

The L^AT_EX3 Interfaces

The L^AT_EX Project*

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Abstract

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

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

The `expl3` modules are designed to be loaded on top of L^AT_EX 2 ϵ . With an up-to-date L^AT_EX 2 ϵ kernel, this material is loaded as part of the format. The fundamental programming code can also be loaded with other T_EX formats, subject to restrictions on the full range of functionality.

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Contents

I	Introduction	1
1	Introduction to <code>expl3</code> and this document	2
1.1	Naming functions and variables	2
1.1.1	Scratch variables	5
1.1.2	Terminological inexactitude	5
1.2	Documentation conventions	5
1.3	Formal language conventions which apply generally	7
1.4	<code>TeX</code> concepts not supported by <code>L^AT_EX3</code>	7
II	Bootstrapping	8
2	The <code>l3bootstrap</code> package: Bootstrap code	9
2.1	Using the <code>L^AT_EX3</code> modules	9
3	The <code>l3names</code> package: Namespace for primitives	11
3.1	Setting up the <code>L^AT_EX3</code> programming language	11
III	Programming Flow	12
4	The <code>l3basics</code> package: Basic definitions	13
4.1	No operation functions	13
4.2	Grouping material	13
4.3	Control sequences and functions	14
4.3.1	Defining functions	14
4.3.2	Defining new functions using parameter text	15
4.3.3	Defining new functions using the signature	17
4.3.4	Copying control sequences	19
4.3.5	Deleting control sequences	20
4.3.6	Showing control sequences	20
4.3.7	Converting to and from control sequences	20
4.4	Analysing control sequences	22
4.5	Using or removing tokens and arguments	23
4.5.1	Selecting tokens from delimited arguments	25
4.6	Predicates and conditionals	25
4.6.1	Tests on control sequences	27
4.6.2	Primitive conditionals	27
4.7	Starting a paragraph	28
4.8	Debugging support	29

5	The <code>l3expan</code> package: Argument expansion	30
5.1	Defining new variants	30
5.2	Methods for defining variants	31
5.3	Introducing the variants	32
5.4	Manipulating the first argument	34
5.5	Manipulating two arguments	36
5.6	Manipulating three arguments	36
5.7	Unbraced expansion	37
5.8	Preventing expansion	38
5.9	Controlled expansion	40
5.10	Internal functions	42
6	The <code>l3sort</code> package: Sorting functions	43
6.1	Controlling sorting	43
7	The <code>l3tl-analysis</code> package: Analysing token lists	45
8	The <code>l3regex</code> package: Regular expressions in <code>T_EX</code>	46
8.1	Syntax of regular expressions	47
8.1.1	Regular expression examples	47
8.1.2	Characters in regular expressions	48
8.1.3	Characters classes	48
8.1.4	Structure: alternatives, groups, repetitions	49
8.1.5	Matching exact tokens	50
8.1.6	Miscellaneous	52
8.2	Syntax of the replacement text	52
8.3	Pre-compiling regular expressions	54
8.4	Matching	55
8.5	Submatch extraction	56
8.6	Replacement	57
8.7	Scratch regular expressions	59
8.8	Bugs, misfeatures, future work, and other possibilities	59
9	The <code>l3prg</code> package: Control structures	63
9.1	Defining a set of conditional functions	63
9.2	The boolean data type	65
9.2.1	Scratch booleans	67
9.3	Boolean expressions	68
9.4	Logical loops	70
9.5	Producing multiple copies	71
9.6	Detecting <code>T_EX</code> 's mode	71
9.7	Primitive conditionals	71
9.8	Nestable recursions and mappings	71
9.8.1	Simple mappings	72
9.9	Internal programming functions	72

10 The <code>l3sys</code> package: System/runtime functions	73
10.1 The name of the job	73
10.2 Date and time	73
10.3 Engine	74
10.4 Output format	74
10.5 Platform	75
10.6 Random numbers	75
10.7 Access to the shell	75
10.8 Loading configuration data	76
10.8.1 Final settings	77
11 The <code>l3msg</code> package: Messages	78
11.1 Creating new messages	78
11.2 Customizable information for message modules	79
11.3 Contextual information for messages	79
11.4 Issuing messages	81
11.4.1 Messages for showing material	84
11.4.2 Expandable error messages	84
11.5 Redirecting messages	84
12 The <code>l3file</code> package: File and I/O operations	86
12.1 Input–output stream management	86
12.1.1 Reading from files	88
12.1.2 Writing to files	91
12.1.3 Wrapping lines in output	93
12.1.4 Constant input–output streams, and variables	94
12.1.5 Primitive conditionals	94
12.2 File operation functions	94
13 The <code>l3luatex</code> package: Lua\TeX-specific functions	99
13.1 Breaking out to Lua	99
13.2 Lua interfaces	100
14 The <code>l3legacy</code> package: Interfaces to legacy concepts	102
IV Data types	103
15 The <code>l3tl</code> package: Token lists	104
15.1 Creating and initialising token list variables	104
15.2 Adding data to token list variables	105
15.3 Token list conditionals	106
15.3.1 Testing the first token	108
15.4 Working with token lists as a whole	110
15.4.1 Using token lists	110
15.4.2 Counting and reversing token lists	110
15.4.3 Viewing token lists	112
15.5 Manipulating items in token lists	112
15.5.1 Mapping over token lists	112
15.5.2 Head and tail of token lists	114

15.5.3	Items and ranges in token lists	116
15.5.4	Sorting token lists	118
15.6	Manipulating tokens in token lists	118
15.6.1	Replacing tokens	118
15.6.2	Reassigning category codes	119
15.7	Constant token lists	120
15.8	Scratch token lists	120
16	The <code>l3str</code> package: Strings	122
16.1	Creating and initialising string variables	123
16.2	Adding data to string variables	124
16.3	String conditionals	124
16.4	Mapping over strings	126
16.5	Working with the content of strings	128
16.6	Modifying string variables	131
16.7	String manipulation	132
16.8	Viewing strings	133
16.9	Constant strings	134
16.10	Scratch strings	134
16.11	Deprecated functions	134
17	The <code>l3str-convert</code> package: String encoding conversions	135
17.1	Encoding and escaping schemes	135
17.2	Conversion functions	137
17.3	Conversion by expansion (for PDF contexts)	137
17.4	Possibilities, and things to do	137
18	The <code>l3quark</code> package: Quarks	139
18.1	Quarks	139
18.2	Defining quarks	140
18.3	Quark tests	140
18.4	Recursion	141
18.4.1	An example of recursion with quarks	142
18.5	Scan marks	143
19	The <code>l3seq</code> package: Sequences and stacks	144
19.1	Creating and initialising sequences	144
19.2	Appending data to sequences	146
19.3	Recovering items from sequences	146
19.4	Recovering values from sequences with branching	147
19.5	Modifying sequences	149
19.6	Sequence conditionals	149
19.7	Mapping over sequences	150
19.8	Using the content of sequences directly	152
19.9	Sequences as stacks	153
19.10	Sequences as sets	154
19.11	Constant and scratch sequences	156
19.12	Viewing sequences	156

20 The <code>l3int</code> package: Integers	157
20.1 Integer expressions	157
20.2 Creating and initialising integers	160
20.3 Setting and incrementing integers	161
20.4 Using integers	162
20.5 Integer expression conditionals	162
20.6 Integer expression loops	164
20.7 Integer step functions	166
20.8 Formatting integers	167
20.9 Converting from other formats to integers	168
20.10 Random integers	169
20.11 Viewing integers	169
20.12 Constant integers	170
20.13 Scratch integers	170
20.14 Direct number expansion	171
20.15 Primitive conditionals	171
21 The <code>l3flag</code> package: Expandable flags	173
21.1 Setting up flags	173
21.2 Expandable flag commands	174
22 The <code>l3clist</code> package: Comma separated lists	175
22.1 Creating and initialising comma lists	176
22.2 Adding data to comma lists	177
22.3 Modifying comma lists	178
22.4 Comma list conditionals	179
22.5 Mapping over comma lists	179
22.6 Using the content of comma lists directly	181
22.7 Comma lists as stacks	182
22.8 Using a single item	183
22.9 Viewing comma lists	184
22.10 Constant and scratch comma lists	184
23 The <code>l3token</code> package: Token manipulation	185
23.1 Creating character tokens	186
23.2 Manipulating and interrogating character tokens	187
23.3 Generic tokens	190
23.4 Converting tokens	190
23.5 Token conditionals	191
23.6 Peeking ahead at the next token	194
23.7 Description of all possible tokens	199
23.8 Deprecated functions	201

24 The <code>l3prop</code> package: Property lists	202
24.1 Creating and initialising property lists	202
24.2 Adding and updating property list entries	203
24.3 Recovering values from property lists	204
24.4 Modifying property lists	205
24.5 Property list conditionals	206
24.6 Recovering values from property lists with branching	206
24.7 Mapping over property lists	207
24.8 Viewing property lists	208
24.9 Scratch property lists	209
24.10 Constants	209
25 The <code>l3skip</code> package: Dimensions and skips	210
25.1 Creating and initialising <code>dim</code> variables	210
25.2 Setting <code>dim</code> variables	211
25.3 Utilities for dimension calculations	211
25.4 Dimension expression conditionals	212
25.5 Dimension expression loops	214
25.6 Dimension step functions	215
25.7 Using <code>dim</code> expressions and variables	216
25.8 Viewing <code>dim</code> variables	217
25.9 Constant dimensions	218
25.10 Scratch dimensions	218
25.11 Creating and initialising <code>skip</code> variables	218
25.12 Setting <code>skip</code> variables	219
25.13 Skip expression conditionals	220
25.14 Using <code>skip</code> expressions and variables	220
25.15 Viewing <code>skip</code> variables	220
25.16 Constant skips	221
25.17 Scratch skips	221
25.18 Inserting skips into the output	221
25.19 Creating and initialising <code>muskip</code> variables	222
25.20 Setting <code>muskip</code> variables	222
25.21 Using <code>muskip</code> expressions and variables	223
25.22 Viewing <code>muskip</code> variables	223
25.23 Constant muskips	224
25.24 Scratch muskips	224
25.25 Primitive conditional	224
26 The <code>l3keys</code> package: Key–value interfaces	225
26.1 Creating keys	226
26.2 Sub-dividing keys	231
26.3 Choice and multiple choice keys	231
26.4 Key usage scope	234
26.5 Setting keys	234
26.6 Handling of unknown keys	235
26.7 Selective key setting	235
26.8 Digesting keys	236
26.9 Utility functions for keys	237
26.10 Low-level interface for parsing key–val lists	237

27 The <code>l3intarray</code> package: Fast global integer arrays	240
27.1 <code>l3intarray</code> documentation	240
27.1.1 Implementation notes	241
28 The <code>l3fp</code> package: Floating points	242
28.1 Creating and initialising floating point variables	244
28.2 Setting floating point variables	244
28.3 Using floating points	245
28.4 Floating point conditionals	246
28.5 Floating point expression loops	248
28.6 Some useful constants, and scratch variables	250
28.7 Floating point exceptions	251
28.8 Viewing floating points	252
28.9 Floating point expressions	253
28.9.1 Input of floating point numbers	253
28.9.2 Precedence of operators	254
28.9.3 Operations	255
28.10 Disclaimer and roadmap	261
29 The <code>l3fparray</code> package: Fast global floating point arrays	264
29.1 <code>l3fparray</code> documentation	264
30 The <code>l3cctab</code> package: Category code tables	265
30.1 Creating and initialising category code tables	265
30.2 Using category code tables	265
30.3 Category code table conditionals	266
30.4 Constant category code tables	266
V Text manipulation	267
31 The <code>l3unicode</code> package: Unicode support functions	268
32 The <code>l3text</code> package: Text processing	270
32.1 Expanding text	270
32.2 Case changing	271
32.3 Removing formatting from text	273
32.4 Control variables	273
32.5 Mapping to graphemes	274
VI Typesetting	275

33 The l3box package: Boxes	276
33.1 Creating and initialising boxes	276
33.2 Using boxes	277
33.3 Measuring and setting box dimensions	278
33.4 Box conditionals	279
33.5 The last box inserted	279
33.6 Constant boxes	279
33.7 Scratch boxes	279
33.8 Viewing box contents	280
33.9 Boxes and color	280
33.10 Horizontal mode boxes	280
33.11 Vertical mode boxes	281
33.12 Using boxes efficiently	283
33.13 Affine transformations	284
33.14 Primitive box conditionals	287
34 The l3coffins package: Coffin code layer	288
34.1 Creating and initialising coffins	288
34.2 Setting coffin content and poles	289
34.3 Coffin affine transformations	290
34.4 Joining and using coffins	290
34.5 Measuring coffins	291
34.6 Coffin diagnostics	291
34.7 Constants and variables	292
35 The l3color package: Color support	294
35.1 Color in boxes	294
35.2 Color models	294
35.3 Color expressions	296
35.4 Named colors	297
35.5 Selecting colors	297
35.6 Colors for fills and strokes	298
35.6.1 Coloring math mode material	298
35.7 Multiple color models	298
35.8 Exporting color specifications	299
35.9 Creating new color models	300
35.9.1 Color profiles	301
36 The l3pdf package: Core PDF support	302
36.1 Objects	302
36.2 Version	303
36.3 Page (media) size	304
36.4 Compression	304
36.5 Destinations	304
36.6 Deprecated functions	306
VII Additions and removals	307

37 The l3candidates package: Experimental additions to l3kernel	308
37.1 Important notice	308
37.2 Additions to l3box	309
37.3 Additions to l3expan	309
37.4 Additions to l3fp	309
37.5 Additions to l3file	310
37.6 Additions to l3flag	310
37.7 Additions to l3intarray	310
37.8 Additions to l3msg	311
37.9 Additions to l3prg	311
37.10 Additions to l3prop	312
37.11 Additions to l3seq	313
37.12 Additions to l3sys	314
37.13 Additions to l3tl	315
37.14 Additions to l3token	316
Index	318

Part I
Introduction

Chapter 1

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](#).

1.1 Naming functions and variables

`LATEX3` does not use `@` as a “letter” for defining internal macros. Instead, the symbols `_` and `:` are used in internal macro names to provide structure. The name of each *function* is divided into logical units using `_`, while `:` separates the *name* of the function from the *argument specifier* (“arg-spec”). This describes the arguments expected by the function. In most cases, each argument is represented by a single letter. The complete list of arg-spec letters for a function is referred to as the *signature* of the function.

Each function name starts with the *module* to which it belongs. Thus apart from a small number of very basic functions, all `expl3` function names contain at least one underscore to divide the module name from the descriptive name of the function. For example, all functions concerned with comma lists are in module `clist` and begin `\clist_`.

Every function must include an argument specifier. For functions which take no arguments, this will be blank and the function name will end `:`. Most functions take one or more arguments, and use the following argument specifiers:

N and n These mean *no manipulation*, of a single token for `N` and of a set of tokens given in braces for `n`. Both pass the argument through exactly as given. Usually, if you use a single token for an `n` argument, all will be well.

c This means *cname*, and indicates that the argument will be turned into a `cname` before being used. So `\foo:c {ArgumentOne}` will act in the same way as `\foo:N \ArgumentOne`. All macros that appear in the argument are expanded. An internal error will occur if the result of expansion inside a `c`-type argument is not a series of character tokens.

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 `cname` is constructed first, and then the value is recovered, for example `\foo:v {MyVariable}`.

- o This means *expansion once*. In general, the `V` and `v` specifiers are favoured over `o` for recovering stored information. However, `o` is useful for correctly processing information with delimited arguments.
- x The `x` specifier stands for *exhaustive expansion*: every token in the argument is fully expanded until only unexpandable ones remain. The `\TeX \edef` primitive carries out this type of expansion. Functions which feature an `x`-type argument are *not* expandable.
- e The `e` specifier is in many respects identical to `x`, but with a very different implementation. Functions which feature an `e`-type argument may be expandable. The drawback is that `e` is extremely slow (often more than 200 times slower) in older engines, more precisely in non-Lua`\TeX` engines older than 2019.
- f The `f` specifier stands for *full expansion*, and in contrast to `x` stops at the first non-expandable token (reading the argument from left to right) without trying to expand it. If this token is a *space token*, it is gobbled, and thus won't be part of the resulting argument. For example, when setting a token list variable (a macro used for storage), the sequence

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

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

- T and F** For logic tests, there are the branch specifiers `T` (*true*) and `F` (*false*). Both specifiers treat the input in the same way as `n` (no change), but make the logic much easier to see.
- p The letter `p` indicates `\TeX parameters`. Normally this will be used for delimited functions as `expl3` provides better methods for creating simple sequential arguments.
- w Finally, there is the `w` specifier for *weird* arguments. This covers everything else, but mainly applies to delimited values (where the argument must be terminated by some specified string).
- D The `D` stands for **Do not use**. All of the `\TeX` primitives are initially `\let` to a `D` name, and some are then given a second name. These functions have no standardized syntax, they are engine dependent and their name can change without warning, thus their use is *strongly discouraged* in package code: programmers should instead use the interfaces documented in [interface3.pdf](#)¹.

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`.

¹If a primitive offers a functionality not yet in the kernel, programmers and users are encouraged to write to the `LaTeX-L` mailing list (<mailto:LATEX-L@listserv.uni-heidelberg.de>) describing their use-case and intended behaviour, so that a possible interface can be discussed. Temporarily, while an interface is not provided, programmers may use the procedure described in the [l3styleguide.pdf](#).

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 module² name and then a descriptive part. Variables end with a short identifier to show the variable type:

clist Comma separated list.

dim “Rigid” lengths.

fp Floating-point values;

int Integer-valued count register.

muskip “Rubber” lengths for use in mathematics.

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

skip “Rubber” lengths.

str String variables: contain character data.

t1 Token list variables: placeholder for a token list.

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

bool Either true or false.

box Box register.

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

flag Integer that can be incremented expandably.

fparray Fixed-size array of floating point values.

intarray Fixed-size array of integers.

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

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

regex Regular expression.

²The 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.

1.1.1 Scratch variables

Modules focussed on variable usage typically provide four scratch variables, two local and two global, with names of the form `\<scope>_tmpa_<type>/\<scope>_tmpb_<type>`. These are never used by the core code. The nature of \TeX grouping means that as with any other scratch variable, these should only be set and used with no intervening third-party code.

1.1.2 Terminological inexactitude

A word of warning. In this document, and others referring to the `expl3` programming modules, we often refer to “variables” and “functions” as if they were actual constructs from a real programming language. In truth, \TeX is a macro processor, and functions are simply macros that may or may not take arguments and expand to their replacement text. Many of the common variables are *also* macros, and if placed into the input stream will simply expand to their definition as well — a “function” with no arguments and a “token list variable” are almost the same.³ On the other hand, some “variables” are actually registers that must be initialised and their values set and retrieved with specific functions.

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

1.2 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:

³ \TeX nically, functions with no arguments are `\long` while token list variables are not.

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

`\seq_new:c`

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 them to be used within an `x`-type or `e`-type argument (in plain \TeX terms, inside an `\edef` or `\expanded`), as well as within an `f`-type argument. These fully expandable functions are indicated in the documentation by a star:

`\cs_to_str:N` \star `\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` \star `\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:

`\sys_if_engine_xetex:TF` \star `\sys_if_engine_xetex:TF` $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

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

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

Usually, the illustration will use the `TF` variant, and so both $\langle true\ code \rangle$ 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:

`\l_tmpa_tl` A short piece of text will describe the variable: there is no syntax illustration in this case.

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

`\token_to_str:N` * `\token_to_str:N` *(token)*

The normal description text.

TeXhackers note: Detail for the experienced TeX or L^AT_EX 2_ε programmer. In this case, it would point out that this function is the TeX primitive `\string`.

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

1.3 Formal language conventions which apply generally

As this is a formal reference guide for L^AT_EX 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 if evaluated to give a logically `TRUE` or `FALSE` result. Depending on this result, either the *(true code)* or the *(false code)* will be left in the input stream. In the case where the test is expandable, and a predicate (`_p`) variant is available, the logical value determined by the test is left in the input stream: this will typically be part of a larger logical construct.

1.4 TeX concepts not supported by L^AT_EX 3

The TeX concept of an “`\outer`” macro is *not supported* at all by L^AT_EX 3. As such, the functions provided here may break when used on top of L^AT_EX 2_ε if `\outer` tokens are used in the arguments.

Part II
Bootstrapping

Chapter 2

The l3bootstrap package Bootstrap code

2.1 Using the L^AT_EX₃ modules

The modules documented in `source3` are designed to be used on top of L^AT_EX_{2 ϵ} and are loaded all as one with the usual `\usepackage{expl3}` or `\RequirePackage{expl3}` instructions.

As the modules use a coding syntax different from standard L^AT_EX_{2 ϵ} it provides a few functions for setting it up.

<code>\ExplSyntaxOn</code>	<code>\ExplSyntaxOn <code> \ExplSyntaxOff</code>
<code>\ExplSyntaxOff</code>	

Updated: 2011-08-13

The `\ExplSyntaxOn` function switches to a category code regime in which spaces and new lines 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 regime.

T_EXhackers note: Spaces introduced by `~` behave much in the same way as normal space characters in the standard category code regime: they are ignored after a control word or at the start of a line, and multiple consecutive `~` are equivalent to a single one. However, `~` is *not* ignored at the end of a line.

<code>\ProvidesExplPackage</code>	<code>\RequirePackage{expl3}</code>
<code>\ProvidesExplClass</code>	<code>\ProvidesExplPackage <{package}> <{date}> <{version}> <{description}></code>
<code>\ProvidesExplFile</code>	

Updated: 2017-03-19

These functions act broadly in the same way as the corresponding L^AT_EX_{2 ϵ} kernel functions `\ProvidesPackage`, `\ProvidesClass` and `\ProvidesFile`. However, they also implicitly switch `\ExplSyntaxOn` for the remainder of the code with the file. At the end of the file, `\ExplSyntaxOff` will be called to reverse this. (This is the same concept as L^AT_EX_{2 ϵ} provides in turning on `\makeatletter` within package and class code.) The `<date>` should be given in the format `<year>/<month>/<day>` or in the ISO date format `<year>-<month>-<day>`. If the `<version>` is given then it will be prefixed with `v` in the package identifier line.

\GetIdInfo**\RequirePackage{l3bootstrap}**

Updated: 2012-06-04

\GetIdInfo \$Id: <SVN info field> \$ {(description)}

Extracts all information from a SVN field. Spaces are not ignored in these fields. The information pieces are stored in separate control sequences with `\ExplFileName` for the part of the file name leading up to the period, `\ExplFileDate` for date, `\ExplFileVersion` for version and `\ExplFileDescription` for the description.

To summarize: Every single package using this syntax should identify itself using one of the above methods. Special care is taken so that every package or class file loaded with `\RequirePackage` or similar are loaded with usual $\text{\LaTeX} 2_{\epsilon}$ category codes and the $\text{\LaTeX} 3$ 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}
```

Chapter 3

The `l3names` package Namespace for primitives

3.1 Setting up the `LATEX3` programming language

This module is at the core of the `LATEX3` programming language. It performs the following tasks:

- defines new names for all `TEX` primitives;
- emulate required primitives not provided by default in `LuaTEX`;
- switches to the category code régime for programming;

This module is entirely dedicated to primitives (and emulations of these), which should not be used directly within `LATEX3` code (outside of “kernel-level” code). As such, the primitives are not documented here: *The T_EXbook*, *T_EX by Topic* and the manuals for `pdfTEX`, `XYTEX`, `LuaTEX`, `pTEX` and `upTEX` should be consulted for details of the primitives. These are named `\tex_<name>:D`, typically based on the primitive’s `<name>` in `pdfTEX` and omitting a leading `pdf` when the primitive is not related to pdf output.

Part III
Programming Flow

Chapter 4

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.

4.1 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.

4.2 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` $\langle token \rangle$

Adds $\langle token \rangle$ to the list of $\langle tokens \rangle$ to be inserted when the current group level ends. The list of $\langle tokens \rangle$ to be inserted is empty at the beginning of a group: multiple applications of `\group_insert_after:N` may be used to build the inserted list one $\langle token \rangle$ at a time. The current group level may be closed by a `\group_end:` function or by a token with category code 2 (close-group), namely a `}` if standard category codes apply.

`\group_show_list:` `\group_show_list:`

`\group_log_list:` `\group_log_list:`

New: 2021-05-11

Display (to the terminal or log file) a list of the groups that are currently opened. This is intended for tracking down problems.

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

4.3 Control sequences and functions

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

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

4.3.1 Defining functions

Functions can be created with no requirement that they are declared first (in contrast to variables, which must always be declared). Declaring a function before setting up the code means that the name chosen is checked and an error raised if it is already in use. The name of a function can be checked at the point of definition using the `\cs_new...` functions: this is recommended for all functions which are defined for the first time.

There are three ways to define new functions. All classes define a function to expand to the substitution text. Within the substitution text the actual parameters are substituted for the formal parameters (`#1`, `#2`, *...*).

new Create a new function with the `new` scope, such as `\cs_new:Npn`. The definition is global and results in an error if it is already defined.

set Create a new function with the `set` scope, such as `\cs_set:Npn`. The definition is restricted to the current T_EX group and does not result in an error if the function is already defined.

gset Create a new function with the `gset` scope, such as `\cs_gset:Npn`. The definition is global and does not result in an error if the function is already defined.

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

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

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

Finally, the functions in Subsections 4.3.2 and 4.3.3 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 9.1).

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 5.2.

4.3.2 Defining new functions using parameter text

<code>\cs_new:Npn</code>	<code>\cs_new:Npn <function> <parameters> {<code>}</code>
<code>\cs_new:cpn</code>	Creates <code><function></code> to expand to <code><code></code> as replacement text. Within the <code><code></code> , the
<code>\cs_new:Npx</code>	<code><parameters></code> (<code>#1</code> , <code>#2</code> , <i>etc.</i>) will be replaced by those absorbed by the function. The
<code>\cs_new:cpx</code>	definition is global and an error results if the <code><function></code> is already defined.

<code>\cs_new_nopar:Npn</code>	<code>\cs_new_nopar:Npn <function> <parameters> {<code>}</code>
<code>\cs_new_nopar:cpn</code>	Creates <code><function></code> to expand to <code><code></code> as replacement text. Within the <code><code></code> , the
<code>\cs_new_nopar:Npx</code>	<code><parameters></code> (<code>#1</code> , <code>#2</code> , <i>etc.</i>) will be replaced by those absorbed by the function. When
<code>\cs_new_nopar:cpx</code>	the <code><function></code> is used the <code><parameters></code> absorbed cannot contain <code>\par</code> tokens. The
	definition is global and an error results if the <code><function></code> is already defined.

<code>\cs_new_protected:Npn</code>	<code>\cs_new_protected:Npn <function> <parameters> {<code>}</code>
<code>\cs_new_protected:cpn</code>	Creates <code><function></code> to expand to <code><code></code> as replacement text. Within the <code><code></code> , the
<code>\cs_new_protected:Npx</code>	<code><parameters></code> (<code>#1</code> , <code>#2</code> , <i>etc.</i>) will be replaced by those absorbed by the function. The
<code>\cs_new_protected:cpx</code>	<code><function></code> will not expand within an <code>x</code> -type or <code>e</code> -type argument. The definition is
	global and an error results if the <code><function></code> is already defined.

<code>\cs_new_protected_nopar:Npn</code>	<code>\cs_new_protected_nopar:Npn <function> <parameters> {<code>}</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 or `e`-type argument. The definition is global and an error results if the `<function>` is already defined.

<code>\cs_set:Npn</code>	<code>\cs_set:Npn <function> <parameters> {<code>}</code>
<code>\cs_set:cpn</code>	Sets <function> to expand to <code> as replacement text. Within the <code>, the
<code>\cs_set:Npx</code>	<parameters> (#1, #2, etc.) will be replaced by those absorbed by the function. The
<code>\cs_set:cpX</code>	assignment of a meaning to the <function> is restricted to the current TeX group level.

<code>\cs_set_nopar:Npn</code>	<code>\cs_set_nopar:Npn <function> <parameters> {<code>}</code>
<code>\cs_set_nopar:cpn</code>	Sets <function> to expand to <code> as replacement text. Within the <code>, the
<code>\cs_set_nopar:Npx</code>	<parameters> (#1, #2, etc.) will be replaced by those absorbed by the function. When
<code>\cs_set_nopar:cpX</code>	the <function> is used the <parameters> absorbed cannot contain \par tokens. The
	assignment of a meaning to the <function> is restricted to the current TeX group level.

<code>\cs_set_protected:Npn</code>	<code>\cs_set_protected:Npn <function> <parameters> {<code>}</code>
<code>\cs_set_protected:cpn</code>	Sets <function> to expand to <code> as replacement text. Within the <code>, the
<code>\cs_set_protected:Npx</code>	<parameters> (#1, #2, etc.) will be replaced by those absorbed by the function. The
<code>\cs_set_protected:cpX</code>	assignment of a meaning to the <function> is restricted to the current TeX group level.
	The <function> will not expand within an x-type or e-type argument.

<code>\cs_set_protected_nopar:Npn</code>	<code>\cs_set_protected_nopar:Npn <function> <parameters> {<code>}</code>
<code>\cs_set_protected_nopar:cpn</code>	
<code>\cs_set_protected_nopar:Npx</code>	
<code>\cs_set_protected_nopar:cpX</code>	

Sets <function> to expand to <code> as replacement text. Within the <code>, the <parameters> (#1, #2, etc.) will be replaced by those absorbed by the function. When the <function> is used the <parameters> absorbed cannot contain \par tokens. The assignment of a meaning to the <function> is restricted to the current TeX group level. The <function> will not expand within an x-type or e-type argument.

<code>\cs_gset:Npn</code>	<code>\cs_gset:Npn <function> <parameters> {<code>}</code>
<code>\cs_gset:cpn</code>	Globally sets <function> to expand to <code> as replacement text. Within the <code>,
<code>\cs_gset:Npx</code>	the <parameters> (#1, #2, etc.) will be replaced by those absorbed by the function. The
<code>\cs_gset:cpX</code>	assignment of a meaning to the <function> is <i>not</i> restricted to the current TeX group level: the assignment is global.

<code>\cs_gset_nopar:Npn</code>	<code>\cs_gset_nopar:Npn <function> <parameters> {<code>}</code>
<code>\cs_gset_nopar:cpn</code>	Globally sets <function> to expand to <code> as replacement text. Within the <code>,
<code>\cs_gset_nopar:Npx</code>	the <parameters> (#1, #2, etc.) will be replaced by those absorbed by the function.
<code>\cs_gset_nopar:cpX</code>	When the <function> is used the <parameters> absorbed cannot contain \par tokens. The assignment of a meaning to the <function> is <i>not</i> restricted to the current TeX group level: the assignment is global.

<code>\cs_gset_protected:Npn</code>	<code>\cs_gset_protected:Npn <function> <parameters> {<code>}</code>
<code>\cs_gset_protected:cpn</code>	Globally sets <function> to expand to <code> as replacement text. Within the <code>,
<code>\cs_gset_protected:Npx</code>	the <parameters> (#1, #2, etc.) will be replaced by those absorbed by the function. The
<code>\cs_gset_protected:cpX</code>	assignment of a meaning to the <function> is <i>not</i> restricted to the current TeX group level: the assignment is global. The <function> will not expand within an x-type or e-type argument.

```

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

```

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 $\backslash par$ tokens. The assignment of a meaning to the $\langle function \rangle$ is *not* restricted to the current \TeX group level: the assignment is global. The $\langle function \rangle$ will not expand within an x-type or e-type argument.

4.3.3 Defining new functions using the signature

```

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

```

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 results if the $\langle function \rangle$ is already defined.

```

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

```

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 $\backslash par$ tokens. The definition is global and an error results if the $\langle function \rangle$ is already defined.

```

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

```

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

```

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

```

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 $\backslash par$ tokens. The $\langle function \rangle$ will not expand within an x-type or e-type argument. The definition is global and an error results if the $\langle function \rangle$ is already defined.

```

\cs_set:Nn \cs_set:Nn <function> {<code>}
\cs_set:(cn|Nx|cx)

```

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 assignment of a meaning to the $\langle function \rangle$ is restricted to the current \TeX group level.

$\backslash\text{cs_set_nopar:Nn}$	$\backslash\text{cs_set_nopar:Nn}$ $\langle\text{function}\rangle$ $\{\langle\text{code}\rangle\}$
$\backslash\text{cs_set_nopar:(cn Nx cx)}$	Sets $\langle\text{function}\rangle$ to expand to $\langle\text{code}\rangle$ as replacement text. Within the $\langle\text{code}\rangle$, the number of $\langle\text{parameters}\rangle$ is detected automatically from the function signature. These $\langle\text{parameters}\rangle$ ($\#1$, $\#2$, <i>etc.</i>) will be replaced by those absorbed by the function. When the $\langle\text{function}\rangle$ is used the $\langle\text{parameters}\rangle$ absorbed cannot contain $\backslash\text{par}$ tokens. The assignment of a meaning to the $\langle\text{function}\rangle$ is restricted to the current T _E X group level.

$\backslash\text{cs_set_protected:Nn}$	$\backslash\text{cs_set_protected:Nn}$ $\langle\text{function}\rangle$ $\{\langle\text{code}\rangle\}$
$\backslash\text{cs_set_protected:(cn Nx cx)}$	Sets $\langle\text{function}\rangle$ to expand to $\langle\text{code}\rangle$ as replacement text. Within the $\langle\text{code}\rangle$, the number of $\langle\text{parameters}\rangle$ is detected automatically from the function signature. These $\langle\text{parameters}\rangle$ ($\#1$, $\#2$, <i>etc.</i>) will be replaced by those absorbed by the function. The $\langle\text{function}\rangle$ will not expand within an x-type or e-type argument. The assignment of a meaning to the $\langle\text{function}\rangle$ is restricted to the current T _E X group level.

$\backslash\text{cs_set_protected_nopar:Nn}$	$\backslash\text{cs_set_protected_nopar:Nn}$ $\langle\text{function}\rangle$ $\{\langle\text{code}\rangle\}$
$\backslash\text{cs_set_protected_nopar:(cn Nx cx)}$	Sets $\langle\text{function}\rangle$ to expand to $\langle\text{code}\rangle$ as replacement text. Within the $\langle\text{code}\rangle$, the number of $\langle\text{parameters}\rangle$ is detected automatically from the function signature. These $\langle\text{parameters}\rangle$ ($\#1$, $\#2$, <i>etc.</i>) will be replaced by those absorbed by the function. When the $\langle\text{function}\rangle$ is used the $\langle\text{parameters}\rangle$ absorbed cannot contain $\backslash\text{par}$ tokens. The $\langle\text{function}\rangle$ will not expand within an x-type or e-type argument. The assignment of a meaning to the $\langle\text{function}\rangle$ is restricted to the current T _E X group level.

$\backslash\text{cs_gset:Nn}$	$\backslash\text{cs_gset:Nn}$ $\langle\text{function}\rangle$ $\{\langle\text{code}\rangle\}$
$\backslash\text{cs_gset:(cn Nx cx)}$	Sets $\langle\text{function}\rangle$ to expand to $\langle\text{code}\rangle$ as replacement text. Within the $\langle\text{code}\rangle$, the number of $\langle\text{parameters}\rangle$ is detected automatically from the function signature. These $\langle\text{parameters}\rangle$ ($\#1$, $\#2$, <i>etc.</i>) will be replaced by those absorbed by the function. The assignment of a meaning to the $\langle\text{function}\rangle$ is global.

$\backslash\text{cs_gset_nopar:Nn}$	$\backslash\text{cs_gset_nopar:Nn}$ $\langle\text{function}\rangle$ $\{\langle\text{code}\rangle\}$
$\backslash\text{cs_gset_nopar:(cn Nx cx)}$	Sets $\langle\text{function}\rangle$ to expand to $\langle\text{code}\rangle$ as replacement text. Within the $\langle\text{code}\rangle$, the number of $\langle\text{parameters}\rangle$ is detected automatically from the function signature. These $\langle\text{parameters}\rangle$ ($\#1$, $\#2$, <i>etc.</i>) will be replaced by those absorbed by the function. When the $\langle\text{function}\rangle$ is used the $\langle\text{parameters}\rangle$ absorbed cannot contain $\backslash\text{par}$ tokens. The assignment of a meaning to the $\langle\text{function}\rangle$ is global.

$\backslash\text{cs_gset_protected:Nn}$	$\backslash\text{cs_gset_protected:Nn}$ $\langle\text{function}\rangle$ $\{\langle\text{code}\rangle\}$
$\backslash\text{cs_gset_protected:(cn Nx cx)}$	Sets $\langle\text{function}\rangle$ to expand to $\langle\text{code}\rangle$ as replacement text. Within the $\langle\text{code}\rangle$, the number of $\langle\text{parameters}\rangle$ is detected automatically from the function signature. These $\langle\text{parameters}\rangle$ ($\#1$, $\#2$, <i>etc.</i>) will be replaced by those absorbed by the function. The $\langle\text{function}\rangle$ will not expand within an x-type or e-type argument. The assignment of a meaning to the $\langle\text{function}\rangle$ is global.

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

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

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

Updated: 2012-01-14

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

4.3.4 Copying control sequences

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

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

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

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

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

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

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

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

4.3.5 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:N` \langle *control sequence* \rangle
`\cs_undefine:c` Sets \langle *control sequence* \rangle to be globally undefined.
Updated: 2011-09-15

4.3.6 Showing control sequences

`\cs_meaning:N` \star `\cs_meaning:N` \langle *control sequence* \rangle
`\cs_meaning:c` \star This function expands to the *meaning* of the \langle *control sequence* \rangle control sequence. For a macro, this includes the *replacement text*.
Updated: 2011-12-22

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

`\cs_show:N` `\cs_show:N` \langle *control sequence* \rangle
`\cs_show:c` Displays the definition of the \langle *control sequence* \rangle on the terminal.
Updated: 2017-02-14

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

`\cs_log:N` `\cs_log:N` \langle *control sequence* \rangle
`\cs_log:c` Writes the definition of the \langle *control sequence* \rangle in the log file. See also `\cs_show:N` which displays the result in the terminal.
New: 2014-08-22
Updated: 2017-02-14

4.3.7 Converting to and from control sequences

`\use:c` \star `\use:c` $\{ \langle$ *control sequence name* $\rangle \}$

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

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 * \cs_if_exist_use:NTF <control sequence> {<true code>} {<false code>}
\cs_if_exist_use:NTF * Tests whether the <control sequence> is currently defined according to the conditional
\cs_if_exist_use:cTF * \cs_if_exist:NTF (whether as a function or another control sequence type), and if it

```

New: 2012-11-10 is inserts the `<control sequence>` into the input stream followed by the `<true code>`. Otherwise the `<false code>` is used.

```

\cs:w * \cs:w <control sequence name> \cs_end:
\cs_end: *

```

Converts the given `<control sequence name>` into a single control sequence token. This process requires one expansion. The content for `<control sequence name>` may be literal material or from other expandable functions. The `<control sequence name>` must, when fully expanded, consist of character tokens which are not active: typically of category code 10 (space), 11 (letter) or 12 (other), or a mixture of these.

TeXhackers note: These are the TeX primitives `\csname` and `\endcsname`.

As an example of the `\cs:w` and `\cs_end:` functions, both

```
\cs:w a b c \cs_end:
```

and

```

\tl_new:N \l_my_tl
\tl_set:Nn \l_my_tl { a b c }
\cs:w \tl_use:N \l_my_tl \cs_end:

```

would be equivalent to

```
\abc
```

after one expansion of `\cs:w`.

```

\cs_to_str:N * \cs_to_str:N <control sequence>

```

Converts the given `<control sequence>` into a series of characters with category code 12 (other), except spaces, of category code 10. The result does *not* include the current escape token, contrarily to `\token_to_str:N`. Full expansion of this function requires exactly 2 expansion steps, and so an x-type or e-type expansion, or two o-type expansions are required to convert the `<control sequence>` to a sequence of characters in the input stream. In most cases, an f-expansion is correct as well, but this loses a space at the start of the result.

4.4 Analysing control sequences

`\cs_split_function:N` ★ `\cs_split_function:N` $\langle function \rangle$

New: 2018-04-06 Splits the $\langle function \rangle$ into the $\langle name \rangle$ (*i.e.* the part before the colon) and the $\langle signature \rangle$ (*i.e.* after the colon). This information is then placed in the input stream 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 $\langle name \rangle$ does 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 next three functions decompose \TeX macros into their constituent parts: if the $\langle token \rangle$ passed is not a macro then no decomposition can occur. In the latter case, all three functions leave `\scan_stop:` in the input stream.

`\cs_prefix_spec:N` ★ `\cs_prefix_spec:N` $\langle token \rangle$

New: 2019-02-27 If the $\langle token \rangle$ is a macro, this function leaves the applicable \TeX prefixes in input stream as a string of tokens of category code 12 (with spaces having category code 10). Thus for example

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

leaves `\long` in the input stream. If the $\langle token \rangle$ is not a macro then `\scan_stop:` is left in the input stream.

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

`\cs_parameter_spec:N` ★ `\cs_parameter_spec:N` $\langle token \rangle$

New: 2022-06-24 If the $\langle token \rangle$ is a macro, this function leaves the primitive \TeX parameter specification in input stream as a string of character tokens of category code 12 (with spaces having category code 10). Thus for example

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

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

\TeX hackers note: If the parameter specification contains the string `->`, then the function produces incorrect results.

`\cs_replacement_spec:N` * `\cs_replacement_spec:N` $\langle token \rangle$

New: 2019-02-27

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

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

leaves `x#1~y#2` in the input stream. If the $\langle token \rangle$ is not a macro then `\scan_stop:` is left in the input stream.

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

4.5 Using or removing tokens and arguments

Tokens in the input can be read and used or read and discarded. If one or more tokens are wrapped in braces then when absorbing them the outer set is removed. At the same time, the category code of each token is set when the token is read by a function (if it is read more than once, the category code is determined by the situation in force when first function absorbs the token).

```
\use:n    * \use:n    { $\langle group_1 \rangle$ }
\use:nn   * \use:nn   { $\langle group_1 \rangle$ } { $\langle group_2 \rangle$ }
\use:nnn  * \use:nnn  { $\langle group_1 \rangle$ } { $\langle group_2 \rangle$ } { $\langle group_3 \rangle$ }
\use:nnnn * \use:nnnn { $\langle group_1 \rangle$ } { $\langle group_2 \rangle$ } { $\langle group_3 \rangle$ } { $\langle group_4 \rangle$ }
```

As illustrated, these functions absorb between one and four arguments, as indicated by the argument specifier. The braces surrounding each argument are removed and the remaining tokens are left in the input stream. The category code of these tokens is also fixed by this process (if it has not already been by some other absorption). All of these functions require only a single expansion to operate, so that one expansion of

```
\use:nn { abc } { { def } }
```

results in the input stream containing

```
abc { def }
```

i.e. only the outer braces are removed.

TeXhackers note: The `\use:n` function is equivalent to L^AT_EX 2 ϵ 's `\@firstofone`.

`\use_i:nn` * `\use_i:nn` $\langle arg_1 \rangle$ $\langle arg_2 \rangle$

`\use_ii:nn` * These functions absorb two arguments from the input stream. The function `\use_i:nn` discards the second argument, and leaves the content of the first argument in the input stream. `\use_ii:nn` discards the first argument and leaves the content of the second argument in the input stream. The category code of these tokens is also fixed (if it has not already been by some other absorption). A single expansion is needed for the functions to take effect.

TeXhackers note: These are equivalent to L^AT_EX 2_ε's `\@firstoftwo` and `\@secondoftwo`.

`\use_i:nnn` * `\use_i:nnn` $\langle arg_1 \rangle$ $\langle arg_2 \rangle$ $\langle arg_3 \rangle$

`\use_ii:nnn` * These functions absorb three arguments from the input stream. The function `\use_i:nnn` discards the second and third arguments, and leaves the content of the first argument in the input stream. `\use_ii:nnn` and `\use_iii:nnn` work similarly, leaving the content of second or third arguments in the input stream, respectively. The category code of these tokens is also fixed (if it has not already been by some other absorption). A single expansion is needed for the functions to take effect.

