:Nnn</code> <hr/>	<code>\box_resize_to_wd_and_ht:Nnn &lt;box&gt; {&lt;x-size&gt;} {&lt;y-size&gt;}</code>
<code>\box_resize_to_wd_and_ht:cnn</code> <hr/>	
New: 2014-07-03 <hr/>	

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.

<hr/> <code>\box_rotate:Nn</code> <hr/>	<code>\box_rotate:Nn &lt;box&gt; {&lt;angle&gt;}</code>
<code>\box_rotate:cn</code> <hr/>	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 $\text{\TeX}$ group level.

<hr/> <code>\box_scale:Nnn</code> <hr/>	<code>\box_scale:Nnn &lt;box&gt; {&lt;x-scale&gt;} {&lt;y-scale&gt;}</code>
<code>\box_scale:cnn</code> <hr/>	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 $\text{\TeX}$ group level.

### 3.2 Viewing part of a box

---

`\box_clip:N` `\box_clip:N <box>`  
`\box_clip:c`

---

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<sub>E</sub>X group level.

**These functions require the L<sup>A</sup>T<sub>E</sub>X3 native drivers: they will not work with the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> graphics drivers!**

**T<sub>E</sub>Xhackers note:** Clipping is implemented by the driver, and as such the full content of the box is placed in the output file. Thus clipping does not remove any information from the raw output, and hidden material can therefore be viewed by direct examination of the file.

---

`\box_trim:Nnnnn` `\box_trim:Nnnnn <box> {<left>} {<bottom>} {<right>} {<top>}`  
`\box_trim:cnnnn`

---

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<sub>E</sub>X group level. The behavior of the operation where the trims requested is greater than the size of the box is undefined.

---

`\box_viewport:Nnnnn` `\box_viewport:Nnnnn <box> {<llx>} {<lly>} {<urx>} {<ury>}`  
`\box_viewport:cnnnn`

---

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<sub>E</sub>X group level.

### 3.3 Internal variables

---

`\l__box_angle_fp`

---

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.

---

`\l__box_cos_fp`  
`\l__box_sin_fp`

---

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>&lt;comma list&gt;</i>
<code>\clist_log:c</code> <hr/>	Writes the entries in the <i>&lt;comma list&gt;</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>{&lt;tokens&gt;}</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>&lt;coffin&gt;</i> <i>{&lt;width&gt;}</i> <i>{&lt;total-height&gt;}</i>
<code>\coffin_resize:cnn</code> <hr/>	Resized the <i>&lt;coffin&gt;</i> to <i>&lt;width&gt;</i> and <i>&lt;total-height&gt;</i> , both of which should be given as dimension expressions.

<hr/> <code>\coffin_rotate:Nn</code> <hr/>	<code>\coffin_rotate:Nn</code> <i>&lt;coffin&gt;</i> <i>{&lt;angle&gt;}</i>
<code>\coffin_rotate:cn</code> <hr/>	Rotates the <i>&lt;coffin&gt;</i> by the given <i>&lt;angle&gt;</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>&lt;coffin&gt;</i> <i>{&lt;x-scale&gt;}</i> <i>{&lt;y-scale&gt;}</i>
<code>\coffin_scale:cnn</code> <hr/>	Scales the <i>&lt;coffin&gt;</i> by a factors <i>&lt;x-scale&gt;</i> and <i>&lt;y-scale&gt;</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>&lt;coffin&gt;</i>
<code>\coffin_log_structure:c</code> <hr/>	This function writes the structural information about the <i>&lt;coffin&gt;</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``Updated: 2015-08-07`

---

`\fp_log:N <fp var>``\fp_log:n {<floating point expression>}`

Evaluates the *<floating point expression>* and writes the result in the log file.

## 8 Additions to l3int

---

`\int_log:N``\int_log:c`

---

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

---

`\int_log:N <integer>`

Writes the value of the *<integer>* in the log file.



<hr/>	<code>\int_log:n</code>	<code>\int_log:n {⟨integer expression⟩}</code>
<hr/>	New: 2014-08-22	Writes the result of evaluating the <i>⟨integer expression⟩</i> in the log file.
<hr/>	Updated: 2015-08-07	

## 9 Additions to l3keys

<hr/>	<code>\keys_log:nn</code>	<code>\keys_log:nn {⟨module⟩} {⟨key⟩}</code>
<hr/>	New: 2014-08-22	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

In very rare cases it may be necessary to produce errors in an expansion-only context. The functions in this section should only be used if there is no alternative approach using `\msg_error:nnnnnn` or other non-expandable commands from the previous section. Despite having a similar interface as non-expandable messages, expandable errors must be handled internally very differently from normal error messages, as none of the tools to print to the terminal or the log file are expandable. As a result, the message text and arguments are not expanded, and messages must be very short (with default settings, they are truncated after approximately 50 characters). It is advisable to ensure that the message is understandable even when truncated. Another particularity of expandable messages is that they cannot be redirected or turned off by the user.