`\use_i:nnnn` * `\use_i:nnnn` $\langle arg_1 \rangle$ $\langle arg_2 \rangle$ $\langle arg_3 \rangle$ $\langle arg_4 \rangle$

`\use_ii:nnnn` * These functions absorb four arguments from the input stream. The function `\use_i:nnnn` discards the second, third and fourth arguments, and leaves the content of the first argument in the input stream. `\use_ii:nnnn`, `\use_iii:nnnn` and `\use_iv:nnnn` work similarly, leaving the content of second, third or fourth arguments in the input stream, respectively. The category code of these tokens is also fixed (if it has not already been by some other absorption). A single expansion is needed for the functions to take effect.

`\use_i_ii:nnn` * `\use_i_ii:nnn` $\langle arg_1 \rangle$ $\langle arg_2 \rangle$ $\langle arg_3 \rangle$

This function absorbs three arguments and leaves the content of the first and second in the input stream. The category code of these tokens is also fixed (if it has not already been by some other absorption). A single expansion is needed for the function to take effect. An example:

`\use_i_ii:nnn { abc } { { def } } { ghi }`

results in the input stream containing

`abc { def }`

i.e. the outer braces are removed and the third group is removed.

`\use_ii_i:nn` * `\use_ii_i:nn` $\langle arg_1 \rangle$ $\langle arg_2 \rangle$

New: 2019-06-02

This function absorbs two arguments and leaves the content of the second and first in the input stream. The category code of these tokens is also fixed (if it has not already been by some other absorption). A single expansion is needed for the function to take effect.

<code>\use_none:n</code>	* <code>\use_none:n {(group₁)}</code>
<code>\use_none:nn</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:nmn</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:nnnn</code>	*
<code>\use_none:nnnnn</code>	*
<code>\use_none:nnnnnn</code>	*
<code>\use_none:nnnnnnn</code>	*
<code>\use_none:nnnnnnnn</code>	*
<code>\use_none:nnnnnnnnn</code>	*

TeXhackers note: These are equivalent to L^AT_EX 2_ε's `\@gobble`, `\@gobbletwo`, *etc.*

<code>\use:e</code>	* <code>\use:e {(expandable tokens)}</code>
---------------------	---

New: 2018-06-18 Fully expands the `<token list>` in an `x`-type manner, *but* the function remains fully expandable, and parameter character (usually `#`) need not be doubled.

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

<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.

4.5.1 Selecting tokens from delimited arguments

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

<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>` from 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>` from the input stream delimited by the marker given in the function name, leaving `<inserted tokens>` in the input stream for further processing.

4.6 Predicates and conditionals

L^AT_EX3 has three concepts for conditional flow processing:

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

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

a function that turns the first argument into a control sequence (since it's marked as c) then checks whether this control sequence is still free and then depending on the result carries out the code in the second argument (true case) or in the third argument (false case).

These type of functions are known as “conditionals”; whenever a TF function is defined it is usually accompanied by T and F functions as well. These are provided for convenience when the branch only needs to go a single way. Package writers are free to choose which types to define but the kernel definitions always provide all three versions.

Important to note is that these branching conditionals with *<true code>* and/or *<>false code>* are always defined in a way that the code of the chosen alternative can operate on following tokens in the input stream.

These conditional functions may or may not be fully expandable, but if they are expandable they are accompanied by a “predicate” for the same test as described below.

Predicates “Predicates” are functions that return a special type of boolean value which can be tested by the boolean expression parser. All functions of this type are expandable and have names that end with `_p` in the description part. For example,

```
\cs_if_free_p:N
```

would be a predicate function for the same type of test as the conditional described above. It would return “true” if its argument (a single token denoted by N) is still free for definition. It would be used in constructions like

```
\bool_if:nTF {
  \cs_if_free_p:N \l_tmpz_tl || \cs_if_free_p:N \g_tmpz_tl
} {\true code} {\false code}
```

For each predicate defined, a “branching conditional” also exists that behaves like a conditional described above.

Primitive conditionals There is a third variety of conditional, which is the original concept used in plain T_EX and L^AT_EX 2_ε. Their use is discouraged in expl3 (although still used in low-level definitions) because they are more fragile and in many cases require more expansion control (hence more code) than the two types of conditionals described above.

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

4.6.1 Tests on control sequences

```
\cs_if_eq_p:NN * \cs_if_eq_p:NN <cs1> <cs2>
\cs_if_eq:NNTF * \cs_if_eq:NNTF <cs1> <cs2> {\true code} {\false code}
```

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

```
\cs_if_exist_p:N * \cs_if_exist_p:N <control sequence>
\cs_if_exist_p:c * \cs_if_exist:NNTF <control sequence> {\true code} {\false code}
\cs_if_exist:NNTF * Tests whether the <control sequence> is currently defined (whether as a function or another control sequence type). Any definition of <control sequence> other than \relax evaluates as true.
\cs_if_exist:cTF * 
```

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

4.6.2 Primitive conditionals

The ε -TeX engine itself provides many different conditionals. Some expand whatever comes after them and others don't. Hence the names for these underlying functions often contains a `:w` part but higher level functions are often available. See for instance `\int_compare_p:nNn` which is a wrapper for `\if_int_compare:w`.

Certain conditionals deal with specific data types like boxes and fonts and are described there. The ones described below are either the universal conditionals or deal with control sequences. We prefix primitive conditionals with `\if_`.

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

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

```
\if_meaning:w * \if_meaning:w <arg1> <arg2> <true code> \else: <false code> \fi:
```

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

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

```

\if:w      * \if:w <token1> <token2> <true code> \else: <false code> \fi:
\if_charcode:w * \if_catcode:w <token1> <token2> <true code> \else: <false code> \fi:
\if_catcode:w *

```

These conditionals expand any following tokens until two unexpandable tokens are left. If you wish to prevent this expansion, prefix the token in question with `\exp_not:N`. `\if_catcode:w` tests if the category codes of the two tokens are the same whereas `\if:w` tests if the character codes are identical. `\if_charcode:w` is an alternative name for `\if:w`.

```

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

```

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

```

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

```

4.7 Starting a paragraph

```

\mode_leave_vertical: \mode_leave_vertical:

```

New: 2017-07-04

Ensures that `TEX` is not in vertical (inter-paragraph) mode. In horizontal or math mode this command has no effect, in vertical mode it switches to horizontal mode, and inserts a box of width `\parindent`, followed by the `\everypar` token list.

T_EXhackers note: This results in the contents of the `\everypar` token register being inserted, after `\mode_leave_vertical:` is complete. Notice that in contrast to the L^AT_EX 2_ε `\leavevmode` approach, no box is used by the method implemented here.

4.8 Debugging support

<code>\debug_on:n</code>	<code>\debug_on:n { <comma-separated list> }</code>
<code>\debug_off:n</code>	<code>\debug_off:n { <comma-separated list> }</code>

New: 2017-07-16 Turn on and off within a group various debugging code, some of which is also available
Updated: 2017-08-02 as expl3 load-time options. The items that can be used in the `<list>` are

- `check-declarations` that checks all expl3 variables used were previously declared and that local/global variables (based on their name or on their first assignment) are only locally/globally assigned;
- `check-expressions` that checks integer, dimension, skip, and muskip expressions are not terminated prematurely;
- `deprecation` that makes soon-to-be-deprecated commands produce errors;
- `log-functions` that logs function definitions;
- `all` that does all of the above.

Providing these as switches rather than options allows testing code even if it relies on other packages: load all other packages, call `\debug_on:n`, and load the code that one is interested in testing. These functions can only be used in L^AT_EX 2_ε package mode loaded with `enable-debug` or another option implying it.

<code>\debug_suspend:</code>	<code>\debug_suspend: ... \debug_resume:</code>
------------------------------	---

`\debug_resume:` Suppress (locally) errors and logging from `debug` commands, except for the `deprecation` errors or warnings. These pairs of commands can be nested. This can be used around pieces of code that are known to fail checks, if such failures should be ignored. See for instance `l3coffins`.

New: 2017-11-28

Chapter 5

The `l3expan` package Argument expansion

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

Not all possible variations are implemented for every base function. Instead only those that are used within the \LaTeX 3 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.

5.1 Defining new variants

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

Internally preprocessing of arguments is done with functions of the form `\exp_....`. They all look alike, an example would be `\exp_args:NNo`. This function has three arguments, the first and the second are a single tokens, while the third argument should be given in braces. Applying `\exp_args:NNo` expands the content of third argument once before any expansion of the first and second arguments. If `\seq_gpush:No` was not defined it could be coded in the following way:

```
\exp_args:NNo \seq_gpush:Nn
  \g_file_name_stack
  { \l_tmpa_tl }
```

In other words, the first argument to `\exp_args:NNo` is the base function and the other arguments are preprocessed and then passed to this base function. In the example the first argument to the base function should be a single token which is left unchanged while the second argument is expanded once. From this example we can also see how the variants are defined. They just expand into the appropriate `\exp_` function followed by the desired base function, *e.g.*

```
\cs_generate_variant:Nn \seq_gpush:Nn { No }
```

results in the definition of `\seq_gpush:No`


```
\cs_new:Npn \seq_gpush:No { \exp_args:NNo \seq_gpush:Nn }
```

Providing variants in this way in style files is safe as the `\cs_generate_variant:Nn` function will only create new definitions if there is not already one available. Therefore adding such definition to later releases of the kernel will not make such style files obsolete.

The steps above may be automated by using the function `\cs_generate_variant:Nn`, described next.

5.2 Methods for defining variants

We recall the set of available argument specifiers.

- `N` is used for single-token arguments while `c` constructs a control sequence from its name and passes it to a parent function as an `N`-type argument.
- Many argument types extract or expand some tokens and provide it as an `n`-type argument, namely a braced multiple-token argument: `V` extracts the value of a variable, `v` extracts the value from the name of a variable, `n` uses the argument as it is, `o` expands once, `f` expands fully the front of the token list, `e` and `x` expand fully all tokens (differences are explained later).
- A few odd argument types remain: `T` and `F` for conditional processing, otherwise identical to `n`-type arguments, `p` for the parameter text in definitions, `w` for arguments with a specific syntax, and `D` to denote primitives that should not be used directly.

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

`\cs_generate_variant:cn`

Updated: 2017-11-28

This function is used to define argument-specifier variants of the \langle parent control sequence \rangle for L^AT_EX3 code-level macros. The \langle parent control sequence \rangle is first separated into the \langle base name \rangle and \langle original argument specifier \rangle . The comma-separated list of \langle variant argument specifiers \rangle is then used to define variants of the \langle original argument specifier \rangle if these are not already defined. For each \langle variant \rangle given, a function is created that expands its arguments as detailed and passes 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 }
```

creates a new function `\foo:cn` which expands its first argument into a control sequence name and passes the result to `\foo:Nn`. Similarly

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

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

Only `n` and `N` arguments can be changed to other types. The only allowed changes are

- `c` variant of an `N` parent;
- `o`, `V`, `v`, `f`, `e`, or `x` variant of an `n` parent;
- `N`, `n`, `T`, `F`, or `p` argument unchanged.

This means the \langle parent \rangle of a \langle variant \rangle form is always unambiguous, even in cases where both an `n`-type parent and an `N`-type parent exist, such as for `\tl_count:n` and `\tl_count:N`.

For backward compatibility it is currently possible to make `n`, `o`, `V`, `v`, `f`, `e`, or `x`-type variants of an `N`-type argument or `N` or `c`-type variants of an `n`-type argument. Both are deprecated. The first because passing more than one token to an `N`-type argument will typically break the parent function's code. The second because programmers who use that most often want to access the value of a variable given its name, hence should use a `V`-type or `v`-type variant instead of `c`-type. In those cases, using the lower-level `\exp_args:No` or `\exp_args:Nc` functions explicitly is preferred to defining confusing variants.

5.3 Introducing the variants

The `V` type returns the value of a register, which can be one of `tl`, `clist`, `int`, `skip`, `dim`, `muskip`, or built-in T_EX registers. The `v` type is the same except it first creates a control sequence out of its argument before returning the value.

In general, the programmer should not need to be concerned with expansion control. When simply using the content of a variable, functions with a `V` specifier should be used.

For those referred to by (cs)name, the `v` specifier is available for the same purpose. Only when specific expansion steps are needed, such as when using delimited arguments, should the lower-level functions with `o` specifiers be employed.

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

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

The `f` type is so special that it deserves an example. It is typically used in contexts where only expandable commands are allowed. Then `x`-expansion cannot be used, and `f`-expansion provides an alternative that expands the front of the token list as much as can be done in such contexts. For instance, say that we want to evaluate the integer expression $3 + 4$ and pass the result 7 as an argument to an expandable function `\example:n`. For this, one should define a variant using `\cs_generate_variant:Nn \example:n { f }`, then do

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

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

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

results in the call

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

while using `\example:x` or `\example:e` instead results in

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

at the cost of being protected (for `x` type) or very much slower in old engines (for `e` type). If you use `f` type expansion in conditional processing then you should stick to using TF type functions only as the expansion does not finish any `\if... \fi`: itself!

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

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

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

```
\tl_set:No \l_tmpa_tl { { \g_tmpb_tl } }
```

and

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

leave `\g_tmpb_tl` unchanged: `{` is the first token in the argument and is non-expandable. It is usually best to keep the following in mind when using variant forms.

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

When speed is essential (for functions that do very little work and whose variants are used numerous times in a document) the following considerations apply because internal functions for argument expansion come in two flavours, some faster than others.

- Arguments that might need expansion should come first in the list of arguments.
- Arguments that should consist of single tokens `N`, `c`, `V`, or `v` should come first among these.
- Arguments that appear after the first multi-token argument `n`, `f`, `e`, or `o` require slightly slower special processing to be expanded. Therefore it is best to use the optimized functions, namely those that contain only `N`, `c`, `V`, and `v`, and, in the last position, `o`, `f`, `e`, with possible trailing `N` or `n` or `T` or `F`, which are not expanded. Any `x`-type argument causes slightly slower processing.

5.4 Manipulating the first argument

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

```
\exp_args:Nc * \exp_args:Nc <function> {<tokens>}
```

```
\exp_args:cc *
```

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

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

`\exp_args:No` ★ `\exp_args:No` $\langle function \rangle$ $\{\langle tokens \rangle\}$...

This function absorbs two arguments (the $\langle function \rangle$ name and the $\langle tokens \rangle$). The $\langle tokens \rangle$ are expanded once, and the result is inserted in braces into the input stream *after* reinsertion of the $\langle function \rangle$. Thus the $\langle function \rangle$ may take more than one argument: all others are left unchanged.

`\exp_args:NV` ★ `\exp_args:NV` $\langle function \rangle$ $\langle variable \rangle$

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

`\exp_args:Nv` ★ `\exp_args:Nv` $\langle function \rangle$ $\{\langle tokens \rangle\}$

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

`\exp_args:Ne` ★ `\exp_args:Ne` $\langle function \rangle$ $\{\langle tokens \rangle\}$

New: 2018-05-15

This function absorbs two arguments (the $\langle function \rangle$ name and the $\langle tokens \rangle$) and exhaustively expands the $\langle tokens \rangle$. The result is inserted in braces into the input stream *after* reinsertion of the $\langle function \rangle$. Thus the $\langle function \rangle$ may take more than one argument: all others are left unchanged.

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

`\exp_args:Nf` ★ `\exp_args:Nf` $\langle function \rangle$ $\{\langle tokens \rangle\}$

This function absorbs two arguments (the $\langle function \rangle$ name and the $\langle tokens \rangle$). The $\langle tokens \rangle$ are fully expanded until the first non-expandable token is found (if that is a space it is removed), and the result is inserted in braces into the input stream *after* reinsertion of the $\langle function \rangle$. Thus the $\langle function \rangle$ may take more than one argument: all others are left unchanged.

`\exp_args:Nx` `\exp_args:Nx` $\langle function \rangle$ $\{\langle tokens \rangle\}$

This function absorbs two arguments (the $\langle function \rangle$ name and the $\langle tokens \rangle$) and exhaustively expands the $\langle tokens \rangle$. The result is inserted in braces into the input stream *after* reinsertion of the $\langle function \rangle$. Thus the $\langle function \rangle$ may take more than one argument: all others are left unchanged.

5.5 Manipulating two arguments

`\exp_args:Nnc` * `\exp_args:Nnc` $\langle token_1 \rangle$ $\langle token_2 \rangle$ $\{ \langle tokens \rangle \}$
`\exp_args:Nno` * These optimized functions absorb three arguments and expand the second and third as
`\exp_args:NNV` * detailed by their argument specifier. The first argument of the function is then the next
`\exp_args:NNv` * item on the input stream, followed by the expansion of the second and third arguments.
`\exp_args:NNe` *
`\exp_args:NNf` *
`\exp_args:Ncc` *
`\exp_args:Nco` *
`\exp_args:NcV` *
`\exp_args:Ncv` *
`\exp_args:Ncf` *
`\exp_args:NVV` *

Updated: 2018-05-15

`\exp_args:Nnc` * `\exp_args:Noo` $\langle token \rangle$ $\{ \langle tokens_1 \rangle \}$ $\{ \langle tokens_2 \rangle \}$
`\exp_args:Nno` * These functions absorb three arguments and expand the second and third as detailed by
`\exp_args:NnV` * their argument specifier. The first argument of the function is then the next item on
`\exp_args:Nnv` * the input stream, followed by the expansion of the second and third arguments. These
`\exp_args:Nne` * functions need slower processing.
`\exp_args:Nnf` *
`\exp_args:Noc` *
`\exp_args:Noo` *
`\exp_args:Nof` *
`\exp_args:NVo` *
`\exp_args:Nfo` *
`\exp_args:Nff` *
`\exp_args:Nee` *

Updated: 2018-05-15

`\exp_args:NNx` `\exp_args:NNx` $\langle token_1 \rangle$ $\langle token_2 \rangle$ $\{ \langle tokens \rangle \}$
`\exp_args:Ncx` These functions absorb three arguments and expand the second and third as detailed by
`\exp_args:Nnx` their argument specifier. The first argument of the function is then the next item on
`\exp_args:Nox` the input stream, followed by the expansion of the second and third arguments. These
`\exp_args:Nxo` functions are not expandable due to their x-type argument.
`\exp_args:Nxx`

5.6 Manipulating three arguments

`\exp_args:NNNo` * `\exp_args:NNNo` $\langle token_1 \rangle$ $\langle token_2 \rangle$ $\langle token_3 \rangle$ $\{ \langle tokens \rangle \}$
`\exp_args:NNNV` * These optimized functions absorb four arguments and expand the second, third and
`\exp_args:NNNv` * fourth as detailed by their argument specifier. The first argument of the function is then
`\exp_args:Nccc` * the next item on the input stream, followed by the expansion of the second argument,
`\exp_args:NcNc` * *etc.*
`\exp_args:NcNo` *
`\exp_args:Ncco` *

<code>\exp_args:NNcf</code>	*	<code>\exp_args:NNoo</code>	<code><token1></code>	<code><token2></code>	<code>{<token3>}</code>	<code>{<tokens>}</code>
<code>\exp_args:NNno</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, <i>etc.</i> These functions need slower processing.				
<code>\exp_args:NNnV</code>	*					
<code>\exp_args:NNoo</code>	*					
<code>\exp_args:NNVV</code>	*					
<code>\exp_args:Ncno</code>	*					
<code>\exp_args:NcnV</code>	*					
<code>\exp_args:Ncoo</code>	*					
<code>\exp_args:NcVV</code>	*					
<code>\exp_args:Nnnc</code>	*					
<code>\exp_args:Nnno</code>	*					
<code>\exp_args:Nnnf</code>	*					
<code>\exp_args:Nnff</code>	*					
<code>\exp_args:Nooo</code>	*					
<code>\exp_args:Noof</code>	*					
<code>\exp_args:Nffo</code>	*					
<code>\exp_args:Neee</code>	*					

<code>\exp_args:NNNx</code>	*	<code>\exp_args:NNnx</code>	<code><token1></code>	<code><token2></code>	<code>{<tokens1>}</code>	<code>{<tokens2>}</code>
<code>\exp_args:NNnx</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, <i>etc.</i>				
<code>\exp_args:NNox</code>	*					
<code>\exp_args:Nccx</code>	*					
<code>\exp_args:Ncnx</code>	*					
<code>\exp_args:Nnnx</code>	*					
<code>\exp_args:Nnox</code>	*					
<code>\exp_args:Noox</code>	*					

New: 2015-08-12

5.7 Unbraced expansion

<code>\exp_last_unbraced:No</code>	*	<code>\exp_last_unbraced:Nno</code>	<code><token></code>	<code>{<tokens1>}</code>	<code>{<tokens2>}</code>
<code>\exp_last_unbraced:NV</code>	*	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 <code>:Nno</code> , <code>:Noo</code> , <code>:Nfo</code> and <code>:NnNo</code> variants need slower processing.			
<code>\exp_last_unbraced:Nv</code>	*				
<code>\exp_last_unbraced:Ne</code>	*				
<code>\exp_last_unbraced:Nf</code>	*				
<code>\exp_last_unbraced:NNo</code>	*				
<code>\exp_last_unbraced:NNV</code>	*				
<code>\exp_last_unbraced:NNf</code>	*				
<code>\exp_last_unbraced:Nco</code>	*				
<code>\exp_last_unbraced:NcV</code>	*				
<code>\exp_last_unbraced:Nno</code>	*				
<code>\exp_last_unbraced:Noo</code>	*				
<code>\exp_last_unbraced:Nfo</code>	*				
<code>\exp_last_unbraced:NNNo</code>	*				
<code>\exp_last_unbraced:NNNV</code>	*				
<code>\exp_last_unbraced:NNNf</code>	*				
<code>\exp_last_unbraced:NnNo</code>	*				
<code>\exp_last_unbraced:NNNNo</code>	*				
<code>\exp_last_unbraced:NNNNf</code>	*				

TeXhackers note: As an optimization, the last argument is unbraced by some of those functions before expansion. This can cause problems if the argument is empty: for instance, `\exp_last_unbraced:Nf \foo_bar:w { } \q_stop` leads to an infinite loop, as the quark is f-expanded.

Updated: 2018-05-15

`\exp_last_unbraced:Nx` `\exp_last_unbraced:Nx <function> {<tokens>}`

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

`\exp_last_two_unbraced:Noo` `\exp_last_two_unbraced:Noo <token> {<tokens1>} {<tokens2>}`

This function absorbs three arguments and expands the second and third once. The first argument of the function is then the next item on the input stream, followed by the expansion of the second and third arguments, which are not wrapped in braces. This function needs special (slower) processing.

`\exp_after:wN` `\exp_after:wN <token1> <token2>`

Carries out a single expansion of `<token2>` (which may consume arguments) prior to the expansion of `<token1>`. If `<token2>` has no expansion (for example, if it is a character) then it is left unchanged. It is important to notice that `<token1>` may be *any* single token, including group-opening and -closing tokens (`{` or `}` assuming normal T_EX category codes). Unless specifically required this should be avoided: expansion should be carried out using an appropriate argument specifier variant or the appropriate `\exp_args:N<variant>` function.

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

5.8 Preventing expansion

Despite the fact that the following functions are all about preventing expansion, they're designed to be used in an expandable context and hence are all marked as being 'expandable' since they themselves disappear after the expansion has completed.

`\exp_not:N` `\exp_not:N <token>`

Prevents expansion of the `<token>` in a context where it would otherwise be expanded, for example an `x`-type argument or the first token in an `o` or `e` or `f` argument.

T_EXhackers note: This is the T_EX `\noexpand` primitive. It only prevents expansion. At the beginning of an `f`-type argument, a space `<token>` is removed even if it appears as `\exp_not:N \c_space_token`. In an `x`-expanding definition (`\cs_new:Npx`), a macro parameter introduces an argument even if it appears as `\exp_not:N # 1`. This differs from `\exp_not:n`.

`\exp_not:c` `\exp_not:c {<tokens>}`

Expands the `<tokens>` until only characters remain, and then converts this into a control sequence. Further expansion of this control sequence is then inhibited using `\exp_not:N`.

`\exp_not:n` * `\exp_not:n {<tokens>}`

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

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

`\exp_not:o` * `\exp_not:o {<tokens>}`

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

`\exp_not:V` * `\exp_not:V <variable>`

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

`\exp_not:v` * `\exp_not:v {<tokens>}`

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

`\exp_not:e` * `\exp_not:e {<tokens>}`

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

`\exp_not:f` * `\exp_not:f {<tokens>}`

Expands `<tokens>` fully until the first unexpandable token is found (if it is a space it is removed). Expansion then stops, and the result of the expansion (including any tokens which were not expanded) is protected from further expansion in `x`-type or `e`-type arguments using `\exp_not:n`.

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

Updated: 2011-06-03

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

5.9 Controlled expansion

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

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

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

<code>\exp:w</code>	*	<code>\exp:w <expandable tokens> \exp_end:</code>
<code>\exp_end:</code>	*	Expands <code><expandable-tokens></code> until reaching <code>\exp_end:</code> at which point expansion stops. The full expansion of <code><expandable tokens></code> has to be empty. If any token in <code><expandable tokens></code> or any token generated by expanding the tokens therein is not expandable the expansion will end prematurely and as a result <code>\exp_end:</code> will be misinterpreted later on. ⁴

New: 2015-08-23

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

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

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

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

⁴Due 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:w <expandable-tokens> \exp_end_continue_f:w <further-tokens></code>
<code>\exp_end_continue_f:w</code>	★	Expands <code><expandable-tokens></code> until reaching <code>\exp_end_continue_f:w</code> at which point expansion continues as an f-type expansion expanding <code><further-tokens></code> until an unexpandable token is encountered (or the f-type expansion is explicitly terminated by <code>\exp_stop_f:</code>). As with all f-type expansions a space ending the expansion gets removed.

New: 2015-08-23

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.⁵

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

New: 2015-08-23

⁵In this particular case you may get a character into the output as well as an error message.

5.10 Internal functions

```
\::n \cs_new: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. They  
\::c should not be used outside this module.  
\::o
```

```
\::e
```

```
\::f
```

```
\::x
```

```
\::v
```

```
\::V
```

```
\:::
```

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

```
\::e_unbraced Internal forms for the expansion types which leave the terminal argument unbraced.  
\::f_unbraced These names do not conform to the general LATEX3 approach as this makes them more  
\::x_unbraced readily visible in the log and so forth. They should not be used outside this module.  
\::v_unbraced
```

```
\::V_unbraced
```

Chapter 6

The `l3sort` package

Sorting functions

6.1 Controlling sorting

L^AT_EX3 comes with a facility to sort list variables (sequences, token lists, or comma-lists) according to some user-defined comparison. For instance,

```
\clist_set:Nn \l_foo_clist { 3 , 01 , -2 , 5 , +1 }
\clist_sort:Nn \l_foo_clist
{
  \int_compare:nNnTF { #1 } > { #2 }
  { \sort_return_swapped: }
  { \sort_return_same: }
}
```

results in `\l_foo_clist` holding the values `{ -2 , 01 , +1 , 3 , 5 }` sorted in non-decreasing order.

The code defining the comparison should call `\sort_return_swapped:` if the two items given as `#1` and `#2` are not in the correct order, and otherwise it should call `\sort_return_same:` to indicate that the order of this pair of items should not be changed.

For instance, a *comparison code* consisting only of `\sort_return_same:` with no test yields a trivial sort: the final order is identical to the original order. Conversely, using a *comparison code* consisting only of `\sort_return_swapped:` reverses the list (in a fairly inefficient way).

T_EXhackers note: The current implementation is limited to sorting approximately 20000 items (40000 in Lua_{T_EX}), depending on what other packages are loaded.

Internally, the code from `l3sort` stores items in `\toks` registers allocated locally. Thus, the *comparison code* should not call `\newtoks` or other commands that allocate new `\toks` registers. On the other hand, altering the value of a previously allocated `\toks` register is not a problem.

```
\sort_return_same:    \seq_sort:Nn <seq var>
\sort_return_swapped: { ... \sort_return_same: or \sort_return_swapped: ... }
```

New: 2017-02-06 Indicates whether to keep the order or swap the order of two items that are compared in the sorting code. Only one of the `\sort_return_...` functions should be used by the code, according to the results of some tests on the items #1 and #2 to be compared.

Chapter 7

The l3tl-analysis package: Analysing token lists

This module provides functions that are particularly useful in the l3regex module for mapping through a token list one $\langle token \rangle$ at a time (including begin-group/end-group tokens). For $\backslash tl_analysis_map_inline:Nn$ or $\backslash tl_analysis_map_inline:nn$, the token list is given as an argument; the analogous function $\backslash peek_analysis_map_inline:n$ documented in l3token finds tokens in the input stream instead. In both cases the user provides $\langle inline\ code \rangle$ that receives three arguments for each $\langle token \rangle$:

- $\langle tokens \rangle$, which both o-expand and x-expand to the $\langle token \rangle$. The detailed form of $\langle tokens \rangle$ may change in later releases.
- $\langle char\ code \rangle$, a decimal representation of the character code of the $\langle token \rangle$, -1 if it is a control sequence.
- $\langle catcode \rangle$, a capital hexadecimal digit which denotes the category code of the $\langle token \rangle$ (0: control sequence, 1: begin-group, 2: end-group, 3: math shift, 4: alignment tab, 6: parameter, 7: superscript, 8: subscript, A: space, B: letter, C: other, D: active). This can be converted to an integer by writing " $\langle catcode \rangle$ ".

In addition, there is a debugging function $\backslash tl_analysis_show:n$, very similar to the $\backslash ShowTokens$ macro from the ted package.

$\backslash tl_analysis_show:N$	$\backslash tl_analysis_show:n \{\langle token\ list \rangle\}$
$\backslash tl_analysis_show:n$	$\backslash tl_analysis_log:n \{\langle token\ list \rangle\}$
$\backslash tl_analysis_log:N$	Displays to the terminal (or log) the detailed decomposition of the $\langle token\ list \rangle$ into tokens, showing the category code of each character token, the meaning of control sequences and active characters, and the value of registers.
$\backslash tl_analysis_log:n$	

New: 2021-05-11

$\backslash tl_analysis_map_inline:nn$	$\backslash tl_analysis_map_inline:nn \{\langle token\ list \rangle\} \{\langle inline\ function \rangle\}$
$\backslash tl_analysis_map_inline:Nn$	Applies the $\langle inline\ function \rangle$ to each individual $\langle token \rangle$ in the $\langle token\ list \rangle$. The $\langle inline\ function \rangle$ receives three arguments as explained above. As all other mappings the mapping is done at the current group level, <i>i.e.</i> any local assignments made by the $\langle inline\ function \rangle$ remain in effect after the loop.

New: 2018-04-09
Updated: 2022-03-26

Chapter 8

The `l3regex` package: Regular expressions in `TEX`

The `l3regex` package provides regular expression testing, extraction of submatches, splitting, and replacement, all acting on token lists. The syntax of regular expressions is mostly a subset of the PCRE syntax (and very close to POSIX), with some additions due to the fact that `TEX` manipulates tokens rather than characters. For performance reasons, only a limited set of features are implemented. Notably, back-references are not supported.

Let us give a few examples. After

```
\tl_set:Nn \l_my_tl { That~cat. }
\regex_replace_once:nnN { at } { is } \l_my_tl
```

the token list variable `\l_my_tl` holds the text “`This cat.`”, where the first occurrence of “`at`” was replaced by “`is`”. A more complicated example is a pattern to emphasize each word and add a comma after it:

```
\regex_replace_all:nnN { \w+ } { \c{emph}\cB\{ \0 \cE\} , } \l_my_tl
```

The `\w` sequence represents any “word” character, and `+` indicates that the `\w` sequence should be repeated as many times as possible (at least once), hence matching a word in the input token list. In the replacement text, `\0` denotes the full match (here, a word). The command `\emph` is inserted using `\c{emph}`, and its argument `\0` is put between braces `\cB\{` and `\cE\}`.

If a regular expression is to be used several times, it can be compiled once, and stored in a regex variable using `\regex_set:Nn`. For example,

```
\regex_new:N \l_foo_regex
\regex_set:Nn \l_foo_regex { \c{begin} \cB. (\c[^BE].*) \cE. }
```

stores in `\l_foo_regex` a regular expression which matches the starting marker for an environment: `\begin`, followed by a begin-group token (`\cB.`), then any number of tokens which are neither begin-group nor end-group character tokens (`\c[^BE].*`), ending with an end-group token (`\cE.`). As explained in the next section, the parentheses “capture” the result of `\c[^BE].*`, giving us access to the name of the environment when doing replacements.

8.1 Syntax of regular expressions

8.1.1 Regular expression examples

We start with a few examples, and encourage the reader to apply `\regex_show:n` to these regular expressions.

- `Cat` matches the word “Cat” capitalized in this way, but also matches the beginning of the word “Cattle”: use `\bCat\b` to match a complete word only.
- `[abc]` matches one letter among “a”, “b”, “c”; the pattern `(a|b|c)` matches the same three possible letters (but see the discussion of submatches below).
- `[A-Za-z]*` matches any number (due to the quantifier `*`) of Latin letters (not accented).
- `\c{[A-Za-z]*}` matches a control sequence made of Latin letters.
- `_[^_]*_[^_]*` matches an underscore, any number of characters other than underscore, and another underscore; it is equivalent to `_.*?_[^_]*` where `.` matches arbitrary characters and the lazy quantifier `*?` means to match as few characters as possible, thus avoiding matching underscores.
- `[\+\\-]?d+` matches an explicit integer with at most one sign.
- `[\+\\-_]*d+_*` matches an explicit integer with any number of `+` and `-` signs, with spaces allowed except within the mantissa, and surrounded by spaces.
- `[\+\\-_]*(d+|d*\\.d+)_*` matches an explicit integer or decimal number; using `[.,]` instead of `\\.` would allow the comma as a decimal marker.
- `[\+\\-_]*(d+|d*\\.d+)_*(?i)pt|in|[cem]m|ex|[bs]p|[dn]d|[pcn]c)_*` matches an explicit dimension with any unit that `TEX` knows, where `(?i)` means to treat lowercase and uppercase letters identically.
- `[\+\\-_]*(?i)nan|inf|(d+|d*\\.d+)(_*[e][\\+\\-_]*d+)?_*` matches an explicit floating point number or the special values `nan` and `inf` (with signs and spaces allowed).
- `[\+\\-_]*(d+|cC.)_*` matches an explicit integer or control sequence (without checking whether it is an integer variable).
- `\G.*?K` at the beginning of a regular expression matches and discards (due to `\K`) everything between the end of the previous match (`\G`) and what is matched by the rest of the regular expression; this is useful in `\regex_replace_all:nnN` when the goal is to extract matches or submatches in a finer way than with `\regex_extract_all:nnN`.

While it is impossible for a regular expression to match only integer expressions, `[\+\\-_]*(d+|cC.)_*` matches among other things all valid integer expressions (made only with explicit integers). One should follow it with further testing.

8.1.2 Characters in regular expressions

Most characters match exactly themselves, with an arbitrary category code. Some characters are special and must be escaped with a backslash (*e.g.*, `*` matches a star character). Some escape sequences of the form backslash-letter also have a special meaning (for instance `\d` matches any digit). As a rule,

- every alphanumeric character (A–Z, a–z, 0–9) matches exactly itself, and should not be escaped, because `\A`, `\B`, ... have special meanings;
- non-alphanumeric printable ascii characters can (and should) always be escaped: many of them have special meanings (*e.g.*, use `\(`, `\)`, `\?`, `\.`, `\^`);
- spaces should always be escaped (even in character classes);
- any other character may be escaped or not, without any effect: both versions match exactly that character.

Note that these rules play nicely with the fact that many non-alphanumeric characters are difficult to input into \TeX under normal category codes. For instance, `\abc%` matches the characters `\abc%` (with arbitrary category codes), but does not match the control sequence `\abc` followed by a percent character. Matching control sequences can be done using the `\c{<regex>}` syntax (see below).

Any special character which appears at a place where its special behaviour cannot apply matches itself instead (for instance, a quantifier appearing at the beginning of a string), after raising a warning.

Characters.

`\x{hh...}` Character with hex code `hh...`

`\xhh` Character with hex code `hh`.

`\a` Alarm (hex 07).

`\e` Escape (hex 1B).

`\f` Form-feed (hex 0C).

`\n` New line (hex 0A).

`\r` Carriage return (hex 0D).

`\t` Horizontal tab (hex 09).

8.1.3 Characters classes

Character properties.

`.` A single period matches any token.

`\d` Any decimal digit.

`\h` Any horizontal space character, equivalent to `[\ \ \^I]`: space and tab.

`\s` Any space character, equivalent to `[\ \ \^I\ \^J\ \^L\ \^M]`.

`\v` Any vertical space character, equivalent to `[\^\^J\^\^K\^\^L\^\^M]`. Note that `\^\^K` is a vertical space, but not a space, for compatibility with Perl.

`\w` Any word character, *i.e.*, alphanumerics and underscore, equivalent to the explicit class `[A-Za-z0-9_]`.

`\D` Any token not matched by `\d`.

`\H` Any token not matched by `\h`.

`\N` Any token other than the `\n` character (hex 0A).

`\S` Any token not matched by `\s`.

`\V` Any token not matched by `\v`.

`\W` Any token not matched by `\w`.

Of those, `.`, `\D`, `\H`, `\N`, `\S`, `\V`, and `\W` match arbitrary control sequences.

Character classes match exactly one token in the subject.

`[...]` Positive character class. Matches any of the specified tokens.

`[^...]` Negative character class. Matches any token other than the specified characters.

`x-y` Within a character class, this denotes a range (can be used with escaped characters).

`[:<name>:]` Within a character class (one more set of brackets), this denotes the POSIX character class `<name>`, which can be `alnum`, `alpha`, `ascii`, `blank`, `cntrl`, `digit`, `graph`, `lower`, `print`, `punct`, `space`, `upper`, `word`, or `xdigit`.

`[:~<name>:]` Negative POSIX character class.

For instance, `[a-oq-z\cC.]` matches any lowercase latin letter except `p`, as well as control sequences (see below for a description of `\c`).

In character classes, only `[`, `^`, `-`, `]`, `\` and spaces are special, and should be escaped. Other non-alphanumeric characters can still be escaped without harm. Any escape sequence which matches a single character (`\d`, `\D`, *etc.*) is supported in character classes. If the first character is `^`, then the meaning of the character class is inverted; `^` appearing anywhere else in the range is not special. If the first character (possibly following a leading `^`) is `]` then it does not need to be escaped since ending the range there would make it empty. Ranges of characters can be expressed using `-`, for instance, `[\D 0-5]` and `[^6-9]` are equivalent.

8.1.4 Structure: alternatives, groups, repetitions

Quantifiers (repetition).

`?` 0 or 1, greedy.

`??` 0 or 1, lazy.

`*` 0 or more, greedy.

`*?` 0 or more, lazy.

`+` 1 or more, greedy.

+? 1 or more, lazy.

{*n*} Exactly *n*.

{*n*,} *n* or more, greedy.

{*n*,}? *n* or more, lazy.

{*n*,*m*} At least *n*, no more than *m*, greedy.

{*n*,*m*}? At least *n*, no more than *m*, lazy.

For greedy quantifiers the regex code will first investigate matches that involve as many repetitions as possible, while for lazy quantifiers it investigates matches with as few repetitions as possible first.

Alternation and capturing groups.

A|B|C Either one of A, B, or C, investigating A first.

(...) Capturing group.

(?:...) Non-capturing group.

(?|...) Non-capturing group which resets the group number for capturing groups in each alternative. The following group is numbered with the first unused group number.

Capturing groups are a means of extracting information about the match. Parenthesized groups are labelled in the order of their opening parenthesis, starting at 1. The contents of those groups corresponding to the “best” match (leftmost longest) can be extracted and stored in a sequence of token lists using for instance `\regex_extract_once:nnNTF`.

The `\K` escape sequence resets the beginning of the match to the current position in the token list. This only affects what is reported as the full match. For instance,

```
\regex_extract_all:nnN { a \K . } { a123aaxyz } \l_foo_seq
```

results in `\l_foo_seq` containing the items `{1}` and `{a}`: the true matches are `{a1}` and `{aa}`, but they are trimmed by the use of `\K`. The `\K` command does not affect capturing groups: for instance,

```
\regex_extract_once:nnN { (. \K c)+ \d } { acbc3 } \l_foo_seq
```

results in `\l_foo_seq` containing the items `{c3}` and `{bc}`: the true match is `{acbc3}`, with first submatch `{bc}`, but `\K` resets the beginning of the match to the last position where it appears.

8.1.5 Matching exact tokens

The `\c` escape sequence allows to test the category code of tokens, and match control sequences. Each character category is represented by a single uppercase letter:

- C for control sequences;
- B for begin-group tokens;
- E for end-group tokens;

- M for math shift;
- T for alignment tab tokens;
- P for macro parameter tokens;
- U for superscript tokens (up);
- D for subscript tokens (down);
- S for spaces;
- L for letters;
- O for others; and
- A for active characters.

The `\c` escape sequence is used as follows.

`\c{regex}` A control sequence whose csname matches the *regex*, anchored at the beginning and end, so that `\c{begin}` matches exactly `\begin`, and nothing else.

`\cX` Applies to the next object, which can be a character, escape character sequence such as `\x{0A}`, character class, or group, and forces this object to only match tokens with category X (any of CBEMTPUDSLOA). For instance, `\cL[A-Z\d]` matches uppercase letters and digits of category code letter, `\cC.` matches any control sequence, and `\cO(abc)` matches `abc` where each character has category other.⁶

`\c[XYZ]` Applies to the next object, and forces it to only match tokens with category X, Y, or Z (each being any of CBEMTPUDSLOA). For instance, `\c[LSO](..)` matches two tokens of category letter, space, or other.

`\c[^XYZ]` Applies to the next object and prevents it from matching any token with category X, Y, or Z (each being any of CBEMTPUDSLOA). For instance, `\c[^O]\d` matches digits which have any category different from other.

The category code tests can be used inside classes; for instance, `[\cO\d \c[L0][A-F]]` matches what T_EX considers as hexadecimal digits, namely digits with category other, or uppercase letters from A to F with category either letter or other. Within a group affected by a category code test, the outer test can be overridden by a nested test: for instance, `\cL(ab\cO*cd)` matches `ab*cd` where all characters are of category letter, except `*` which has category other.

The `\u` escape sequence allows to insert the contents of a token list directly into a regular expression or a replacement, avoiding the need to escape special characters. Namely, `\u{var name}` matches the exact contents (both character codes and category codes) of the variable `\langle var name \rangle`, which are obtained by applying `\exp_not:v{var name}` at the time the regular expression is compiled. Within a `\c{...}` control sequence matching, the `\u` escape sequence only expands its argument once, in effect performing `\t1_to_str:v`. Quantifiers are supported.

The `\ur` escape sequence allows to insert the contents of a `regex` variable into a larger regular expression. For instance, `A\ur{1_tmpa_regex}D` matches the tokens A and

⁶This last example also captures “`abc`” as a regex group; to avoid this use a non-capturing group `\cO(?:abc)`.

D separated by something that matches the regular expression `\1_tmpa_regex`. This behaves as if a non-capturing group were surrounding `\1_tmpa_regex`, and any group contained in `\1_tmpa_regex` is converted to a non-capturing group. Quantifiers are supported.

For instance, if `\1_tmpa_regex` has value `B|C`, then `A\ur{\1_tmpa_regex}D` is equivalent to `A(?:B|C)D` (matching `ABD` or `ACD`) and not to `AB|CD` (matching `AB` or `CD`). To get the latter effect, it is simplest to use TeX's expansion machinery directly: if `\1_mymodule_BC_tl` contains `B|C` then the following two lines show the same result:

```
\regex_show:n { A \u{\1_mymodule_BC_tl} D }
\regex_show:n { A B | C D }
```

8.1.6 Miscellaneous

Anchors and simple assertions.

`\b` Word boundary: either the previous token is matched by `\w` and the next by `\W`, or the opposite. For this purpose, the ends of the token list are considered as `\W`.

`\B` Not a word boundary: between two `\w` tokens or two `\W` tokens (including the boundary).

`^` or `\A` Start of the subject token list.

`$`, `\Z` or `\z` End of the subject token list.

`\G` Start of the current match. This is only different from `^` in the case of multiple matches: for instance `\regex_count:nnN { \G a } { aaba } \1_tmpa_int` yields 2, but replacing `\G` by `^` would result in `\1_tmpa_int` holding the value 1.

The option `(?i)` makes the match case insensitive (treating `A-Z` and `a-z` as equivalent, with no support yet for Unicode case changing). This applies until the end of the group in which it appears, and can be reverted using `(?-i)`. For instance, in `(?i)(a(?-i)b|c)d`, the letters `a` and `d` are affected by the `i` option. Characters within ranges and classes are affected individually: `(?i)[\?-B]` is equivalent to `[\?@ABab]` (and differs from the much larger class `[\?-b]`), and `(?i)[^aeiou]` matches any character which is not a vowel. The `i` option has no effect on `\c{...}`, on `\u{...}`, on character properties, or on character classes, for instance it has no effect at all in `(?i)\u{\1_foo_tl}\d\d[[:lower:]]`.

8.2 Syntax of the replacement text

Most of the features described in regular expressions do not make sense within the replacement text. Backslash introduces various special constructions, described further below:

- `\0` is the whole match;
- `\1` is the submatch that was matched by the first (capturing) group (...); similarly for `\2`, ..., `\9` and `\g{<number>}`;
- `_` inserts a space (spaces are ignored when not escaped);

- `\a`, `\e`, `\f`, `\n`, `\r`, `\t`, `\xhh`, `\x{hhh}` correspond to single characters as in regular expressions;
- `\c{<cs name>}` inserts a control sequence;
- `\c{<category>}<character>` (see below);
- `\u{<tl var name>}` inserts the contents of the `<tl var>` (see below).

Characters other than backslash and space are simply inserted in the result (but since the replacement text is first converted to a string, one should also escape characters that are special for T_EX, for instance use `\#`). Non-alphanumeric characters can always be safely escaped with a backslash.

For instance,

```
\tl_set:Nn \l_my_tl { Hello,~world! }
\regex_replace_all:nnN { ([er]?l|o) . } { (\0--\1) } \l_my_tl
```

results in `\l_my_tl` holding `H(e1l--e1)(o,--o)w(or--o)(ld--l)!`

The submatches are numbered according to the order in which the opening parenthesis of capturing groups appear in the regular expression to match. The n -th submatch is empty if there are fewer than n capturing groups or for capturing groups that appear in alternatives that were not used for the match. In case a capturing group matches several times during a match (due to quantifiers) only the last match is used in the replacement text. Submatches always keep the same category codes as in the original token list.

By default, the category code of characters inserted by the replacement are determined by the prevailing category code regime at the time where the replacement is made, with two exceptions:

- space characters (with character code 32) inserted with `_` or `\x20` or `\x{20}` have category code 10 regardless of the prevailing category code regime;
- if the category code would be 0 (escape), 5 (newline), 9 (ignore), 14 (comment) or 15 (invalid), it is replaced by 12 (other) instead.

The escape sequence `\c` allows to insert characters with arbitrary category codes, as well as control sequences.

`\cX(...)` Produces the characters “...” with category `X`, which must be one of `CBEMTPUDSLOA` as in regular expressions. Parentheses are optional for a single character (which can be an escape sequence). When nested, the innermost category code applies, for instance `\cL>Hello\cS\ world)!` gives this text with standard category codes.

`\c{<text>}` Produces the control sequence with csname `<text>`. The `<text>` may contain references to the submatches `\0`, `\1`, and so on, as in the example for `\u` below.

The escape sequence `\u{<var name>}` allows to insert the contents of the variable with name `<var name>` directly into the replacement, giving an easier control of category codes. When nested in `\c{...}` and `\u{...}` constructions, the `\u` and `\c` escape sequences perform `\tl_to_str:v`, namely extract the value of the control sequence and turn it into a string. Matches can also be used within the arguments of `\c` and `\u`. For instance,

```

\l_my_one_tl { first }
\l_my_two_tl { \emph{second} }
\l_my_tl { one , two , one , one }
\regex_replace_all:nnN { [,]+ } { \u{l_my_0_tl} } \l_my_tl

```

results in `\l_my_tl` holding `first,\emph{second},first,first`.

Regex replacement is also a convenient way to produce token lists with arbitrary category codes. For instance

```

\l_tmpa_tl
\regex_replace_all:nnN { } { \cU\% \cA\~ } \l_tmpa_tl

```

results in `\l_tmpa_tl` containing the percent character with category code 7 (superscript) and an active tilde character.

8.3 Pre-compiling regular expressions

If a regular expression is to be used several times, it is better to compile it once rather than doing it each time the regular expression is used. The compiled regular expression is stored in a variable. All of the `l3regex` module's functions can be given their regular expression argument either as an explicit string or as a compiled regular expression.