<code>\msg_expandable_error:nnnnnn</code>	★	<code>\msg_expandable_error:nnnnnn {⟨module⟩} {⟨message⟩} {⟨arg one⟩} {⟨arg</code>
<code>\msg_expandable_error:nnffff</code>	★	<code>two⟩} {⟨arg three⟩} {⟨arg four⟩}</code>
<code>\msg_expandable_error:nnnnn</code>	★	
<code>\msg_expandable_error:nnfff</code>	★	
<code>\msg_expandable_error:nnnn</code>	★	
<code>\msg_expandable_error:nnff</code>	★	
<code>\msg_expandable_error:nnn</code>	★	
<code>\msg_expandable_error:nnf</code>	★	
<code>\msg_expandable_error:nn</code>	★	

---

New: 2015-08-06

---

Issues an “Undefined error” message from T<sub>E</sub>X itself using the undefined control sequence `\::error` then prints “! *⟨module⟩*: ”*⟨error message⟩*, which should be short. With default settings, anything beyond approximately 60 characters long (or bytes in some engines) is cropped. A leading space might be removed as well.

## 11 Additions to l3prg

---

`\bool_log:N`  
`\bool_log:c`

---

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

---

`\bool_log:N`  $\langle boolean \rangle$   
Writes the logical truth of the  $\langle boolean \rangle$  in the log file.

---

`\bool_log:n`

---

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

---

`\bool_log:n`  $\{\langle boolean\ expression \rangle\}$   
Writes the logical truth of the  $\langle boolean\ expression \rangle$  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:NNN`  $\langle seq_1 \rangle$   $\langle seq_2 \rangle$   $\langle function \rangle$   
`\seq_mapthread_function:(NcN|cNN|ccN)` ☆

---

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<sub>E</sub>Xhackers note:** Contrarily to other mapping functions, `\seq_map_break:` cannot be used in this function, and will lead to low-level T<sub>E</sub>X 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<sub>E</sub>Xhackers note:** Contrarily to other mapping functions, `\seq_map_break:` cannot be used in this function, and will lead to low-level T<sub>E</sub>X 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  
Updated: 2015-08-03

`\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  
Updated: 2015-08-07

`\dim_log:n`  $\{ \langle dimension\ expression \rangle \}$

Writes the result of evaluating the  $\langle dimension\ expression \rangle$  in the log file.

<hr/> <code>\skip_log:N</code> <code>\skip_log:c</code> <hr/>	<code>\skip_log:N</code> $\langle skip \rangle$ Writes the value of the $\langle skip \rangle$ in the log file.
New: 2014-08-22 Updated: 2015-08-03	
<hr/> <code>\skip_log:n</code> <hr/>	<code>\skip_log:n</code> $\{\langle skip\ expression \rangle\}$ Writes the result of evaluating the $\langle skip\ expression \rangle$ in the log file.
New: 2014-08-22 Updated: 2015-08-07	
<hr/> <code>\muskip_log:N</code> <code>\muskip_log:c</code> <hr/>	<code>\muskip_log:N</code> $\langle muskip \rangle$ Writes the value of the $\langle muskip \rangle$ in the log file.
New: 2014-08-22 Updated: 2015-08-03	
<hr/> <code>\muskip_log:n</code> <hr/>	<code>\muskip_log:n</code> $\{\langle muskip\ expression \rangle\}$ Writes the result of evaluating the $\langle muskip\ expression \rangle$ in the log file.
New: 2014-08-22 Updated: 2015-08-07	

## 15 Additions to l3tl

<hr/> <code>\tl_if_single_token_p:n</code> ★ <code>\tl_if_single_token:nTF</code> ★ <hr/>	<code>\tl_if_single_token_p:n</code> $\{\langle token\ list \rangle\}$ <code>\tl_if_single_token:nTF</code> $\{\langle token\ list \rangle\} \{\langle true\ code \rangle\} \{\langle false\ code \rangle\}$ Tests if the token list consists of exactly one token, <i>i.e.</i> 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> ★ <hr/>	<code>\tl_reverse_tokens:n</code> $\{\langle tokens \rangle\}$ This function, which works directly on T <sub>E</sub> X tokens, reverses the order of the $\langle tokens \rangle$ : the first 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, <code>\tl_reverse_tokens:n {a~{b()}}</code> leaves <code>{() (b)~a}</code> in the input stream. This function requires two steps of expansion.
---	---