```

\regex_new:N \regex_new:N <regex var>

```

New: 2017-05-26 Creates a new `<regex var>` or raises an error if the name is already taken. The declaration is global. The `<regex var>` is initially such that it never matches.

```

\regex_set:Nn \regex_set:Nn <regex var> {(regex)}

```

```

\regex_gset:Nn

```

New: 2017-05-26 Stores a compiled version of the `<regular expression>` in the `<regex var>`. The assignment is local for `\regex_set:Nn` and global for `\regex_gset:Nn`. For instance, this function can be used as

```

\regex_new:N \l_my_regex
\regex_set:Nn \l_my_regex { my\ (simple\ )? reg(ex|ular\ expression) }

```

```

\regex_const:Nn \regex_const:Nn <regex var> {(regex)}

```

New: 2017-05-26 Creates a new constant `<regex var>` or raises an error if the name is already taken. The value of the `<regex var>` is set globally to the compiled version of the `<regular expression>`.

```

\regex_show:N \regex_show:n {<regex>}
\regex_show:n \regex_log:n {<regex>}
\regex_log:N
\regex_log:n

```

Displays in the terminal or writes in the log file (respectively) how `l3regex` interprets the `<regex>`. For instance, `\regex_show:n {\A X|Y}` shows

New: 2021-04-26
Updated: 2021-04-29

```

+-branch
  anchor at start (\A)
  char code 88 (X)
+-branch
  char code 89 (Y)

```

indicating that the anchor `\A` only applies to the first branch: the second branch is not anchored to the beginning of the match.

8.4 Matching

All regular expression functions are available in both `:n` and `:N` variants. The former require a “standard” regular expression, while the later require a compiled expression as generated by `\regex_set:Nn`.

```

\regex_match:nnTF \regex_match:nnTF {<regex>} {<token list>} {<>true code>} {<>false code>}
\regex_match:NnTF

```

Tests whether the `<regular expression>` matches any part of the `<token list>`. For instance,

New: 2017-05-26

```

\regex_match:nnTF { b [cde]* } { abedcx } { TRUE } { FALSE }
\regex_match:nnTF { [b-dq-w] } { example } { TRUE } { FALSE }

```

leaves `TRUE` then `FALSE` in the input stream.

```

\regex_count:nnN \regex_count:nnN {<regex>} {<token list>} <int var>
\regex_count:NnN

```

Sets `<int var>` within the current `TeX` group level equal to the number of times `<regular expression>` appears in `<token list>`. The search starts by finding the left-most longest match, respecting greedy and lazy (non-greedy) operators. Then the search starts again from the character following the last character of the previous match, until reaching the end of the token list. Infinite loops are prevented in the case where the regular expression can match an empty token list: then we count one match between each pair of characters. For instance,

New: 2017-05-26

```

\int_new:N \l_foo_int
\regex_count:nnN { (b+|c) } { abbababcbb } \l_foo_int

```

results in `\l_foo_int` taking the value 5.

```

\regex_match_case:nn      \regex_match_case:nnTF
\regex_match_case:nnTF   {
                          {<regex1>} {<code case1>}
                          {<regex2>} {<code case2>}
                          ...
                          {<regexn>} {<code casen>}
                          } {<token list>}
                          {<>true code>} {<>false code>}

```

New: 2022-01-10

Determines which of the *<regular expressions>* matches at the earliest point in the *<token list>*, and leaves the corresponding *<code_i>* followed by the *<>true code>* in the input stream. If several *<regex>* match starting at the same point, then the first one in the list is selected and the others are discarded. If none of the *<regex>* match, the *<>false code>* is left in the input stream. Each *<regex>* can either be given as a regex variable or as an explicit regular expression.

In detail, for each starting position in the *<token list>*, each of the *<regex>* is searched in turn. If one of them matches then the corresponding *<code>* is used and everything else is discarded, while if none of the *<regex>* match at a given position then the next starting position is attempted. If none of the *<regex>* match anywhere in the *<token list>* then nothing is left in the input stream. Note that this differs from nested `\regex_match:nnTF` statements since all *<regex>* are attempted at each position rather than attempting to match *<regex₁>* at every position before moving on to *<regex₂>*.

8.5 Submatch extraction

```

\regex_extract_once:nnN   \regex_extract_once:nnN {<regex>} {<token list>} <seq var>
\regex_extract_once:nnNTF \regex_extract_once:nnNTF {<regex>} {<token list>} <seq var> {<>true code>} {<>false code>}
\regex_extract_once:NnN   code}}
\regex_extract_once:NnNTF

```

New: 2017-05-26

Finds the first match of the *<regular expression>* in the *<token list>*. If it exists, the match is stored as the first item of the *<seq var>*, and further items are the contents of capturing groups, in the order of their opening parenthesis. The *<seq var>* is assigned locally. If there is no match, the *<seq var>* is cleared. The testing versions insert the *<>true code>* into the input stream if a match was found, and the *<>false code>* otherwise.

For instance, assume that you type

```

\regex_extract_once:nnNTF { \A(La)?TeX(!*)\Z } { LaTeX!!! } \l_foo_seq
{ true } { false }

```

Then the regular expression (anchored at the start with `\A` and at the end with `\Z`) must match the whole token list. The first capturing group, `(La)?`, matches `La`, and the second capturing group, `(!*)`, matches `!!!`. Thus, `\l_foo_seq` contains as a result the items `{LaTeX!!!}`, `{La}`, and `{!!!}`, and the `true` branch is left in the input stream. Note that the n -th item of `\l_foo_seq`, as obtained using `\seq_item:Nn`, correspond to the submatch numbered $(n - 1)$ in functions such as `\regex_replace_once:nnN`.

<code>\regex_extract_all:nnN</code>	<code>\regex_extract_all:nnN {<regex>} {<token list>} <seq var></code>
<code>\regex_extract_all:nnNTF</code>	<code>\regex_extract_all:nnNTF {<regex>} {<token list>} <seq var> {<>true code>} {<>false code>}</code>
<code>\regex_extract_all:NnN</code>	<code>code}</code>
<code>\regex_extract_all:NnNTF</code>	<p>Finds all matches of the <i><regular expression></i> in the <i><token list></i>, and stores all the submatch information in a single sequence (concatenating the results of multiple <code>\regex_extract_once:nnN</code> calls). The <i><seq var></i> is assigned locally. If there is no match, the <i><seq var></i> is cleared. The testing versions insert the <i><>true code></i> into the input stream if a match was found, and the <i><>false code></i> otherwise. For instance, assume that you type</p>

New: 2017-05-26

```
\regex_extract_all:nnNTF { \w+ } { Hello,~world! } \l_foo_seq
{ true } { false }
```

Then the regular expression matches twice, the resulting sequence contains the two items {Hello} and {world}, and the true branch is left in the input stream.

<code>\regex_split:nnN</code>	<code>\regex_split:nnN {<regular expression>} {<token list>} <seq var></code>
<code>\regex_split:nnNTF</code>	<code>\regex_split:nnNTF {<regular expression>} {<token list>} <seq var> {<>true code>}</code>
<code>\regex_split:NnN</code>	<code>{<>false code>}</code>
<code>\regex_split:NnNTF</code>	<p>Splits the <i><token list></i> into a sequence of parts, delimited by matches of the <i><regular expression></i>. If the <i><regular expression></i> has capturing groups, then the token lists that they match are stored as items of the sequence as well. The assignment to <i><seq var></i> is local. If no match is found the resulting <i><seq var></i> has the <i><token list></i> as its sole item. If the <i><regular expression></i> matches the empty token list, then the <i><token list></i> is split into single tokens. The testing versions insert the <i><>true code></i> into the input stream if a match was found, and the <i><>false code></i> otherwise. For example, after</p>

New: 2017-05-26

```
\seq_new:N \l_path_seq
\regex_split:nnNTF { / } { the/path/for/this/file.tex } \l_path_seq
{ true } { false }
```

the sequence `\l_path_seq` contains the items {the}, {path}, {for}, {this}, and {file.tex}, and the true branch is left in the input stream.

8.6 Replacement

<code>\regex_replace_once:nnN</code>	<code>\regex_replace_once:nnN {<regular expression>} {<replacement>} <t1 var></code>
<code>\regex_replace_once:nnNTF</code>	<code>\regex_replace_once:nnNTF {<regular expression>} {<replacement>} <t1 var> {<>true code>} {<>false code>}</code>
<code>\regex_replace_once:NnN</code>	<code>code}</code>
<code>\regex_replace_once:NnNTF</code>	<p>Searches for the <i><regular expression></i> in the contents of the <i><t1 var></i> and replaces the first match with the <i><replacement></i>. In the <i><replacement></i>, <code>\0</code> represents the full match, <code>\1</code> represent the contents of the first capturing group, <code>\2</code> of the second, <i>etc.</i> The result is assigned locally to <i><t1 var></i>.</p>

New: 2017-05-26

<code>\regex_replace_all:nnN</code>	<code>\regex_replace_all:nnN</code>	<code>{<regular expression>}</code>	<code>{<replacement>}</code>	<code><t1 var></code>
<code>\regex_replace_all:nnNTF</code>	<code>\regex_replace_all:nnNTF</code>	<code>{<regular expression>}</code>	<code>{<replacement>}</code>	<code><t1 var> {<>true code>}</code>
<code>\regex_replace_all:NnN</code>	<code>\regex_replace_all:NnN</code>	<code>{<regular expression>}</code>	<code>{<replacement>}</code>	<code>{<>false code>}</code>
<code>\regex_replace_all:NnNTF</code>	<code>\regex_replace_all:NnNTF</code>	<code>{<regular expression>}</code>	<code>{<replacement>}</code>	<code><t1 var> {<>true code>}</code>

New: 2017-05-26

Replaces all occurrences of the `<regular expression>` in the contents of the `<t1 var>` by the `<replacement>`, where `\0` represents the full match, `\1` represent the contents of the first capturing group, `\2` of the second, *etc.* Every match is treated independently, and matches cannot overlap. The result is assigned locally to `<t1 var>`.

<code>\regex_replace_case_once:nN</code>	<code>\regex_replace_case_once:nNTF</code>
<code>\regex_replace_case_once:nNTF</code>	{
	<code>{<regex₁>}</code>
	<code>{<replacement₁>}</code>
	<code>{<regex₂>}</code>
	<code>{<replacement₂>}</code>
	...
	<code>{<regex_n>}</code>
	<code>{<replacement_n>}</code>
	} <code><t1 var></code>
	<code>{<>true code>}</code>
	<code>{<>false code>}</code>

New: 2022-01-10

Replaces the earliest match of the regular expression `(?|<regex1>|...|<regexn>)` in the `<token list variable>` by the `<replacement>` corresponding to which `<regexi>` matched, then leaves the `<>true code>` in the input stream. If none of the `<regex>` match, then the `<t1 var>` is not modified, and the `<>false code>` is left in the input stream. Each `<regex>` can either be given as a regex variable or as an explicit regular expression.

In detail, for each starting position in the `<token list>`, each of the `<regex>` is searched in turn. If one of them matches then it is replaced by the corresponding `<replacement>` as described for `\regex_replace_once:nnN`. This is equivalent to checking with `\regex_match_case:nn` which `<regex>` matches, then performing the replacement with `\regex_replace_once:nnN`.

<code>\regex_replace_case_all:nN</code>	<code>\regex_replace_case_all:nNTF</code>
<code>\regex_replace_case_all:nNTF</code>	<pre> { {<regex₁>} {<replacement₁>} {<regex₂>} {<replacement₂>} ... {<regex_n>} {<replacement_n>} } <tl var> {<>true code>} {<>false code>} </pre>

New: 2022-01-10

Replaces all occurrences of all $\langle regex \rangle$ in the $\langle token list \rangle$ by the corresponding $\langle replacement \rangle$. Every match is treated independently, and matches cannot overlap. The result is assigned locally to $\langle tl var \rangle$, and the $\langle true code \rangle$ or $\langle false code \rangle$ is left in the input stream depending on whether any replacement was made or not.

In detail, for each starting position in the $\langle token list \rangle$, each of the $\langle regex \rangle$ is searched in turn. If one of them matches then it is replaced by the corresponding $\langle replacement \rangle$, and the search resumes at the position that follows this match (and replacement). For instance

```

\tl_set:Nn \l_tmpa_tl { Hello,~world! }
\regex_replace_case_all:nN
{
  { [A-Za-z]+ } { ‘\0’ }
  { \b } { --- }
  { . } { [\0] }
} \l_tmpa_tl

```

results in \l_tmpa_tl having the contents ‘Hello’---[,] [] ‘world’---[!]. Note in particular that the word-boundary assertion $\backslash b$ did not match at the start of words because the case $[A-Za-z]^+$ matched at these positions. To change this, one could simply swap the order of the two cases in the argument of `\regex_replace_case_all:nN`.

8.7 Scratch regular expressions

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

New: 2017-12-11

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

New: 2017-12-11

8.8 Bugs, misfeatures, future work, and other possibilities

The following need to be done now.

- Rewrite the documentation in a more ordered way, perhaps add a BNF?
Additional error-checking to come.
 - Clean up the use of messages.
 - Cleaner error reporting in the replacement phase.
 - Add tracing information.
 - Detect attempts to use back-references and other non-implemented syntax.
 - Test for the maximum register `\c_max_register_int`.
 - Find out whether the fact that `\W` and friends match the end-marker leads to bugs. Possibly update `__regex_item_reverse:n`.
 - The empty `cs` should be matched by `\c{}`, not by `\c{csname.?endcsname\s?}`.
- Code improvements to come.
- Shift arrays so that the useful information starts at position 1.
 - Only build `\c{...}` once.
 - Use arrays for the left and right state stacks when compiling a regex.
 - Should `__regex_action_free_group:n` only be used for greedy `{n,}` quantifier? (I think not.)
 - Quantifiers for `\u` and assertions.
 - When matching, keep track of an explicit stack of `curr_state` and `curr_submatches`.
 - If possible, when a state is reused by the same thread, kill other subthreads.
 - Use an array rather than `\g__regex_balance_t1` to build the function `__regex_replacement_balance_one_match:n`.
 - Reduce the number of epsilon-transitions in alternatives.
 - Optimize simple strings: use less states (`abcade` should give two states, for `abc` and `ade`). [Does that really make sense?]
 - Optimize groups with no alternative.
 - Optimize states with a single `__regex_action_free:n`.
 - Optimize the use of `__regex_action_success:` by inserting it in state 2 directly instead of having an extra transition.
 - Optimize the use of `\int_step_...` functions.
 - Groups don't capture within regexes for `csnames`; optimize and document.
 - Better “show” for anchors, properties, and catcode tests.
 - Does `\K` really need a new state for itself?

- When compiling, use a boolean `in_cs` and less magic numbers.
- Instead of checking whether the character is special or alphanumeric using its character code, check if it is special in regexes with `\cs_if_exist` tests.

The following features are likely to be implemented at some point in the future.

- General look-ahead/behind assertions.
- Regex matching on external files.
- Conditional subpatterns with look ahead/behind: “if what follows is [...], then [...]”.
- `(*..)` and `(?..)` sequences to set some options.
- UTF-8 mode for pdf \TeX .
- Newline conventions are not done. In particular, we should have an option for `.` not to match newlines. Also, `\A` should differ from `^`, and `\Z`, `\z` and `$` should differ.
- Unicode properties: `\p{..}` and `\P{..}`; `\X` which should match any “extended” Unicode sequence. This requires to manipulate a lot of data, probably using tree-boxes.

The following features of PCRE or Perl may or may not be implemented.

- Callout with `(?C...)` or other syntax: some internal code changes make that possible, and it can be useful for instance in the replacement code to stop a regex replacement when some marker has been found; this raises the question of a potential `\regex_break`: and then of playing well with `\tl_map_break`: called from within the code in a regex. It also raises the question of nested calls to the regex machinery, which is a problem since `\fontdimen` are global.
- Conditional subpatterns (other than with a look-ahead or look-behind condition): this is non-regular, isn’t it?
- Named subpatterns: \TeX programmers have lived so far without any need for named macro parameters.

The following features of PCRE or Perl will definitely not be implemented.

- Back-references: non-regular feature, this requires backtracking, which is prohibitively slow.
- Recursion: this is a non-regular feature.
- Atomic grouping, possessive quantifiers: those tools, mostly meant to fix catastrophic backtracking, are unnecessary in a non-backtracking algorithm, and difficult to implement.
- Subroutine calls: this syntactic sugar is difficult to include in a non-backtracking algorithm, in particular because the corresponding group should be treated as atomic.
- Backtracking control verbs: intrinsically tied to backtracking.

- `\ddd`, matching the character with octal code `ddd`: we already have `\x{...}` and the syntax is confusingly close to what we could have used for backreferences (`\1`, `\2`, ...), making it harder to produce useful error message.
- `\cx`, similar to \TeX 's own `\^x`.
- Comments: \TeX already has its own system for comments.
- `\Q... \E` escaping: this would require to read the argument verbatim, which is not in the scope of this module.
- `\C` single byte in UTF-8 mode: $X_{\text{F}}\TeX$ and $\text{Lua}\TeX$ serve us characters directly, and splitting those into bytes is tricky, encoding dependent, and most likely not useful anyways.

Chapter 9

The `l3prg` package Control structures

Conditional processing in $\text{\LaTeX}3$ is defined as something that performs a series of tests, possibly involving assignments and calling other functions that do not read further ahead in the input stream. After processing the input, a *state* is returned. The states returned are `\true` and `\false`.

$\text{\LaTeX}3$ 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.

\TeX hackers note: The arguments are executed after exiting the underlying `\if... \fi:` structure.

9.1 Defining a set of conditional functions

<code>\prg_new_conditional:Npnn</code>	<code>\prg_new_conditional:Npnn \langle name \rangle : \langle arg spec \rangle \langle parameters \rangle { \langle conditions \rangle } { \langle code \rangle }</code>
<code>\prg_set_conditional:Npnn</code>	<code>\prg_new_conditional:Nnn \langle name \rangle : \langle arg spec \rangle { \langle conditions \rangle } { \langle code \rangle }</code>
<code>\prg_gset_conditional:Npnn</code>	
<code>\prg_new_conditional:Nnn</code>	
<code>\prg_set_conditional:Nnn</code>	
<code>\prg_gset_conditional:Nnn</code>	

Updated: 2022-11-01

These functions create a family of conditionals using the same `{ \langle code \rangle }` to perform the test created. Those conditionals are expandable if `\langle code \rangle` is. The `new` versions check for existing definitions and perform assignments globally (*cf.* `\cs_new:Npn`) whereas the `set` versions do no check and perform assignments locally (*cf.* `\cs_set:Npn`). The conditionals created are dependent on the comma-separated list of `\langle conditions \rangle`, 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>
\prg_set_protected_conditional:Npnn \<parameters> \<conditions> \<code>
\prg_gset_protected_conditional:Npnn \prg_new_protected_conditional:Nnn \<name>:\<arg spec>
\prg_new_protected_conditional:Nnn \<conditions> \<code>
\prg_set_protected_conditional:Nnn
\prg_gset_protected_conditional:Nnn

```

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 check for existing definitions and perform assignments globally (*cf.* `\cs_new:Npn`) whereas the `set` version do not (*cf.* `\cs_set:Npn`). The conditionals created are depended on the comma-separated list of `\conditions`, which should be one or more of T, F and TF (not p).

The conditionals are defined by `\prg_new_conditional:Npnn` and friends as:

- `\<name>_p:\<arg spec>` — a predicate function which will supply either a logical `true` or logical `false`. This function is intended for use in cases where one or more logical tests are combined to lead to a final outcome. This function cannot be defined for `protected` conditionals.
- `\<name>:\<arg spec>T` — a function with one more argument than the original `\arg spec` demands. The `\true branch` code in this additional argument will be left on the input stream only if the test is `true`.
- `\<name>:\<arg spec>F` — a function with one more argument than the original `\arg spec` demands. The `\false branch` code in this additional argument will be left on the input stream only if the test is `false`.
- `\<name>:\<arg spec>TF` — a function with two more argument than the original `\arg spec` demands. The `\true branch` code in the first additional argument will be left on the input stream if the test is `true`, while the `\false branch` code in the second argument will be left on the input stream if the test is `false`.

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

An example can easily clarify matters here:

```

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

```

```

    \fi:
  }

```

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

```

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

```

These functions copy a family of conditionals. The `new` version checks for existing definitions (*cf.* `\cs_new_eq:NN`) whereas the `set` version does not (*cf.* `\cs_set_eq:NN`). The conditionals copied are depended on the comma-separated list of `<conditions>`, which should be one or more of p, T, F and TF.

```

\prg_return_true: * \prg_return_true:
\prg_return_false: * \prg_return_false:

```

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

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

```

\prg_generate_conditional_variant:Nnn \prg_generate_conditional_variant:Nnn \<name>:<arg spec>
{\<variant argument specifiers>} {\<condition specifiers>}

```

New: 2017-12-12

Defines argument-specifier variants of conditionals. This is equivalent to running `\cs_generate_variant:Nn <conditional> {\<variant argument specifiers>}` on each `<conditional>` described by the `<condition specifiers>`. These base-form `<conditionals>` are obtained from the `<name>` and `<arg spec>` as described for `\prg_new_conditional:Npnn`, and they should be defined.

9.2 The boolean data type

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

the logical operations And, Or, Not, *etc.* which can then be used on both the boolean type and predicate functions.

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

T_EXhackers note: The `bool` data type is not implemented using the `\iffalse`/`\iftrue` primitives, in contrast to `\newif`, *etc.*, in plain T_EX, L^AT_EX 2_ε 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</code> \langle <i>boolean</i> \rangle
<code>\bool_new:c</code>	Creates a new \langle <i>boolean</i> \rangle or raises an error if the name is already taken. The declaration is global. The \langle <i>boolean</i> \rangle is initially <code>false</code> .

<code>\bool_const:Nn</code>	<code>\bool_const:Nn</code> \langle <i>boolean</i> \rangle $\{$ \langle <i>boolexpr</i> \rangle $\}$
<code>\bool_const:cn</code>	Creates a new constant \langle <i>boolean</i> \rangle or raises an error if the name is already taken. The value of the \langle <i>boolean</i> \rangle is set globally to the result of evaluating the \langle <i>boolexpr</i> \rangle .

New: 2017-11-28

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

<code>\bool_set_true:N</code>	<code>\bool_set_true:N</code> \langle <i>boolean</i> \rangle
<code>\bool_set_true:c</code>	Sets \langle <i>boolean</i> \rangle logically <code>true</code> .
<code>\bool_gset_true:N</code>	
<code>\bool_gset_true:c</code>	

<code>\bool_set_eq:NN</code>	<code>\bool_set_eq:NN</code> \langle <i>boolean</i> ₁ \rangle \langle <i>boolean</i> ₂ \rangle
<code>\bool_set_eq:(cN Nc cc)</code>	Sets \langle <i>boolean</i> ₁ \rangle to the current value of \langle <i>boolean</i> ₂ \rangle .
<code>\bool_gset_eq:NN</code>	
<code>\bool_gset_eq:(cN Nc cc)</code>	

<code>\bool_set:Nn</code>	<code>\bool_set:Nn</code> \langle <i>boolean</i> \rangle $\{$ \langle <i>boolexpr</i> \rangle $\}$
<code>\bool_set:cn</code>	Evaluates the \langle <i>boolean expression</i> \rangle as described for <code>\bool_if:nTF</code> , and sets the \langle <i>boolean</i> \rangle variable to the logical truth of this evaluation.
<code>\bool_gset:Nn</code>	
<code>\bool_gset:cn</code>	

Updated: 2017-07-15

<code>\bool_if_p:N</code>	<code>\bool_if_p:N</code> \langle <i>boolean</i> \rangle
<code>\bool_if_p:c</code>	<code>\bool_if:N</code> TF \langle <i>boolean</i> \rangle $\{$ \langle <i>true code</i> \rangle $\}$ $\{$ \langle <i>false code</i> \rangle $\}$
<code>\bool_if:NTF</code>	Tests the current truth of \langle <i>boolean</i> \rangle , and continues expansion based on this result.
<code>\bool_if:cTF</code>	

Updated: 2017-07-15

`\bool_to_str:N` * `\bool_to_str:N` \langle *boolean* \rangle
`\bool_to_str:c` * `\bool_to_str:n` \langle *boolean expression* \rangle
`\bool_to_str:n` * Expands to the letters `true` or `false` depending on the logical truth of the \langle *boolean* \rangle or
New: 2021-11-01 \langle *boolean expression* \rangle .

`\bool_show:N` `\bool_show:N` \langle *boolean* \rangle
`\bool_show:c` Displays the logical truth of the \langle *boolean* \rangle on the terminal.
New: 2012-02-09
Updated: 2021-04-29

`\bool_show:n` `\bool_show:n` $\{ \langle$ *boolean expression* $\rangle \}$
New: 2012-02-09 Displays the logical truth of the \langle *boolean expression* \rangle on the terminal.
Updated: 2017-07-15

`\bool_log:N` `\bool_log:N` \langle *boolean* \rangle
`\bool_log:c` Writes the logical truth of the \langle *boolean* \rangle in the log file.
New: 2014-08-22
Updated: 2021-04-29

`\bool_log:n` `\bool_log:n` $\{ \langle$ *boolean expression* $\rangle \}$
New: 2014-08-22 Writes the logical truth of the \langle *boolean expression* \rangle in the log file.
Updated: 2017-07-15

`\bool_if_exist_p:N` * `\bool_if_exist_p:N` \langle *boolean* \rangle
`\bool_if_exist_p:c` * `\bool_if_exist:NTF` \langle *boolean* \rangle $\{ \langle$ *true code* $\rangle \} \{ \langle$ *false code* $\rangle \}$
`\bool_if_exist:NTF` * Tests whether the \langle *boolean* \rangle is currently defined. This does not check that the \langle *boolean* \rangle
`\bool_if_exist:CTF` * really is a boolean variable.
New: 2012-03-03

9.2.1 Scratch booleans

`\l_tmpa_bool` A scratch boolean for local assignment. It is never used by the kernel code, and so is
`\l_tmpb_bool` safe for use with any L^AT_EX3-defined function. However, it may be overwritten by other
non-kernel code and so should only be used for short-term storage.

`\g_tmpa_bool` A scratch boolean for global assignment. It is never used by the kernel code, and so is
`\g_tmpb_bool` safe for use with any L^AT_EX3-defined function. However, it may be overwritten by other
non-kernel code and so should only be used for short-term storage.

9.3 Boolean expressions

As we have a boolean datatype and predicate functions returning boolean (*true*) or (*false*) values, it seems only fitting that we also provide a parser for (*boolean expressions*).

A boolean expression is an expression which given input in the form of predicate functions and boolean variables, return boolean (*true*) or (*false*). It supports the logical operations And, Or and Not as the well-known infix operators `&&` and `||` and prefix `!` with their usual precedences (namely, `&&` binds more tightly than `||`). In addition to this, parentheses can be used to isolate sub-expressions. For example,

```
\int_compare_p:n { 1 = 1 } &&
(
  \int_compare_p:n { 2 = 3 } ||
  \int_compare_p:n { 4 <= 4 } ||
  \str_if_eq_p:nn { abc } { def }
) &&
! \int_compare_p:n { 2 = 4 }
```

is a valid boolean expression.

Contrarily to some other programming languages, the operators `&&` and `||` evaluate both operands in all cases, even when the first operand is enough to determine the result. This “eager” evaluation should be contrasted with the “lazy” evaluation of `\bool_lazy_...` functions.

T_EXhackers note: The eager evaluation of boolean expressions is unfortunately necessary in T_EX. Indeed, a lazy parser can get confused if `&&` or `||` or parentheses appear as (unbraced) arguments of some predicates. For instance, the innocuous-looking expression below would break (in a lazy parser) if `#1` were a closing parenthesis and `\l_tmpa_bool` were `true`.

```
( \l_tmpa_bool || \token_if_eq_meaning_p:NN X #1 )
```

Minimal (lazy) evaluation can be obtained using the conditionals `\bool_lazy_all:nTF`, `\bool_lazy_and:nnTF`, `\bool_lazy_any:nTF`, or `\bool_lazy_or:nnTF`, which only evaluate their boolean expression arguments when they are needed to determine the resulting truth value. For example, when evaluating the boolean expression

```
\bool_lazy_and_p:nn
{
  \bool_lazy_any_p:n
  {
    { \int_compare_p:n { 2 = 3 } }
    { \int_compare_p:n { 4 <= 4 } }
    { \int_compare_p:n { 1 = \error } } % skipped
  }
}
{ ! \int_compare_p:n { 2 = 4 } }
```

the line marked with `skipped` is not expanded because the result of `\bool_lazy_any_p:n` is known once the second boolean expression is found to be logically `true`. On the other hand, the last line is expanded because its logical value is needed to determine the result of `\bool_lazy_and_p:nn`.

```
\bool_if_p:n * \bool_if_p:n {<boolean expression>}
\bool_if:nTF * \bool_if:nTF {<boolean expression>} {<true code>} {<false code>}
```

Updated: 2017-07-15 Tests the current truth of *<boolean expression>*, and continues expansion based on this result. The *<boolean expression>* should consist of a series of predicates or boolean variables with the logical relationship between these defined using `&&` (“And”), `||` (“Or”), `!` (“Not”) and parentheses. The logical Not applies to the next predicate or group.

```
\bool_lazy_all_p:n * \bool_lazy_all_p:n { {<boolexpr1>} {<boolexpr2>} ... {<boolexprN>} }
\bool_lazy_all:nTF * \bool_lazy_all:nTF { {<boolexpr1>} {<boolexpr2>} ... {<boolexprN>} } {<true code>}
{<false code>}
```

New: 2015-11-15
Updated: 2017-07-15 Implements the “And” operation on the *<boolean expressions>*, hence is `true` if all of them are `true` and `false` if any of them is `false`. Contrarily to the infix operator `&&`, only the *<boolean expressions>* which are needed to determine the result of `\bool_lazy_all:nTF` are evaluated. See also `\bool_lazy_and:nnTF` when there are only two *<boolean expressions>*.

```
\bool_lazy_and_p:nn * \bool_lazy_and_p:nn {<boolexpr1>} {<boolexpr2>}
\bool_lazy_and:nnTF * \bool_lazy_and:nnTF {<boolexpr1>} {<boolexpr2>} {<true code>} {<false code>}
```

New: 2015-11-15
Updated: 2017-07-15 Implements the “And” operation between two boolean expressions, hence is `true` if both are `true`. Contrarily to the infix operator `&&`, the *<boolexpr2>* is only evaluated if it is needed to determine the result of `\bool_lazy_and:nnTF`. See also `\bool_lazy_all:nTF` when there are more than two *<boolean expressions>*.

```
\bool_lazy_any_p:n * \bool_lazy_any_p:n { {<boolexpr1>} {<boolexpr2>} ... {<boolexprN>} }
\bool_lazy_any:nTF * \bool_lazy_any:nTF { {<boolexpr1>} {<boolexpr2>} ... {<boolexprN>} } {<true code>}
{<false code>}
```

New: 2015-11-15
Updated: 2017-07-15 Implements the “Or” operation on the *<boolean expressions>*, hence is `true` if any of them is `true` and `false` if all of them are `false`. Contrarily to the infix operator `||`, only the *<boolean expressions>* which are needed to determine the result of `\bool_lazy_any:nTF` are evaluated. See also `\bool_lazy_or:nnTF` when there are only two *<boolean expressions>*.

```
\bool_lazy_or_p:nn * \bool_lazy_or_p:nn {<boolexpr1>} {<boolexpr2>}
\bool_lazy_or:nnTF * \bool_lazy_or:nnTF {<boolexpr1>} {<boolexpr2>} {<true code>} {<false code>}
```

New: 2015-11-15
Updated: 2017-07-15 Implements the “Or” operation between two boolean expressions, hence is `true` if either one is `true`. Contrarily to the infix operator `||`, the *<boolexpr2>* is only evaluated if it is needed to determine the result of `\bool_lazy_or:nnTF`. See also `\bool_lazy_any:nTF` when there are more than two *<boolean expressions>*.

```
\bool_not_p:n * \bool_not_p:n {<boolean expression>}
```

Updated: 2017-07-15 Function version of `!(<boolean expression>)` within a boolean expression.

```
\bool_xor_p:nn * \bool_xor_p:nn {<boolexpr1>} {<boolexpr2>}
\bool_xor:nnTF * \bool_xor:nnTF {<boolexpr1>} {<boolexpr2>} {<true code>} {<false code>}
```

New: 2018-05-09 Implements an “exclusive or” operation between two boolean expressions. There is no infix operation for this logical operation.

9.4 Logical loops

Loops using either boolean expressions or stored boolean values.

<hr/> <code>\bool_do_until:Nn</code> ☆	<code>\bool_do_until:Nn <boolean> {<code>}</code>
<code>\bool_do_until:cn</code> ☆	Places the <code><code></code> in the input stream for \TeX to process, and then checks the logical value of the <code><boolean></code> . If it is <code>false</code> then the <code><code></code> is inserted into the input stream again and the process loops until the <code><boolean></code> is <code>true</code> .
Updated: 2017-07-15	
<hr/>	
<code>\bool_do_while:Nn</code> ☆	<code>\bool_do_while:Nn <boolean> {<code>}</code>
<code>\bool_do_while:cn</code> ☆	Places the <code><code></code> in the input stream for \TeX to process, and then checks the logical value of the <code><boolean></code> . If it is <code>true</code> then the <code><code></code> is inserted into the input stream again and the process loops until the <code><boolean></code> is <code>false</code> .
Updated: 2017-07-15	
<hr/>	
<code>\bool_until_do:Nn</code> ☆	<code>\bool_until_do:Nn <boolean> {<code>}</code>
<code>\bool_until_do:cn</code> ☆	This function firsts checks the logical value of the <code><boolean></code> . If it is <code>false</code> the <code><code></code> is placed in the input stream and expanded. After the completion of the <code><code></code> the truth of the <code><boolean></code> is re-evaluated. The process then loops until the <code><boolean></code> is <code>true</code> .
Updated: 2017-07-15	
<hr/>	
<code>\bool_while_do:Nn</code> ☆	<code>\bool_while_do:Nn <boolean> {<code>}</code>
<code>\bool_while_do:cn</code> ☆	This function firsts checks the logical value of the <code><boolean></code> . If it is <code>true</code> the <code><code></code> is placed in the input stream and expanded. After the completion of the <code><code></code> the truth of the <code><boolean></code> is re-evaluated. The process then loops until the <code><boolean></code> is <code>false</code> .
Updated: 2017-07-15	
<hr/>	
<code>\bool_do_until:nn</code> ☆	<code>\bool_do_until:nn {<boolean expression>} {<code>}</code>
Updated: 2017-07-15	Places the <code><code></code> in the input stream for \TeX to process, and then checks the logical value of the <code><boolean expression></code> as described for <code>\bool_if:nTF</code> . If it is <code>false</code> then the <code><code></code> is inserted into the input stream again and the process loops until the <code><boolean expression></code> evaluates to <code>true</code> .
<hr/>	
<code>\bool_do_while:nn</code> ☆	<code>\bool_do_while:nn {<boolean expression>} {<code>}</code>
Updated: 2017-07-15	Places the <code><code></code> in the input stream for \TeX to process, and then checks the logical value of the <code><boolean expression></code> as described for <code>\bool_if:nTF</code> . If it is <code>true</code> then the <code><code></code> is inserted into the input stream again and the process loops until the <code><boolean expression></code> evaluates to <code>false</code> .
<hr/>	
<code>\bool_until_do:nn</code> ☆	<code>\bool_until_do:nn {<boolean expression>} {<code>}</code>
Updated: 2017-07-15	This function firsts checks the logical value of the <code><boolean expression></code> (as described for <code>\bool_if:nTF</code>). If it is <code>false</code> the <code><code></code> is placed in the input stream and expanded. After the completion of the <code><code></code> the truth of the <code><boolean expression></code> is re-evaluated. The process then loops until the <code><boolean expression></code> is <code>true</code> .
<hr/>	
<code>\bool_while_do:nn</code> ☆	<code>\bool_while_do:nn {<boolean expression>} {<code>}</code>
Updated: 2017-07-15	This function firsts checks the logical value of the <code><boolean expression></code> (as described for <code>\bool_if:nTF</code>). If it is <code>true</code> the <code><code></code> is placed in the input stream and expanded. After the completion of the <code><code></code> the truth of the <code><boolean expression></code> is re-evaluated. The process then loops until the <code><boolean expression></code> is <code>false</code> .

9.5 Producing multiple copies

`\prg_replicate:nn` * `\prg_replicate:nn` {*integer expression*} {*tokens*}

Updated: 2011-07-04 Evaluates the *integer expression* (which should be zero or positive) and creates the resulting number of copies of the *tokens*. The function is both expandable and safe for nesting. It yields its result after two expansion steps.

9.6 Detecting T_EX's mode

`\mode_if_horizontal_p:` * `\mode_if_horizontal_p:`
`\mode_if_horizontal:TF` * `\mode_if_horizontal:TF` {*true code*} {*false code*}

Detects if T_EX is currently in horizontal mode.

`\mode_if_inner_p:` * `\mode_if_inner_p:`
`\mode_if_inner:TF` * `\mode_if_inner:TF` {*true code*} {*false code*}

Detects if T_EX is currently in inner mode.

`\mode_if_math_p:` * `\mode_if_math:TF` {*true code*} {*false code*}

`\mode_if_math:TF` * Detects if T_EX is currently in maths mode.

Updated: 2011-09-05

`\mode_if_vertical_p:` * `\mode_if_vertical_p:`
`\mode_if_vertical:TF` * `\mode_if_vertical:TF` {*true code*} {*false code*}

Detects if T_EX is currently in vertical mode.

9.7 Primitive conditionals

`\if_predicate:w` * `\if_predicate:w` {*predicate*} {*true code*} \else: {*false code*} \fi:

This function takes a predicate function and branches according to the result. (In practice this function would also accept a single boolean variable in place of the *predicate* but to make the coding clearer this should be done through `\if_bool:N`.)

`\if_bool:N` * `\if_bool:N` {*boolean*} {*true code*} \else: {*false code*} \fi:

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

9.8 Nestable recursions and mappings

There are a number of places where recursion or mapping constructs are used in `expl3`. At a low-level, these typically require insertion of tokens at the end of the content to allow “clean up”. To support such mappings in a nestable form, the following functions are provided.

`\prg_break_point:Nn` ★ `\prg_break_point:Nn \langle type \rangle_map_break: {\langle code \rangle}`
New: 2018-03-26

Used to mark the end of a recursion or mapping: the functions `\langle type \rangle_map_break:` and `\langle type \rangle_map_break:n` use this to break out of the loop (see `\prg_map_break:Nn` for how to set these up). After the loop ends, the `\langle code \rangle` is inserted into the input stream. This occurs even if the break functions are *not* applied: `\prg_break_point:Nn` is functionally-equivalent in these cases to `\use_ii:nn`.

`\prg_map_break:Nn` ★ `\prg_map_break:Nn \langle type \rangle_map_break: {\langle user code \rangle}`
New: 2018-03-26

`\prg_break_point:Nn \langle type \rangle_map_break: {\langle ending code \rangle}`
 ...
 Breaks a recursion in mapping contexts, inserting in the input stream the `\langle user code \rangle` after the `\langle ending code \rangle` for the loop. The function breaks loops, inserting their `\langle ending code \rangle`, until reaching a loop with the same `\langle type \rangle` as its first argument. This `\langle type \rangle_map_break:` argument must be defined; it is simply used as a recognizable marker for the `\langle type \rangle`.
 For types with mappings defined in the kernel, `\langle type \rangle_map_break:` and `\langle type \rangle_map_break:n` are defined as `\prg_map_break:Nn \langle type \rangle_map_break: {}` and the same with `{}` omitted.

9.8.1 Simple mappings

In addition to the more complex mappings above, non-nestable mappings are used in a number of locations and support is provided for these.

`\prg_break_point:` ★ This copy of `\prg_do_nothing:` is used to mark the end of a fast short-term recursion: the function `\prg_break:n` uses this to break out of the loop.
New: 2018-03-27

`\prg_break:` ★ `\prg_break:n {\langle code \rangle} ... \prg_break_point:`
`\prg_break:n` ★ Breaks a recursion which has no `\langle ending code \rangle` and which is not a user-breakable mapping (see for instance `\prop_get:Nn`), and inserts the `\langle code \rangle` in the input stream.
New: 2018-03-27

9.9 Internal programming functions

`\group_align_safe_begin:` ★ `\group_align_safe_begin:`
`\group_align_safe_end:` ★ ...
Updated: 2011-08-11

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

Chapter 10

The l3sys package: System/runtime functions

10.1 The name of the job

`\c_sys_jobname_str` Constant that gets the “job name” assigned when T_EX starts.

New: 2015-09-19
Updated: 2019-10-27

T_EXhackers note: This copies the contents of the primitive `\jobname`. For technical reasons, the string here is not of the same internal form as other, but may be manipulated using normal string functions.

10.2 Date and time

`\c_sys_minute_int`
`\c_sys_hour_int`
`\c_sys_day_int`
`\c_sys_month_int`
`\c_sys_year_int` The date and time at which the current job was started: these are all reported as integers.

New: 2015-09-22

T_EXhackers note: Whilst the underlying primitives can be altered by the user, this interface to the time and date is intended to be the “real” values.

10.3 Engine

`\sys_if_engine_luatex_p:` * `\sys_if_engine_pdftex:TF` `{\true code}` `{\false code}`
`\sys_if_engine_luatex:TF` *
`\sys_if_engine_pdftex_p:` * Conditionals which allow engine-specific code to be used. The names follow naturally
`\sys_if_engine_pdftex:TF` * from those of the engine binaries: note that the (u)ptex tests are for ε -p \TeX and ε -up \TeX
`\sys_if_engine_ptex_p:` * as expl3 requires the ε - \TeX extensions. Each conditional is true for *exactly one* supported
`\sys_if_engine_ptex:TF` * engine. In particular, `\sys_if_engine_ptex_p:` is true for ε -p \TeX but false for ε -up \TeX .
`\sys_if_engine_uptex_p:` *
`\sys_if_engine_uptex:TF` *
`\sys_if_engine_xetex_p:` *
`\sys_if_engine_xetex:TF` *

New: 2015-09-07

`\c_sys_engine_str` The current engine given as a lower case string: one of `luatex`, `pdftex`, `ptex`, `uptex` or
`xetex`.

New: 2015-09-19

`\c_sys_engine_exec_str` The name of the standard executable for the current \TeX engine given as a lower case
string: one of `luatex`, `luahtex`, `pdftex`, `eptex`, `euptex` or `xetex`.

New: 2020-08-20

`\c_sys_engine_format_str` The name of the preloaded format for the current \TeX run given as a lower case string:
one of `lualatex` (or `dvilualatex`), `pdflatex` (or `latex`), `platex`, `uplatex` or `xelatex`
for L \TeX , similar names for plain \TeX (except pdf \TeX in DVI mode yields `etex`), and
`cont-en` for Con \TeX t (i.e. the `\fmtname`).

New: 2020-08-20

`\sys_timer:` * `\sys_timer:`

New: 2020-09-24

Expands to the current value of the engine's timer clock, a non-negative integer. This function is only defined for engines with timer support. This command measures not just CPU time but real time (including time waiting for user input). The unit are scaled seconds (2^{-16} seconds).

10.4 Output format

`\sys_if_output_dvi_p:` * `\sys_if_output_dvi:TF` `{\true code}` `{\false code}`
`\sys_if_output_dvi:TF` * Conditionals which give the current output mode the \TeX run is operating in. This is
`\sys_if_output_pdf_p:` * always one of two outcomes, DVI mode or PDF mode. The two sets of conditionals are
`\sys_if_output_pdf:TF` * thus complementary and are both provided to allow the programmer to emphasise the
most appropriate case.

New: 2015-09-19

`\c_sys_output_str` The current output mode given as a lower case string: one of `dvi` or `pdf`.

New: 2015-09-19

10.5 Platform

```
\sys_if_platform_unix_p:    * \sys_if_platform_unix:TF {\true code} {\false code}
\sys_if_platform_unix:TF   *
\sys_if_platform_windows_p: *
\sys_if_platform_windows:TF *
```

New: 2018-07-27

Conditionals which allow platform-specific code to be used. The names follow the Lua `os.type()` function, *i.e.* all Unix-like systems are `unix` (including Linux and MacOS).

```
\c_sys_platform_str
```

The current platform given as a lower case string: one of `unix`, `windows` or `unknown`.

New: 2018-07-27

10.6 Random numbers

```
\sys_rand_seed: * \sys_rand_seed:
```

New: 2017-05-27

Expands to the current value of the engine's random seed, a non-negative integer. In engines without random number support this expands to 0.

```
\sys_gset_rand_seed:n \sys_gset_rand_seed:n {\int expr}
```

New: 2017-05-27

Globally sets the seed for the engine's pseudo-random number generator to the $\langle integer\ expression \rangle$. This random seed affects all `\..._rand` functions (such as `\int_rand:n` or `\clist_rand_item:n`) as well as other packages relying on the engine's random number generator. In engines without random number support this produces an error.

TeXhackers note: While a 32-bit (signed) integer can be given as a seed, only the absolute value is used and any number beyond 2^{28} is divided by an appropriate power of 2. We recommend using an integer in $[0, 2^{28} - 1]$.

10.7 Access to the shell

```
\sys_get_shell:nnN \sys_get_shell:nnN {\shell command} {\setup} \tl var
\sys_get_shell:nnNTF \sys_get_shell:nnNTF {\shell command} {\setup} \tl var {\true code} {\false
code}
```

New: 2019-09-20

Defines $\langle tl\ var \rangle$ to the text returned by the $\langle shell\ command \rangle$. The $\langle shell\ command \rangle$ is converted to a string using `\tl_to_str:n`. Category codes may need to be set appropriately via the $\langle setup \rangle$ argument, which is run just before running the $\langle shell\ command \rangle$ (in a group). If shell escape is disabled, the $\langle tl\ var \rangle$ will be set to `\q_no_value` in the non-branching version. Note that quote characters (") *cannot* be used inside the $\langle shell\ command \rangle$. The `\sys_get_shell:nnNTF` conditional inserts the `true code` if the shell is available and no quote is detected, and the `false code` otherwise.

`\c_sys_shell_escape_int` This variable exposes the internal triple of the shell escape status. The possible values are

New: 2017-05-27

- 0 Shell escape is disabled
- 1 Unrestricted shell escape is enabled
- 2 Restricted shell escape is enabled

`\sys_if_shell_p: *` `\sys_if_shell_p:`
`\sys_if_shell:TF *` `\sys_if_shell:TF` `{(true code)}` `{(false code)}`

New: 2017-05-27

Performs a check for whether shell escape is enabled. This returns true if either of restricted or unrestricted shell escape is enabled.

`\sys_if_shell_unrestricted_p: *` `\sys_if_shell_unrestricted_p:`
`\sys_if_shell_unrestricted:TF *` `\sys_if_shell_unrestricted:TF` `{(true code)}` `{(false code)}`

New: 2017-05-27

Performs a check for whether *unrestricted* shell escape is enabled.

`\sys_if_shell_restricted_p: *` `\sys_if_shell_restricted_p:`
`\sys_if_shell_restricted:TF *` `\sys_if_shell_restricted:TF` `{(true code)}` `{(false code)}`

New: 2017-05-27

Performs a check for whether *restricted* shell escape is enabled. This returns false if unrestricted shell escape is enabled. Unrestricted shell escape is not considered a superset of restricted shell escape in this case. To find whether any shell escape is enabled use `\sys_if_shell:.`

`\sys_shell_now:n` `\sys_shell_now:n` `{(tokens)}`
`\sys_shell_now:x` Execute `(tokens)` through shell escape immediately.

New: 2017-05-27

`\sys_shell_shipout:n` `\sys_shell_shipout:n` `{(tokens)}`
`\sys_shell_shipout:x` Execute `(tokens)` through shell escape at shipout.

New: 2017-05-27

10.8 Loading configuration data

`\sys_load_backend:n` `\sys_load_backend:n` `{(backend)}`

New: 2019-09-12

Loads the additional configuration file needed for backend support. If the `(backend)` is empty, the standard backend for the engine in use will be loaded. This command may only be used once.

`\sys_ensure_backend:` `\sys_ensure_backend:`

New: 2022-07-29

Ensures that a backend has been loaded by calling `\sys_load_backend:n` if required.

`\c_sys_backend_str` Set to the name of the backend in use by `\sys_load_backend:n` when issued. Possible values are

- `pdftex`
- `luatex`
- `xetex`
- `dvips`
- `dvipdfmx`
- `dvisvgm`

`\sys_load_debug:` `\sys_load_debug:`

New: 2019-09-12 Load the additional configuration file for debugging support.

10.8.1 Final settings

`\sys_finalise:` `\sys_finalise:`

New: 2019-10-06 Finalises all system-dependent functionality: required before loading a backend.

Chapter 11

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.

11.1 Creating new messages

All messages have to be created before they can be used. The text of messages is automatically wrapped to the length available in the console. As a result, formatting is only needed where it helps to show meaning. In particular, `\` may be used to force a new line and `_` forces an explicit space. Additionally, `\{`, `\#`, `\}`, `\%` and `\~` can be used to produce the corresponding character.

Messages may be subdivided *by one level* using the `/` character. This is used within the message filtering system to allow for example the L^AT_EX kernel messages to belong to the module `LaTeX` while still being filterable at a more granular level. Thus for example

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

will allow to filter out specifically messages from the `submodule`.

<code>\msg_new:nnnn</code>	<code>\msg_new:nnnn {<module>} {<message>} {<text>} {<more text>}</code>
<code>\msg_new:nnn</code>	Creates a <i><message></i> for a given <i><module></i> . The message is defined to first give <i><text></i> and then <i><more text></i> if the user requests it. If no <i><more text></i> is available then a standard text is given instead. Within <i><text></i> and <i><more text></i> four parameters (#1 to #4) can be used: these will be supplied at the time the message is used. An error is raised if the <i><message></i> already exists.

Updated: 2011-08-16

<code>\msg_set:nnnn</code>	<code>\msg_set:nnnn {<module>} {<message>} {<text>} {<more text>}</code>
<code>\msg_set:nnn</code>	Sets up the text for a <i><message></i> for a given <i><module></i> . The message is defined to first give <i><text></i> and then <i><more text></i> if the user requests it. If no <i><more text></i> is available then a standard text is given instead. Within <i><text></i> and <i><more text></i> four parameters (#1 to #4) can be used: these will be supplied at the time the message is used.
<code>\msg_gset:nnnn</code>	
<code>\msg_gset:nnn</code>	

<code>\msg_if_exist_p:nn *</code>	<code>\msg_if_exist_p:nn {<module>} {<message>}</code>
<code>\msg_if_exist:nnTF *</code>	<code>\msg_if_exist:nnTF {<module>} {<message>} {<>true code>} {<>false code>}</code>

New: 2012-03-03

Tests whether the *<message>* for the *<module>* is currently defined.

11.2 Customizable information for message modules

<code>\msg_module_name:n *</code>	<code>\msg_module_name:n {<module>}</code>
-----------------------------------	--

New: 2018-10-10

Expands to the public name of the *<module>* as defined by `\g_msg_module_name_prop` (or otherwise leaves the *<module>* unchanged).

<code>\msg_module_type:n *</code>	<code>\msg_module_type:n {<module>}</code>
-----------------------------------	--

New: 2018-10-10

Expands to the description which applies to the *<module>*, for example a `Package` or `Class`. The information here is defined in `\g_msg_module_type_prop`, and will default to `Package` if an entry is not present.

<code>\g_msg_module_name_prop</code>	Provides a mapping between the module name used for messages, and that for documentation.
--------------------------------------	---

New: 2018-10-10

<code>\g_msg_module_type_prop</code>	Provides a mapping between the module name used for messages, and that type of module. For example, for L ^A T _E X3 core messages, an empty entry is set here meaning that they are not described using the standard <code>Package</code> text.
--------------------------------------	--

New: 2018-10-10

11.3 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 preceded by the text `on line`.

<code>\msg_line_number: *</code>	<code>\msg_line_number:</code>
	Prints the current line number when a message is given.
<code>\msg_fatal_text:n *</code>	<code>\msg_fatal_text:n {<module>}</code>
	Produces the standard text
	<code>Fatal Package <module> Error</code>
	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_critical_text:n *</code>	<code>\msg_critical_text:n {<module>}</code>
	Produces the standard text
	<code>Critical Package <module> Error</code>
	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_error_text:n *</code>	<code>\msg_error_text:n {<module>}</code>
	Produces the standard text
	<code>Package <module> Error</code>
	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_warning_text:n *</code>	<code>\msg_warning_text:n {<module>}</code>
	Produces the standard text
	<code>Package <module> Warning</code>
	This function can be redefined to alter the language in which the message is given, using #1 as the name of the <module> to be included. The <type> of <module> may be adjusted: Package is the standard outcome: see <code>\msg_module_type:n</code> .
<code>\msg_info_text:n *</code>	<code>\msg_info_text:n {<module>}</code>
	Produces the standard text:
	<code>Package <module> Info</code>
	This function can be redefined to alter the language in which the message is given, using #1 as the name of the <module> to be included. The <type> of <module> may be adjusted: Package is the standard outcome: see <code>\msg_module_type:n</code> .

```
\msg_see_documentation_text:n ★ \msg_see_documentation_text:n {⟨module⟩}
```

Updated: 2018-09-30

Produces the standard text

See the `⟨module⟩` documentation for further information.

This function can be redefined to alter the language in which the message is given, using #1 as the name of the `⟨module⟩` to be included. The name of the `⟨module⟩` is produced using `\msg_module_name:n`.

11.4 Issuing messages

Messages behave differently depending on the message class. In all cases, the message may be issued supplying 0 to 4 arguments. If the number of arguments supplied here does not match the number in the definition of the message, extra arguments are ignored, or empty arguments added (of course the sense of the message may be impaired). The four arguments are converted to strings before being added to the message text: the x-type variants should be used to expand material. Note that this expansion takes place with the standard definitions in effect, which means that shorthands such as `\~` or `\` are *not* available; instead one should use `\iow_char:N \~` and `\iow_newline:`, respectively. The following message classes exist:

- **fatal**, ending the T_EX run;
- **critical**, ending the file being input;
- **error**, interrupting the T_EX run without ending it;
- **warning**, written to terminal and log file, for important messages that may require corrections by the user;
- **note** (less common than **info**) for important information messages written to the terminal and log file;
- **info** for normal information messages written to the log file only;
- **term** and **log** for un-decorated messages written to the terminal and log file, or to the log file only;
- **none** for suppressed messages.

```
\msg_fatal:nnnnnn \msg_fatal:nnnnnn {⟨module⟩} {⟨message⟩} {⟨arg one⟩} {⟨arg two⟩} {⟨arg three⟩}
\msg_fatal:nnxxxx {⟨arg four⟩}
\msg_fatal:nnnnnn
\msg_fatal:nnxxx Issues ⟨module⟩ error ⟨message⟩, passing ⟨arg one⟩ to ⟨arg four⟩ to the text-creating
\msg_fatal:nnnn functions. After issuing a fatal error the TEX run halts. No PDF file will be produced in
\msg_fatal:nnxx this case (DVI mode runs may produce a truncated DVI file).
\msg_fatal:nnn
\msg_fatal:nnx
\msg_fatal:nn
```

Updated: 2012-08-11

```

\msg_critical:nnnnnn \msg_critical:nnnnnn {\module} {\message} {\arg one} {\arg two} {\arg three}
\msg_critical:nnxxxx {\arg four}
\msg_critical:nnnnn Issues \module error \message, passing \arg one to \arg four to the text-creating
\msg_critical:nnxxx functions. After issuing a critical error, TEX stops reading the current input file. This
\msg_critical:nnnn may halt the TEX run (if the current file is the main file) or may abort reading a sub-file.
\msg_critical:nnxx
\msg_critical:nnn
\msg_critical:nnx
\msg_critical:nn

```

T_EXhackers note: The T_EX `\endinput` primitive is used to exit the file. In particular, the rest of the current line remains in the input stream.

Updated: 2012-08-11

```

\msg_error:nnnnnn \msg_error:nnnnnn {\module} {\message} {\arg one} {\arg two} {\arg three}
\msg_error:nnxxxx {\arg four}
\msg_error:nnnnn Issues \module error \message, passing \arg one to \arg four to the text-creating
\msg_error:nnxxx functions. The error interrupts processing and issues the text at the terminal. After user
\msg_error:nnnn input, the run continues.
\msg_error:nnxx
\msg_error:nnn
\msg_error:nnx
\msg_error:nn

```

Updated: 2012-08-11

```

\msg_warning:nnnnnn \msg_warning:nnxxxx {\module} {\message} {\arg one} {\arg two} {\arg three}
\msg_warning:nnxxxx {\arg four}
\msg_warning:nnnnn Issues \module warning \message, passing \arg one to \arg four to the text-
\msg_warning:nnxxx creating functions. The warning text is added to the log file and the terminal, but
\msg_warning:nnnn the TEX run is not interrupted.
\msg_warning:nnxx
\msg_warning:nnn
\msg_warning:nnx
\msg_warning:nn

```

Updated: 2012-08-11

```

\msg_note:nnnnnn \msg_note:nnnnnn {\module} {\message} {\arg one} {\arg two} {\arg three} {\arg
\msg_note:nnxxxx four}
\msg_note:nnnnnn \msg_info:nnnnnn {\module} {\message} {\arg one} {\arg two} {\arg three} {\arg
\msg_note:nnxxxx four}
\msg_note:nnnnn Issues {\module} information {\message}, passing {\arg one} to {\arg four} to the text-
\msg_note:nnxxx creating functions. For the more common \msg_info:nnnnnn, the information text is
\msg_note:nnnn added to the log file only, while \msg_note:nnnnnn adds the info text to both the log file
\msg_note:nnxx and the terminal. The TEX run is not interrupted.
\msg_note:nn
\msg_info:nnnnnn
\msg_info:nnxxxx
\msg_info:nnnnnn
\msg_info:nnxxxx
\msg_info:nnnnn
\msg_info:nnxxx
\msg_info:nnnn
\msg_info:nnx
\msg_info:nn
\msg_info:nn

```

New: 2021-05-18

```

\msg_term:nnnnnn \msg_term:nnnnnn {\module} {\message} {\arg one} {\arg two} {\arg three} {\arg
\msg_term:nnxxxx four}
\msg_term:nnnnnn \msg_log:nnnnnn {\module} {\message} {\arg one} {\arg two} {\arg three} {\arg
\msg_term:nnxxxx four}
\msg_term:nnnnn Issues {\module} information {\message}, passing {\arg one} to {\arg four} to the text-
\msg_term:nnxxx creating functions. The output is briefer than \msg_info:nnnnnn, omitting for in-
\msg_term:nnnn stance the module name. It is added to the log file by \msg_log:nnnnnn while \msg_-
\msg_term:nnxx term:nnnnnn also prints it on the terminal.
\msg_term:nn
\msg_log:nnnnnn
\msg_log:nnxxxx
\msg_log:nnnnnn
\msg_log:nnxxxx
\msg_log:nnnnn
\msg_log:nnxx
\msg_log:nnn
\msg_log:nnx
\msg_log:nn

```

Updated: 2012-08-11

```

\msg_none:nnnnnn \msg_none:nnnnnn {\module} {\message} {\arg one} {\arg two} {\arg three} {\arg
\msg_none:nnxxxx four}
\msg_none:nnnnnn Does nothing: used as a message class to prevent any output at all (see the discussion of
\msg_none:nnxxxx message redirection).
\msg_none:nnnnn
\msg_none:nnxxx
\msg_none:nnnn
\msg_none:nnxx
\msg_none:nnn
\msg_none:nnx
\msg_none:nn

```

Updated: 2012-08-11

11.4.1 Messages for showing material

```
\msg_show:nnnnnn \msg_show:nnnnnn {<module>} {<message>} {<arg one>} {<arg two>} {<arg three>} {<arg  
\msg_show:nnxxxx four>}  
\msg_show:nnnnnn Issues <module> information <message>, passing <arg one> to <arg four> to the text-  
\msg_show:nnxxxx creating functions. The information text is shown on the terminal and the TEX run is  
\msg_show:nnnnn interrupted in a manner similar to \tl_show:n. This is used in conjunction with \msg_  
\msg_show:nnxx show_item:n and similar functions to print complex variable contents completely. If the  
\msg_show:nnn formatted text does not contain >~ at the start of a line, an additional line >~. will be  
\msg_show:nnx put at the end. In addition, a final period is added if not present.  
\msg_show:nn
```

New: 2017-12-04

11.4.2 Expandable error messages

In very rare cases it may be necessary to produce errors in an expansion-only context. The functions in this section should only be used if there is no alternative approach using `\msg_error:nnnnnn` or other non-expandable commands from the previous section. Despite having a similar interface as non-expandable messages, expandable errors must be handled internally very differently from normal error messages, as none of the tools to print to the terminal or the log file are expandable. As a result, short-hands such as `\{` or `\}` do not work, and messages must be very short (with default settings, they are truncated after approximately 50 characters). It is advisable to ensure that the message is understandable even when truncated, by putting the most important information up front. Another particularity of expandable messages is that they cannot be redirected or turned off by the user.

```
\msg_expandable_error:nnnnnn * \msg_expandable_error:nnnnnn {<module>} {<message>} {<arg one>} {<arg  
\msg_expandable_error:nnffff * two>} {<arg three>} {<arg four>}  
\msg_expandable_error:nnnnn *  
\msg_expandable_error:nnfff *  
\msg_expandable_error:nnnn *  
\msg_expandable_error:nnff *  
\msg_expandable_error:nnn *  
\msg_expandable_error:nnf *  
\msg_expandable_error:nn *  
\msg_expandable_error:nn
```

New: 2015-08-06

Updated: 2019-02-28

Issues an “Undefined error” message from T_EX 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.

11.5 Redirecting messages

Each message has a “name”, which can be used to alter the behaviour of the message when it is given. Thus we might have

```
\msg_new:nnnn { module } { my-message } { Some-text } { Some-more~text }
```

to define a message, with

```
\msg_error:nn { module } { my-message }
```

when it is used. With no filtering, this raises an error. However, we could alter the behaviour with

```
\msg_redirect_class:nn { error } { warning }
```

to turn all errors into warnings, or with

```
\msg_redirect_module:nnn { module } { error } { warning }
```

to alter only messages from that module, or even

```
\msg_redirect_name:nnn { module } { my-message } { warning }
```

to target just one message. Redirection applies first to individual messages, then to messages from one module and finally to messages of one class. Thus it is possible to select out an individual message for special treatment even if the entire class is already redirected.

Multiple redirections are possible. Redirections can be cancelled by providing an empty argument for the target class. Redirection to a missing class raises an error immediately. Infinite loops are prevented by eliminating the redirection starting from the target of the redirection that caused the loop to appear. Namely, if redirections are requested as $A \rightarrow B$, $B \rightarrow C$ and $C \rightarrow A$ in this order, then the $A \rightarrow B$ redirection is cancelled.

```
\msg_redirect_class:nn \msg_redirect_class:nn {<class one>} {<class two>}
```

Updated: 2012-04-27

Changes the behaviour of messages of $\langle class one \rangle$ so that they are processed using the code for those of $\langle class two \rangle$. Each $\langle class \rangle$ can be one of `fatal`, `critical`, `error`, `warning`, `note`, `info`, `term`, `log`, `none`.

```
\msg_redirect_module:nnn \msg_redirect_module:nnn {<module>} {<class one>} {<class two>}
```

Updated: 2012-04-27

Redirects message of $\langle class one \rangle$ for $\langle module \rangle$ to act as though they were from $\langle class two \rangle$. Messages of $\langle class one \rangle$ from sources other than $\langle module \rangle$ 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 $\langle module \rangle$ could be turned off with:

```
\msg_redirect_module:nnn { module } { warning } { none }
```

```
\msg_redirect_name:nnn \msg_redirect_name:nnn {<module>} {<message>} {<class>}
```

Updated: 2012-04-27

Redirects a specific $\langle message \rangle$ from a specific $\langle module \rangle$ to act as a member of $\langle class \rangle$ 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 }
```

Chapter 12

The `l3file` package File and I/O operations

This module provides functions for working with external files. Some of these functions apply to an entire file, and have prefix `\file_...`, while others are used to work with files on a line by line basis and have prefix `\ior_...` (reading) or `\iow_...` (writing).

It is important to remember that when reading external files `TeX` attempts to locate them using both the operating system path and entries in the `TeX` file database (most `TeX` systems use such a database). Thus the “current path” for `TeX` is somewhat broader than that for other programs.

For functions which expect a `<file name>` argument, this argument may contain both literal items and expandable content, which should on full expansion be the desired file name. Active characters (as declared in `\l_char_active_seq`) are *not* expanded, allowing the direct use of these in file names. Quote tokens (") are not permitted in file names as they are reserved for internal use by some `TeX` primitives.

Spaces are trimmed at the beginning and end of the file name: this reflects the fact that some file systems do not allow or interact unpredictably with spaces in these positions. When no extension is given, this will trim spaces from the start of the name only.

12.1 Input–output stream management

As `TeX` engines have a limited number of input and output streams, direct use of the streams by the programmer is not supported in `LATeX3`. Instead, an internal pool of streams is maintained, and these are allocated and deallocated as needed by other modules. As a result, the programmer should close streams when they are no longer needed, to release them for other processes.

Note that I/O operations are global: streams should all be declared with global names and treated accordingly.

<hr/>	
<code>\ior_new:N</code>	<code>\ior_new:N <stream></code>
<code>\ior_new:c</code>	<code>\iow_new:N <stream></code>
<code>\iow_new:N</code>	Globally reserves the name of the <code><stream></code> , either for reading or for writing as appropriate. The <code><stream></code> is not opened until the appropriate <code>\..._open:Nn</code> function is used.
<code>\iow_new:c</code>	Attempting to use a <code><stream></code> which has not been opened is an error, and the <code><stream></code> will behave as the corresponding <code>\c_term_...</code>
<small>New: 2011-09-26</small>	
<small>Updated: 2011-12-27</small>	
<hr/>	
<code>\ior_open:Nn</code>	<code>\ior_open:Nn <stream> {<file name>}</code>
<code>\ior_open:cn</code>	Opens <code><file name></code> for reading using <code><stream></code> as the control sequence for file access. If the <code><stream></code> was already open it is closed before the new operation begins. The <code><stream></code> is available for access immediately and will remain allocated to <code><file name></code> until a <code>\ior_close:N</code> instruction is given or the <code>T_EX</code> run ends. If the file is not found, an error is raised.
<small>Updated: 2012-02-10</small>	
<hr/>	
<code>\ior_open:NnTF</code>	<code>\ior_open:NnTF <stream> {<file name>} {<true code>} {<false code>}</code>
<code>\ior_open:cnTF</code>	Opens <code><file name></code> for reading using <code><stream></code> as the control sequence for file access. If the <code><stream></code> was already open it is closed before the new operation begins. The <code><stream></code> is available for access immediately and will remain allocated to <code><file name></code> until a <code>\ior_close:N</code> instruction is given or the <code>T_EX</code> run ends. The <code><true code></code> is then inserted into the input stream. If the file is not found, no error is raised and the <code><false code></code> is inserted into the input stream.
<small>New: 2013-01-12</small>	
<hr/>	
<code>\iow_open:Nn</code>	<code>\iow_open:Nn <stream> {<file name>}</code>
<code>\iow_open:cn</code>	Opens <code><file name></code> for writing using <code><stream></code> as the control sequence for file access. If the <code><stream></code> was already open it is closed before the new operation begins. The <code><stream></code> is available for access immediately and will remain allocated to <code><file name></code> until a <code>\iow_close:N</code> instruction is given or the <code>T_EX</code> run ends. Opening a file for writing clears any existing content in the file (<i>i.e.</i> writing is <i>not</i> additive).
<small>Updated: 2012-02-09</small>	
<hr/>	
<code>\ior_close:N</code>	<code>\ior_close:N <stream></code>
<code>\ior_close:c</code>	<code>\iow_close:N <stream></code>
<code>\iow_close:N</code>	Closes the <code><stream></code> . Streams should always be closed when they are finished with as this ensures that they remain available to other programmers.
<code>\iow_close:c</code>	
<small>Updated: 2012-07-31</small>	
<hr/>	
<code>\ior_show:N</code>	<code>\ior_show:N <stream></code>
<code>\ior_show:c</code>	<code>\ior_log:N <stream></code>
<code>\ior_log:N</code>	<code>\iow_show:N <stream></code>
<code>\ior_log:c</code>	<code>\iow_log:N <stream></code>
<code>\iow_show:N</code>	Display (to the terminal or log file) the file name associated to the (read or write)
<code>\iow_show:c</code>	<code><stream></code> .
<code>\iow_log:N</code>	
<code>\iow_log:c</code>	
<small>New: 2021-05-11</small>	

```
\ior_show_list: \ior_show_list:
\ior_log_list:  \ior_log_list:
\iow_show_list: \iow_show_list:
\iow_log_list:  \iow_log_list:
```

New: 2017-06-27 Display (to the terminal or log file) a list of the file names associated with each open (read or write) stream. This is intended for tracking down problems.

12.1.1 Reading from files

Reading from files and reading from the terminal are separate processes in `expl3`. The functions `\ior_get:NN` and `\ior_str_get:NN`, and their branching equivalents, are designed to work with *files*.

```
\ior_get:NN      \ior_get:NN <stream> <token list variable>
\ior_get:NNTF   \ior_get:NNTF <stream> <token list variable> <true code> <false 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 file input `<stream>` and stores the result locally in the `<token list>` variable. The material read from the `<stream>` is tokenized by `TeX` according to the category codes and `\endlinechar` in force when the function is used. Assuming normal settings, any lines which do not end in a comment character `%` have the line ending converted to a space, so for example input

Updated: 2019-03-23

```
a b c
```

results in a token list `a_b_c_`. Any blank line is converted to the token `\par`. Therefore, blank lines can be skipped by using a test such as

```
\ior_get:NN \l_my_stream \l_tmpa_tl
\tl_set:Nn \l_tmpb_tl { \par }
\tl_if_eq:NNF \l_tmpa_tl \l_tmpb_tl
...
```

Also notice that if multiple lines are read to match braces then the resulting token list can contain `\par` tokens. In the non-branching version, where the `<stream>` is not open the `<tl var>` is set to `\q_no_value`.

TeXhackers note: This protected macro is a wrapper around the `TeX` primitive `\read`. Regardless of settings, `TeX` replaces trailing space and tab characters (character codes 32 and 9) in each line by an end-of-line character (character code `\endlinechar`, omitted if `\endlinechar` is negative or too large) before turning characters into tokens according to current category codes. With default settings, spaces appearing at the beginning of lines are also ignored.

<code>\ior_str_get:NN</code>	<code>\ior_str_get:NN <stream> <token list variable></code>
<code>\ior_str_get:NNTF</code>	<code>\ior_str_get:NNTF <stream> <token list variable> <>true code> <>false code></code>

New: 2016-12-04
Updated: 2019-03-23

Function that reads one line from the file input `<stream>` and stores the result locally in the `<token list>` variable. The material is read from the `<stream>` as a series of tokens with category code 12 (other), with the exception of space characters which are given category code 10 (space). Multiple whitespace characters are retained by this process. It always only reads one line and any blank lines in the input result in the `<token list variable>` being empty. Unlike `\ior_get:NN`, line ends do not receive any special treatment. Thus input

a b c

results in a token list `a b c` with the letters `a`, `b`, and `c` having category code 12. In the non-branching version, where the `<stream>` is not open the `<tl var>` is set to `\q_no_value`.

TeXhackers note: This protected macro is a wrapper around the ε -TeX primitive `\readline`. Regardless of settings, TeX removes trailing space and tab characters (character codes 32 and 9). However, the end-line character normally added by this primitive is not included in the result of `\ior_str_get:NN`.

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

<code>\ior_map_inline:Nn</code>	<code>\ior_map_inline:Nn <stream> {<inline function>}</code>
---------------------------------	--

New: 2012-02-11

Applies the `<inline function>` to each set of `<lines>` obtained by calling `\ior_get:NN` until reaching the end of the file. TeX ignores any trailing new-line marker from the file it reads. The `<inline function>` should consist of code which receives the `<line>` as `#1`.

<code>\ior_str_map_inline:Nn</code>	<code>\ior_str_map_inline:Nn <stream> {<inline function>}</code>
-------------------------------------	--

New: 2012-02-11

Applies the `<inline function>` to every `<line>` in the `<stream>`. The material is read from the `<stream>` as a series of tokens with category code 12 (other), with the exception of space characters which are given category code 10 (space). The `<inline function>` should consist of code which receives the `<line>` as `#1`. Note that TeX removes trailing space and tab characters (character codes 32 and 9) from every line upon input. TeX also ignores any trailing new-line marker from the file it reads.

<code>\ior_map_variable:NNn</code>	<code>\ior_map_variable:NNn <stream> <tl var> {<code>}</code>
------------------------------------	---

New: 2019-01-13

For each set of `<lines>` obtained by calling `\ior_get:NN` until reaching the end of the file, stores the `<lines>` in the `<tl var>` then applies the `<code>`. The `<code>` will usually make use of the `<variable>`, but this is not enforced. The assignments to the `<variable>` are local. Its value after the loop is the last set of `<lines>`, or its original value if the `<stream>` is empty. TeX ignores any trailing new-line marker from the file it reads. This function is typically faster than `\ior_map_inline:Nn`.

`\ior_str_map_variable:NNn` `\ior_str_map_variable:NNn` $\langle stream \rangle$ $\langle variable \rangle$ $\{\langle code \rangle\}$

New: 2019-01-13

For each $\langle line \rangle$ in the $\langle stream \rangle$, stores the $\langle line \rangle$ in the $\langle variable \rangle$ then applies the $\langle code \rangle$. 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). The $\langle code \rangle$ will usually make use of the $\langle variable \rangle$, but this is not enforced. The assignments to the $\langle variable \rangle$ are local. Its value after the loop is the last $\langle line \rangle$, or its original value if the $\langle stream \rangle$ is empty. Note that T_EX removes trailing space and tab characters (character codes 32 and 9) from every line upon input. T_EX also ignores any trailing new-line marker from the file it reads. This function is typically faster than `\ior_str_map_inline:Nn`.

`\ior_map_break:` `\ior_map_break:`

New: 2012-06-29

Used to terminate a `\ior_map...` function before all lines from the $\langle stream \rangle$ have been processed. This normally takes place within a conditional statement, for example

```
\ior_map_inline:Nn \l_my_ior
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \ior_map_break: }
  {
    % Do something useful
  }
}
```

Use outside of a `\ior_map...` scenario leads to low level T_EX errors.

T_EXhackers note: When the mapping is broken, additional tokens may be inserted before further items are taken from the input stream. This depends on the design of the mapping function.

`\ior_map_break:n` `\ior_map_break:n` $\{\langle code \rangle\}$

New: 2012-06-29

Used to terminate a `\ior_map...` function before all lines in the $\langle stream \rangle$ have been processed, inserting the $\langle code \rangle$ after the mapping has ended. This normally takes place within a conditional statement, for example

```
\ior_map_inline:Nn \l_my_ior
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \ior_map_break:n { <code> } }
  {
    % Do something useful
  }
}
```

Use outside of a `\ior_map...` scenario leads to low level T_EX errors.

T_EXhackers note: When the mapping is broken, additional tokens may be inserted before the $\langle code \rangle$ is inserted into the input stream. This depends on the design of the mapping function.

<code>\ior_if_eof_p:N</code>	<code>\ior_if_eof_p:N</code>	<code>\ior_if_eof_p:N</code>	<code>\ior_if_eof_p:N</code>	<code>\ior_if_eof_p:N</code>	<code>\ior_if_eof_p:N</code>	<code>\ior_if_eof_p:N</code>	<code>\ior_if_eof_p:N</code>
<code>\ior_if_eof:NTF</code>	<code>\ior_if_eof:NTF</code>	<code>\ior_if_eof:NTF</code>	<code>\ior_if_eof:NTF</code>	<code>\ior_if_eof:NTF</code>	<code>\ior_if_eof:NTF</code>	<code>\ior_if_eof:NTF</code>	<code>\ior_if_eof:NTF</code>
Updated: 2012-02-10		Tests if the end of a file <code>\stream</code> has been reached during a reading operation. The test also returns a <code>true</code> value if the <code>\stream</code> is not open.					

12.1.2 Writing to files

<code>\iow_now:Nn</code>	<code>\iow_now:Nn</code>	<code>\iow_now:Nn</code>	<code>\iow_now:Nn</code>	<code>\iow_now:Nn</code>	<code>\iow_now:Nn</code>	<code>\iow_now:Nn</code>	<code>\iow_now:Nn</code>
<code>\iow_now:(Nx cn cx)</code>	<code>\iow_now:(Nx cn cx)</code>	<code>\iow_now:(Nx cn cx)</code>	<code>\iow_now:(Nx cn cx)</code>	<code>\iow_now:(Nx cn cx)</code>	<code>\iow_now:(Nx cn cx)</code>	<code>\iow_now:(Nx cn cx)</code>	<code>\iow_now:(Nx cn cx)</code>
Updated: 2012-06-05		This functions writes <code>\tokens</code> to the specified <code>\stream</code> immediately (<i>i.e.</i> the write operation is called on expansion of <code>\iow_now:Nn</code>).					

<code>\iow_log:n</code>	<code>\iow_log:n</code>	<code>\iow_log:n</code>	<code>\iow_log:n</code>	<code>\iow_log:n</code>	<code>\iow_log:n</code>	<code>\iow_log:n</code>	<code>\iow_log:n</code>
<code>\iow_log:x</code>	<code>\iow_log:x</code>	<code>\iow_log:x</code>	<code>\iow_log:x</code>	<code>\iow_log:x</code>	<code>\iow_log:x</code>	<code>\iow_log:x</code>	<code>\iow_log:x</code>
This function writes the given <code>\tokens</code> to the log (transcript) file immediately: it is a dedicated version of <code>\iow_now:Nn</code> .							

<code>\iow_term:n</code>	<code>\iow_term:n</code>	<code>\iow_term:n</code>	<code>\iow_term:n</code>	<code>\iow_term:n</code>	<code>\iow_term:n</code>	<code>\iow_term:n</code>	<code>\iow_term:n</code>
<code>\iow_term:x</code>	<code>\iow_term:x</code>	<code>\iow_term:x</code>	<code>\iow_term:x</code>	<code>\iow_term:x</code>	<code>\iow_term:x</code>	<code>\iow_term:x</code>	<code>\iow_term:x</code>
This function writes the given <code>\tokens</code> to the terminal file immediately: it is a dedicated version of <code>\iow_now:Nn</code> .							

<code>\iow_shipout:Nn</code>	<code>\iow_shipout:Nn</code>	<code>\iow_shipout:Nn</code>	<code>\iow_shipout:Nn</code>	<code>\iow_shipout:Nn</code>	<code>\iow_shipout:Nn</code>	<code>\iow_shipout:Nn</code>	<code>\iow_shipout:Nn</code>
<code>\iow_shipout:(Nx cn cx)</code>	<code>\iow_shipout:(Nx cn cx)</code>	<code>\iow_shipout:(Nx cn cx)</code>	<code>\iow_shipout:(Nx cn cx)</code>	<code>\iow_shipout:(Nx cn cx)</code>	<code>\iow_shipout:(Nx cn cx)</code>	<code>\iow_shipout:(Nx cn cx)</code>	<code>\iow_shipout:(Nx cn cx)</code>
This functions writes <code>\tokens</code> to the specified <code>\stream</code> when the current page is finalised (<i>i.e.</i> at shipout). The <code>x</code> -type variants expand the <code>\tokens</code> at the point where the function is used but <i>not</i> when the resulting tokens are written to the <code>\stream</code> (<i>cf.</i> <code>\iow_shipout_x:Nn</code>).							

T_EXhackers note: When using `expl3` with a format other than L^AT_EX, new line characters inserted using `\iow_newline:` or using the line-wrapping code `\iow_wrap:nnnN` are not recognized in the argument of `\iow_shipout:Nn`. This may lead to the insertion of additional unwanted line-breaks.

<code>\iow_shipout_x:Nn</code>	<code>\iow_shipout_x:Nn</code>	<code>\iow_shipout_x:Nn</code>	<code>\iow_shipout_x:Nn</code>	<code>\iow_shipout_x:Nn</code>	<code>\iow_shipout_x:Nn</code>	<code>\iow_shipout_x:Nn</code>	<code>\iow_shipout_x:Nn</code>
<code>\iow_shipout_x:(Nx cn cx)</code>	<code>\iow_shipout_x:(Nx cn cx)</code>	<code>\iow_shipout_x:(Nx cn cx)</code>	<code>\iow_shipout_x:(Nx cn cx)</code>	<code>\iow_shipout_x:(Nx cn cx)</code>	<code>\iow_shipout_x:(Nx cn cx)</code>	<code>\iow_shipout_x:(Nx cn cx)</code>	<code>\iow_shipout_x:(Nx cn cx)</code>
Updated: 2012-09-08		This functions writes <code>\tokens</code> to the specified <code>\stream</code> when the current page is finalised (<i>i.e.</i> at shipout). The <code>\tokens</code> are expanded at the time of writing in addition to any expansion when the function is used. This makes these functions suitable for including material finalised during the page building process (such as the page number integer).					

T_EXhackers note: This is a wrapper around the T_EX primitive `\write`. When using `expl3` with a format other than L^AT_EX, new line characters inserted using `\iow_newline:` or using the line-wrapping code `\iow_wrap:nnnN` are not recognized in the argument of `\iow_shipout:Nn`. This may lead to the insertion of additional unwanted line-breaks.