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

<hr/> <code>\tl_count_tokens:n</code> ★ <hr/>	<code>\tl_count_tokens:n</code> $\{\langle tokens \rangle\}$ Counts the number of T <sub>E</sub> X tokens in the $\langle tokens \rangle$ and leaves this information in the input stream. Every token, including spaces and braces, contributes one to the total; thus for instance, the token count of <code>a~{bc}</code> is 6. This function requires three expansions, giving an <i>integer denotation</i> .
---	--

---

```

\tl_expandable_uppercase:n ★ \tl_expandable_uppercase:n {\tokens}
\tl_expandable_lowercase:n ★ \tl_expandable_lowercase:n {\tokens}

```

---

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<sub>E</sub>Xhackers 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.

---

```

\tl_lower_case:n ★ \tl_upper_case:n {\tokens}
\tl_lower_case:nn ★ \tl_upper_case:nn {\language} {\tokens}
\tl_upper_case:n ★ These functions are intended to be applied to input which may be regarded broadly
\tl_upper_case:nn ★ as “text”. They traverse the  $\langle tokens \rangle$  and change the case of characters as discussed
\tl_mixed_case:n ★ below. The character code of the characters replaced may be arbitrary: the replacement
\tl_mixed_case:nn ★ characters will have standard document-level category codes (11 for letters, 12 for letter-

```

---

New: 2014-06-30  
Updated: 2015-05-07

---

like characters which can also be case-changed). Begin-group and end-group characters in the  $\langle tokens \rangle$  are normalized and become { and }, respectively.

Importantly, notice that these functions are intended for working with user text for typesetting. For case changing programmatic data see the `l3str` module and discussion there of `\str_lower_case:n`, `\str_upper_case:n` and `\str_fold_case:n`.

The functions perform expansion on the input in most cases. In particular, input in the form of token lists or expandable functions will be expanded *unless* it falls within one of the special handling classes described below. This expansion approach means that in general the result of case changing will match the “natural” outcome expected from a “functional” approach to case modification. For example

```

\tl_set:Nn \l_tmpa_tl { hello }
\tl_upper_case:n { \l_tmpa_tl \c_space_tl world }

```

will produce

```
HELLO WORLD
```

The expansion approach taken means that in package mode any L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> “robust” commands which may appear in the input should be converted to engine-protected versions using for example the `\robustify` command from the `etoolbox` package.

---

---

**\l\_tl\_case\_change\_math\_tl**

Case changing will not take place within math mode material so for example

```
\tl_upper_case:n { Some~text~$y = mx + c$~with~{Braces} }
```

will become

```
SOME TEXT $y = mx + c$ WITH {BRACES}
```

Material inside math mode is left entirely unchanged: in particular, no expansion is undertaken.

Detection of math mode is controlled by the list of tokens in `\l_tl_case_change_math_tl`, which should be in open–close pairs. In package mode the standard settings is

```
$ $ \ ( \ )
```

Note that while expansion occurs when searching the text it does not apply to math mode material (which should be unaffected by case changing). As such, whilst the opening token for math mode may be “hidden” inside a command/macro, the closing one cannot be as this is being searched for in math mode. Typically, in the types of “text” the case changing functions are intended to apply to this should not be an issue.

---

---

**\l\_tl\_case\_change\_exclude\_tl**

Case changing can be prevented by using any command on the list `\l_tl_case_change_exclude_tl`. Each entry should be a function to be followed by one argument: the latter will be preserved as-is with no expansion. Thus for example following

```
\tl_put_right:Nn \l_tl_case_change_exclude_tl { \NoChangeCase }
```

the input

```
\tl_upper_case:n  
{ Some~text~$y = mx + c$~with~\NoChangeCase {Protection} }
```

will result in

```
SOME TEXT $y = mx + c$ WITH \NoChangeCase {Protection}
```

Notice that the case changing mapping preserves the inclusion of the escape functions: it is left to other code to provide suitable definitions (typically equivalent to `\use:n`). In particular, the result of case changing is returned protected by `\exp_not:n`.

When used with  $\text{\LaTeX}_{2\epsilon}$  the commands `\cite`, `\ensuremath`, `\label` and `\ref` are automatically included in the list for exclusion from case changing.

In package mode, the case change system will also convert text stored using the  $\text{\LaTeX}_{2\epsilon}$  “LICR” approach. This will upper/lower case tokens as implemented for the font encodings T1, T2, T5 and LGR (see the behaviour of the  $\text{\LaTeX}_{2\epsilon}$  command `\MakeUppercase`). Note that these commands will automatically be protected from expansion.

“Mixed” case conversion may be regarded informally as converting the first character of the *tokens* to upper case and the rest to lower case. However, the process is more complex than this as there are some situations where a single lower case character maps to a special form, for example *ij* in Dutch which becomes *IJ*. As such, `\tl_mixed_case:n(n)` implement a more sophisticated mapping which accounts for this and for modifying accents on the first letter. Spaces at the start of the *tokens* are ignored when finding the first “letter” for conversion.

```
\tl_mixed_case:n { hello~WORLD } % => "Hello world"
\tl_mixed_case:n { ~hello~WORLD } % => " Hello world"
\tl_mixed_case:n { {hello}~WORLD } % => "{Hello} world"
```

When finding the first “letter” for this process, any content in math mode or covered by `\l_tl_case_change_exclude_tl` is ignored.

(Note that the Unicode Consortium describe this as “title case”, but that in English title case applies on a word-by-word basis. The “mixed” case implemented here is a lower level concept needed for both “title” and “sentence” casing of text.)

---

#### `\l_tl_mixed_case_ignore_tl`

---

The list of characters to ignore when searching for the first “letter” in mixed-casing is determined by `\l_tl_mixed_change_ignore_tl`. This has the standard setting

```
( [ { ‘ -
```

where comparisons are made on a character basis.

As is generally true for `expl3`, these functions are designed to work with Unicode input only. As such, when used with `pdfTeX` *only* the characters `a–zA–Z` are modified. When used with `XYTeX` 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. Context detection will expand input but treats any unexpandable control sequences as “failures” to match a context.

Language-sensitive conversions are enabled using the *language* argument, and follow Unicode Consortium guidelines. Currently, the languages recognised for special handling are as follows.

- Azeri and Turkish (`az` and `tr`). The case pairs *I*/*i*-dotless and *I*-dot/*i* are activated for these languages. The combining dot mark is removed when lower casing *I*-dot and introduced when upper casing *i*-dotless.
- German (`de-alt`). An alternative mapping for German in which the lower case *Eszett* maps to a *großes Eszett*.
- Lithuanian (`lt`). The lower case letters *i* and *j* should retain a dot above when the accents grave, acute or tilde are present. This is implemented for lower casing of

the relevant upper case letters both when input as single Unicode codepoints and when using combining accents. The combining dot is removed when upper casing in these cases. Note that *only* the accents used in Lithuanian are covered: the behaviour of other accents are not modified.

- Dutch (nl). Capitalisation of ij at the beginning of mixed cased input produces IJ rather than Ij. The output retains two separate letters, thus this transformation *is* available using pdfTeX.

Creating additional context-sensitive mappings requires knowledge of the underlying mapping implementation used here. The team are happy to add these to the kernel where they are well-documented (*e.g.* in Unicode Consortium or relevant government publications).