`\iow_char:N` ★ `\iow_char:N` $\langle char \rangle$

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

```
\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`).

TeXhackers note: When using `expl3` with a format other than \LaTeX , the character inserted by `\iow_newline:` is not recognized by \TeX , which may lead to the insertion of additional unwanted line-breaks. This issue only affects `\iow_shipout:Nn`, `\iow_shipout_x:Nn` and direct uses of primitive operations.

12.1.3 Wrapping lines in output

`\iow_wrap:nnnN` `\iow_wrap:nnnN` $\langle text \rangle$ $\langle run-on text \rangle$ $\langle set up \rangle$ $\langle function \rangle$

`\iow_wrap:nxnN`

New: 2012-06-28

Updated: 2017-12-04

This function wraps the $\langle text \rangle$ to a fixed number of characters per line. At the start of each line which is wrapped, the $\langle run-on text \rangle$ is inserted. The line character count targeted is 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:

- `\` or `\iow_newline`: may be used to force a new line,
- `_` may be used to represent a forced space (for example after a control sequence),
- `\#`, `\%`, `\{`, `\}`, `\~` may be used to represent the corresponding character,
- `\iow_allow_break`: may be used to allow a line-break without inserting a space (this is experimental),
- `\iow_indent:n` may be used to indent a part of the $\langle text \rangle$ (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 is typically a wrapper around a write operation. The output of `\iow_wrap:nnnN` (*i.e.* the argument passed to the $\langle function \rangle$) consists of characters of category “other” (category code 12), with the exception of spaces which have category “space” (category code 10). This means that the output does *not* expand further when written to a file.

TeXhackers note: Internally, `\iow_wrap:nnnN` carries out an `x`-type expansion on the $\langle text \rangle$ 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` `\iow_indent:n` $\langle text \rangle$

New: 2011-09-21

In the first argument of `\iow_wrap:nnnN` (for instance in messages), indents $\langle text \rangle$ by four spaces. This function does 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 TeX system in use: the standard value is 78, which is typically correct for unmodified TeX Live and MiKTeX systems.

12.1.4 Constant input–output streams, and variables

`\g_tmpa_iow` Scratch input stream for global use. These are never used by the kernel code, and so
`\g_tmpb_iow` are safe for use with any L^AT_EX3-defined function. However, they may be overwritten by
New: 2017-12-11 other non-kernel code and so should only be used for short-term storage.

`\c_log_iow` Constant output streams for writing to the log and to the terminal (plus the log), respec-
`\c_term_iow` tively.

`\g_tmpa_iow` Scratch output stream for global use. These are never used by the kernel code, and so
`\g_tmpb_iow` are safe for use with any L^AT_EX3-defined function. However, they may be overwritten by
New: 2017-12-11 other non-kernel code and so should only be used for short-term storage.

12.1.5 Primitive conditionals

`\if_eof:w` ★ `\if_eof:w` $\langle stream \rangle$
 $\langle true\ code \rangle$
`\else:`
 $\langle false\ code \rangle$
`\fi:`

Tests if the $\langle stream \rangle$ returns “end of file”, which is true for non-existent files. The `\else:` branch is optional.

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

12.2 File operation functions

`\g_file_curr_dir_str` Contain the directory, name and extension of the current file. The directory is empty if
`\g_file_curr_name_str` the file was loaded without an explicit path (*i.e.* if it is in the T_EX search path), and does
`\g_file_curr_ext_str` *not* end in / other than the case that it is exactly equal to the root directory. The $\langle name \rangle$
New: 2017-06-21 and $\langle ext \rangle$ parts together make up the file name, thus the $\langle name \rangle$ part may be thought
of as the “job name” for the current file. Note that T_EX does not provide information on
the $\langle ext \rangle$ part for the main (top level) file and that this file always has an empty $\langle dir \rangle$
component. Also, the $\langle name \rangle$ here will be equal to `\c_sys_jobname_str`, which may be
different from the real file name (if set using `--jobname`, for example).

`\l_file_search_path_seq` Each entry is the path to a directory which should be searched when seeking a file. Each path can be relative or absolute, and should not include the trailing slash. The entries are not expanded when used so may contain active characters but should not feature any variable content. Spaces need not be quoted.

New: 2017-06-18

TeXhackers note: When working as a package in L^AT_EX 2_ε, `expl3` will automatically append the current `\input@path` to the set of values from `\l_file_search_path_seq`.

`\file_if_exist:nTF` `\file_if_exist:nTF {<file name>} {<true code>} {<false code>}`

Updated: 2012-02-10

Searches for `<file name>` using the current TeX search path and the additional paths controlled by `\l_file_search_path_seq`.

`\file_get:nnN` `\file_get:nnN {<filename>} {<setup>} <tl>`

`\file_get:nnNTF` `\file_get:nnNTF {<filename>} {<setup>} <tl> {<true code>} {<false code>}`

New: 2019-01-16

Updated: 2019-02-16

Defines `<tl>` to the contents of `<filename>`. Category codes may need to be set appropriately via the `<setup>` argument. The non-branching version sets the `<tl>` to `\q_no_value` if the file is not found. The branching version runs the `<true code>` after the assignment to `<tl>` if the file is found, and `<false code>` otherwise.

`\file_get_full_name:nN` `\file_get_full_name:nN {<file name>} <tl>`

`\file_get_full_name:VN` `\file_get_full_name:nNTF {<file name>} <tl> {<true code>} {<false code>}`

`\file_get_full_name:nNTF`

`\file_get_full_name:VNTF`

Updated: 2019-02-16

Searches for `<file name>` in the path as detailed for `\file_if_exist:nTF`, and if found sets the `<tl var>` the fully-qualified name of the file, *i.e.* the path and file name. This includes an extension `.tex` when the given `<file name>` has no extension but the file found has that extension. In the non-branching version, the `<tl var>` will be set to `\q_no_value` in the case that the file does not exist.

`\file_full_name:n` ☆ `\file_full_name:n {<file name>}`

`\file_full_name:V` ☆

New: 2019-09-03

Searches for `<file name>` in the path as detailed for `\file_if_exist:nTF`, and if found leaves the fully-qualified name of the file, *i.e.* the path and file name, in the input stream. This includes an extension `.tex` when the given `<file name>` has no extension but the file found has that extension. If the file is not found on the path, the expansion is empty.

`\file_parse_full_name:nNNN` `\file_parse_full_name:nNNN` $\langle full\ name \rangle$ $\langle dir \rangle$ $\langle name \rangle$ $\langle ext \rangle$
`\file_parse_full_name:VNNN`
 New: 2017-06-23
 Updated: 2020-06-24

Parses the $\langle full\ name \rangle$ and splits it into three parts, each of which is returned by setting the appropriate local string variable:

- The $\langle dir \rangle$: everything up to the last / (path separator) in the $\langle file\ path \rangle$. As with system PATH variables and related functions, the $\langle dir \rangle$ does *not* include the trailing / unless it points to the root directory. If there is no path (only a file name), $\langle dir \rangle$ is empty.
- The $\langle name \rangle$: everything after the last / up to the last ., where both of those characters are optional. The $\langle name \rangle$ may contain multiple . characters. It is empty if $\langle full\ name \rangle$ consists only of a directory name.
- The $\langle ext \rangle$: everything after the last . (including the dot). The $\langle ext \rangle$ is empty if there is no . after the last /.

Before parsing, the $\langle full\ name \rangle$ is expanded until only non-expandable tokens remain, except that active characters are also not expanded. Quotes (") are invalid in file names and are discarded from the input.

`\file_parse_full_name:n` \star `\file_parse_full_name:n` $\langle full\ name \rangle$
 New: 2020-06-24

Parses the $\langle full\ name \rangle$ as described for `\file_parse_full_name:nNNN`, and leaves $\langle dir \rangle$, $\langle name \rangle$, and $\langle ext \rangle$ in the input stream, each inside a pair of braces.

`\file_parse_full_name_apply:nN` \star `\file_parse_full_name_apply:nN` $\langle full\ name \rangle$ $\langle function \rangle$
 New: 2020-06-24

Parses the $\langle full\ name \rangle$ as described for `\file_parse_full_name:nNNN`, and passes $\langle dir \rangle$, $\langle name \rangle$, and $\langle ext \rangle$ as arguments to $\langle function \rangle$, as an n-type argument each, in this order.

`\file_hex_dump:n` \star `\file_hex_dump:n` $\langle file\ name \rangle$
`\file_hex_dump:nnn` \star `\file_hex_dump:nnn` $\langle file\ name \rangle$ $\langle start\ index \rangle$ $\langle end\ index \rangle$
 New: 2019-11-19

Searches for $\langle file\ name \rangle$ using the current T_EX search path and the additional paths controlled by `\l_file_search_path_seq`. It then expands to leave the hexadecimal dump of the file content in the input stream. The file is read as bytes, which means that in contrast to most T_EX behaviour there will be a difference in result depending on the line endings used in text files. The same file will produce the same result between different engines: the algorithm used is the same in all cases. When the file is not found, the result of expansion is empty. The $\langle start\ index \rangle$ and $\langle end\ index \rangle$ values work as described for `\str_range:nnn`.

`\file_get_hex_dump:nN` `\file_get_hex_dump:nN` $\langle file\ name \rangle$ $\langle tl\ var \rangle$
`\file_get_hex_dump:nNTF` `\file_get_hex_dump:nnnN` $\langle file\ name \rangle$ $\langle start\ index \rangle$ $\langle end\ index \rangle$ $\langle tl\ var \rangle$
`\file_get_hex_dump:nnnN`
`\file_get_hex_dump:nnnNTF`
 New: 2019-11-19

Sets the $\langle tl\ var \rangle$ to the result of applying `\file_hex_dump:n/\file_hex_dump:nnn` to the $\langle file \rangle$. If the file is not found, the $\langle tl\ var \rangle$ will be set to `\q_no_value`.

`\file_md5hash:n` ☆ `\file_md5hash:n {<file name>}`

New: 2019-09-03

Searches for `<file name>` using the current \TeX search path and the additional paths controlled by `\l_file_search_path_seq`. It then expands to leave the MD5 sum generated from the contents of the file in the input stream. The file is read as bytes, which means that in contrast to most \TeX behaviour there will be a difference in result depending on the line endings used in text files. The same file will produce the same result between different engines: the algorithm used is the same in all cases. When the file is not found, the result of expansion is empty.

`\file_get_md5hash:nN` `\file_get_md5hash:nN {<file name>} <t1 var>`

`\file_get_md5hash:nNTF`

New: 2017-07-11

Updated: 2019-02-16

Sets the `<t1 var>` to the result of applying `\file_md5hash:n` to the `<file>`. If the file is not found, the `<t1 var>` will be set to `\q_no_value`.

`\file_size:n` ☆ `\file_size:n {<file name>}`

New: 2019-09-03

Searches for `<file name>` using the current \TeX search path and the additional paths controlled by `\l_file_search_path_seq`. It then expands to leave the size of the file in bytes in the input stream. When the file is not found, the result of expansion is empty.

`\file_get_size:nN` `\file_get_size:nN {<file name>} <t1 var>`

`\file_get_size:nNTF`

New: 2017-07-09

Updated: 2019-02-16

Sets the `<t1 var>` to the result of applying `\file_size:n` to the `<file>`. If the file is not found, the `<t1 var>` will be set to `\q_no_value`. This is not available in older versions of \XeTeX .

`\file_timestamp:n` ☆ `\file_timestamp:n {<file name>}`

New: 2019-09-03

Searches for `<file name>` using the current \TeX search path and the additional paths controlled by `\l_file_search_path_seq`. It then expands to leave the modification timestamp of the file in the input stream. The timestamp is of the form `D:<year><month><day><hour><minute><second><offset>`, where the latter may be `Z` (UTC) or `<plus-minus><hours>'<minutes>'`. When the file is not found, the result of expansion is empty. This is not available in older versions of \XeTeX .

`\file_get_timestamp:nN` `\file_get_timestamp:nN {<file name>} <t1 var>`

`\file_get_timestamp:nNTF`

New: 2017-07-09

Updated: 2019-02-16

Sets the `<t1 var>` to the result of applying `\file_timestamp:n` to the `<file>`. If the file is not found, the `<t1 var>` will be set to `\q_no_value`. This is not available in older versions of \XeTeX .

```
\file_compare_timestamp_p:nNn * \file_compare_timestamp:nNn {<file-1>} <comparator> {<file-2>} {<true
\file_compare_timestamp:nNnTF * code>} {<false code>}
```

New: 2019-05-13
Updated: 2019-09-20

Compares the file stamps on the two *<files>* as indicated by the *<comparator>*, and inserts either the *<true code>* or *<false case>* as required. A file which is not found is treated as older than any file which is found. This allows for example the construct

```
\file_compare_timestamp:nNnT { source-file } > { derived-file }
{
  % Code to regenerate derived file
}
```

to work when the derived file is entirely absent. The timestamp of two absent files is regarded as different. This is not available in older versions of X_YTeX.

```
\file_input:n \file_input:n {<file name>}
```

Updated: 2017-06-26 Searches for *<file name>* in the path as detailed for `\file_if_exist:nTF`, and if found reads in the file as additional L^AT_EX source. All files read are recorded for information and the file name stack is updated by this function. An error is raised if the file is not found.

```
\file_if_exist_input:n \file_if_exist_input:n {<file name>}
\file_if_exist_input:nF \file_if_exist_input:nF {<file name>} {<false code>}
```

New: 2014-07-02 Searches for *<file name>* using the current T_EX search path and the additional paths included in `\l_file_search_path_seq`. If found then reads in the file as additional L^AT_EX source as described for `\file_input:n`, otherwise inserts the *<false code>*. Note that these functions do not raise an error if the file is not found, in contrast to `\file_input:n`.

```
\file_input_stop: \file_input_stop:
```

New: 2017-07-07 Ends the reading of a file started by `\file_input:n` or similar before the end of the file is reached. Where the file reading is being terminated due to an error, `\msg_critical:nn(nn)` should be preferred.

T_EXhackers note: This function must be used on a line on its own: T_EX reads files line-by-line and so any additional tokens in the “current” line will still be read.

This is also true if the function is hidden inside another function (which will be the normal case), i.e., all tokens on the same line in the source file are still processed. Putting it on a line by itself in the definition doesn’t help as it is the line where it is used that counts!

```
\file_show_list: \file_show_list:
\file_log_list: \file_log_list:
```

These functions list all files loaded by L^AT_EX 2_ε commands that populate `@filelist` or by `\file_input:n`. While `\file_show_list:` displays the list in the terminal, `\file_log_list:` outputs it to the log file only.

Chapter 13

The `l3luatex` package: Lua \TeX -specific functions

The Lua \TeX 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 pdf \TeX , p \TeX , up \TeX or X \TeX these raise an error: use `\sys_if_engine luatex:T` to avoid this. Details on using Lua with the Lua \TeX engine are given in the Lua \TeX manual.

13.1 Breaking out to Lua

`\lua_now:n` \star `\lua_now:n` $\{ \langle token\ list \rangle \}$

`\lua_now:e` \star

New: 2018-06-18

The $\langle token\ list \rangle$ is first tokenized by \TeX , which includes converting line ends to spaces in the usual \TeX manner and which respects currently-applicable \TeX category codes. The resulting $\langle Lua\ input \rangle$ is passed to the Lua interpreter for processing. Each `\lua_now:n` block is treated by Lua as a separate chunk. The Lua interpreter executes the $\langle Lua\ input \rangle$ immediately, and in an expandable manner.

\TeX hackers note: `\lua_now:e` is a macro wrapper around `\directlua`: when Lua \TeX is in use two expansions are required to yield the result of the Lua code.

`\lua_shipout_e:n` `\lua_shipout:n` $\{ \langle token\ list \rangle \}$

`\lua_shipout:n`

New: 2018-06-18

The $\langle token\ list \rangle$ is first tokenized by \TeX , which includes converting line ends to spaces in the usual \TeX manner and which respects currently-applicable \TeX category codes. The resulting $\langle Lua\ input \rangle$ 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 $\langle Lua\ input \rangle$ during the page-building routine: no \TeX expansion of the $\langle Lua\ input \rangle$ will occur at this stage.

In the case of the `\lua_shipout_e:n` version the input is fully expanded by \TeX in an e-type manner during the shipout operation.

\TeX hackers note: At a \TeX level, the $\langle Lua\ input \rangle$ is stored as a “whatsit”.

`\lua_escape:n` * `\lua_escape:n` {*token list*}

`\lua_escape:e` *

New: 2015-06-29

Converts the *token list* such that it can safely be passed to Lua: embedded backslashes, double and single quotes, and newlines and carriage returns are escaped. This is done by prepending an extra token consisting of a backslash with category code 12, and for the line endings, converting them to `\n` and `\r`, respectively.

TeXhackers note: `\lua_escape:e` is a macro wrapper around `\luaescapestring:` when LuaTeX is in use two expansions are required to yield the result of the Lua code.

`\lua_load_module:n` `\lua_load_module:n` {*Lua module name*}

New: 2022-05-14

Loads a Lua module into the Lua interpreter.

`\lua_now:n` passes its {*token list*} argument to the Lua interpreter as a single line, with characters interpreted under the current catcode regime. These two facts mean that `\lua_now:n` rarely behaves as expected for larger pieces of code. Therefore, package authors should **not** write significant amounts of Lua code in the arguments to `\lua_now:n`. Instead, it is strongly recommended that they write the majority of their Lua code in a separate file, and then load it using `\lua_load_module:n`.

TeXhackers note: This is a wrapper around the Lua call `require` '*module*'.

13.2 Lua interfaces

As well as interfaces for TeX, there are a small number of Lua functions provided here.

`ltx.utils`

Most public interfaces provided by the module are stored within the `ltx.utils` table.

`ltx.utils.filedump` `<dump> = ltx.utils.filedump(<file>, <offset>, <length>)`

Returns the uppercase hexadecimal representation of the content of the *file* read as bytes. If the *length* is given, only this part of the file is returned; similarly, one may specify the *offset* from the start of the file. If the *length* is not given, the entire file is read starting at the *offset*.

`ltx.utils.filemd5sum` `<hash> = ltx.utils.filemd5sum(<file>)`

Returns the MD5 sum of the file contents read as bytes; note that the result will depend on the nature of the line endings used in the file, in contrast to normal TeX behaviour. If the *file* is not found, nothing is returned with *no error raised*.

`ltx.utils.filemoddate` `<date> = ltx.utils.filemoddate(<file>)`

Returns the date/time of last modification of the *file* in the format

`D:<year><month><day><hour><minute><second><offset>`

where the latter may be Z (UTC) or `<plus-minus><hours>'<minutes>'`. If the *file* is not found, nothing is returned with *no error raised*.

`ltx.utils.filesize` `size = ltx.utils.filesize(<file>)`

Returns the size of the `<file>` in bytes. If the `<file>` is not found, nothing is returned with *no error raised*.

Chapter 14

The **l3**legacy package Interfaces to legacy concepts

There are a small number of T_EX or L^AT_EX 2_ε concepts which are not used in expl3 code but which need to be manipulated when working as a L^AT_EX 2_ε package. To allow these to be integrated cleanly into expl3 code, a set of legacy interfaces are provided here.

`\legacy_if_p:n` * `\legacy_if:nTF` {*⟨name⟩*} {*⟨true code⟩*} {*⟨false code⟩*}

`\legacy_if:nTF` * Tests if the L^AT_EX 2_ε/plain T_EX conditional (generated by `\newif`) if `true` or `false` and branches accordingly. The *⟨name⟩* of the conditional should *omit* the leading `if`.

`\legacy_if_set_true:n` `\legacy_if_set_true:n` {*⟨name⟩*}

`\legacy_if_set_false:n` `\legacy_if_set_false:n` {*⟨name⟩*}

`\legacy_if_gset_true:n` Sets the L^AT_EX 2_ε/plain T_EX conditional `\if⟨name⟩` (generated by `\newif`) to be `true` or

`\legacy_if_gset_false:n` `false`.

New: 2021-05-10

`\legacy_if_set:nn` `\legacy_if_set:nn` {*⟨name⟩*} {*⟨boolean expression⟩*}

`\legacy_if_gset:nn` Sets the L^AT_EX 2_ε/plain T_EX conditional `\if⟨name⟩` (generated by `\newif`) to the result of evaluating the *⟨boolean expression⟩*.

New: 2021-05-10

Part IV
Data types

Chapter 15

The `l3tl` package Token lists

`TeX` works with tokens, and `LATEX3` therefore provides a number of functions to deal with lists of tokens. Token lists may be present directly in the argument to a function:

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

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

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

In both cases, functions are available to test and manipulate the lists of tokens, and these have the module prefix `tl`. In many cases, functions which can be applied to token list variables are paired with similar functions for application to explicit lists of tokens: the two “views” of a token list are therefore collected together here.

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

```
{ Hello } ~ world
```

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

15.1 Creating and initialising token list variables

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

```
\tl_new:c
```

Creates a new `<tl var>` or raises an error if the name is already taken. The declaration is global. The `<tl var>` is initially empty.

<code>\tl_const:Nn</code>	<code>\tl_const:Nn <tl var> {<token list>}</code>
<code>\tl_const:(Nx cn cx)</code>	Creates a new constant <code><tl var></code> or raises an error if the name is already taken. The value of the <code><tl var></code> is set globally to the <code><token list></code> .

<code>\tl_clear:N</code>	<code>\tl_clear:N <tl var></code>
<code>\tl_clear:c</code>	Clears all entries from the <code><tl var></code> .
<code>\tl_gclear:N</code>	
<code>\tl_gclear:c</code>	

<code>\tl_clear_new:N</code>	<code>\tl_clear_new:N <tl var></code>
<code>\tl_clear_new:c</code>	Ensures that the <code><tl var></code> exists globally by applying <code>\tl_new:N</code> if necessary, then applies <code>\tl_(g)clear:N</code> to leave the <code><tl var></code> empty.
<code>\tl_gclear_new:N</code>	
<code>\tl_gclear_new:c</code>	

<code>\tl_set_eq:NN</code>	<code>\tl_set_eq:NN <tl var1> <tl var2></code>
<code>\tl_set_eq:(cN Nc cc)</code>	Sets the content of <code><tl var1></code> equal to that of <code><tl var2></code> .
<code>\tl_gset_eq:NN</code>	
<code>\tl_gset_eq:(cN Nc cc)</code>	

<code>\tl_concat:NNN</code>	<code>\tl_concat:NNN <tl var1> <tl var2> <tl var3></code>
<code>\tl_concat:ccc</code>	Concatenates the content of <code><tl var2></code> and <code><tl var3></code> together and saves the result in <code><tl var1></code> . The <code><tl var2></code> is placed at the left side of the new token list.
<code>\tl_gconcat:NNN</code>	
<code>\tl_gconcat:ccc</code>	

New: 2012-05-18

<code>\tl_if_exist_p:N *</code>	<code>\tl_if_exist_p:N <tl var></code>
<code>\tl_if_exist_p:c *</code>	<code>\tl_if_exist:NTF <tl var> {<>true code>} {<>false code>}</code>
<code>\tl_if_exist:NTF *</code>	Tests whether the <code><tl var></code> is currently defined. This does not check that the <code><tl var></code> really is a token list variable.
<code>\tl_if_exist:cTF *</code>	

New: 2012-03-03

15.2 Adding data to token list variables

<code>\tl_set:Nn</code>	<code>\tl_set:Nn <tl var> {<tokens>}</code>
<code>\tl_set:(NV Nv No Nf Nx cn cV cv co cf cx)</code>	Sets <code><tl var></code> to contain <code><tokens></code> , removing any previous content from the variable.
<code>\tl_gset:Nn</code>	
<code>\tl_gset:(NV Nv No Nf Nx cn cV cv co cf cx)</code>	

<code>\tl_put_left:Nn</code>	<code>\tl_put_left:Nn <tl var> {<tokens>}</code>
<code>\tl_put_left:(NV No Nx cn cV co cx)</code>	Appends <code><tokens></code> to the left side of the current content of <code><tl var></code> .
<code>\tl_gput_left:Nn</code>	
<code>\tl_gput_left:(NV No Nx cn cV co cx)</code>	

```

\__tl__put__right:Nn          \tl_put_right:Nn <tl var> {<tokens>}
\__tl__put__right:(NV|No|Nx|cn|cV|co|cx)
\__tl__gput__right:Nn
\__tl__gput__right:(NV|No|Nx|cn|cV|co|cx)

```

Appends `<tokens>` to the right side of the current content of `<tl var>`.

15.3 Token list conditionals

```

\__tl__if__blank__p:n        * \tl_if_blank_p:n {<token list>}
\__tl__if__blank__p:(e|V|o) * \tl_if_blank:nTF {<token list>} {<true code>} {<false code>}
\__tl__if__blank:nTF        *
\__tl__if__blank:(e|V|o)TF * Tests if the <token list> consists only of blank spaces (i.e. contains no item). The test

```

Updated: 2019-09-04

is true if `<token list>` is zero or more explicit space characters (explicit tokens with character code 32 and category code 10), and is false otherwise.

```

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

```

```

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

```

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

```

\__tl__if__eq__p:NN         * \tl_if_eq_p:NN <tl var1> <tl var2>
\__tl__if__eq__p:(Nc|cN|cc) * \tl_if_eq:NNTF <tl var1> <tl var2> {<true code>} {<false code>}
\__tl__if__eq:NNTF          *
\__tl__if__eq:(Nc|cN|cc)TF * Compares the content of two <token list variables> and is logically true if the two

```

contain the same list of tokens (*i.e.* identical in both the list of characters they contain and the category codes of those characters). Thus for example

```

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

```

yields false. See also `\str_if_eq:nnTF` for a comparison that ignores category codes.

```

\__tl__if__eq:NnTF          * \tl_if_eq:NnTF <tl var1> {<token list2>} {<true code>} {<false code>}
\__tl__if__eq:cnTF          *

```

New: 2020-07-14

Tests if the `<token list variable1>` and the `<token list2>` contain the same list of tokens, both in respect of character codes and category codes. This conditional is not expandable: see `\tl_if_eq:NNTF` for an expandable version when both token lists are stored in variables, or `\str_if_eq:nnTF` if category codes are not important.

`\tl_if_eq:nnTF` `\tl_if_eq:nnTF {<token list1>} {<token list2>} {<true code>} {<false code>}`

Tests if `<token list1>` and `<token list2>` contain the same list of tokens, both in respect of character codes and category codes. This conditional is not expandable: see `\tl_if_eq:NNTF` for an expandable version when token lists are stored in variables, or `\str_if_eq:nnTF` if category codes are not important.

`\tl_if_in:NnTF` `\tl_if_in:NnTF <tl var> {<token list>} {<true code>} {<false code>}`

`\tl_if_in:cnTF`

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

`\tl_if_in:nnTF` `\tl_if_in:nnTF {<token list1>} {<token list2>} {<true code>} {<false code>}`

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

Tests if `<token list2>` is found inside `<token list1>`. The `<token list2>` 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). The search does *not* enter brace (category code 1/2) groups.

`\tl_if_novalue_p:n` `\tl_if_novalue_p:n {<token list>}`

`\tl_if_novalue:nTF` `\tl_if_novalue:nTF {<token list>} {<true code>} {<false code>}`

New: 2017-11-14

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

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

`\tl_if_single_p:c` `\tl_if_single:NNTF <tl var> {<true code>} {<false code>}`

`\tl_if_single:NnTF` `\tl_if_single:NnTF <tl var> {<true code>} {<false code>}`

`\tl_if_single:cnTF` `\tl_if_single:cnTF <tl var> {<true code>} {<false code>}`

Updated: 2011-08-13

Tests if the content of the `<tl var>` consists of a single `<item>`, *i.e.* is a single normal token (neither an explicit space character nor a begin-group character) or a single brace group, surrounded by optional spaces on both sides. In other words, such a token list has token count 1 according to `\tl_count:N`.

`\tl_if_single_p:n` `\tl_if_single_p:n {<token list>}`

`\tl_if_single:nTF` `\tl_if_single:nTF {<token list>} {<true code>} {<false 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`.

`\tl_if_single_token_p:n` `\tl_if_single_token_p:n {<token list>}`

`\tl_if_single_token:nTF` `\tl_if_single_token:nTF {<token list>} {<true code>} {<false code>}`

Tests if the token list consists of exactly one token, *i.e.* is either a single space character or a single normal token. Token groups (`{...}`) are not single tokens.

```

\tl_case:Nn * \tl_case:NnTF <test token list variable>
\tl_case:cn * {
\tl_case:NnTF * <token list variable case1> {<code case1>}
\tl_case:cnTF * <token list variable case2> {<code case2>}
...
New: 2013-07-24 <token list variable casen> {<code casen>}
}
{<true code>}
{<false code>}

```

This function compares the *<test token list variable>* in turn with each of the *<token list variable cases>*. If the two are equal (as described for `\tl_if_eq:NNTF`) then the associated *<code>* is left in the input stream and other cases are discarded. If any of the cases are matched, the *<true code>* is also inserted into the input stream (after the code for the appropriate case), while if none match then the *<false code>* is inserted. The function `\tl_case:Nn`, which does nothing if there is no match, is also available.

15.3.1 Testing the first token

```

\tl_if_head_eq_catcode_p:nN * \tl_if_head_eq_catcode_p:nN {<token list>} <test token>
\tl_if_head_eq_catcode_p:oN * \tl_if_head_eq_catcode:nNTF {<token list>} <test token>
\tl_if_head_eq_catcode:nNTF * {<true code>} {<false code>}
\tl_if_head_eq_catcode:oNTF *

```

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 is always **false**.

```

\tl_if_head_eq_charcode_p:nN * \tl_if_head_eq_charcode_p:nN {<token list>} <test token>
\tl_if_head_eq_charcode_p:fN * \tl_if_head_eq_charcode:nNTF {<token list>} <test token>
\tl_if_head_eq_charcode:nNTF * {<true code>} {<false code>}
\tl_if_head_eq_charcode:fNTF *

```

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 is always **false**.

```

\tl_if_head_eq_meaning_p:nN * \tl_if_head_eq_meaning_p:nN {<token list>} <test token>
\tl_if_head_eq_meaning:nNTF * \tl_if_head_eq_meaning:nNTF {<token list>} <test token>
{<true code>} {<false code>}

```

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 is always **false**.

```
\tl_if_head_is_group_p:n * \tl_if_head_is_group_p:n {<token list>}
\tl_if_head_is_group:nTF * \tl_if_head_is_group:nTF {<token list>} {<true code>} {<false code>}
```

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.

```
\tl_if_head_is_N_type_p:n * \tl_if_head_is_N_type_p:n {<token list>}
\tl_if_head_is_N_type:nTF * \tl_if_head_is_N_type:nTF {<token list>} {<true code>} {<false 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.

```
\tl_if_head_is_space_p:n * \tl_if_head_is_space_p:n {<token list>}
\tl_if_head_is_space:nTF * \tl_if_head_is_space:nTF {<token list>} {<true code>} {<false code>}
```

Updated: 2012-07-08

Tests if the first *<token>* in the *<token list>* is an explicit space character (explicit token with character code 32 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.

15.4 Working with token lists as a whole

15.4.1 Using token lists

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

`\tl_to_str:V` * Converts the $\langle\textit{token list}\rangle$ to a $\langle\textit{string}\rangle$, leaving the resulting character tokens in the input stream. A $\langle\textit{string}\rangle$ is a series of tokens with category code 12 (other) with the exception of spaces, which retain category code 10 (space). This function requires only a single expansion. Its argument *must* be braced.

TeXhackers note: This is the ε -TeX primitive `\detokenize`. Converting a $\langle\textit{token list}\rangle$ to a $\langle\textit{string}\rangle$ yields a concatenation of the string representations of every token in the $\langle\textit{token list}\rangle$. 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` $\langle\backslash\textit{a}\rangle$ normally produces the three character “backslash”, “lower-case a”, “space”, but it may also produce a single “lower-case a” if the escape character is negative and `a` is currently not a letter.

`\tl_to_str:N` * `\tl_to_str:N` $\langle\textit{tl var}\rangle$

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

`\tl_use:N` * `\tl_use:N` $\langle\textit{tl var}\rangle$

`\tl_use:c` * Recovers the content of a $\langle\textit{tl var}\rangle$ and places it directly in the input stream. An error is raised if the variable does not exist or if it is invalid. Note that it is possible to use a $\langle\textit{tl var}\rangle$ directly without an accessor function.

15.4.2 Counting and reversing token lists

`\tl_count:n` * `\tl_count:n` $\langle\textit{tokens}\rangle$

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

New: 2012-05-13

`\tl_count:N` * `\tl_count:N` \langle *tl var* \rangle
`\tl_count:c` * Counts the number of \langle *items* \rangle 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 ($\{...\}$). This process ignores 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 .
New: 2012-05-13

`\tl_count_tokens:n` * `\tl_count_tokens:n` $\{$ \langle *tokens* \rangle $\}$
New: 2019-02-25 Counts the number of \TeX tokens in the \langle *tokens* \rangle and leaves this information in the input stream. Every token, including spaces and braces, contributes one to the total; thus for instance, the token count of `a~{bc}` is 6.

`\tl_reverse:n` * `\tl_reverse:n` $\{$ \langle *token list* \rangle $\}$
`\tl_reverse:(V|o)` * 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 ... \langle *item*_n \rangle becomes \langle *item*_n \rangle ... \langle *item*₃ \rangle \langle *item*₂ \rangle \langle *item*₁ \rangle . This process preserves 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`.
Updated: 2012-01-08

\TeX hackers note: The result is returned within `\unexpanded`, which means that the token list does not expand further when appearing in an *x*-type or *e*-type argument expansion.

`\tl_reverse:N` `\tl_reverse:N` \langle *tl var* \rangle
`\tl_reverse:c` Sets the \langle *tl var* \rangle to contain the result of reversing the order of its \langle *items* \rangle , so that \langle *item*₁ \rangle \langle *item*₂ \rangle \langle *item*₃ \rangle ... \langle *item*_n \rangle becomes \langle *item*_n \rangle ... \langle *item*₃ \rangle \langle *item*₂ \rangle \langle *item*₁ \rangle . This process preserves 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. This is equivalent to a combination of an assignment and `\tl_reverse:V`. See also `\tl_reverse_items:n` for improved performance.
Updated: 2012-01-08

`\tl_reverse_items:n` * `\tl_reverse_items:n` $\{$ \langle *token list* \rangle $\}$
New: 2012-01-08 Reverses the order of the \langle *items* \rangle stored in \langle *tl var* \rangle , so that $\{$ \langle *item*₁ \rangle $\}$ $\{$ \langle *item*₂ \rangle $\}$ $\{$ \langle *item*₃ \rangle $\}$... $\{$ \langle *item*_n \rangle $\}$ becomes $\{$ \langle *item*_n \rangle $\}$... $\{$ \langle *item*₃ \rangle $\}$ $\{$ \langle *item*₂ \rangle $\}$ $\{$ \langle *item*₁ \rangle $\}$. This process removes any unprotected space within the \langle *token list* \rangle . Braced token groups are copied without reversing the order of tokens, and keep the outer set of braces. Items which are initially not braced are copied with braces in the result. In cases where preserving spaces is important, consider the slower function `\tl_reverse:n`.

\TeX hackers note: The result is returned within `\unexpanded`, which means that the token list does not expand further when appearing in an *x*-type or *e*-type argument expansion.

`\tl_trim_spaces:n` * `\tl_trim_spaces:n` $\{$ \langle *token list* \rangle $\}$
`\tl_trim_spaces:o` * 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.
New: 2011-07-09
Updated: 2012-06-25

\TeX hackers note: The result is returned within `\unexpanded`, which means that the token list does not expand further when appearing in an *x*-type or *e*-type argument expansion.

<code>\tl_trim_spaces_apply:nN</code> *	<code>\tl_trim_spaces_apply:nN</code> $\{(token\ list)\}$ $\langle function \rangle$
<code>\tl_trim_spaces_apply:oN</code> *	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 passes the result to the $\langle function \rangle$ as an n-type argument.

New: 2018-04-12

<code>\tl_trim_spaces:N</code>	<code>\tl_trim_spaces:N</code> $\langle tl\ var \rangle$
<code>\tl_trim_spaces:c</code>	Sets the $\langle tl\ var \rangle$ to contain the result of removing any leading and trailing explicit space characters (explicit tokens with character code 32 and category code 10) from its contents.
<code>\tl_gtrim_spaces:N</code>	
<code>\tl_gtrim_spaces:c</code>	

New: 2011-07-09

15.4.3 Viewing token lists

<code>\tl_show:N</code>	<code>\tl_show:N</code> $\langle tl\ var \rangle$
<code>\tl_show:c</code>	Displays the content of the $\langle tl\ var \rangle$ on the terminal.

Updated: 2021-04-29

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

<code>\tl_show:n</code>	<code>\tl_show:n</code> $\{(token\ list)\}$
-------------------------	---

Updated: 2015-08-07

Displays the $\langle token\ list \rangle$ on the terminal.

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

<code>\tl_log:N</code>	<code>\tl_log:N</code> $\langle tl\ var \rangle$
<code>\tl_log:c</code>	Writes the content of the $\langle tl\ var \rangle$ in the log file. See also <code>\tl_show:N</code> which displays the result in the terminal.

New: 2014-08-22

Updated: 2021-04-29

<code>\tl_log:n</code>	<code>\tl_log:n</code> $\{(token\ list)\}$
------------------------	--

New: 2014-08-22

Updated: 2015-08-07

Writes the $\langle token\ list \rangle$ in the log file. See also `\tl_show:n` which displays the result in the terminal.

15.5 Manipulating items in token lists

15.5.1 Mapping over token lists

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

<code>\tl_map_function:NN</code> ☆	<code>\tl_map_function:NN <tl var> <function></code>
<code>\tl_map_function:cN</code> ☆	Applies <code><function></code> to every <code><item></code> in the <code><tl var></code> . The <code><function></code> receives one argument for each iteration. This may be a number of tokens if the <code><item></code> was stored within braces. Hence the <code><function></code> should anticipate receiving n-type arguments. See also <code>\tl_map_function:nN</code> .
Updated: 2012-06-29	
<code>\tl_map_function:nN</code> ☆	<code>\tl_map_function:nN {(token list)} <function></code>
Updated: 2012-06-29	Applies <code><function></code> to every <code><item></code> in the <code><token list></code> , The <code><function></code> receives one argument for each iteration. This may be a number of tokens if the <code><item></code> was stored within braces. Hence the <code><function></code> should anticipate receiving n-type arguments. See also <code>\tl_map_function:NN</code> .
<code>\tl_map_inline:Nn</code>	<code>\tl_map_inline:Nn <tl var> {(inline function)}</code>
<code>\tl_map_inline:cn</code>	Applies the <code><inline function></code> to every <code><item></code> stored within the <code><tl var></code> . The <code><inline function></code> should consist of code which receives the <code><item></code> as #1. See also <code>\tl_map_function:NN</code> .
Updated: 2012-06-29	
<code>\tl_map_inline:nn</code>	<code>\tl_map_inline:nn {(token list)} {(inline function)}</code>
Updated: 2012-06-29	Applies the <code><inline function></code> to every <code><item></code> stored within the <code><token list></code> . The <code><inline function></code> should consist of code which receives the <code><item></code> as #1. See also <code>\tl_map_function:nN</code> .
<code>\tl_map_tokens:Nn</code> ☆	<code>\tl_map_tokens:Nn <tl var> {(code)}</code>
<code>\tl_map_tokens:cn</code> ☆	<code>\tl_map_tokens:nn {(tokens)} {(code)}</code>
<code>\tl_map_tokens:nn</code> ☆	Analogue of <code>\tl_map_function:NN</code> which maps several tokens instead of a single function. The <code><code></code> receives each <code><item></code> in the <code><tl var></code> or in <code><tokens></code> as a trailing brace group. For instance,
New: 2019-09-02	
	<code>\tl_map_tokens:Nn \l_my_tl { \prg_replicate:nn { 2 } }</code>
	expands to twice each <code><item></code> in the <code><tl var></code> : for each <code><item></code> in <code>\l_my_tl</code> the function <code>\prg_replicate:nn</code> receives 2 and <code><item></code> as its two arguments. The function <code>\tl_map_inline:Nn</code> is typically faster but is not expandable.
<code>\tl_map_variable:NNn</code>	<code>\tl_map_variable:NNn <tl var> <variable> {(code)}</code>
<code>\tl_map_variable:cNn</code>	Stores each <code><item></code> of the <code><tl var></code> in turn in the (token list) <code><variable></code> and applies the <code><code></code> . The <code><code></code> will usually make use of the <code><variable></code> , but this is not enforced. The assignments to the <code><variable></code> are local. Its value after the loop is the last <code><item></code> in the <code><tl var></code> , or its original value if the <code><tl var></code> is blank. See also <code>\tl_map_inline:Nn</code> .
Updated: 2012-06-29	
<code>\tl_map_variable:nNn</code>	<code>\tl_map_variable:nNn {(token list)} <variable> {(code)}</code>
Updated: 2012-06-29	Stores each <code><item></code> of the <code><token list></code> in turn in the (token list) <code><variable></code> and applies the <code><code></code> . The <code><code></code> will usually make use of the <code><variable></code> , but this is not enforced. The assignments to the <code><variable></code> are local. Its value after the loop is the last <code><item></code> in the <code><tl var></code> , or its original value if the <code><tl var></code> is blank. See also <code>\tl_map_inline:nn</code> .

`\tl_map_break:` ☆ `\tl_map_break:`

Updated: 2012-06-29

Used to terminate a `\tl_map_...` function before all entries in the *token list variable* have been processed. This normally takes place within a conditional statement, for example

```
\tl_map_inline:Nn \l_my_tl
{
  \str_if_eq:nnT { #1 } { bingo } { \tl_map_break: }
  % Do something useful
}
```

See also `\tl_map_break:n`. Use outside of a `\tl_map_...` scenario leads to low level \TeX errors.

\TeX hackers note: When the mapping is broken, additional tokens may be inserted before the *tokens* are inserted into the input stream. This depends on the design of the mapping function.

`\tl_map_break:n` ☆ `\tl_map_break:n {<code>}`

Updated: 2012-06-29

Used to terminate a `\tl_map_...` function before all entries in the *token list variable* have been processed, inserting the *code* after the mapping has ended. This normally takes place within a conditional statement, for example

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

Use outside of a `\tl_map_...` scenario leads to low level \TeX errors.

\TeX hackers note: When the mapping is broken, additional tokens may be inserted before the *code* is inserted into the input stream. This depends on the design of the mapping function.

15.5.2 Head and tail of token lists

Functions which deal with either only the very first item (balanced text or single normal token) in a token list, or the remaining tokens.

<code>\tl_head:N</code>	* <code>\tl_head:n {⟨token list⟩}</code>
<code>\tl_head:n</code>	* Leaves in the input stream the first <i>⟨item⟩</i> in the <i>⟨token list⟩</i> , discarding the rest of the <i>⟨token list⟩</i> . All leading explicit space characters (explicit tokens with character code 32 and category code 10) are discarded; for example
<code>\tl_head:(V v f)</code>	*

Updated: 2012-09-09

`\tl_head:n { abc }`

and

`\tl_head:n { ~ abc }`

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

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

yields `▯ab`. A blank *⟨token list⟩* (see `\tl_if_blank:nTF`) results in `\tl_head:n` leaving nothing in the input stream.

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

<code>\tl_head:w</code>	* <code>\tl_head:w ⟨token list⟩ { } \q_stop</code>
-------------------------	--

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

<code>\tl_tail:N</code>	* <code>\tl_tail:n {⟨token list⟩}</code>
<code>\tl_tail:n</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
<code>\tl_tail:(V v f)</code>	*

Updated: 2012-09-01

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

and

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

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

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

If you wish to handle token lists where the first token may be a space, and this

needs to be treated as the head/tail, this can be accomplished using `\tl_if_head_is_space:nTF`, for example

```

\exp_last_unbraced:NNo
  \cs_new:Npn \__mypkg_gobble_space:w \c_space_tl { }
\cs_new:Npn \mypkg_tl_head_keep_space:n #1
  {
    \tl_if_head_is_space:nTF {#1}
      { ~ }
      { \tl_head:n {#1} }
  }
\cs_new:Npn \mypkg_tl_tail_keep_space:n #1
  {
    \tl_if_head_is_space:nTF {#1}
      { \exp_not:o { \__mypkg_gobble_space:w #1 } }
      { \tl_tail:n {#1} }
  }

```

15.5.3 Items and ranges in token lists

```
\tl_item:nn * \tl_item:nn {<token list>} {<integer expression>}
```

```
\tl_item:Nn * Indexing items in the <token list> from 1 on the left, this function evaluates the
\tl_item:cn * <integer expression> and leaves the appropriate item from the <token list> in the
New: 2014-07-17 input stream. If the <integer expression> is negative, indexing occurs from the right
of the token list, starting at -1 for the right-most item. If the index is out of bounds,
then the function expands to nothing.
```

TeXhackers note: The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the `<item>` does not expand further when appearing in an `x`-type or `e`-type argument expansion.

```
\tl_rand_item:N * \tl_rand_item:N <tl var>
```

```
\tl_rand_item:c * \tl_rand_item:n {<token list>}
```

```
\tl_rand_item:n * Selects a pseudo-random item of the <token list>. If the <token list> is blank, the
New: 2016-12-06 result is empty. This is not available in older versions of XeLaTeX.
```

TeXhackers note: The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the `<item>` does not expand further when appearing in an `x`-type or `e`-type argument expansion.

```

\Tl_range:Nnn * \Tl_range:Nnn <tl var> {<start index>} {<end index>}
\Tl_range:nnn * \Tl_range:nnn {<token list>} {<start index>} {<end index>}

```

New: 2017-02-17 Leaves in the input stream the items from the $\langle \textit{start index} \rangle$ to the $\langle \textit{end index} \rangle$ inclusive. Spaces and braces are preserved between the items returned (but never at either end of the list). Here $\langle \textit{start index} \rangle$ and $\langle \textit{end index} \rangle$ should be $\langle \textit{integer expressions} \rangle$. For describing in detail the functions' behavior, let m and n be the start and end index respectively. If either is 0, the result is empty. A positive index means 'start counting from the left end', and a negative index means 'from the right end'. Let l be the count of the token list.