<hr/> <code>\tl_set_from_file:Nnn</code> <code>\tl_set_from_file:cnn</code> <code>\tl_gset_from_file:Nnn</code> <code>\tl_gset_from_file:cnn</code> <hr/> <p>New: 2014-06-25</p> <hr/>	<code>\tl_set_from_file:Nnn &lt;tl&gt; {&lt;setup&gt;} {&lt;filename&gt;}</code> <p>Defines <math>\langle tl \rangle</math> to the contents of <math>\langle filename \rangle</math>. Category codes may need to be set appropriately via the <math>\langle setup \rangle</math> argument.</p>
<hr/> <code>\tl_set_from_file_x:Nnn</code> <code>\tl_set_from_file_x:cnn</code> <code>\tl_gset_from_file_x:Nnn</code> <code>\tl_gset_from_file_x:cnn</code> <hr/> <p>New: 2014-06-25</p> <hr/>	<code>\tl_set_from_file_x:Nnn &lt;tl&gt; {&lt;setup&gt;} {&lt;filename&gt;}</code> <p>Defines <math>\langle tl \rangle</math> to the contents of <math>\langle filename \rangle</math>, expanding the contents of the file as it is read. Category codes and other definitions may need to be set appropriately via the <math>\langle setup \rangle</math> argument.</p>
<hr/> <code>\tl_log:N</code> <code>\tl_log:c</code> <hr/> <p>New: 2014-08-22 Updated: 2015-08-01</p> <hr/>	<code>\tl_log:N &lt;tl var&gt;</code> <p>Writes the content of the <math>\langle tl var \rangle</math> in the log file. See also <code>\tl_show:N</code> which displays the result in the terminal.</p>
<hr/> <code>\tl_log:n</code> <hr/> <p>New: 2014-08-22</p> <hr/>	<code>\tl_log:n &lt;token list&gt;</code> <p>Writes the <math>\langle token list \rangle</math> in the log file. See also <code>\tl_show:n</code> which displays the result in the terminal.</p>
<hr/> <code>\char_set_active_eq:NN</code> <code>\char_gset_active_eq:NN</code> <hr/> <p>Updated: 2015-09-01</p> <hr/>	<code>\char_set_active_eq:NN &lt;char&gt; &lt;function&gt;</code> <p>Sets the behaviour of the <math>\langle char \rangle</math> in situations where it is active (category code 13) to be equivalent to that of the <math>\langle function \rangle</math>. The category code of the <math>\langle char \rangle</math> is <i>unchanged</i> by this process. The <math>\langle function \rangle</math> may itself be an active character.</p>

## 16 Additions to l3tokens



<code>\char_set_active_eq:nN</code>	<code>\char_set_active_eq:nN {&lt;integer expression&gt;} {&lt;function&gt;}</code>
<code>\char_gset_active_eq:nN</code>	Sets the behaviour of the <code>&lt;char&gt;</code> which has character code as given by the <code>&lt;integer expression&gt;</code> in situations where it is active (category code 13) to be equivalent to that of the <code>&lt;function&gt;</code> . The category code of the <code>&lt;char&gt;</code> is <i>unchanged</i> by this process. The <code>&lt;function&gt;</code> may itself be an active character.
New: 2015-09-02	

<code>\char_generate:nn</code> ★	<code>\char_generate:nn {&lt;charcode&gt;} {&lt;catcode&gt;}</code>
New: 2015-09-09	Generates a character token of the given <code>&lt;charcode&gt;</code> and <code>&lt;catcode&gt;</code> (both of which may be integer expressions). The <code>&lt;catcode&gt;</code> may be one of

- 1 (begin group)
- 2 (end group)
- 3 (math toggle)
- 4 (alignment)
- 6 (parameter)
- 7 (math superscript)
- 8 (math subscript)
- 11 (letter)
- 12 (other)

and other values will raise an error.

The `<catcode>` may be any one valid for the engine in use. Note however that for XeTeX releases prior to 0.99992 only the 8-bit range (0 to 255) is accepted due to engine limitations.

<code>\peek_N_type:TF</code>	<code>\peek_N_type:TF {&lt;true code&gt;} {&lt;false code&gt;}</code>
Updated: 2012-12-20	Tests if the next <code>&lt;token&gt;</code> in the input stream can be safely grabbed as an N-type argument. The test will be <code>&lt;false&gt;</code> if the next <code>&lt;token&gt;</code> is either an explicit or implicit begin-group or end-group token (with any character code), or an explicit or implicit space character (with character code 32 and category code 10), or an outer token (never used in L <sup>A</sup> T <sub>E</sub> X3) and <code>&lt;true&gt;</code> in all other cases. Note that a <code>&lt;true&gt;</code> result ensures that the next <code>&lt;token&gt;</code> is a valid N-type argument. However, if the next <code>&lt;token&gt;</code> is for instance <code>\c_space_token</code> , the test will take the <code>&lt;false&gt;</code> branch, even though the next <code>&lt;token&gt;</code> is in fact a valid N-type argument. The <code>&lt;token&gt;</code> will be left in the input stream after the <code>&lt;true code&gt;</code> or <code>&lt;false code&gt;</code> (as appropriate to the result of the test).

## Part XXIV

# The l3sys package

## System/runtime functions

### 0.1 Engine-specific conditionals

---

<code>\sys_if_engine luatex_p:</code>	<code>*</code>
<code>\sys_if_engine luatex:</code>	<code><u>TF</u></code> <code>*</code>
<code>\sys_if_engine pdftex_p:</code>	<code>*</code>
<code>\sys_if_engine pdftex:</code>	<code><u>TF</u></code> <code>*</code>
<code>\sys_if_engine ptex_p:</code>	<code>*</code>
<code>\sys_if_engine ptex:</code>	<code><u>TF</u></code> <code>*</code>
<code>\sys_if_engine uptex_p:</code>	<code>*</code>
<code>\sys_if_engine uptex:</code>	<code><u>TF</u></code> <code>*</code>
<code>\sys_if_engine xetex_p:</code>	<code>*</code>
<code>\sys_if_engine xetex:</code>	<code><u>TF</u></code> <code>*</code>

---

New: 2015-09-07

`\sys_if_engine pdftex:TF` `{\true code}` `{\false code}`

Conditionals which allow engine-specific code to be used. The names follow naturally from those of the engine binaries: note that the (u)ptex tests are for  $\varepsilon$ -pTeX and  $\varepsilon$ -upTeX as expl3 requires the  $\varepsilon$ -TeX extensions. Each conditional is true for *exactly one* supported engine. In particular, `\sys_if_engine ptex_p:` is true for  $\varepsilon$ -pTeX but false for  $\varepsilon$ -upTeX.

## Part XXV

# The l3luatex package

## LuaTeX-specific functions

### 1 Breaking out to Lua

The LuaTeX engine provides access to the Lua programming language, and with it access to the “internals” of TeX. In order to use this within the framework provided here, a family of functions is available. When used with pdfTeX or XeTeX these will raise an error: use `\sys_if_engine_luatex:T` to avoid this. Details of coding the LuaTeX engine are detailed in the LuaTeX manual.

---

<code>\lua_now_x:n</code>	★	<code>\lua_now:n {⟨token list⟩}</code>
---------------------------	---	--

---

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

---

New: 2015-06-29

---

The `⟨token list⟩` is first tokenized by TeX, which will include converting line ends to spaces in the usual TeX manner and which respects currently-applicable TeX category codes. The resulting `⟨Lua input⟩` is passed to the Lua interpreter for processing. Each `\lua_now:n` block is treated by Lua as a separate chunk. The Lua interpreter will execute the `⟨Lua input⟩` immediately, and in an expandable manner.

In the case of the `\lua_now_x:n` version the input is fully expanded by TeX in an x-type manner *but* the function remains fully expandable.

**TeXhackers note:** `\lua_now_x:n` is a macro wrapper around `\directlua:` when LuaTeX is in use two expansions will be required to yield the result of the Lua code.

---

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

---

<code>\lua_shipout:n</code>	
-----------------------------	--

---

New: 2015-06-30

---

The `⟨token list⟩` is first tokenized by TeX, which will include converting line ends to spaces in the usual TeX manner and which respects currently-applicable TeX category codes. The resulting `⟨Lua input⟩` is passed to the Lua interpreter when the current page is finalised (*i.e.* at shipout). Each `\lua_shipout:n` block is treated by Lua as a separate chunk. The Lua interpreter will execute the `⟨Lua input⟩` during the page-building routine: no TeX expansion of the `⟨Lua input⟩` will occur at this stage.

In the case of the `\lua_shipout_x:n` version the input is fully expanded by TeX in an x-type manner during the shipout operation.

**TeXhackers note:** At a TeX level, the `⟨Lua input⟩` is stored as a “whatsit”.

<hr/>	
<code>\lua_escape_x:n</code> ★	<code>\lua_escape:n {⟨<i>token list</i>⟩}</code>
<code>\lua_escape:n</code> ★	
<hr/>	
New: 2015-06-29	Converts the <i>⟨token list⟩</i> such that it can safely be passed to Lua: embedded backslashes, double and single quotes, and newlines and carriage returns are escaped. This is done by prepending an extra token consisting of a backslash with category code 12, and for the line endings, converting them to <code>\n</code> and <code>\r</code> , respectively.
<hr/>	

In the case of the `\lua_escape_x:n` version the input is fully expanded by `TeX` in an `x`-type manner *but* the function remains fully expandable.

**TeXhackers note:** `\lua_escape_x:n` is a macro wrapper around `\luaescapestring:` when `LuaTeX` is in use two expansions will be required to yield the result of the Lua code.

## Part XXVI

# 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<sup>A</sup>T<sub>E</sub>X3 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<sub>Y</sub>TeX.

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 <box>`

Inserts the content of the `<box>` 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 `<box>` is still placed in the output stream: the clipping takes place at a driver level.

This function should only be used within a surrounding horizontal box construct.

## 2 Box rotation and scaling

---

<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.

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The italic numbers denote the pages where the corresponding entry is described, numbers underlined point to the definition, all others indicate the places where it is used.

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