Updated: 2017-07-15

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

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

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

```

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

```

Here are some more interesting examples. The calls

```

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

```

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

```

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

```

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

```

\Tl_range:nnn { abcd~{e{}}f } { 2 } { 4 }

```

will discard the space after 'd'.

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

For better performance, see `\Tl_range_braced:nnn` and `\Tl_range_unbraced:nnn`.

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

15.5.4 Sorting token lists

`\tl_sort:Nn` `\tl_sort:Nn <tl var> {<comparison code>}`
`\tl_sort:cn`
`\tl_gsort:Nn` Sorts the items in the `<tl var>` according to the `<comparison code>`, and assigns the
`\tl_gsort:cn` result to `<tl var>`. The details of sorting comparison are described in Section 6.1.

New: 2017-02-06

`\tl_sort:nN` `\tl_sort:nN {<token list>} <conditional>`

New: 2017-02-06

Sorts the items in the `<token list>`, using the `<conditional>` to compare items, and leaves the result in the input stream. The `<conditional>` should have signature `:nnTF`, and return `true` if the two items being compared should be left in the same order, and `false` if the items should be swapped. The details of sorting comparison are described in Section 6.1.

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

15.6 Manipulating tokens in token lists

15.6.1 Replacing tokens

Within token lists, replacement takes place at the top level: there is no recursion into brace groups (more precisely, within a group defined by a category code 1/2 pair).

`\tl_replace_once:Nnn` `\tl_replace_once:Nnn <tl var> {<old tokens>} {<new tokens>}`

`\tl_replace_once:cnn`
`\tl_greplace_once:Nnn` Replaces the first (leftmost) occurrence of `<old tokens>` in the `<tl var>` with `<new tokens>`. `<Old tokens>` cannot contain `{`, `}` or `#` (more precisely, explicit character
`\tl_greplace_once:cnn` tokens with category code 1 (begin-group) or 2 (end-group), and tokens with category code 6).

Updated: 2011-08-11

`\tl_replace_all:Nnn` `\tl_replace_all:Nnn <tl var> {<old tokens>} {<new tokens>}`

`\tl_replace_all:cnn`
`\tl_greplace_all:Nnn` Replaces all occurrences of `<old tokens>` in the `<tl var>` with `<new tokens>`. `<Old tokens>` cannot contain `{`, `}` or `#` (more precisely, explicit character
`\tl_greplace_all:cnn` tokens with category code 1 (begin-group) or 2 (end-group), and tokens with category code 6). As this function operates from left to right, the pattern `<old tokens>` may remain after the replacement (see `\tl_remove_all:Nn` for an example).

Updated: 2011-08-11

`\tl_remove_once:Nn` `\tl_remove_once:Nn <tl var> {<tokens>}`

`\tl_remove_once:cn`
`\tl_gremove_once:Nn` Removes the first (leftmost) occurrence of `<tokens>` from the `<tl var>`. `<Tokens>` cannot
`\tl_gremove_once:cn` contain `{`, `}` or `#` (more precisely, explicit character tokens with category code 1 (begin-group) or 2 (end-group), and tokens with category code 6).

Updated: 2011-08-11

<code>\tl_remove_all:Nn</code>	<code>\tl_remove_all:Nn <tl var> {<tokens>}</code>
<code>\tl_remove_all:cn</code>	Removes all occurrences of <code><tokens></code> from the <code><tl var></code> . <code><Tokens></code> cannot contain <code>{, }</code> or <code>#</code> (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 <code><tokens></code> may remain after the removal, for instance,
<code>\tl_gremove_all:Nn</code>	
<code>\tl_gremove_all:cn</code>	

Updated: 2011-08-11

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

results in `\l_tmpa_tl` containing `abcd`.

15.6.2 Reassigning category codes

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

<code>\tl_set_rescan:Nnn</code>	<code>\tl_set_rescan:Nnn <tl var> {<setup>} {<tokens>}</code>
<code>\tl_set_rescan:(Nno Nnx cnn cno cnx)</code>	
<code>\tl_gset_rescan:Nnn</code>	
<code>\tl_gset_rescan:(Nno Nnx cnn cno cnx)</code>	

Updated: 2015-08-11

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

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

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

Updated: 2015-08-11 Rescans `<tokens>` applying the category code régime specified in the `<setup>`, and leaves the resulting tokens in the input stream. (Category codes applied to tokens not explicitly covered by the `<setup>` are those in force at the point of use of `\tl_rescan:nn`.) The `<setup>` is run within a group and may contain any valid input, although only changes in category codes, such as uses of `\cctab_select:N`, 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_EXhackers 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.

Contrarily to the `\scantokens` primitive, `\tl_rescan:nn` tokenizes the whole string in the same category code régime rather than one token at a time, so that directives such as `\verb` that rely on changing category codes will not function properly.

15.7 Constant token lists

`\c_empty_tl` Constant that is always empty.

`\c_novalue_tl` A marker for the absence of an argument. This constant `tl` can safely be typeset (*cf.* `\q_nil`), with the result being `-NoValue-`. It is important to note that `\c_novalue_tl` is constructed such that it will *not* match the simple text input `-NoValue-`, *i.e.* that

New: 2017-11-14

```
\tl_if_eq:NnTF \c_novalue_tl { -NoValue- }
```

is logically `false`. The `\c_novalue_tl` marker is intended for use in creating document-level interfaces, where it serves as an indicator that an (optional) argument was omitted. In particular, it is distinct from a simple empty `tl`.

`\c_space_tl` An explicit space character contained in a token list (compare this with `\c_space_token`). For use where an explicit space is required.

15.8 Scratch token lists

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

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

Chapter 16

The `l3str` package: Strings

`TeX` associates each character with a category code: as such, there is no concept of a “string” as commonly understood in many other programming languages. However, there are places where we wish to manipulate token lists while in some sense “ignoring” category codes: this is done by treating token lists as strings in a `TeX` sense.

A `TeX` string (and thus an `expl3` string) is a series of characters which have category code 12 (“other”) with the exception of space characters which have category code 10 (“space”). Thus at a technical level, a `TeX` string is a token list with the appropriate category codes. In this documentation, these are simply referred to as strings.

String variables are simply specialised token lists, but by convention should be named with the suffix `...str`. Such variables should contain characters with category code 12 (other), except spaces, which have category code 10 (blank space). All the functions in this module which accept a token list argument first convert it to a string using `\tl_to_str:n` for internal processing, and do not treat a token list or the corresponding string representation differently.

As a string is a subset of the more general token list, it is sometimes unclear when one should be used over the other. Use a string variable for data that isn’t primarily intended for typesetting and for which a level of protection from unwanted expansion is suitable. This data type simplifies comparison of variables since there are no concerns about expansion of their contents.

The functions `\cs_to_str:N`, `\tl_to_str:n`, `\tl_to_str:N` and `\token_to_str:N` (and variants) generate strings from the appropriate input: these are documented in `l3basics`, `l3tl` and `l3token`, respectively.

Most expandable functions in this module come in three flavours:

- `\str_...:N`, which expect a token list or string variable as their argument;
- `\str_...:n`, taking any token list (or string) as an argument;
- `\str_..._ignore_spaces:n`, which ignores any space encountered during the operation: these functions are typically faster than those which take care of escaping spaces appropriately.

16.1 Creating and initialising string variables

<code>\str_new:N</code>	<code>\str_new:N <str var></code>
<code>\str_new:c</code>	Creates a new <code><str var></code> or raises an error if the name is already taken. The declaration is global. The <code><str var></code> is initially empty.

<code>\str_const:Nn</code>	<code>\str_const:Nn <str var> {(token list)}</code>
<code>\str_const:(NV Nx cn cV cx)</code>	Creates a new constant <code><str var></code> or raises an error if the name is already taken. The value of the <code><str var></code> is set globally to the <code><token list></code> , converted to a string.

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

<code>\str_clear:N</code>	<code>\str_clear:N <str var></code>
<code>\str_clear:c</code>	Clears the content of the <code><str var></code> .
<code>\str_gclear:N</code>	
<code>\str_gclear:c</code>	

New: 2015-09-18

<code>\str_clear_new:N</code>	<code>\str_clear_new:N <str var></code>
<code>\str_clear_new:c</code>	Ensures that the <code><str var></code> exists globally by applying <code>\str_new:N</code> if necessary, then applies <code>\str_(g)clear:N</code> to leave the <code><str var></code> empty.

New: 2015-09-18

<code>\str_set_eq:NN</code>	<code>\str_set_eq:NN <str var₁₂</code>
<code>\str_set_eq:(cN Nc cc)</code>	Sets the content of <code><str var_{1 equal to that of <code><str var_{2.}</code>}</code>
<code>\str_gset_eq:NN</code>	
<code>\str_gset_eq:(cN Nc cc)</code>	

New: 2015-09-18

<code>\str_concat:NNN</code>	<code>\str_concat:NNN <str var₁₂₃</code>
<code>\str_concat:ccc</code>	Concatenates the content of <code><str var_{2 and <code><str var_{3 together and saves the result in <code><str var_{1. The <code><str var_{2 is placed at the left side of the new string variable. The <code><str var_{2 and <code><str var_{3 must indeed be strings, as this function does not convert their contents to a string.}</code>}</code>}</code>}</code>}</code>}</code>
<code>\str_gconcat:NNN</code>	
<code>\str_gconcat:ccc</code>	

New: 2017-10-08

<code>\str_if_exist_p:N</code>	<code>\str_if_exist_p:N <str var></code>
<code>\str_if_exist_p:c</code>	<code>\str_if_exist:NTF <str var> {(true code)} {(false code)}</code>
<code>\str_if_exist:NTF</code>	Tests whether the <code><str var></code> is currently defined. This does not check that the <code><str var></code> really is a string.
<code>\str_if_exist:cTF</code>	

New: 2015-09-18

16.2 Adding data to string variables

<code>\str_set:Nn</code>	<code>\str_set:Nn <str var> {<token list>}</code>
<code>\str_set:(NV Nx cn cV cx)</code>	Converts the <code><token list></code> to a <code><string></code> , and stores the result in <code><str var></code> .
<code>\str_gset:Nn</code>	
<code>\str_gset:(NV Nx cn cV cx)</code>	

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

<code>\str_put_left:Nn</code>	<code>\str_put_left:Nn <str var> {<token list>}</code>
<code>\str_put_left:(NV Nx cn cV cx)</code>	
<code>\str_gput_left:Nn</code>	
<code>\str_gput_left:(NV Nx cn cV cx)</code>	

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

Converts the `<token list>` to a `<string>`, and prepends the result to `<str var>`. The current contents of the `<str var>` are not automatically converted to a string.

<code>\str_put_right:Nn</code>	<code>\str_put_right:Nn <str var> {<token list>}</code>
<code>\str_put_right:(NV Nx cn cV cx)</code>	
<code>\str_gput_right:Nn</code>	
<code>\str_gput_right:(NV Nx cn cV cx)</code>	

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

Converts the `<token list>` to a `<string>`, and appends the result to `<str var>`. The current contents of the `<str var>` are not automatically converted to a string.

16.3 String conditionals

<code>\str_if_empty_p:N *</code>	<code>\str_if_empty_p:N <str var></code>
<code>\str_if_empty_p:c *</code>	<code>\str_if_empty:NTF <str var> {<true code>} {<false code>}</code>
<code>\str_if_empty:NTF *</code>	Tests if the <code><string variable></code> is entirely empty (<i>i.e.</i> contains no characters at all).
<code>\str_if_empty:cTF *</code>	
<code>\str_if_empty_p:n *</code>	
<code>\str_if_empty:nTF *</code>	

New: 2015-09-18
Updated: 2022-03-21

<code>\str_if_eq_p:NN</code>	<code>\str_if_eq_p:NN <str var₁₂</code>
<code>\str_if_eq_p:(Nc cN cc) *</code>	<code>\str_if_eq:NNTF <str var₁₂</code>
<code>\str_if_eq:NNTF *</code>	Compares the content of two <code><str variables></code> and is logically true if the two contain the same characters in the same order. See <code>\tl_if_eq:NNTF</code> to compare tokens (including their category codes) rather than characters.
<code>\str_if_eq:(Nc cN cc)TF *</code>	

New: 2015-09-18

```

\str_if_eq_p:nn          * \str_if_eq_p:nn {<tl1>} {<tl2>}
\str_if_eq_p:(Vn|on|no|nV|VV|vn|nv|ee) * \str_if_eq:nnTF {<tl1>} {<tl2>} {<true code>} {<false code>}
\str_if_eq:nnTF          *
\str_if_eq:(Vn|on|no|nV|VV|vn|nv|ee)TF *

```

Updated: 2018-06-18

Compares the two *<token lists>* on a character by character basis (namely after converting them to strings), and is *true* if the two *<strings>* contain the same characters in the same order. Thus for example

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

is logically true. See `\tl_if_eq:nnTF` to compare tokens (including their category codes) rather than characters.

```

\str_if_in:NnTF \str_if_in:NnTF <str var> {<token list>} {<true code>} {<false code>}
\str_if_in:cnTF

```

New: 2017-10-08

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

```

\str_if_in:nnTF \str_if_in:nnTF {<tl1>} {<tl2>} {<true code>} {<false code>}

```

New: 2017-10-08

Converts both *<token lists>* to *<strings>* and tests whether *<string2>* is found inside *<string1>*.

```

\str_case:nn          * \str_case:nnTF {<test string>}
\str_case:(Vn|on|nV|nv) * {
\str_case:nnTF          *   {<string case1>} {<code case1>}
\str_case:(Vn|on|nV|nv)TF *   {<string case2>} {<code case2>}
\str_case:Nn          *   ...
\str_case:NnTF          *   {<string case_n>} {<code case_n>}

```

New: 2013-07-24

Updated: 2022-03-21

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

This set of functions performs no expansion on each *<string case>* argument, so any variable in there will be compared as a string. If expansion is needed in the *<string cases>*, then `\str_case_e:nn(TF)` should be used instead.

```

\str_case_e:nn  * \str_case_e:nnTF {\langle test string \rangle}
\str_case_e:nnTF * {
  {\langle string case1 \rangle} {\langle code case1 \rangle}
  {\langle string case2 \rangle} {\langle code case2 \rangle}
  ...
  {\langle string casen \rangle} {\langle code casen \rangle}
}
{\langle true code \rangle}
{\langle false code \rangle}

```

New: 2018-06-19

Compares the full expansion of the $\langle test\ string \rangle$ in turn with the full expansion of the $\langle string\ cases \rangle$ (all token lists are converted to strings). If the two full expansions are equal (as described for $\backslashstr_if_eq:nnTF$) then the associated $\langle code \rangle$ is left in the input stream and other cases are discarded. If any of the cases are matched, the $\langle true\ code \rangle$ is also inserted into the input stream (after the code for the appropriate case), while if none match then the $\langle false\ code \rangle$ is inserted. The function $\backslashstr_case_e:nn$, which does nothing if there is no match, is also available. The $\langle test\ string \rangle$ is expanded in each comparison, and must always yield the same result: for example, random numbers must not be used within this string.

```

\str_compare_p:nNn * \str_compare_p:nNn {\langle t1 \rangle} \langle relation \rangle {\langle t2 \rangle}
\str_compare_p:eNe * \str_compare:nNnTF {\langle t1 \rangle} \langle relation \rangle {\langle t2 \rangle} {\langle true code \rangle} {\langle false code \rangle}
\str_compare:nNnTF *
\str_compare:eNeTF *

```

New: 2021-05-17

Compares the two $\langle token\ lists \rangle$ on a character by character basis (namely after converting them to strings) in a lexicographic order according to the character codes of the characters. The $\langle relation \rangle$ can be $<$, $=$, or $>$ and the test is **true** under the following conditions:

- for $<$, if the first string is earlier than the second in lexicographic order;
- for $=$, if the two strings have exactly the same characters;
- for $>$, if the first string is later than the second in lexicographic order.

Thus for example the following is logically **true**:

```
\str_compare_p:nNn { ab } < { abc }
```

T_EXhackers note: This is a wrapper around the T_EX primitive $\backslash(pdf)strcmp$. It is meant for programming and not for sorting textual contents, as it simply considers character codes and not more elaborate considerations of grapheme clusters, locale, etc.

16.4 Mapping over strings

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

```

\str_map_function:nN ☆ \str_map_function:nN {\langle token list \rangle} \langle function \rangle
\str_map_function:NN ☆ \str_map_function:NN \langle str var \rangle \langle function \rangle
\str_map_function:cN ☆

```

Converts the $\langle token\ list \rangle$ to a $\langle string \rangle$ then applies $\langle function \rangle$ to every $\langle character \rangle$ in the $\langle string \rangle$ including spaces.

New: 2017-11-14

<code>\str_map_inline:nn</code>	<code>\str_map_inline:nn {<token list>} {<inline function>}</code>
<code>\str_map_inline:Nn</code>	<code>\str_map_inline:Nn <str var> {<inline function>}</code>
<code>\str_map_inline:cn</code>	Converts the <i><token list></i> to a <i><string></i> then applies the <i><inline function></i> to every <i><character></i> in the <i><str var></i> including spaces. The <i><inline function></i> should consist of code which receives the <i><character></i> as #1.

New: 2017-11-14

<code>\str_map_tokens:nn</code>	☆ <code>\str_map_tokens:nn {<token list>} {<code>}</code>
<code>\str_map_tokens:Nn</code>	☆ <code>\str_map_tokens:Nn <str var> {<code>}</code>
<code>\str_map_tokens:cn</code>	☆ Converts the <i><token list></i> to a <i><string></i> then applies <i><code></i> to every <i><character></i> in the <i><string></i> including spaces. The <i><code></i> receives each character as a trailing brace group. This is equivalent to <code>\str_map_function:nN</code> if the <i><code></i> consists of a single function.

New: 2021-05-05

<code>\str_map_variable:nNn</code>	<code>\str_map_variable:nNn {<token list>} <variable> {<code>}</code>
<code>\str_map_variable:NNn</code>	<code>\str_map_variable:NNn <str var> <variable> {<code>}</code>
<code>\str_map_variable:cNn</code>	Converts the <i><token list></i> to a <i><string></i> then stores each <i><character></i> in the <i><string></i> (including spaces) in turn in the (string or token list) <i><variable></i> and applies the <i><code></i> . The <i><code></i> will usually make use of the <i><variable></i> , but this is not enforced. The assignments to the <i><variable></i> are local. Its value after the loop is the last <i><character></i> in the <i><string></i> , or its original value if the <i><string></i> is empty. See also <code>\str_map_inline:Nn</code> .

New: 2017-11-14

<code>\str_map_break:</code>	☆ <code>\str_map_break:</code>
------------------------------	--------------------------------

New: 2017-10-08

Used to terminate a `\str_map_...` function before all characters in the *<string>* have been processed. This normally takes place within a conditional statement, for example

```

\str_map_inline:Nn \l_my_str
{
  \str_if_eq:nnT { #1 } { bingo } { \str_map_break: }
  % Do something useful
}

```

See also `\str_map_break:n`. Use outside of a `\str_map_...` scenario leads to low level TeX errors.

TeXhackers note: When the mapping is broken, additional tokens may be inserted before continuing with the code that follows the loop. This depends on the design of the mapping function.

`\str_map_break:n` ☆ `\str_map_break:n {<code>}`

New: 2017-10-08

Used to terminate a `\str_map_...` function before all characters in the *<string>* have been processed, inserting the *<code>* after the mapping has ended. This normally takes place within a conditional statement, for example

```
\str_map_inline:Nn \l_my_str
{
  \str_if_eq:nnT { #1 } { bingo }
  { \str_map_break:n { <code> } }
  % Do something useful
}
```

Use outside of a `\str_map_...` scenario leads to low level TeX errors.

TeXhackers note: When the mapping is broken, additional tokens may be inserted before the *<code>* is inserted into the input stream. This depends on the design of the mapping function.

16.5 Working with the content of strings

`\str_use:N` ☆ `\str_use:N <str var>`

`\str_use:c` ☆

New: 2015-09-18

Recovers the content of a *<str var>* and places it directly in the input stream. An error is raised if the variable does not exist or if it is invalid. Note that it is possible to use a *<str>* directly without an accessor function.

`\str_count:N` ☆ `\str_count:n {<token list>}`
`\str_count:c` ☆
`\str_count:n` ☆
`\str_count_ignore_spaces:n` ☆

New: 2015-09-18

Leaves in the input stream the number of characters in the string representation of *<token list>*, as an integer denotation. The functions differ in their treatment of spaces. In the case of `\str_count:N` and `\str_count:n`, all characters including spaces are counted. The `\str_count_ignore_spaces:n` function leaves the number of non-space characters in the input stream.

`\str_count_spaces:N` ☆ `\str_count_spaces:n {<token list>}`

`\str_count_spaces:c` ☆

`\str_count_spaces:n` ☆

New: 2015-09-18

Leaves in the input stream the number of space characters in the string representation of *<token list>*, as an integer denotation. Of course, this function has no `_ignore_spaces` variant.

```

\str_head:N          * \str_head:n {\token list}
\str_head:c          *
\str_head:n          *
\str_head_ignore_spaces:n *

```

New: 2015-09-18

Converts the $\langle token list \rangle$ into a $\langle string \rangle$. The first character in the $\langle string \rangle$ is then left in the input stream, with category code “other”. The functions differ if the first character is a space: $\backslash\text{str_head:N}$ and $\backslash\text{str_head:n}$ return a space token with category code 10 (blank space), while the $\backslash\text{str_head_ignore_spaces:n}$ function ignores this space character and leaves the first non-space character in the input stream. If the $\langle string \rangle$ is empty (or only contains spaces in the case of the $_ignore_spaces$ function), then nothing is left on the input stream.

```

\str_tail:N          * \str_tail:n {\token list}
\str_tail:c          *
\str_tail:n          *
\str_tail_ignore_spaces:n *

```

New: 2015-09-18

Converts the $\langle token list \rangle$ to a $\langle string \rangle$, removes the first character, and leaves the remaining characters (if any) in the input stream, with category codes 12 and 10 (for spaces). The functions differ in the case where the first character is a space: $\backslash\text{str_tail:N}$ and $\backslash\text{str_tail:n}$ only trim that space, while $\backslash\text{str_tail_ignore_spaces:n}$ removes the first non-space character and any space before it. If the $\langle token list \rangle$ is empty (or blank in the case of the $_ignore_spaces$ variant), then nothing is left on the input stream.

```

\str_item:Nn         * \str_item:nn {\token list} {\integer expression}
\str_item:nn         *
\str_item_ignore_spaces:nn *

```

New: 2015-09-18

Converts the $\langle token list \rangle$ to a $\langle string \rangle$, and leaves in the input stream the character in position $\langle integer expression \rangle$ of the $\langle string \rangle$, starting at 1 for the first (left-most) character. In the case of $\backslash\text{str_item:Nn}$ and $\backslash\text{str_item:nn}$, all characters including spaces are taken into account. The $\backslash\text{str_item_ignore_spaces:nn}$ function skips spaces when counting characters. If the $\langle integer expression \rangle$ is negative, characters are counted from the end of the $\langle string \rangle$. Hence, -1 is the right-most character, *etc.*

```

\str_range:Nnn      * \str_range:nnn {⟨token list⟩} {⟨start index⟩} {⟨end index⟩}
\str_range:cnn      *
\str_range:nnn      *
\str_range_ignore_spaces:nnn *

```

New: 2015-09-18

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

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

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

```

\iow_term:x { \str_range:nnn { abcdef } { 2 } { 5 } }
\iow_term:x { \str_range:nnn { abcdef } { -4 } { -1 } }
\iow_term:x { \str_range:nnn { abcdef } { -2 } { -1 } }
\iow_term:x { \str_range:nnn { abcdef } { 0 } { -1 } }

```

prints `bcde`, `cdef`, `ef`, and an empty line to the terminal. The $\langle start\ index \rangle$ must always be smaller than or equal to the $\langle end\ index \rangle$: if this is not the case then no output is generated. Thus

```

\iow_term:x { \str_range:nnn { abcdef } { 5 } { 2 } }
\iow_term:x { \str_range:nnn { abcdef } { -1 } { -4 } }

```

both yield empty strings.

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

```

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

```

```

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

```

```

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

```

```

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

```

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

16.6 Modifying string variables

```

\str_replace_once:Nnn \str_replace_once:Nnn <str var> {<old>} {<new>}
\str_replace_once:cnn
\str_greplace_once:Nnn
\str_greplace_once:cnn

```

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

New: 2017-10-08

```

\str_replace_all:Nnn \str_replace_all:Nnn <str var> {<old>} {<new>}
\str_replace_all:cnn
\str_greplace_all:Nnn
\str_greplace_all:cnn

```

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

New: 2017-10-08

```

\str_remove_once:Nn \str_remove_once:Nn <str var> {<token list>}
\str_remove_once:cn
\str_gremove_once:Nn
\str_gremove_once:cn

```

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

New: 2017-10-08

```

\str_remove_all:Nn \str_remove_all:Nn <str var> {<token list>}
\str_remove_all:cn
\str_gremove_all:Nn
\str_gremove_all:cn

```

Converts the *<token list>* to a *<string>* then removes all occurrences of *<string>* from the *<str var>*. As this function operates from left to right, the pattern *<string>* may remain after the removal, for instance,

New: 2017-10-08

```

\str_set:Nn \l_tmpa_str {abbccd} \str_remove_all:Nn \l_tmpa_str
{bc}

```

results in `\l_tmpa_str` containing `abcd`.

16.7 String manipulation

```
\str_lowercase:n * \str_lowercase:n {(tokens)}  
\str_lowercase:f * \str_uppercase:n {(tokens)}  
\str_uppercase:n *  
\str_uppercase:f *
```

New: 2019-11-26 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_uppercase:f { \tl_head:n {#1} }  
    \str_lowercase: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_casefold:n` for this situation (case folding is distinct from lower casing).
- Case changing text for typesetting: see the `\text_lowercase:n(n)`, `\text_uppercase:n(n)` and `\text_titlecase:n(n)` functions which correctly deal with context-dependence and other factors appropriate to text case changing.

<code>\str_casefold:n</code> *	<code>\str_casefold:n</code> $\langle\{tokens\}\rangle$
<code>\str_casefold:V</code> *	Converts the input $\langle tokens \rangle$ to their string representation, as described for <code>\tl_to_str:n</code> , 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.

New: 2022-10-16

String folding is a process used for material such as identifiers rather than for “text”. The folding provided by `\str_casefold: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_casefold: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).

16.8 Viewing strings

<code>\str_show:N</code>	<code>\str_show:N</code> $\langle str var \rangle$
<code>\str_show:c</code>	Displays the content of the $\langle str var \rangle$ on the terminal.
<code>\str_show:n</code>	

New: 2015-09-18
Updated: 2021-04-29

<code>\str_log:N</code>	<code>\str_log:N</code> $\langle str var \rangle$
<code>\str_log:c</code>	Writes the content of the $\langle str var \rangle$ in the log file.
<code>\str_log:n</code>	

New: 2019-02-15
Updated: 2021-04-29

16.9 Constant strings

`\c_ampersand_str` Constant strings, containing a single character token, with category code 12.
`\c_atsign_str`
`\c_backslash_str`
`\c_left_brace_str`
`\c_right_brace_str`
`\c_circumflex_str`
`\c_colon_str`
`\c_dollar_str`
`\c_hash_str`
`\c_percent_str`
`\c_tilde_str`
`\c_underscore_str`
`\c_zero_str`

New: 2015-09-19

Updated: 2020-12-22

16.10 Scratch strings

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

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

16.11 Deprecated functions

`\str_foldcase:n` * `\str_foldcase:n` $\{(tokens)\}$
`\str_foldcase:V` * A previous name for the functionally-identical `\str_casefold:n`.

New: 2019-11-26

Chapter 17

The `l3str-convert` package: String encoding conversions

17.1 Encoding and escaping schemes

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

- The code points (“character codes”) are expressed as bytes following a given “encoding”. This can be UTF-16, ISO 8859-1, *etc.* See Table 1 for a list of supported encodings.⁷
- Bytes are translated to `TeX` tokens through a given “escaping”. Those are defined for the most part by the `pdf` file format. See Table 2 for a list of escaping methods supported.⁷

⁷Encodings and escapings will be added as they are requested.

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

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

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

<i>⟨Escaping⟩</i>	description
<code>bytes</code> , or <code>empty</code>	arbitrary bytes
<code>hex</code> , <code>hexadecimal</code>	byte = two hexadecimal digits
<code>name</code>	see <code>\pdfescapename</code>
<code>string</code>	see <code>\pdfescapestring</code>
<code>url</code>	encoding used in URLs

17.2 Conversion functions

`\str_set_convert:Nnnn` `\str_set_convert:Nnnn` $\langle str\ var \rangle$ $\{\langle string \rangle\}$ $\{\langle name\ 1 \rangle\}$ $\{\langle name\ 2 \rangle\}$
`\str_gset_convert:Nnnn`

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

For example,

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

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

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

`\str_set_convert:NnnnTF` `\str_set_convert:NnnnTF` $\langle str\ var \rangle$ $\{\langle string \rangle\}$ $\{\langle name\ 1 \rangle\}$ $\{\langle name\ 2 \rangle\}$ $\{\langle true\ code \rangle\}$
`\str_gset_convert:NnnnTF` $\{\langle false\ code \rangle\}$

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

17.3 Conversion by expansion (for PDF contexts)

A small number of expandable functions are provided for use in PDF string/name contexts. These *assume UTF-8* and *no escaping* in the input.

`\str_convert_pdfname:n` \star `\str_convert_pdfname:n` $\langle string \rangle$

As `\str_set_convert:Nnnn`, converts the $\langle string \rangle$ on a byte-by-byte basis with non-ASCII codepoints escaped using hashes.

17.4 Possibilities, and things to do

Encoding/escaping-related tasks.

- In XeTeX/LuaTeX, would it be better to use the `^^^...` approach to build a string from a given list of character codes? Namely, within a group, assign `0-9a-f` and all characters we want to category “other”, then assign `^` the category superscript, and use `\scantokens`.
- Change `\str_set_convert:Nnnn` to expand its last two arguments.
- Describe the internal format in the code comments. Refuse code points in `["D800,"DFFF]` in the internal representation?
- Add documentation about each encoding and escaping method, and add examples.
- The `hex` unescaping should raise an error for odd-token count strings.
- Decide what bytes should be escaped in the `url` escaping. Perhaps the characters `! ' () * - . / 0 1 2 3 4 5 6 7 8 9 _` are safe, and all other characters should be escaped?
- Automate generation of 8-bit mapping files.
- Change the framework for 8-bit encodings: for decoding from 8-bit to Unicode, use 256 integer registers; for encoding, use a tree-box.
- More encodings (see Heiko’s `stringenc`). CESU?
- More escapings: ASCII85, shell escapes, lua escapes, *etc.*?

Chapter 18

The `l3quark` package

Quarks

Two special types of constants in $\text{\LaTeX}3$ are “quarks” and “scan marks”. By convention all constants of type quark start out with `\q_`, and scan marks start with `\s_`.

18.1 Quarks

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

They are meant to be used as delimiter in weird functions, the most common use case being the ‘stop token’ (*i.e.* `\q_stop`). For example, when writing a macro to parse a user-defined date

```
\date_parse:n {19/June/1981}
```

one might write a command such as

```
\cs_new:Npn \date_parse:n #1 { \date_parse_aux:w #1 \q_stop }
\cs_new:Npn \date_parse_aux:w #1 / #2 / #3 \q_stop
  { <do something with the date> }
```

Quarks are sometimes also used as error return values for functions that receive erroneous input. For example, in the function `\prop_get:NnN` to retrieve a value stored in some key of a property list, if the key does not exist then the return value is the quark `\q_no_value`. As mentioned above, such quarks are extremely fragile and it is imperative when using such functions that code is carefully written to check for pathological cases to avoid leakage of a quark into an uncontrolled environment.

Quarks also permit the following ingenious trick when parsing tokens: when you pick up a token in a temporary variable and you want to know whether you have picked up a particular quark, all you have to do is compare the temporary variable to the quark using `\tl_if_eq:NNTF`. A set of special quark testing functions is set up below. All the quark testing functions are expandable although the ones testing only single tokens are much faster.

18.2 Defining quarks

`\quark_new:N` `\quark_new:N <quark>`
 Creates a new `<quark>` which expands only to `<quark>`. The `<quark>` is defined globally, and an error message is raised if the name was already taken.

`\q_stop` Used as a marker for delimited arguments, such as

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

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

`\q_nil` Quark to mark a null value in structured variables or functions. Used as an end delimiter when this may itself need to be tested (in contrast to `\q_stop`, which is only ever used as a delimiter).

`\q_no_value` A canonical value for a missing value, when one is requested from a data structure. This is therefore used as a “return” value by functions such as `\prop_get:NnN` if there is no data to return.

18.3 Quark tests

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

`\quark_if_nil_p:N` * `\quark_if_nil_p:N <token>`
`\quark_if_nil:NTF` * `\quark_if_nil:NTF <token> {<true code>} {<false code>}`

Tests if the `<token>` is equal to `\q_nil`.

`\quark_if_nil_p:n` * `\quark_if_nil_p:n {<token list>}`
`\quark_if_nil_p:(o|V)` * `\quark_if_nil:nTF {<token list>} {<true code>} {<false code>}`
`\quark_if_nil:nTF` * Tests if the `<token list>` contains only `\q_nil` (distinct from `<token list>` being empty or containing `\q_nil` plus one or more other tokens).
`\quark_if_nil:(o|V)TF` *

`\quark_if_no_value_p:N` * `\quark_if_no_value_p:N <token>`
`\quark_if_no_value_p:c` * `\quark_if_no_value:NTF <token> {<true code>} {<false code>}`
`\quark_if_no_value:NTF` * Tests if the `<token>` is equal to `\q_no_value`.
`\quark_if_no_value:cTF` *

`\quark_if_no_value_p:n` * `\quark_if_no_value_p:n {<token list>}`
`\quark_if_no_value:nTF` * `\quark_if_no_value:nTF {<token list>} {<true code>} {<false code>}`
 Tests if the `<token list>` contains only `\q_no_value` (distinct from `<token list>` being empty or containing `\q_no_value` plus one or more other tokens).

18.4 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 18.4.1.

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

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

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

Tests if `<token>` contains only the marker `\q_recursion_tail`, and if so uses `\use_none_delimit_by_q_recursion_stop:w` to terminate the recursion that this belongs to. The recursion input must include the marker tokens `\q_recursion_tail` and `\q_recursion_stop` as the last two items.

`\quark_if_recursion_tail_stop:n * \quark_if_recursion_tail_stop:n {{token list}}`
`\quark_if_recursion_tail_stop:o *`

Updated: 2011-09-06

Tests if the `<token list>` contains only `\q_recursion_tail`, and if so uses `\use_none_delimit_by_q_recursion_stop:w` to terminate the recursion that this belongs to. The recursion input must include the marker tokens `\q_recursion_tail` and `\q_recursion_stop` as the last two items.

`\quark_if_recursion_tail_stop_do:Nn * \quark_if_recursion_tail_stop_do:Nn <token> {{insertion}}`

Tests if `<token>` contains only the marker `\q_recursion_tail`, and if so uses `\use_i_delimit_by_q_recursion_stop:w` to terminate the recursion that this belongs to. The recursion input must include the marker tokens `\q_recursion_tail` and `\q_recursion_stop` as the last two items. The `<insertion>` code is then added to the input stream after the recursion has ended.

`\quark_if_recursion_tail_stop_do:nn * \quark_if_recursion_tail_stop_do:nn {{token list}} {{insertion}}`
`\quark_if_recursion_tail_stop_do:on *`

Updated: 2011-09-06

Tests if the `<token list>` contains only `\q_recursion_tail`, and if so uses `\use_i_delimit_by_q_recursion_stop:w` to terminate the recursion that this belongs to. The recursion input must include the marker tokens `\q_recursion_tail` and `\q_recursion_stop` as the last two items. The `<insertion>` code is then added to the input stream after the recursion has ended.

```
\quark_if_recursion_tail_break:NN * \quark_if_recursion_tail_break:nN {<token list>}
\quark_if_recursion_tail_break:nN * \<type>_map_break:
```

New: 2018-04-10

Tests if $\langle token list \rangle$ 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:.`

18.4.1 An example of recursion with quarks

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

Here’s the definition of `\my_map_dbl:nn`. First of all, define the function that does the processing based on the inline function argument #2. Then initiate the recursion using an internal function. The token list #1 is terminated using `\q_recursion_tail`, with delimiters according to the type of recursion (here a pair of `\q_recursion_tail`), concluding with `\q_recursion_stop`. These quarks are used to mark the end of the token list being operated upon.

```
\cs_new:Npn \my_map_dbl:nn #1#2
{
  \cs_set:Npn \_my_map_dbl_fn:nn ##1 ##2 {#2}
  \_my_map_dbl:nn #1 \q_recursion_tail \q_recursion_tail
  \q_recursion_stop
}
```

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

```
\cs_new:Nn \_my_map_dbl:nn
{
  \quark_if_recursion_tail_stop:n {#1}
  \quark_if_recursion_tail_stop:n {#2}
  \_my_map_dbl_fn:nn {#1} {#2}
}
```

Finally, recurse:

```
\_my_map_dbl:nn
}
```

Note that contrarily to $\text{\LaTeX}3$ built-in mapping functions, this mapping function cannot be nested, since the second map would overwrite the definition of `_my_map_dbl_fn:nn`.

18.5 Scan marks

Scan marks are control sequences set equal to `\scan_stop:`, hence never expand in an expansion context and are (largely) invisible if they are encountered in a typesetting context.

Like quarks, they can be used as delimiters in weird functions and are often safer to use for this purpose. Since they are harmless when executed by \TeX in non-expandable contexts, they can be used to mark the end of a set of instructions. This allows to skip to that point if the end of the instructions should not be performed (see `!3regex`).

`\scan_new:N` `\scan_new:N` $\langle scan\ mark \rangle$

New: 2018-04-01 Creates a new $\langle scan\ mark \rangle$ which is set equal to `\scan_stop:`. The $\langle scan\ mark \rangle$ is defined globally, and an error message is 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`.

New: 2018-04-01

`\use_none_delimit_by_s_stop:w` \star `\use_none_delimit_by_s_stop:w` $\langle tokens \rangle$ `\s_stop`

New: 2018-04-01

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

Chapter 19

The l3seq package

Sequences and stacks

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

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

19.1 Creating and initialising sequences

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

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

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

Clears all items from the *⟨sequence⟩*.

<code>\seq_clear_new:N</code>	<code>\seq_clear_new:N</code>	<code>⟨sequence⟩</code>
-------------------------------	-------------------------------	-------------------------

<code>\seq_clear_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_gclear_new:c</code>		
--------------------------------	--	--

<code>\seq_set_eq:NN</code>	<code>\seq_set_eq:NN</code>	<code>⟨sequence₁⟩</code>	<code>⟨sequence₂⟩</code>
-----------------------------	-----------------------------	-------------------------------------	-------------------------------------

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

Sets the content of *⟨sequence₁⟩* equal to that of *⟨sequence₂⟩*.

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

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

```

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

```

New: 2014-07-17

Converts the data in the *<comma list>* into a *<sequence>*: the original *<comma list>* is unchanged.

```

\seq_const_from_clist:Nn \seq_const_from_clist:Nn <seq var> {(comma-list)}
\seq_const_from_clist:cn

```

New: 2017-11-28

Creates a new constant *<seq var>* or raises an error if the name is already taken. The *<seq var>* is set globally to contain the items in the *<comma list>*.

```

\seq_set_split:Nnn \seq_set_split:Nnn <sequence> {(delimiter)} {(token list)}
\seq_set_split:NnV
\seq_gset_split:Nnn
\seq_gset_split:NnV

```

New: 2011-08-15
Updated: 2012-07-02

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

```

\seq_set_split_keep_spaces:Nnn \seq_set_split_keep_spaces:Nnn <sequence> {(delimiter)} {(token list)}
\seq_set_split_keep_spaces:NnV
\seq_gset_split_keep_spaces:Nnn
\seq_gset_split_keep_spaces:NnV

```

New: 2021-03-24

Splits the *<token list>* into *<items>* separated by *<delimiter>*, and assigns the result to the *<sequence>*. One set of outer braces is removed (if any) but any surrounding spaces are retained: any braces *inside* one or more spaces are therefore kept. Empty *<items>* are preserved by `\seq_set_split_keep_spaces:Nnn`, and can be removed afterwards using `\seq_remove_all:Nn <sequence> {}`. The *<delimiter>* may not contain `{, }` or `#` (assuming \TeX 's normal category code régime). If the *<delimiter>* is empty, the *<token list>* is split into *<items>* as a *<token list>*. See also `\seq_set_split:Nnn`, which removes spaces around the delimiters.

```

\seq_concat:NNN \seq_concat:NNN <sequence1> <sequence2> <sequence3>
\seq_concat:ccc
\seq_gconcat:NNN
\seq_gconcat:ccc

```

Concatenates the content of *<sequence₂>* and *<sequence₃>* together and saves the result in *<sequence₁>*. The items in *<sequence₂>* are placed at the left side of the new sequence.

```

\seq_if_exist_p:N * \seq_if_exist_p:N <sequence>
\seq_if_exist_p:c * \seq_if_exist:NTF <sequence> {<true code>} {<false code>}
\seq_if_exist:NTF * Tests whether the <sequence> is currently defined. This does not check that the
\seq_if_exist:cTF * <sequence> really is a sequence variable.

```

New: 2012-03-03

19.2 Appending data to sequences

```

\seq_put_left:Nn \seq_put_left:Nn <sequence> {<item>}
\seq_put_left:(NV|Nv|No|Nx|cn|cV|cv|co|cx)
\seq_gput_left:Nn
\seq_gput_left:(NV|Nv|No|Nx|cn|cV|cv|co|cx)

```

Appends the *<item>* to the left of the *<sequence>*.

```

\seq_put_right:Nn \seq_put_right:Nn <sequence> {<item>}
\seq_put_right:(NV|Nv|No|Nx|cn|cV|cv|co|cx)
\seq_gput_right:Nn
\seq_gput_right:(NV|Nv|No|Nx|cn|cV|cv|co|cx)

```

Appends the *<item>* to the right of the *<sequence>*.

19.3 Recovering items from sequences

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

```

\seq_get_left:NN \seq_get_left:NN <sequence> <token list variable>
\seq_get_left:cN

```

Updated: 2012-05-14

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

```

\seq_get_right:NN \seq_get_right:NN <sequence> <token list variable>
\seq_get_right:cN

```

Updated: 2012-05-19

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

```

\seq_pop_left:NN \seq_pop_left:NN <sequence> <token list variable>
\seq_pop_left:cN

```

Updated: 2012-05-14

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

`\seq_gpop_left:NN` `\seq_gpop_left:NN` $\langle sequence \rangle$ $\langle token list variable \rangle$
`\seq_gpop_left:cN`
Updated: 2012-05-14

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

`\seq_pop_right:NN` `\seq_pop_right:NN` $\langle sequence \rangle$ $\langle token list variable \rangle$
`\seq_pop_right:cN`
Updated: 2012-05-19

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

`\seq_gpop_right:NN` `\seq_gpop_right:NN` $\langle sequence \rangle$ $\langle token list variable \rangle$
`\seq_gpop_right:cN`
Updated: 2012-05-19

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

`\seq_item:Nn` \star `\seq_item:Nn` $\langle sequence \rangle$ $\{ \langle integer expression \rangle \}$
`\seq_item:cn` \star
New: 2014-07-17

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

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

`\seq_rand_item:N` \star `\seq_rand_item:N` $\langle seq var \rangle$
`\seq_rand_item:c` \star
New: 2016-12-06

Selects a pseudo-random item of the $\langle sequence \rangle$. If the $\langle sequence \rangle$ is empty the result is empty. This is not available in older versions of XeTeX.

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

19.4 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:NNTF <sequence> <token list variable> {<true code>} {<false code>}`
`\seq_get_left:cNTF` 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.
 New: 2012-05-14
 Updated: 2012-05-19 If the `<sequence>` is non-empty, stores the left-most item from the `<sequence>` in the `<token list variable>` without removing it from the `<sequence>`, then leaves the `<true code>` in the input stream. The `<token list variable>` is assigned locally.

`\seq_get_right:NNTF` `\seq_get_right:NNTF <sequence> <token list variable> {<true code>} {<false code>}`
`\seq_get_right:cNTF` 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.
 New: 2012-05-19
 If the `<sequence>` is non-empty, stores the right-most item from the `<sequence>` in the `<token list variable>` without removing it from the `<sequence>`, then leaves the `<true code>` in the input stream. The `<token list variable>` is assigned locally.

`\seq_pop_left:NNTF` `\seq_pop_left:NNTF <sequence> <token list variable> {<true code>} {<false code>}`
`\seq_pop_left:cNTF` If the `<sequence>` is empty, leaves the `<false code>` in the input stream. The value of the `<token list variable>` is not defined in this case and should not be relied upon. If the `<sequence>` is non-empty, pops the left-most item from the `<sequence>` in the `<token list variable>`, *i.e.* removes the item from the `<sequence>`, then leaves the `<true code>` in the input stream. Both the `<sequence>` and the `<token list variable>` are assigned locally.
 New: 2012-05-14
 Updated: 2012-05-19

`\seq_gpop_left:NNTF` `\seq_gpop_left:NNTF <sequence> <token list variable> {<true code>} {<false code>}`
`\seq_gpop_left:cNTF` 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.
 New: 2012-05-14
 Updated: 2012-05-19 If the `<sequence>` is non-empty, pops the left-most item from the `<sequence>` in the `<token list variable>`, *i.e.* removes the item from the `<sequence>`, then leaves the `<true code>` in the input stream. The `<sequence>` is modified globally, while the `<token list variable>` is assigned locally.

`\seq_pop_right:NNTF` `\seq_pop_right:NNTF <sequence> <token list variable> {<true code>} {<false code>}`
`\seq_pop_right:cNTF` 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.
 New: 2012-05-19
 If the `<sequence>` is non-empty, pops the right-most item from the `<sequence>` in the `<token list variable>`, *i.e.* removes the item from the `<sequence>`, then leaves the `<true code>` in the input stream. Both the `<sequence>` and the `<token list variable>` are assigned locally.

`\seq_gpop_right:NNTF` `\seq_gpop_right:NNTF <sequence> <token list variable> {<true code>} {<false code>}`
`\seq_gpop_right:cNTF` 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.
 New: 2012-05-19
 If the `<sequence>` is non-empty, pops the right-most item from the `<sequence>` in the `<token list variable>`, *i.e.* removes the item from the `<sequence>`, then leaves the `<true code>` in the input stream. The `<sequence>` is modified globally, while the `<token list variable>` is assigned locally.

19.5 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.

<code>\seq_remove_duplicates:N</code>	<code>\seq_remove_duplicates:N <sequence></code>
<code>\seq_remove_duplicates:c</code>	Removes duplicate items from the <code><sequence></code> , leaving the left most copy of each item in the <code><sequence></code> . The <code><item></code> comparison takes place on a token basis, as for <code>\tl_if_eq:nnTF</code> .
<code>\seq_gremove_duplicates:N</code>	
<code>\seq_gremove_duplicates:c</code>	

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

<code>\seq_remove_all:Nn</code>	<code>\seq_remove_all:Nn <sequence> {<item>}</code>
<code>\seq_remove_all:cn</code>	Removes every occurrence of <code><item></code> from the <code><sequence></code> . The <code><item></code> comparison takes place on a token basis, as for <code>\tl_if_eq:nnTF</code> .
<code>\seq_gremove_all:Nn</code>	
<code>\seq_gremove_all:cn</code>	

<code>\seq_reverse:N</code>	<code>\seq_reverse:N <sequence></code>
<code>\seq_reverse:c</code>	Reverses the order of the items stored in the <code><sequence></code> .
<code>\seq_greverse:N</code>	
<code>\seq_greverse:c</code>	

New: 2014-07-18

<code>\seq_sort:Nn</code>	<code>\seq_sort:Nn <sequence> {<comparison code>}</code>
<code>\seq_sort:cn</code>	Sorts the items in the <code><sequence></code> according to the <code><comparison code></code> , and assigns the result to <code><sequence></code> . The details of sorting comparison are described in Section 6.1.
<code>\seq_gsort:Nn</code>	
<code>\seq_gsort:cn</code>	

New: 2017-02-06

<code>\seq_shuffle:N</code>	<code>\seq_shuffle:N <seq var></code>
<code>\seq_shuffle:c</code>	Sets the <code><seq var></code> to the result of placing the items of the <code><seq var></code> in a random order. Each item is (roughly) as likely to end up in any given position.
<code>\seq_gshuffle:N</code>	
<code>\seq_gshuffle:c</code>	

New: 2018-04-29

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

19.6 Sequence conditionals

<code>\seq_if_empty_p:N</code> *	<code>\seq_if_empty_p:N <sequence></code>
<code>\seq_if_empty_p:c</code> *	<code>\seq_if_empty:NNTF <sequence> {<>true code>} {<>false code>}</code>
<code>\seq_if_empty:NNTF</code> *	Tests if the <code><sequence></code> is empty (containing no items).
<code>\seq_if_empty:cTF</code> *	

`\seq_if_in:NnTF` `\seq_if_in:NnTF <sequence> {(item)} {(true code)} {(false code)}`
`\seq_if_in:(NV|Nv|No|Nx|cn|cV|cv|co|cx)TF`

Tests if the `<item>` is present in the `<sequence>`.

19.7 Mapping over sequences

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

`\seq_map_function:NN` ☆ `\seq_map_function:NN <sequence> <function>`

`\seq_map_function:cN` ☆
Updated: 2012-06-29

Applies `<function>` to every `<item>` stored in the `<sequence>`. The `<function>` will receive one argument for each iteration. The `<items>` are returned from left to right. To pass further arguments to the `<function>`, see `\seq_map_tokens:Nn`. The function `\seq_map_inline:Nn` is faster than `\seq_map_function:NN` for sequences with more than about 10 items.

`\seq_map_inline:Nn` `\seq_map_inline:Nn <sequence> {(inline function)}`

`\seq_map_inline:cn` ☆
Updated: 2012-06-29

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

`\seq_map_tokens:Nn` ☆ `\seq_map_tokens:Nn <sequence> {(code)}`

`\seq_map_tokens:cn` ☆
New: 2019-08-30

Analogue of `\seq_map_function:NN` which maps several tokens instead of a single function. The `<code>` receives each item in the `<sequence>` as a trailing brace group. For instance,

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

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

`\seq_map_variable:NNn` `\seq_map_variable:NNn <sequence> <variable> {(code)}`

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

Updated: 2012-06-29

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

`\seq_map_indexed_function:NN` ☆ `\seq_map_indexed_function:NN <seq var> <function>`

New: 2018-05-03

Applies `<function>` to every entry in the `<sequence variable>`. The `<function>` should have signature `:nn`. It receives two arguments for each iteration: the `<index>` (namely 1 for the first entry, then 2 and so on) and the `<item>`.

`\seq_map_indexed_inline:Nn` `\seq_map_indexed_inline:Nn <seq var> {<inline function>}`

New: 2018-05-03

Applies *<inline function>* to every entry in the *<sequence variable>*. The *<inline function>* should consist of code which receives the *<index>* (namely 1 for the first entry, then 2 and so on) as *#1* and the *<item>* as *#2*.

`\seq_map_break: ☆` `\seq_map_break:`

Updated: 2012-06-29

Used to terminate a `\seq_map_...` function before all entries in the *<sequence>* have been processed. This normally takes place within a conditional statement, for example

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

Use outside of a `\seq_map_...` scenario leads to low level T_EX errors.

T_EXhackers note: When the mapping is broken, additional tokens may be inserted before further items are taken from the input stream. This depends on the design of the mapping function.

`\seq_map_break:n ☆` `\seq_map_break:n {<code>}`

Updated: 2012-06-29

Used to terminate a `\seq_map_...` function before all entries in the *<sequence>* have been processed, inserting the *<code>* after the mapping has ended. This normally takes place within a conditional statement, for example

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

Use outside of a `\seq_map_...` scenario leads to low level T_EX errors.

T_EXhackers note: When the mapping is broken, additional tokens may be inserted before the *<code>* is inserted into the input stream. This depends on the design of the mapping function.

<code>\seq_set_map:NNn</code> <code>\seq_gset_map:NNn</code>	<code>\seq_set_map:NNn</code> $\langle sequence_1 \rangle$ $\langle sequence_2 \rangle$ $\{ \langle inline function \rangle \}$ <code>\seq_gset_map:NNn</code> 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 applying $\langle inline function \rangle$ to each $\langle item \rangle$ is assigned to $\langle sequence_1 \rangle$.
---	---

New: 2011-12-22
Updated: 2020-07-16

TeXhackers note: Contrarily to other mapping functions, `\seq_map_break:` cannot be used in this function, and would lead to low-level TeX errors.

<code>\seq_set_map_x:NNn</code> <code>\seq_gset_map_x:NNn</code>	<code>\seq_set_map_x:NNn</code> $\langle sequence_1 \rangle$ $\langle sequence_2 \rangle$ $\{ \langle inline function \rangle \}$ <code>\seq_gset_map_x:NNn</code> 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.
---	--

New: 2020-07-16

TeXhackers note: Contrarily to other mapping functions, `\seq_map_break:` cannot be used in this function, and would lead to low-level TeX errors.

<code>\seq_count:N</code> * <code>\seq_count:c</code> *	<code>\seq_count:N</code> $\langle sequence \rangle$ 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 $\langle sequence \rangle$ includes those which are empty and duplicates, <i>i.e.</i> every item in a $\langle sequence \rangle$ is unique.
--	--

New: 2012-07-13

19.8 Using the content of sequences directly

<code>\seq_use:Nnnn</code> * <code>\seq_use:cnnn</code> *	<code>\seq_use:Nnnn</code> $\langle seq var \rangle$ $\{ \langle separator between two \rangle \}$ <code>\seq_use:cnnn</code> $\{ \langle separator between more than two \rangle \}$ $\{ \langle separator between final two \rangle \}$ 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 is raised if the variable does not exist or if it is invalid.
--	--

New: 2013-05-26

For example,

```
\seq_set_split:Nnn \l_tmpa_seq { | } { a | b | c | {de} | f }
\seq_use:Nnnn \l_tmpa_seq { ~and~ } { ,~ } { ,~and~ }
```

inserts “a, b, c, de, and f” in the input stream. The first separator argument is not used in this case because the sequence has more than 2 items.

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

`\seq_use:Nn` \star `\seq_use:Nn` $\langle seq\ var\rangle$ $\{\langle separator\rangle\}$
`\seq_use:cn` \star
New: 2013-05-26

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 is raised if the variable does not exist or if it is invalid.

For example,

```
\seq_set_split:Nnn \l_tmpa_seq { | } { a | b | c | {de} | f }
\seq_use:Nn \l_tmpa_seq { ~and~ }
```

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

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

19.9 Sequences as stacks

Sequences can be used as stacks, where data is pushed to and popped from the top of the sequence. (The left of a sequence is the top, for performance reasons.) The stack functions for sequences are not intended to be mixed with the general ordered data functions detailed in the previous section: a sequence should either be used as an ordered data type or as a stack, but not in both ways.

`\seq_get:NN` `\seq_get:NN` $\langle sequence\rangle$ $\langle token\ list\ variable\rangle$
`\seq_get:cN`
Updated: 2012-05-14

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 $\langle token\ list\ variable\rangle$ is set to the special marker `\q_no_value`.

`\seq_pop:NN` `\seq_pop:NN` $\langle sequence\rangle$ $\langle token\ list\ variable\rangle$
`\seq_pop:cN`
Updated: 2012-05-14

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 $\langle token\ list\ variable\rangle$ is set to the special marker `\q_no_value`.

`\seq_gpop:NN` `\seq_gpop:NN` $\langle sequence\rangle$ $\langle token\ list\ variable\rangle$
`\seq_gpop:cN`
Updated: 2012-05-14

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 $\langle token\ list\ variable\rangle$ is set to the special marker `\q_no_value`.

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

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:NNTF <sequence> <token list variable> {(true code)} {(false code)}</code>
<code>\seq_pop:cNTF</code>	If the <code><sequence></code> is empty, leaves the <code><false code></code> in the input stream. The value of the <code><token list variable></code> is not defined in this case and should not be relied upon.
New: 2012-05-14	
Updated: 2012-05-19	If the <code><sequence></code> is non-empty, pops the top item from the <code><sequence></code> in the <code><token list variable></code> , <i>i.e.</i> removes the item from the <code><sequence></code> . Both the <code><sequence></code> and the <code><token list variable></code> are assigned locally.

<code>\seq_gpop:NNTF</code>	<code>\seq_gpop:NNTF <sequence> <token list variable> {(true code)} {(false code)}</code>
<code>\seq_gpop:cNTF</code>	If the <code><sequence></code> is empty, leaves the <code><false code></code> in the input stream. The value of the <code><token list variable></code> is not defined in this case and should not be relied upon. If the <code><sequence></code> is non-empty, pops the top item from the <code><sequence></code> in the <code><token list variable></code> , <i>i.e.</i> removes the item from the <code><sequence></code> . The <code><sequence></code> is modified globally, while the <code><token list variable></code> is assigned locally.
New: 2012-05-14	
Updated: 2012-05-19	

<code>\seq_push:Nn</code>	<code>\seq_push:Nn <sequence> {(item)}</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>	

Adds the `{(item)}` to the top of the `<sequence>`.

19.10 Sequences as sets

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

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

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

Adding an `<item>` to a set `<seq var>` can be done by appending it to the `<seq var>` if it is not already in the `<seq var>`:

```
\seq_if_in:NnF <seq var> {(item)}
{ \seq_put_right:Nn <seq var> {(item)} }
```

Removing an `<item>` from a set `<seq var>` can be done using `\seq_remove_all:Nn`,

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

The intersection of two sets `<seq var1>` and `<seq var2>` can be stored into `<seq var3>` by collecting items of `<seq var1>` which are in `<seq var2>`.

```

\seq_clear:N <seq var3>
\seq_map_inline:Nn <seq var1>
{
\seq_if_in:NnT <seq var2> {#1}
{ \seq_put_right:Nn <seq var3> {#1} }
}

```

The code as written here only works if $\langle seq\ var_3 \rangle$ is different from the other two sequence variables. To cover all cases, items should first be collected in a sequence $\backslash l_ \langle pkg \rangle_ internal_ seq$, 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 <seq var3> <seq var1> <seq var2>
\seq_remove_duplicates:N <seq var3>

```

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

```

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

```

The second approach is faster than the first when the $\langle seq\ var_2 \rangle$ 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\_ \langle pkg \rangle\_ internal\_ seq <seq var1>
\seq_map_inline:Nn <seq var2>
{ \seq_remove_all:Nn \l\_ \langle pkg \rangle\_ 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\_ \langle pkg \rangle\_ internal\_ seq

```

19.11 Constant and scratch sequences

`\c_empty_seq` Constant that is always empty.

New: 2012-07-02

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

New: 2012-04-26

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

New: 2012-04-26

19.12 Viewing sequences

`\seq_show:N` `\seq_show:N` $\langle sequence \rangle$
`\seq_show:c` Displays the entries in the $\langle sequence \rangle$ in the terminal.

Updated: 2021-04-29

`\seq_log:N` `\seq_log:N` $\langle sequence \rangle$
`\seq_log:c` Writes the entries in the $\langle sequence \rangle$ in the log file.

New: 2014-08-12

Updated: 2021-04-29

Chapter 20

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* (“`<int expr>`”).

20.1 Integer expressions

Throughout this module, (almost) all n-type argument allow for an `<intexpr>` argument with the following syntax. The `<integer expression>` should consist, after expansion, of `+`, `-`, `*`, `/`, `(`, `)` and of course integer operands. The result is calculated by applying standard mathematical rules with the following peculiarities:

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

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

```
\int_show: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_show:n { \l_my_tl + \l_my_int * 3 - ( 3 + 4 * 5 ) }
```

show the same result -6 because `\l_my_tl` expands to the integer denotation 5 while the integer variable `\l_my_int` takes the value 4 . As the *integer expression* is fully expanded from left to right during evaluation, fully expandable and restricted-expandable functions can both be used, and `\exp_not:n` and its variants have no effect while `\exp_not:N` may incorrectly interrupt the expression.

TeXhackers note: Exactly two expansions are needed to evaluate `\int_eval:n`. The result is *not* an *internal integer*, and therefore should be terminated by a space if used in `\int_value:w` or in a TeX-style integer assignment.

As all TeX integers, integer operands can also be: `\value{<TeX 2ε counter>}`; dimension or skip variables, converted to integers in `sp`; the character code of some character given as `'<char>` or `\<char>`; octal numbers given as `'` followed by digits from 0 to 7 ; or hexadecimal numbers given as `"` followed by digits and upper case letters from A to F .

`\int_eval:n *` `\int_eval:n {⟨int expr⟩}`

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

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

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

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

and

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

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

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

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

`\int_eval:w *` `\int_eval:w {⟨int expr⟩}`

New: 2018-03-30

Evaluates the `⟨int expr⟩` as described for `\int_eval:n`. The end of the expression is the first token encountered that cannot form part of such an expression. If that token is `\scan_stop`: it is removed, otherwise not. Spaces do *not* terminate the expression. However, spaces terminate explicit integers, and this may terminate the expression: for instance, `\int_eval:w 1_+_1_9` (with explicit space tokens inserted using `~` in a code setting) expands to 29 since the digit 9 is not part of the expression.

`\int_sign:n` * `\int_sign:n` {*int expr*}

New: 2018-11-03 Evaluates the *int expr* then leaves 1 or 0 or -1 in the input stream according to the sign of the result.

`\int_abs:n` * `\int_abs:n` {*int expr*}

Updated: 2012-09-26 Evaluates the *int expr* as described for `\int_eval:n` and leaves the absolute value of the result in the input stream as an *integer denotation* after two expansions.

`\int_div_round:nn` * `\int_div_round:nn` {*int expr*₁} {*int expr*₂}

Updated: 2012-09-26 Evaluates the two *int expr*s as described earlier, then divides the first value by the second, and rounds the result to the closest integer. Ties are rounded away from zero. Note that this is identical to using `/` directly in an *int expr*. The result is left in the input stream as an *integer denotation* after two expansions.

`\int_div_truncate:nn` * `\int_div_truncate:nn` {*int expr*₁} {*int expr*₂}

Updated: 2012-02-09 Evaluates the two *int expr*s as described earlier, then divides the first value by the second, and rounds the result towards zero. Note that division using `/` rounds to the closest integer instead. The result is left in the input stream as an *integer denotation* after two expansions.

`\int_max:nn` * `\int_max:nn` {*int expr*₁} {*int expr*₂}

`\int_min:nn` * `\int_min:nn` {*int expr*₁} {*int expr*₂}

Updated: 2012-09-26 Evaluates the *int expr*s as described for `\int_eval:n` and leaves either the larger or smaller value in the input stream as an *integer denotation* after two expansions.

`\int_mod:nn` * `\int_mod:nn` {*int expr*₁} {*int expr*₂}

Updated: 2012-09-26 Evaluates the two *int expr*s as described earlier, then calculates the integer remainder of dividing the first expression by the second. This is obtained by subtracting `\int_div_truncate:nn` {*int expr*₁} {*int expr*₂} times *int expr*₂ from *int expr*₁. Thus, the result has the same sign as *int expr*₁ and its absolute value is strictly less than that of *int expr*₂. The result is left in the input stream as an *integer denotation* after two expansions.

20.2 Creating and initialising integers

`\int_new:N` `\int_new:N` *integer*

`\int_new:c` Creates a new *integer* or raises an error if the name is already taken. The declaration is global. The *integer* is initially equal to 0.

`\int_const:Nn` `\int_const:Nn` *integer* {*int expr*}

`\int_const:cn` Creates a new constant *integer* or raises an error if the name is already taken. The value of the *integer* is set globally to the *int expr*.

Updated: 2011-10-22

`\int_zero:N` `\int_zero:N` $\langle integer \rangle$
`\int_zero:c`
`\int_gzero:N` Sets $\langle integer \rangle$ to 0.
`\int_gzero:c`

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

New: 2011-12-13

`\int_set_eq:NN` `\int_set_eq:NN` $\langle integer_1 \rangle$ $\langle integer_2 \rangle$
`\int_set_eq:(cN|Nc|cc)`
`\int_gset_eq:NN` Sets the content of $\langle integer_1 \rangle$ equal to that of $\langle integer_2 \rangle$.
`\int_gset_eq:(cN|Nc|cc)`

`\int_if_exist_p:N` * `\int_if_exist_p:N` $\langle int \rangle$
`\int_if_exist_p:c` * `\int_if_exist:NTF` $\langle int \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$
`\int_if_exist:NTF` * `\int_if_exist:cTF` * Tests whether the $\langle int \rangle$ is currently defined. This does not check that the $\langle int \rangle$ really
`\int_if_exist:cTF` * is an integer variable.

New: 2012-03-03

20.3 Setting and incrementing integers

`\int_add:Nn` `\int_add:Nn` $\langle integer \rangle$ $\{\langle int expr \rangle\}$
`\int_add:cn`
`\int_gadd:Nn` Adds the result of the $\langle int expr \rangle$ to the current content of the $\langle integer \rangle$.
`\int_gadd:cn`

Updated: 2011-10-22

`\int_decr:N` `\int_decr:N` $\langle integer \rangle$
`\int_decr:c`
`\int_gdecr:N` Decreases the value stored in $\langle integer \rangle$ by 1.
`\int_gdecr:c`

`\int_incr:N` `\int_incr:N` $\langle integer \rangle$
`\int_incr:c`
`\int_gincr:N` Increases the value stored in $\langle integer \rangle$ by 1.
`\int_gincr:c`

`\int_set:Nn` `\int_set:Nn` $\langle integer \rangle$ $\{\langle int expr \rangle\}$
`\int_set:cn`
`\int_gset:Nn` Sets $\langle integer \rangle$ to the value of $\langle int expr \rangle$, which must evaluate to an integer (as de-
`\int_gset:cn` scribed for `\int_eval:n`).

Updated: 2011-10-22

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

Updated: 2011-10-22

20.4 Using integers

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

Updated: 2011-10-22

Recovers the content of an `<integer>` and places it directly in the input stream. An error is raised if the variable does not exist or if it is invalid. Can be omitted in places where an `<integer>` is required (such as in the first and third arguments of `\int_compare:nNnTF`).

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

20.5 Integer expression conditionals

<code>\int_compare_p:nNn</code>	<code>\int_compare_p:nNn {<int expr₁>} <relation> {<int expr₂>}</code>
<code>\int_compare:nNnTF</code>	<code>\int_compare:nNnTF</code>

`{<int expr1>} <relation> {<int expr2>}`
`{<true code>} {<false code>}`

This function first evaluates each of the `<int expr>`s as described for `\int_eval:n`. The two results are then compared using the `<relation>`:

Equal	=
Greater than	>
Less than	<

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

```

\int_compare_p:n * \int_compare_p:n
\int_compare:nTF * {
Updated: 2013-01-13
  <int expr1> <relation1>
  ...
  <int exprN> <relationN>
  <int exprN+1>
}
\int_compare:nTF
{
  <int expr1> <relation1>
  ...
  <int exprN> <relationN>
  <int exprN+1>
}
{(true code)} {(false code)}

```

This function evaluates the `<int expr>`s as described for `\int_eval:n` and compares consecutive result using the corresponding `<relation>`, namely it compares `<int expr1>` and `<int expr2>` using the `<relation1>`, then `<int expr2>` and `<int expr3>` using the `<relation2>`, until finally comparing `<int exprN>` and `<int exprN+1>` using the `<relationN>`. The test yields `true` if all comparisons are `true`. Each `<int expr>` is evaluated only once, and the evaluation is lazy, in the sense that if one comparison is `false`, then no other `<integer expression>` is evaluated and no other comparison is performed. The `<relations>` can be any of the following:

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

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

```

\int_case:nn * \int_case:nnTF {<test int expr>}
\int_case:nnTF * {
  {<int expr case1>} {<code case1>}
  {<int expr case2>} {<code case2>}
  ...
  {<int expr casen>} {<code casen>}
}
{<true code>}
{<false code>}

```

New: 2013-07-24

This function evaluates the $\langle test\ int\ expr \rangle$ and compares this in turn to each of the $\langle int\ expr\ cases \rangle$. If the two are equal then the associated $\langle code \rangle$ is left in the input stream and other cases are discarded. If any of the cases are matched, the $\langle true\ code \rangle$ is also inserted into the input stream (after the code for the appropriate case), while if none match then the $\langle false\ code \rangle$ is inserted. The function $\backslash int_case:nn$, which does nothing if there is no match, is also available. For example

```

\int_case:nnF
{ 2 * 5 }
{
  { 5 }      { Small }
  { 4 + 6 }  { Medium }
  { -2 * 10 } { Negative }
}
{ No idea! }

```

leaves “Medium” in the input stream.

```

\int_if_even_p:n * \int_if_odd_p:n {<int expr>}
\int_if_even:nTF * \int_if_odd:nTF {<int expr>}
\int_if_odd_p:n * {<true code>} {<false code>}
\int_if_odd:nTF *

```

This function first evaluates the $\langle int\ expr \rangle$ as described for $\backslash int_eval:n$. It then evaluates if this is odd or even, as appropriate.

20.6 Integer expression loops

```

\int_do_until:nNnn ☆ \int_do_until:nNnn {<int expr1>} <relation> {<int expr2>} {<code>}

```

Places the $\langle code \rangle$ in the input stream for \TeX to process, and then evaluates the relationship between the two $\langle int\ expr \rangle$ s as described for $\backslash int_compare:nNnTF$. If the test is **false** then the $\langle code \rangle$ is inserted into the input stream again and a loop occurs until the $\langle relation \rangle$ is **true**.

```

\int_do_while:nNnn ☆ \int_do_while:nNnn {<int expr1>} <relation> {<int expr2>} {<code>}

```

Places the $\langle code \rangle$ in the input stream for \TeX to process, and then evaluates the relationship between the two $\langle int\ expr \rangle$ s as described for $\backslash int_compare:nNnTF$. If the test is **true** then the $\langle code \rangle$ is inserted into the input stream again and a loop occurs until the $\langle relation \rangle$ is **false**.

<code>\int_until_do:nNnn</code> ☆	<code>\int_until_do:nNnn {<int expr1>} <relation> {<int expr2>} {<code>}</code>
	Evaluates the relationship between the two <code><int expr></code> s as described for <code>\int_compare:nNnTF</code> , and then places the <code><code></code> in the input stream if the <code><relation></code> is false. After the <code><code></code> has been processed by T _E X the test is repeated, and a loop occurs until the test is true.
<code>\int_while_do:nNnn</code> ☆	<code>\int_while_do:nNnn {<int expr1>} <relation> {<int expr2>} {<code>}</code>
	Evaluates the relationship between the two <code><int expr></code> s as described for <code>\int_compare:nNnTF</code> , and then places the <code><code></code> in the input stream if the <code><relation></code> is true. After the <code><code></code> has been processed by T _E X the test is repeated, and a loop occurs until the test is false.
<code>\int_do_until:nn</code> ☆	<code>\int_do_until:nn {<integer relation>} {<code>}</code>
<small>Updated: 2013-01-13</small>	Places the <code><code></code> in the input stream for T _E X to process, and then evaluates the <code><integer relation></code> as described for <code>\int_compare:nTF</code> . If the test is false then the <code><code></code> is inserted into the input stream again and a loop occurs until the <code><relation></code> is true.
<code>\int_do_while:nn</code> ☆	<code>\int_do_while:nn {<integer relation>} {<code>}</code>
<small>Updated: 2013-01-13</small>	Places the <code><code></code> in the input stream for T _E X to process, and then evaluates the <code><integer relation></code> as described for <code>\int_compare:nTF</code> . If the test is true then the <code><code></code> is inserted into the input stream again and a loop occurs until the <code><relation></code> is false.
<code>\int_until_do:nn</code> ☆	<code>\int_until_do:nn {<integer relation>} {<code>}</code>
<small>Updated: 2013-01-13</small>	Evaluates the <code><integer relation></code> as described for <code>\int_compare:nTF</code> , and then places the <code><code></code> in the input stream if the <code><relation></code> is false. After the <code><code></code> has been processed by T _E X the test is repeated, and a loop occurs until the test is true.
<code>\int_while_do:nn</code> ☆	<code>\int_while_do:nn {<integer relation>} {<code>}</code>
<small>Updated: 2013-01-13</small>	Evaluates the <code><integer relation></code> as described for <code>\int_compare:nTF</code> , and then places the <code><code></code> in the input stream if the <code><relation></code> is true. After the <code><code></code> has been processed by T _E X the test is repeated, and a loop occurs until the test is false.

20.7 Integer step functions

<code>\int_step_function:nN</code>	☆	<code>\int_step_function:nN</code>	{ <i>final value</i> } <i>function</i>
<code>\int_step_function:nnN</code>	☆	<code>\int_step_function:nnN</code>	{ <i>initial value</i> } { <i>final value</i> } <i>function</i>
<code>\int_step_function:nnnN</code>	☆	<code>\int_step_function:nnnN</code>	{ <i>initial value</i> } { <i>step</i> } { <i>final value</i> } <i>function</i>

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

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

```
\cs_set:Npn \my_func:n #1 { [I~saw~#1] \quad }
\int_step_function:nnnN { 1 } { 1 } { 5 } \my_func:n
```

would print

```
[I saw 1] [I saw 2] [I saw 3] [I saw 4] [I saw 5]
```

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

<code>\int_step_inline:nn</code>	<code>\int_step_inline:nn</code>	{ <i>final value</i> } { <i>code</i> }
<code>\int_step_inline:nnn</code>	<code>\int_step_inline:nnn</code>	{ <i>initial value</i> } { <i>final value</i> } { <i>code</i> }
<code>\int_step_inline:nnnn</code>	<code>\int_step_inline:nnnn</code>	{ <i>initial value</i> } { <i>step</i> } { <i>final value</i> } { <i>code</i> }

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

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

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

<code>\int_step_variable:nNn</code>	<code>\int_step_variable:nNn</code>	{ <i>final value</i> } <i>t1 var</i> { <i>code</i> }
<code>\int_step_variable:nnNn</code>	<code>\int_step_variable:nnNn</code>	{ <i>initial value</i> } { <i>final value</i> } <i>t1 var</i> { <i>code</i> }
<code>\int_step_variable:nnnNn</code>	<code>\int_step_variable:nnnNn</code>	{ <i>initial value</i> } { <i>step</i> } { <i>final value</i> } <i>t1 var</i> { <i>code</i> }

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

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 *t1 var* defined as the current *value*. Thus the *code* should make use of the *t1 var*.

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

20.8 Formatting integers

Integers can be placed into the output stream with formatting. These conversions apply to any integer expressions.

`\int_to_arabic:n` * `\int_to_arabic:n {<int expr>}`

Updated: 2011-10-22 Places the value of the `<int expr>` in the input stream as digits, with category code 12 (other).

`\int_to_alph:n` * `\int_to_alph:n {<int expr>}`

`\int_to_Alph:n` * Evaluates the `<int expr>` and converts the result into a series of letters, which are then left in the input stream. The conversion rule uses the 26 letters of the English alphabet, in order, adding letters when necessary to increase the total possible range of representable numbers. Thus

```
\int_to_alph:n { 1 }
```

places a in the input stream,

```
\int_to_alph:n { 26 }
```

is represented as z and

```
\int_to_alph:n { 27 }
```

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

`\int_to_symbols:nnn` * `\int_to_symbols:nnn`

Updated: 2011-09-17 `{<int expr>}{<total symbols>}`
`{<value to symbol mapping>}`

This is the low-level function for conversion of an `<int expr>` into a symbolic form (often letters). The `<total symbols>` available should be given as an integer expression. Values are actually converted to symbols according to the `<value to symbol mapping>`. This should be given as `<total symbols>` pairs of entries, a number and the appropriate symbol. Thus the `\int_to_alph:n` function is defined as

```
\cs_new:Npn \int_to_alph:n #1
{
  \int_to_symbols:nnn {#1} { 26 }
  {
    { 1 } { a }
    { 2 } { b }
    ...
    { 26 } { z }
  }
}
```

`\int_to_bin:n` \star `\int_to_bin:n` $\{ \langle int\ expr \rangle \}$
New: 2014-02-11 Calculates the value of the $\langle int\ expr \rangle$ and places the binary representation of the result in the input stream.

`\int_to_hex:n` \star `\int_to_hex:n` $\{ \langle int\ expr \rangle \}$
`\int_to_Hex:n` \star Calculates the value of the $\langle int\ expr \rangle$ and places the hexadecimal (base 16) representation of the result in the input stream. Letters are used for digits beyond 9: lower case letters for `\int_to_hex:n` and upper case ones for `\int_to_Hex:n`. The resulting tokens are digits with category code 12 (other) and letters with category code 11 (letter).
New: 2014-02-11

`\int_to_oct:n` \star `\int_to_oct:n` $\{ \langle int\ expr \rangle \}$
New: 2014-02-11 Calculates the value of the $\langle int\ expr \rangle$ and places the octal (base 8) representation of the result in the input stream. The resulting tokens are digits with category code 12 (other) and letters with category code 11 (letter).

`\int_to_base:nn` \star `\int_to_base:nn` $\{ \langle int\ expr \rangle \} \{ \langle base \rangle \}$
`\int_to_Base:nn` \star Calculates the value of the $\langle int\ expr \rangle$ and converts it into the appropriate representation in the $\langle base \rangle$; the later may be given as an integer expression. For bases greater than 10 the higher “digits” are represented by letters from the English alphabet: lower case letters for `\int_to_base:n` and upper case ones for `\int_to_Base:n`. The maximum $\langle base \rangle$ value is 36. The resulting tokens are digits with category code 12 (other) and letters with category code 11 (letter).
Updated: 2014-02-11

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

`\int_to_roman:n` \star `\int_to_roman:n` $\{ \langle int\ expr \rangle \}$
`\int_to_Roman:n` \star Places the value of the $\langle int\ expr \rangle$ in the input stream as Roman numerals, either lower case (`\int_to_roman:n`) or upper case (`\int_to_Roman:n`). If the value is negative or zero, the output is empty. The Roman numerals are letters with category code 11 (letter). The letters used are `mdclxvi`, repeated as needed: the notation with bars (such as \bar{v} for 5000) is *not* used. For instance `\int_to_roman:n { 8249 }` expands to `mmmmmmmmccclix`.
Updated: 2011-10-22

20.9 Converting from other formats to integers

`\int_from_alph:n` \star `\int_from_alph:n` $\{ \langle letters \rangle \}$
Updated: 2014-08-25 Converts the $\langle letters \rangle$ into the integer (base 10) representation and leaves this in the input stream. The $\langle letters \rangle$ are first converted to a string, with no expansion. Lower and upper case letters from the English alphabet may be used, with “a” equal to 1 through to “z” equal to 26. The function also accepts a leading sign, made of + and -. This is the inverse function of `\int_to_alph:n` and `\int_to_Alph:n`.

`\int_from_bin:n` \star `\int_from_bin:n` $\{ \langle binary\ number \rangle \}$
New: 2014-02-11
Updated: 2014-08-25 Converts the $\langle binary\ number \rangle$ into the integer (base 10) representation and leaves this in the input stream. The $\langle binary\ number \rangle$ is first converted to a string, with no expansion. The function accepts a leading sign, made of + and -, followed by binary digits. This is the inverse function of `\int_to_bin:n`.

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

New: 2014-02-11
Updated: 2014-08-25
Converts the `⟨hexadecimal number⟩` into the integer (base 10) representation and leaves this in the input stream. Digits greater than 9 may be represented in the `⟨hexadecimal number⟩` by upper or lower case letters. The `⟨hexadecimal number⟩` is first converted to a string, with no expansion. The function also accepts a leading sign, made of + and -. This is the inverse function of `\int_to_hex:n` and `\int_to_Hex:n`.

`\int_from_oct:n` ★ `\int_from_oct:n {⟨octal number⟩}`

New: 2014-02-11
Updated: 2014-08-25
Converts the `⟨octal number⟩` into the integer (base 10) representation and leaves this in the input stream. The `⟨octal number⟩` is first converted to a string, with no expansion. The function accepts a leading sign, made of + and -, followed by octal digits. This is the inverse function of `\int_to_oct:n`.

`\int_from_roman:n` ★ `\int_from_roman:n {⟨roman numeral⟩}`

Updated: 2014-08-25
Converts the `⟨roman numeral⟩` into the integer (base 10) representation and leaves this in the input stream. The `⟨roman numeral⟩` is first converted to a string, with no expansion. The `⟨roman numeral⟩` may be in upper or lower case; if the numeral contains characters besides `mdclxvi` or `MDCLXVI` then the resulting value is -1. This is the inverse function of `\int_to_roman:n` and `\int_to_Roman:n`.

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

Updated: 2014-08-25
Converts the `⟨number⟩` expressed in `⟨base⟩` into the appropriate value in base 10. The `⟨number⟩` is first converted to a string, with no expansion. The `⟨number⟩` should consist of digits and letters (either lower or upper case), plus optionally a leading sign. The maximum `⟨base⟩` value is 36. This is the inverse function of `\int_to_base:nn` and `\int_to_Base:nn`.

20.10 Random integers

`\int_rand:nn` ★ `\int_rand:nn {⟨int expr1⟩} {⟨int expr2⟩}`

New: 2016-12-06
Updated: 2018-04-27
Evaluates the two `⟨int expr⟩`s and produces a pseudo-random number between the two (with bounds included). This is not available in older versions of X_ƒTEX.

`\int_rand:n` ★ `\int_rand:n {⟨int expr⟩}`

New: 2018-05-05
Evaluates the `⟨int expr⟩` then produces a pseudo-random number between 1 and the `⟨int expr⟩` (included). This is not available in older versions of X_ƒTEX.

20.11 Viewing integers

`\int_show:N` `\int_show:N ⟨integer⟩`

`\int_show:c` Displays the value of the `⟨integer⟩` on the terminal.

`\int_show:n` `\int_show:n` $\langle int\ expr \rangle$
New: 2011-11-22 Displays the result of evaluating the $\langle int\ expr \rangle$ on the terminal.
Updated: 2015-08-07

`\int_log:N` `\int_log:N` $\langle integer \rangle$
`\int_log:c` Writes the value of the $\langle integer \rangle$ in the log file.
New: 2014-08-22
Updated: 2015-08-03

`\int_log:n` `\int_log:n` $\langle int\ expr \rangle$
New: 2014-08-22 Writes the result of evaluating the $\langle int\ expr \rangle$ in the log file.
Updated: 2015-08-07

20.12 Constant integers

`\c_zero_int` Integer values used with primitive tests and assignments: their self-terminating nature
`\c_one_int` makes these more convenient and faster than literal numbers.
New: 2018-05-07

`\c_max_int` The maximum value that can be stored as an integer.

`\c_max_register_int` Maximum number of registers.

`\c_max_char_int` Maximum character code completely supported by the engine.

20.13 Scratch integers

`\l_tmpa_int` Scratch integer for local assignment. These are never used by the kernel code, and so
`\l_tmpb_int` 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.

`\g_tmpa_int` Scratch integer for global assignment. These are never used by the kernel code, and so
`\g_tmpb_int` 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.

20.14 Direct number expansion

```
\int_value:w * \int_value:w <integer>
New: 2018-03-27 \int_value:w <integer denotation> <optional space>
```

Expands the following tokens until an `<integer>` is formed, and leaves a normalized form (no leading sign except for negative numbers, no leading digit 0 except for zero) in the input stream as category code 12 (other) characters. The `<integer>` can consist of any number of signs (with intervening spaces) followed by

- an integer variable (in fact, any TeX register except `\toks`) or
- explicit digits (or by `'<octal digits>` or `"<hexadecimal digits>` or `'<character>`).

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

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

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

20.15 Primitive conditionals

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

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

TeXhackers note: These are both names for the TeX primitive `\ifnum`.

```
\if_case:w * \if_case:w <integer> <case0>
\or: * \or: <case1>
\or: ...
\else: <default>
\fi:
```

Selects a case to execute based on the value of the `<integer>`. The first case (`<case0>`) is executed if `<integer>` is 0, the second (`<case1>`) if the `<integer>` is 1, *etc.* The `<integer>` may be a literal, a constant or an integer expression (*e.g.* using `\int_eval:n`).

TeXhackers note: These are the TeX primitives `\ifcase` and `\or`.

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

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

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

Chapter 21

The `l3flag` package: Expandable flags

Flags are the only data-type that can be modified in expansion-only contexts. This module is meant mostly for kernel use: in almost all cases, booleans or integers should be preferred to flags because they are very significantly faster.

A flag can hold any non-negative value, which we call its *height*. In expansion-only contexts, a flag can only be “raised”: this increases the *height* by 1. The *height* can also be queried expandably. However, decreasing it, or setting it to zero requires non-expandable assignments.

Flag variables are always local. They are referenced by a *flag name* such as `str_missing`. The *flag name* is used as part of `\use:c` constructions hence is expanded at point of use. It must expand to character tokens only, with no spaces.

A typical use case of flags would be to keep track of whether an exceptional condition has occurred during expandable processing, and produce a meaningful (non-expandable) message after the end of the expandable processing. This is exemplified by `l3str-convert`, which for performance reasons performs conversions of individual characters expandably and for readability reasons produces a single error message describing incorrect inputs that were encountered.

Flags should not be used without carefully considering the fact that raising a flag takes a time and memory proportional to its height. Flags should not be used unless unavoidable.

21.1 Setting up flags

`\flag_new:n` `\flag_new:n` $\langle\mathit{flag\ name}\rangle$

Creates a new flag with a name given by $\langle\mathit{flag\ name}\rangle$, or raises an error if the name is already taken. The $\langle\mathit{flag\ name}\rangle$ may not contain spaces. The declaration is global, but flags are always local variables. The $\langle\mathit{flag}\rangle$ initially has zero height.

`\flag_clear:n` `\flag_clear:n` $\langle\mathit{flag\ name}\rangle$

The $\langle\mathit{flag}\rangle$'s height is set to zero. The assignment is local.

`\flag_clear_new:n` `\flag_clear_new:n {⟨flag name⟩}`
Ensures that the `⟨flag⟩` exists globally by applying `\flag_new:n` if necessary, then applies `\flag_clear:n`, setting the height to zero locally.

`\flag_show:n` `\flag_show:n {⟨flag name⟩}`
Displays the `⟨flag⟩`'s height in the terminal.

`\flag_log:n` `\flag_log:n {⟨flag name⟩}`
Writes the `⟨flag⟩`'s height to the log file.

21.2 Expandable flag commands

`\flag_if_exist_p:n` `\flag_if_exist:n {⟨flag name⟩}`
`\flag_if_exist:nTF` `*` This function returns `true` if the `⟨flag name⟩` references a flag that has been defined previously, and `false` otherwise.

`\flag_if_raised_p:n` `\flag_if_raised:n {⟨flag name⟩}`
`\flag_if_raised:nTF` `*` This function returns `true` if the `⟨flag⟩` has non-zero height, and `false` if the `⟨flag⟩` has zero height.

`\flag_height:n` `\flag_height:n {⟨flag name⟩}`
Expands to the height of the `⟨flag⟩` as an integer denotation.

`\flag_raise:n` `\flag_raise:n {⟨flag name⟩}`
The `⟨flag⟩`'s height is increased by 1 locally.

Chapter 22

The `l3clist` package

Comma separated lists

Comma lists (in short, `clist`) contain ordered data where items can be added to the left or right end of the list. This data type allows basic list manipulations such as adding/removing items, applying a function to every item, removing duplicate items, extracting a given item, using the comma list with specified separators, and so on. Sequences (defined in `l3seq`) are safer, faster, and provide more features, so they should often be preferred to comma lists. Comma lists are mostly useful when interfacing with $\LaTeX 2_{\epsilon}$ or other code that expects or provides items separated by commas.

Several items can be added at once. To ease input of comma lists from data provided by a user outside an `\ExplSyntaxOn ... \ExplSyntaxOff` block, spaces are removed from both sides of each comma-delimited argument upon input. Blank arguments are ignored, to allow for trailing commas or repeated commas (which may otherwise arise when concatenating comma lists “by hand”). In addition, a set of braces is removed if the result of space-trimming is braced: this allows the storage of any item in a comma list. For instance,

```
\clist_new:N \l_my_clist
\clist_put_left:Nn \l_my_clist { ~a~ , ~{b}~ , c~\d }
\clist_put_right:Nn \l_my_clist { ~{e~} , , {f} } , }
```

results in `\l_my_clist` containing `a,b,c~\d,{e~},{f}` namely the five items `a`, `b`, `c~\d`, `e~` and `{f}`. Comma lists normally do not contain empty or blank items so the following gives an empty comma list:

```
\clist_clear_new:N \l_my_clist
\clist_set:Nn \l_my_clist { , ~ , , }
\clist_if_empty:NTF \l_my_clist { true } { false }
```

and it leaves `true` in the input stream. To include an “unsafe” item (empty, or one that contains a comma, or starts or ends with a space, or is a single brace group), surround it with braces.

Any `n`-type token list is a valid comma list input for `l3clist` functions, which will split the token list at every comma and process the items as described above. On the other hand, `N`-type functions expect comma list variables, which are particular token list variables in which this processing of items (and removal of blank items) has already

occurred. Because comma list variables are token list variables, expanding them once yields their items separated by commas, and `\tl_show:N` can be applied to them. (These functions often have `\clist` analogues, which should be preferred.)

Almost all operations on comma lists are noticeably slower than those on sequences so converting the data to sequences using `\seq_set_from_clist:Nn` (see `\l3seq`) may be advisable if speed is important. The exception is that `\clist_if_in:NnTF` and `\clist_remove_duplicates:N` may be faster than their sequence analogues for large lists. However, these functions work slowly for “unsafe” items that must be braced, and may produce errors when their argument contains `{`, `}` or `#` (assuming the usual `TeX` category codes apply). The sequence data type should thus certainly be preferred to comma lists to store such items.

22.1 Creating and initialising comma lists

`\clist_new:N` `\clist_new:N` \langle *comma list* \rangle

`\clist_new:c` Creates a new \langle *comma list* \rangle or raises an error if the name is already taken. The declaration is global. The \langle *comma list* \rangle initially contains no items.

`\clist_const:Nn` `\clist_const:Nn` \langle *clist var* \rangle $\{$ \langle *comma list* \rangle $\}$

`\clist_const:(Nx|cn|cx)` Creates a new constant \langle *clist var* \rangle or raises an error if the name is already taken. The value of the \langle *clist var* \rangle is set globally to the \langle *comma list* \rangle .

New: 2014-07-05

`\clist_clear:N` `\clist_clear:N` \langle *comma list* \rangle

`\clist_clear:c` Clears all items from the \langle *comma list* \rangle .

`\clist_gclear:N`

`\clist_gclear:c`

`\clist_clear_new:N` `\clist_clear_new:N` \langle *comma list* \rangle

`\clist_clear_new:c` Ensures that the \langle *comma list* \rangle exists globally by applying `\clist_new:N` if necessary, then applies `\clist_(g)clear:N` to leave the list empty.

`\clist_gclear_new:N`

`\clist_gclear_new:c`

`\clist_set_eq:NN` `\clist_set_eq:NN` \langle *comma list*₁ \rangle \langle *comma list*₂ \rangle

`\clist_set_eq:(cN|Nc|cc)` Sets the content of \langle *comma list*₁ \rangle equal to that of \langle *comma list*₂ \rangle . To set a token list variable equal to a comma list variable, use `\tl_set_eq:NN`. Conversely, setting a comma list variable to a token list is unadvisable unless one checks space-trimming and related issues.

`\clist_gset_eq:NN`

`\clist_gset_eq:(cN|Nc|cc)`

`\clist_set_from_seq:NN` `\clist_set_from_seq:NN` \langle *comma list* \rangle \langle *sequence* \rangle

`\clist_set_from_seq:(cN|Nc|cc)`

`\clist_gset_from_seq:NN`

`\clist_gset_from_seq:(cN|Nc|cc)`

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>	<code>\langle comma list_1 \rangle \langle comma list_2 \rangle \langle comma list_3 \rangle</code>
<code>\clist_concat:ccc</code>		
<code>\clist_gconcat:NNN</code>		Concatenates the content of <code>\langle comma list_2 \rangle</code> and <code>\langle comma list_3 \rangle</code> together and saves the result in <code>\langle comma list_1 \rangle</code> . The items in <code>\langle comma list_2 \rangle</code> are placed at the left side of the new comma list.
<code>\clist_gconcat:ccc</code>		

<code>\clist_if_exist_p:N</code>	<code>\clist_if_exist_p:N</code>	<code>\langle comma list \rangle</code>
<code>\clist_if_exist_p:c</code>	<code>\clist_if_exist:NTF</code>	<code>\langle comma list \rangle</code> <code>\{\langle true code \rangle\}</code> <code>\{\langle false code \rangle\}</code>
<code>\clist_if_exist:NTF</code>		
<code>\clist_if_exist:cTF</code>		Tests whether the <code>\langle comma list \rangle</code> is currently defined. This does not check that the <code>\langle comma list \rangle</code> really is a comma list.

New: 2012-03-03

22.2 Adding data to comma lists

<code>\clist_set:Nn</code>	<code>\clist_set:Nn</code>	<code>\langle comma list \rangle</code> <code>\{\langle item_1 \rangle, \dots, \langle item_n \rangle\}</code>
<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. Blank items are omitted, spaces are removed from both sides of each item, then a set of braces is removed if the resulting space-trimmed item is braced. To store some `\langle tokens \rangle` as a single `\langle item \rangle` even if the `\langle tokens \rangle` contain commas or spaces, add a set of braces: `\clist_set:Nn \langle comma list \rangle { \langle tokens \rangle }`.

<code>\clist_put_left:Nn</code>	<code>\clist_put_left:Nn</code>	<code>\langle comma list \rangle</code> <code>\{\langle item_1 \rangle, \dots, \langle item_n \rangle\}</code>
<code>\clist_put_left:(NV No Nx cn cV co cx)</code>		
<code>\clist_gput_left:Nn</code>		
<code>\clist_gput_left:(NV No Nx cn cV co cx)</code>		

Updated: 2011-09-05

Appends the `\langle items \rangle` to the left of the `\langle comma list \rangle`. Blank items are omitted, spaces are removed from both sides of each item, then a set of braces is removed if the resulting space-trimmed item is braced. To append some `\langle tokens \rangle` as a single `\langle item \rangle` even if the `\langle tokens \rangle` contain commas or spaces, add a set of braces: `\clist_put_left:Nn \langle comma list \rangle { \langle tokens \rangle }`.

<code>\clist_put_right:Nn</code>	<code>\clist_put_right:Nn</code>	<code>\langle comma list \rangle</code> <code>\{\langle item_1 \rangle, \dots, \langle item_n \rangle\}</code>
<code>\clist_put_right:(NV No Nx cn cV co cx)</code>		
<code>\clist_gput_right:Nn</code>		
<code>\clist_gput_right:(NV No Nx cn cV co cx)</code>		

Updated: 2011-09-05

Appends the `\langle items \rangle` to the right of the `\langle comma list \rangle`. Blank items are omitted, spaces are removed from both sides of each item, then a set of braces is removed if the resulting space-trimmed item is braced. To append some `\langle tokens \rangle` as a single `\langle item \rangle` even if the `\langle tokens \rangle` contain commas or spaces, add a set of braces: `\clist_put_right:Nn \langle comma list \rangle { \langle tokens \rangle }`.

22.3 Modifying comma lists

While comma lists are normally used as ordered lists, it may be necessary to modify the content. The functions here may be used to update comma lists, while retaining the order of the unaffected entries.

```
\clist_remove_duplicates:N \clist_remove_duplicates:N <comma list>
\clist_remove_duplicates:c
\clist_gremove_duplicates:N
\clist_gremove_duplicates:c
```

Removes duplicate items from the $\langle\textit{comma list}\rangle$, leaving the left most copy of each item in the $\langle\textit{comma list}\rangle$. The $\langle\textit{item}\rangle$ comparison takes place on a token basis, as for $\backslash\textit{tl_if_eq:nnTF}$.

TeXhackers note: This function iterates through every item in the $\langle\textit{comma list}\rangle$ and does a comparison with the $\langle\textit{items}\rangle$ already checked. It is therefore relatively slow with large comma lists. Furthermore, it may fail if any of the items in the $\langle\textit{comma list}\rangle$ contains $\{$, $\}$, or $\#$ (assuming the usual TeX category codes apply).

```
\clist_remove_all:Nn \clist_remove_all:Nn <comma list> {\langle\textit{item}\rangle}
\clist_remove_all:(cn|NV|cV)
\clist_gremove_all:Nn
\clist_gremove_all:(cn|NV|cV)
```

Updated: 2011-09-06

Removes every occurrence of $\langle\textit{item}\rangle$ from the $\langle\textit{comma list}\rangle$. The $\langle\textit{item}\rangle$ comparison takes place on a token basis, as for $\backslash\textit{tl_if_eq:nnTF}$.

TeXhackers note: The function may fail if the $\langle\textit{item}\rangle$ contains $\{$, $\}$, or $\#$ (assuming the usual TeX category codes apply).

```
\clist_reverse:N \clist_reverse:N <comma list>
\clist_reverse:c
\clist_greverse:N
\clist_greverse:c
```

New: 2014-07-18

```
\clist_reverse:n \clist_reverse:n {\langle\textit{comma list}\rangle}
```

New: 2014-07-18

Leaves the items in the $\langle\textit{comma list}\rangle$ in the input stream in reverse order. Contrarily to other what is done for other n-type $\langle\textit{comma list}\rangle$ arguments, braces and spaces are preserved by this process.

TeXhackers note: The result is returned within $\backslash\textit{unexpanded}$, which means that the comma list does not expand further when appearing in an x-type or e-type argument expansion.

<code>\clist_sort:Nn</code>	<code>\clist_sort:Nn <clist var> {<comparison code>}</code>
<code>\clist_sort:cn</code>	
<code>\clist_gsort:Nn</code>	Sorts the items in the <code><clist var></code> according to the <code><comparison code></code> , and assigns the
<code>\clist_gsort:cn</code>	result to <code><clist var></code> . The details of sorting comparison are described in Section 6.1.

New: 2017-02-06

22.4 Comma list conditionals

<code>\clist_if_empty_p:N</code>	<code>\clist_if_empty_p:N <comma list></code>
<code>\clist_if_empty_p:c</code>	<code>\clist_if_empty:NnTF <comma list> {<>true code>} {<>false code>}</code>
<code>\clist_if_empty:NnTF</code>	Tests if the <code><comma list></code> is empty (containing no items).
<code>\clist_if_empty:cTF</code>	

<code>\clist_if_empty_p:n</code>	<code>\clist_if_empty_p:n {<comma list>}</code>
<code>\clist_if_empty:nTF</code>	<code>\clist_if_empty:nTF {<comma list>} {<>true code>} {<>false code>}</code>

New: 2014-07-05

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.

<code>\clist_if_in:NnTF</code>	<code>\clist_if_in:NnTF <comma list> {<item>} {<>true code>} {<>false code>}</code>
<code>\clist_if_in:(NV No cn cV co)TF</code>	
<code>\clist_if_in:nnTF</code>	
<code>\clist_if_in:(nV no)TF</code>	

Updated: 2011-09-06

Tests if the `<item>` is present in the `<comma list>`. In the case of an n-type `<comma list>`, the usual rules of space trimming and brace stripping apply. Hence,

```
\clist_if_in:nnTF { a , {b}~ , {b} , c } { b } {true} {false}
```

yields true.

TeXhackers note: The function may fail if the `<item>` contains `{`, `}`, or `#` (assuming the usual TeX category codes apply).

22.5 Mapping over comma lists

The functions described in this section apply a specified function to each item of a comma list. All mappings are done at the current group level, *i.e.* any local assignments made by the `<function>` or `<code>` discussed below remain in effect after the loop.

When the comma list is given explicitly, as an n-type argument, spaces are trimmed around each item. If the result of trimming spaces is empty, the item is ignored. Otherwise, if the item is surrounded by braces, one set is removed, and the result is passed to the mapped function. Thus, if the comma list that is being mapped is `{a_ , {b}_ , { } , {c}_ , }` then the arguments passed to the mapped function are ‘a’, ‘{b}_’, an empty argument, and ‘c’.

When the comma list is given as an N-type argument, spaces have already been trimmed on input, and items are simply stripped of one set of braces if any. This case is more efficient than using n-type comma lists.

<code>\clist_map_function:NN</code> ☆	<code>\clist_map_function:NN</code> \langle comma list \rangle \langle function \rangle
<code>\clist_map_function:cN</code> ☆	Applies \langle function \rangle to every \langle item \rangle stored in the \langle comma list \rangle . The \langle function \rangle receives one argument for each iteration. The \langle items \rangle are returned from left to right.
<code>\clist_map_function:nN</code> ☆	
Updated: 2012-06-29	The function <code>\clist_map_inline:Nn</code> is in general more efficient than <code>\clist_map_function:NN</code> .

<code>\clist_map_inline:Nn</code>	<code>\clist_map_inline:Nn</code> \langle comma list \rangle $\{$ \langle inline function \rangle $\}$
<code>\clist_map_inline:cn</code>	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 receives the \langle item \rangle as #1. The \langle items \rangle are returned from left to right.
<code>\clist_map_inline:nn</code>	
Updated: 2012-06-29	

<code>\clist_map_variable:NNn</code>	<code>\clist_map_variable:NNn</code> \langle comma list \rangle \langle variable \rangle $\{$ \langle code \rangle $\}$
<code>\clist_map_variable:cNn</code>	Stores each \langle item \rangle of the \langle comma list \rangle in turn in the (token list) \langle variable \rangle and applies the \langle code \rangle . The \langle code \rangle will usually make use of the \langle variable \rangle , but this is not enforced.
<code>\clist_map_variable:nNn</code>	
Updated: 2012-06-29	The assignments to the \langle variable \rangle are local. Its value after the loop is the last \langle item \rangle in the \langle comma list \rangle , or its original value if there were no \langle item \rangle . The \langle items \rangle are returned from left to right.

<code>\clist_map_tokens:Nn</code> ☆	<code>\clist_map_tokens:Nn</code> \langle clist var \rangle $\{$ \langle code \rangle $\}$
<code>\clist_map_tokens:cn</code> ☆	<code>\clist_map_tokens:cn</code> $\{$ \langle comma list \rangle $\}$ $\{$ \langle code \rangle $\}$
<code>\clist_map_tokens:nn</code> ☆	Calls \langle code \rangle $\{$ \langle item \rangle $\}$ for every \langle item \rangle stored in the \langle comma list \rangle . The \langle code \rangle receives each \langle item \rangle as a trailing brace group. If the \langle code \rangle consists of a single function this is equivalent to <code>\clist_map_function:nN</code> .
New: 2021-05-05	

<code>\clist_map_break:</code> ☆	<code>\clist_map_break:</code>
Updated: 2012-06-29	Used to terminate a <code>\clist_map_...</code> function before all entries in the \langle comma list \rangle have been processed. This normally takes place within a conditional statement, for example

```

\clist_map_inline:Nn \l_my_clist
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \clist_map_break: }
  {
    % Do something useful
  }
}

```

Use outside of a `\clist_map_...` scenario leads to low level T_EX errors.

T_EXhackers note: When the mapping is broken, additional tokens may be inserted before further items are taken from the input stream. This depends on the design of the mapping function.

`\clist_map_break:n` ☆ `\clist_map_break:n {<code>}`

Updated: 2012-06-29

Used to terminate a `\clist_map_...` function before all entries in the *<comma list>* have been processed, inserting the *<code>* after the mapping has ended. This normally takes place within a conditional statement, for example

```
\clist_map_inline:Nn \l_my_clist
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \clist_map_break:n { <code> } }
  {
    % Do something useful
  }
}
```

Use outside of a `\clist_map_...` scenario leads to low level TeX errors.

TeXhackers note: When the mapping is broken, additional tokens may be inserted before the *<code>* is inserted into the input stream. This depends on the design of the mapping function.

`\clist_count:N` ☆ `\clist_count:N <comma list>`

`\clist_count:c` ☆

`\clist_count:n` ☆

New: 2012-07-13

Leaves the number of items in the *<comma list>* in the input stream as an *<integer denotation>*. The total number of items in a *<comma list>* includes those which are duplicates, *i.e.* every item in a *<comma list>* is counted.

22.6 Using the content of comma lists directly

`\clist_use:Nnnn` ☆ `\clist_use:Nnnn <clist var> {<separator between two>}`

`\clist_use:cnnn` ☆ `{<separator between more than two>} {<separator between final two>}`

New: 2013-05-26

Places the contents of the *<clist var>* in the input stream, with the appropriate *<separator>* between the items. Namely, if the comma list has more than two items, the *<separator between more than two>* is placed between each pair of items except the last, for which the *<separator between final two>* is used. If the comma list has exactly two items, then they are placed in the input stream separated by the *<separator between two>*. If the comma list has a single item, it is placed in the input stream, and a comma list with no items produces no output. An error is raised if the variable does not exist or if it is invalid.

For example,

```
\clist_set:Nn \l_tmpa_clist { a , b , , c , {de} , f }
\clist_use:Nnnn \l_tmpa_clist { ~and~ } { ,~ } { ,~and~ }
```

inserts “a, b, c, de, and f” in the input stream. The first separator argument is not used in this case because the comma list has more than 2 items.

TeXhackers note: The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the *<items>* do not expand further when appearing in an x-type or e-type argument expansion.

```
\clist_use:Nn * \clist_use:Nn <clist var> {<separator>}
```

```
\clist_use:cn * 
```

New: 2013-05-26

Places the contents of the *<clist var>* in the input stream, with the *<separator>* between the items. If the comma list has a single item, it is placed in the input stream, and a comma list with no items produces no output. An error is raised if the variable does not exist or if it is invalid.

For example,

```
\clist_set:Nn \l_tmpa_clist { a , b , , c , {de} , f }
\clist_use:Nn \l_tmpa_clist { ~and~ }
```

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

T_EXhackers note: The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the *<items>* do not expand further when appearing in an *x*-type or *e*-type argument expansion.

```
\clist_use:nnnn * \clist_use:nnnn <comma list> {<separator between two>}
\clist_use:nn * {<separator between more than two>} {<separator between final two>}
\clist_use:nn <comma list> {<separator>}
```

New: 2021-05-10

Places the contents of the *<comma list>* in the input stream, with the appropriate *<separator>* between the items. As for `\clist_set:Nn`, blank items are omitted, spaces are removed from both sides of each item, then a set of braces is removed if the resulting space-trimmed item is braced. The *<separators>* are then inserted in the same way as for `\clist_use:Nnnn` and `\clist_use:Nn`, respectively.

T_EXhackers note: The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the *<items>* do not expand further when appearing in an *x*-type or *e*-type argument expansion.

22.7 Comma lists as stacks

Comma lists can be used as stacks, where data is pushed to and popped from the top of the comma list. (The left of a comma list is the top, for performance reasons.) The stack functions for comma lists are not intended to be mixed with the general ordered data functions detailed in the previous section: a comma list should either be used as an ordered data type or as a stack, but not in both ways.

```
\clist_get:NN \clist_get:NN <comma list> <token list variable>
\clist_get:cN
\clist_get:NNTF
\clist_get:cNTF
```

New: 2012-05-14
Updated: 2019-02-16

Stores the left-most item from a *<comma list>* in the *<token list variable>* without removing it from the *<comma list>*. The *<token list variable>* is assigned locally. In the non-branching version, if the *<comma list>* is empty the *<token list variable>* is set to the marker value `\q_no_value`.

```
\clist_pop:NN \clist_pop:NN <comma list> <token list variable>
\clist_pop:cN
```

Updated: 2011-09-06

Pops the left-most item from a *<comma list>* into the *<token list variable>*, *i.e.* removes the item from the comma list and stores it in the *<token list variable>*. Both of the variables are assigned locally.

`\clist_gpop:Nn` `\clist_gpop:NN` $\langle comma list \rangle$ $\langle token list variable \rangle$
`\clist_gpop:cN` Pops the left-most item from a $\langle comma list \rangle$ into the $\langle token list variable \rangle$, *i.e.* removes the item from the comma list and stores it in the $\langle token list variable \rangle$. The $\langle comma list \rangle$ is modified globally, while the assignment of the $\langle token list variable \rangle$ is local.

`\clist_pop:NNTF` `\clist_pop:NNTF` $\langle comma list \rangle$ $\langle token list variable \rangle$ $\langle true code \rangle$ $\langle false code \rangle$
`\clist_pop:cNTF` If the $\langle comma list \rangle$ 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 $\langle comma list \rangle$ is non-empty, pops the top item from the $\langle comma list \rangle$ in the $\langle token list variable \rangle$, *i.e.* removes the item from the $\langle comma list \rangle$. Both the $\langle comma list \rangle$ and the $\langle token list variable \rangle$ are assigned locally.
New: 2012-05-14

`\clist_gpop:NNTF` `\clist_gpop:NNTF` $\langle comma list \rangle$ $\langle token list variable \rangle$ $\langle true code \rangle$ $\langle false code \rangle$
`\clist_gpop:cNTF` If the $\langle comma list \rangle$ 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 $\langle comma list \rangle$ is non-empty, pops the top item from the $\langle comma list \rangle$ in the $\langle token list variable \rangle$, *i.e.* removes the item from the $\langle comma list \rangle$. The $\langle comma list \rangle$ is modified globally, while the $\langle token list variable \rangle$ is assigned locally.
New: 2012-05-14

`\clist_push:Nn` `\clist_push:Nn` $\langle comma list \rangle$ $\langle items \rangle$
`\clist_push:(NV|No|Nx|cn|cV|co|cx)`
`\clist_gpush:Nn`
`\clist_gpush:(NV|No|Nx|cn|cV|co|cx)`

Adds the $\langle items \rangle$ to the top of the $\langle comma list \rangle$. Spaces are removed from both sides of each item as for any n-type comma list.

22.8 Using a single item

`\clist_item:Nn` \star `\clist_item:Nn` $\langle comma list \rangle$ $\langle int expr \rangle$
`\clist_item:cn` \star
`\clist_item:nn` \star Indexing items in the $\langle comma list \rangle$ from 1 at the top (left), this function evaluates the $\langle int expr \rangle$ and leaves the appropriate item from the comma list in the input stream.
New: 2014-07-17 If the $\langle int expr \rangle$ is negative, indexing occurs from the bottom (right) of the comma list. When the $\langle int expr \rangle$ is larger than the number of items in the $\langle comma list \rangle$ (as calculated by `\clist_count:N`) then the function expands to nothing.

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

`\clist_rand_item:N` * `\clist_rand_item:N` \langle *clist var* \rangle
`\clist_rand_item:c` * `\clist_rand_item:n` $\{\langle$ *comma list* $\}$
`\clist_rand_item:n` * Selects a pseudo-random item of the \langle *comma list* \rangle . If the \langle *comma list* \rangle has no item, the result is empty.
New: 2016-12-06

TeXhackers note: The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the \langle *item* \rangle does not expand further when appearing in an `x`-type or `e`-type argument expansion.

22.9 Viewing comma lists

`\clist_show:N` `\clist_show:N` \langle *comma list* \rangle
`\clist_show:c` Displays the entries in the \langle *comma list* \rangle in the terminal.
Updated: 2021-04-29

`\clist_show:n` `\clist_show:n` $\{\langle$ *tokens* $\}$
Updated: 2013-08-03 Displays the entries in the comma list in the terminal.

`\clist_log:N` `\clist_log:N` \langle *comma list* \rangle
`\clist_log:c` Writes the entries in the \langle *comma list* \rangle in the log file. See also `\clist_show:N` which displays the result in the terminal.
New: 2014-08-22
Updated: 2021-04-29

`\clist_log:n` `\clist_log:n` $\{\langle$ *tokens* $\}$
New: 2014-08-22 Writes the entries in the comma list in the log file. See also `\clist_show:n` which displays the result in the terminal.

22.10 Constant and scratch comma lists

`\c_empty_clist` Constant that is always empty.
New: 2012-07-02

`\l_tmpa_clist` Scratch comma lists for local assignment. These are never used by the kernel code, and so are safe for use with any L^AT_EX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
`\l_tmpb_clist`
New: 2011-09-06

`\g_tmpa_clist` Scratch comma lists for global assignment. These are never used by the kernel code, and so are safe for use with any L^AT_EX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
`\g_tmpb_clist`
New: 2011-09-06

Chapter 23

The `l3token` package Token manipulation

This module deals with tokens. Now this is perhaps not the most precise description so let's try with a better description: When programming in `TEX`, it is often desirable to know just what a certain token is: is it a control sequence or something else. Similarly one often needs to know if a control sequence is expandable or not, a macro or a primitive, how many arguments it takes etc. Another thing of great importance (especially when it comes to document commands) is looking ahead in the token stream to see if a certain character is present and maybe even remove it or disregard other tokens while scanning. This module provides functions for both and as such has two primary function categories: `\token_` for anything that deals with tokens and `\peek_` for looking ahead in the token stream.

Most functions we describe here can be used on control sequences, as those are tokens as well.

It is important to distinguish two aspects of a token: its “shape” (for lack of a better word), which affects the matching of delimited arguments and the comparison of token lists containing this token, and its “meaning”, which affects whether the token expands or what operation it performs. One can have tokens of different shapes with the same meaning, but not the converse.

For instance, `\if:w`, `\if_charcode:w`, and `\tex_if:D` are three names for the same internal operation of `TEX`, namely the primitive testing the next two characters for equality of their character code. They have the same meaning hence behave identically in many situations. However, `TEX` distinguishes them when searching for a delimited argument. Namely, the example function `\show_until_if:w` defined below takes everything until `\if:w` as an argument, despite the presence of other copies of `\if:w` under different names.

```
\cs_new:Npn \show_until_if:w #1 \if:w { \tl_show:n {#1} }  
\show_until_if:w \tex_if:D \if_charcode:w \if:w
```

A list of all possible shapes and a list of all possible meanings are given in section [23.7](#).

23.1 Creating character tokens

<code>\char_set_active_eq:NN</code> <code>\char_set_active_eq:Nc</code> <code>\char_gset_active_eq:NN</code> <code>\char_gset_active_eq:Nc</code>	<code>\char_set_active_eq:NN</code> $\langle char \rangle$ $\langle function \rangle$ Sets the behaviour of the $\langle char \rangle$ in situations where it is active (category code 13) to be equivalent to that of the $\langle function \rangle$. The category code of the $\langle char \rangle$ is <i>unchanged</i> by this process. The $\langle function \rangle$ may itself be an active character.
--	---

Updated: 2015-11-12

<code>\char_set_active_eq:nN</code> <code>\char_set_active_eq:nc</code> <code>\char_gset_active_eq:nN</code> <code>\char_gset_active_eq:nc</code>	<code>\char_set_active_eq:nN</code> $\{\langle integer\ expression \rangle\}$ $\langle function \rangle$ Sets the behaviour of the $\langle char \rangle$ which has character code as given by the $\langle integer\ expression \rangle$ in situations where it is active (category code 13) to be equivalent to that of the $\langle function \rangle$. The category code of the $\langle char \rangle$ is <i>unchanged</i> by this process. The $\langle function \rangle$ may itself be an active character.
--	---

New: 2015-11-12

<code>\char_generate:nn *</code>	<code>\char_generate:nn</code> $\{\langle charcode \rangle\}$ $\{\langle catcode \rangle\}$
----------------------------------	---

New: 2015-09-09
Updated: 2019-01-16

Generates a character token of the given $\langle charcode \rangle$ and $\langle catcode \rangle$ (both of which may be integer expressions). The $\langle catcode \rangle$ may be one of

- 1 (begin group)
- 2 (end group)
- 3 (math toggle)
- 4 (alignment)
- 6 (parameter)
- 7 (math superscript)
- 8 (math subscript)
- 10 (space)
- 11 (letter)
- 12 (other)
- 13 (active)

and other values raise an error. The $\langle charcode \rangle$ may be any one valid for the engine in use, except that for $\langle catcode \rangle$ 10, $\langle charcode \rangle$ 0 is not allowed. Active characters cannot be generated in older versions of X_YTEX. Another way to build token lists with unusual category codes is `\regex_replace:nnN $\{.*\}$ $\{\langle replacement \rangle\}$ $\langle tl\ var \rangle$` .

TEXhackers note: Exactly two expansions are needed to produce the character.

<code>\c_catcode_other_space_tl</code>	Token list containing one character with category code 12, (“other”), and character code 32 (space).
--	--

New: 2011-09-05

23.2 Manipulating and interrogating character tokens

```
\char_set_catcode_escape:N          \char_set_catcode_letter:N <character>
\char_set_catcode_group_begin:N
\char_set_catcode_group_end:N
\char_set_catcode_math_toggle:N
\char_set_catcode_alignment:N
\char_set_catcode_end_line:N
\char_set_catcode_parameter:N
\char_set_catcode_math_superscript:N
\char_set_catcode_math_subscript:N
\char_set_catcode_ignore:N
\char_set_catcode_space:N
\char_set_catcode_letter:N
\char_set_catcode_other:N
\char_set_catcode_active:N
\char_set_catcode_comment:N
\char_set_catcode_invalid:N
```

Updated: 2015-11-11

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

```
\char_set_catcode_other:N \%
```

The assignment is local.

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

Updated: 2015-11-11

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.

`\char_set_catcode:nn` `\char_set_catcode:nn` `{⟨int expr₁⟩}` `{⟨int expr₂⟩}`

Updated: 2015-11-11

These functions set the category code of the `⟨character⟩` which has character code as given by the `⟨integer expression⟩`. The first `⟨integer expression⟩` is the character code and the second is the category code to apply. The setting applies within the current `TeX` group. In general, the symbolic functions `\char_set_catcode_⟨type⟩` should be preferred, but there are cases where these lower-level functions may be useful.

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

Expands to the current category code of the `⟨character⟩` with character code given by the `⟨integer expression⟩`.

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

Displays the current category code of the `⟨character⟩` with character code given by the `⟨integer expression⟩` on the terminal.

`\char_set_lccode:nn` `\char_set_lccode:nn` `{⟨int expr₁⟩}` `{⟨int expr₂⟩}`

Updated: 2015-08-06

Sets up the behaviour of the `⟨character⟩` when found inside `\text_lowercase:n`, such that `⟨character₁⟩` will be converted into `⟨character₂⟩`. The two `⟨characters⟩` may be specified using an `⟨integer expression⟩` for the character code concerned. This may include the `TeX` ‘`⟨character⟩`’ method for converting a single character into its character code:

```
\char_set_lccode:nn { '\A } { '\a } % Standard behaviour
\char_set_lccode:nn { '\A } { '\A + 32 }
\char_set_lccode:nn { 50 } { 60 }
```

The setting applies within the current `TeX` group.

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

Expands to the current lower case code of the `⟨character⟩` with character code given by the `⟨integer expression⟩`.

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

Displays the current lower case code of the `⟨character⟩` with character code given by the `⟨integer expression⟩` on the terminal.

`\char_set_uccode:nn` `\char_set_uccode:nn` `{⟨int expr₁⟩}` `{⟨int expr₂⟩}`

Updated: 2015-08-06

Sets up the behaviour of the `⟨character⟩` when found inside `\text_uppercase:n`, such that `⟨character₁⟩` will be converted into `⟨character₂⟩`. The two `⟨characters⟩` may be specified using an `⟨integer expression⟩` for the character code concerned. This may include the `TeX` ‘`⟨character⟩`’ method for converting a single character into its character code:

```
\char_set_uccode:nn { '\a } { '\A } % Standard behaviour
\char_set_uccode:nn { '\A } { '\A - 32 }
\char_set_uccode:nn { 60 } { 50 }
```

The setting applies within the current `TeX` group.

<code>\char_value_uccode:n</code> *	<code>\char_value_uccode:n <integer expression></code>
	Expands to the current upper case code of the <code><character></code> with character code given by the <code><integer expression></code> .
<code>\char_show_value_uccode:n</code>	<code>\char_show_value_uccode:n <integer expression></code>
	Displays the current upper case code of the <code><character></code> with character code given by the <code><integer expression></code> on the terminal.
<code>\char_set_mathcode:nn</code>	<code>\char_set_mathcode:nn <int expr1> <int expr2></code>
<small>Updated: 2015-08-06</small>	This function sets up the math code of <code><character></code> . The <code><character></code> is specified as an <code><integer expression></code> which will be used as the character code of the relevant character. The setting applies within the current \TeX group.
<code>\char_value_mathcode:n</code> *	<code>\char_value_mathcode:n <integer expression></code>
	Expands to the current math code of the <code><character></code> with character code given by the <code><integer expression></code> .
<code>\char_show_value_mathcode:n</code>	<code>\char_show_value_mathcode:n <integer expression></code>
	Displays the current math code of the <code><character></code> with character code given by the <code><integer expression></code> on the terminal.
<code>\char_set_sfcode:nn</code>	<code>\char_set_sfcode:nn <int expr1> <int expr2></code>
<small>Updated: 2015-08-06</small>	This function sets up the space factor for the <code><character></code> . The <code><character></code> is specified as an <code><integer expression></code> which will be used as the character code of the relevant character. The setting applies within the current \TeX group.
<code>\char_value_sfcode:n</code> *	<code>\char_value_sfcode:n <integer expression></code>
	Expands to the current space factor for the <code><character></code> with character code given by the <code><integer expression></code> .
<code>\char_show_value_sfcode:n</code>	<code>\char_show_value_sfcode:n <integer expression></code>
	Displays the current space factor for the <code><character></code> with character code given by the <code><integer expression></code> on the terminal.
<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 <code><active></code> (catcode 13). Each entry in the sequence consists of a single escaped token, for example <code>\~</code> . Active tokens should be added to the sequence when they are defined for general document use.
<small>New: 2012-01-23</small>	
<small>Updated: 2015-11-11</small>	
<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 <code><letter></code> (catcode 11) or <code><other></code> (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.
<small>New: 2012-01-23</small>	
<small>Updated: 2015-11-11</small>	

23.3 Generic tokens

<code>\c_group_begin_token</code>	These are implicit tokens which have the category code described by their name. They are used internally for test purposes but are also available to the programmer for other uses.
<code>\c_group_end_token</code>	
<code>\c_math_toggle_token</code>	
<code>\c_alignment_token</code>	
<code>\c_parameter_token</code>	
<code>\c_math_superscript_token</code>	
<code>\c_math_subscript_token</code>	
<code>\c_space_token</code>	

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

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

23.4 Converting tokens

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

TeXhackers note: This is the TeX primitive `\meaning`. The `<token>` can thus be an explicit space tokens or an explicit begin-group or end-group character token (`{` or `}` when normal TeX category codes apply) even though these are not valid N-type arguments.

<code>\token_to_str:N *</code>	<code>\token_to_str:N <token></code>
<code>\token_to_str:c *</code>	Converts the given <code><token></code> into a series of characters with category code 12 (other). If the <code><token></code> is a control sequence, this will start with the current escape character with category code 12 (the escape character is part of the <code><token></code>). This function requires only a single expansion.

TeXhackers note: `\token_to_str:N` is the TeX primitive `\string` renamed. The `<token>` can thus be an explicit space tokens or an explicit begin-group or end-group character token (`{` or `}` when normal TeX category codes apply) even though these are not valid N-type arguments.

23.5 Token conditionals

```
\token_if_group_begin_p:N * \token_if_group_begin_p:N <token>
\underline{\token_if_group_begin:NTF * \token_if_group_begin:NTF <token> {\true code} {\false code}}
```

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

```
\token_if_group_end_p:N * \token_if_group_end_p:N <token>
\underline{\token_if_group_end:NTF * \token_if_group_end:NTF <token> {\true code} {\false code}}
```

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

```
\token_if_math_toggle_p:N * \token_if_math_toggle_p:N <token>
\underline{\token_if_math_toggle:NTF * \token_if_math_toggle:NTF <token> {\true code} {\false code}}
```

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

```
\token_if_alignment_p:N * \token_if_alignment_p:N <token>
\underline{\token_if_alignment:NTF * \token_if_alignment:NTF <token> {\true code} {\false code}}
```

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

```
\token_if_parameter_p:N * \token_if_parameter_p:N <token>
\underline{\token_if_parameter:NTF * \token_if_parameter:NTF <token> {\true code} {\false code}}
```

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

```
\token_if_math_superscript_p:N * \token_if_math_superscript_p:N <token>
\underline{\token_if_math_superscript:NTF * \token_if_math_superscript:NTF <token> {\true code} {\false code}}
```

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

```
\token_if_math_subscript_p:N * \token_if_math_subscript_p:N <token>
\underline{\token_if_math_subscript:NTF * \token_if_math_subscript:NTF <token> {\true code} {\false code}}
```

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

```
\token_if_space_p:N * \token_if_space_p:N <token>
\underline{\token_if_space:NTF * \token_if_space:NTF <token> {\true code} {\false code}}
```

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.

`\token_if_letter_p:N` * `\token_if_letter_p:N` $\langle token \rangle$
`\token_if_letter:NTF` * `\token_if_letter:NTF` $\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

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

`\token_if_other_p:N` * `\token_if_other_p:N` $\langle token \rangle$
`\token_if_other:NTF` * `\token_if_other:NTF` $\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

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

`\token_if_active_p:N` * `\token_if_active_p:N` $\langle token \rangle$
`\token_if_active:NTF` * `\token_if_active:NTF` $\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

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

`\token_if_eq_catcode_p:NN` * `\token_if_eq_catcode_p:NN` $\langle token_1 \rangle$ $\langle token_2 \rangle$
`\token_if_eq_catcode:NNTF` * `\token_if_eq_catcode:NNTF` $\langle token_1 \rangle$ $\langle token_2 \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

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

`\token_if_eq_charcode_p:NN` * `\token_if_eq_charcode_p:NN` $\langle token_1 \rangle$ $\langle token_2 \rangle$
`\token_if_eq_charcode:NNTF` * `\token_if_eq_charcode:NNTF` $\langle token_1 \rangle$ $\langle token_2 \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

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

`\token_if_eq_meaning_p:NN` * `\token_if_eq_meaning_p:NN` $\langle token_1 \rangle$ $\langle token_2 \rangle$
`\token_if_eq_meaning:NNTF` * `\token_if_eq_meaning:NNTF` $\langle token_1 \rangle$ $\langle token_2 \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

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

`\token_if_macro_p:N` * `\token_if_macro_p:N` $\langle token \rangle$
`\token_if_macro:NTF` * `\token_if_macro:NTF` $\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

Updated: 2011-05-23 Tests if the $\langle token \rangle$ is a \TeX macro.

`\token_if_cs_p:N` * `\token_if_cs_p:N` $\langle token \rangle$
`\token_if_cs:NTF` * `\token_if_cs:NTF` $\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

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

`\token_if_expandable_p:N` * `\token_if_expandable_p:N` $\langle token \rangle$
`\token_if_expandable:NTF` * `\token_if_expandable:NTF` $\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

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

`\token_if_long_macro_p:N` * `\token_if_long_macro_p:N` $\langle token \rangle$
`\token_if_long_macro:NTF` * `\token_if_long_macro:NTF` $\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

Updated: 2012-01-20 Tests if the $\langle token \rangle$ is a long macro.

`\token_if_protected_macro_p:N` * `\token_if_protected_macro_p:N` $\langle token \rangle$
`\token_if_protected_macro:NTF` * `\token_if_protected_macro:NTF` $\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

Updated: 2012-01-20

Tests if the $\langle token \rangle$ is a protected macro: for a macro which is both protected and long this returns $\langle false \rangle$.

```
\token_if_protected_long_macro_p:N * \token_if_protected_long_macro_p:N <token>
\token_if_protected_long_macro:NTF * \token_if_protected_long_macro:NTF <token> {(true code)} {(false
code)}
```

Updated: 2012-01-20

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

```
\token_if_chardef_p:N * \token_if_chardef_p:N <token>
\token_if_chardef:NTF * \token_if_chardef:NTF <token> {(true code)} {(false code)}
```

Updated: 2012-01-20

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

TeXhackers note: Booleans, boxes and small integer constants are implemented as $\backslash chardefs$.

```
\token_if_mathchardef_p:N * \token_if_mathchardef_p:N <token>
\token_if_mathchardef:NTF * \token_if_mathchardef:NTF <token> {(true code)} {(false code)}
```

Updated: 2012-01-20

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

```
\token_if_font_selection_p:N * \token_if_font_selection_p:N <token>
\token_if_font_selection:NTF * \token_if_font_selection:NTF <token> {(true code)} {(false code)}
```

New: 2020-10-27

Tests if the $\langle token \rangle$ is defined to be a font selection command.

```
\token_if_dim_register_p:N * \token_if_dim_register_p:N <token>
\token_if_dim_register:NTF * \token_if_dim_register:NTF <token> {(true code)} {(false code)}
```

Updated: 2012-01-20

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

```
\token_if_int_register_p:N * \token_if_int_register_p:N <token>
\token_if_int_register:NTF * \token_if_int_register:NTF <token> {(true code)} {(false code)}
```

Updated: 2012-01-20

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

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

```
\token_if_muskip_register_p:N * \token_if_muskip_register_p:N <token>
\token_if_muskip_register:NTF * \token_if_muskip_register:NTF <token> {(true code)} {(false code)}
```

New: 2012-02-15

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

```

\token_if_skip_register_p:N * \token_if_skip_register_p:N <token>
\token_if_skip_register:NTF * \token_if_skip_register:NTF <token> {\true code} {\false code}

```

Updated: 2012-01-20

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

```

\token_if_toks_register_p:N * \token_if_toks_register_p:N <token>
\token_if_toks_register:NTF * \token_if_toks_register:NTF <token> {\true code} {\false code}

```

Updated: 2012-01-20

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

```

\token_if_primitive_p:N * \token_if_primitive_p:N <token>
\token_if_primitive:NTF * \token_if_primitive:NTF <token> {\true code} {\false code}

```

Updated: 2020-09-11

Tests if the $\langle token \rangle$ is an engine primitive. In Lua_T_EX this includes primitive-like commands defined using `{token.set_lua}`.

```

\token_case_catcode:Nn * \token_case_meaning:NnTF <test token>
\token_case_catcode:NnTF * {
\token_case_charcode:Nn *   <token case1> {\code case1>}
\token_case_charcode:NnTF *   <token case2> {\code case2>}
\token_case_meaning:Nn *     ...
\token_case_meaning:NnTF *   <token casen> {\code casen>}
}

```

New: 2020-12-03

```

{\true code}
{\false code}

```

This function compares the $\langle test token \rangle$ in turn with each of the $\langle token cases \rangle$. If the two are equal (as described for `\token_if_eq_catcode:NNTF`, `\token_if_eq_charcode:NNTF` and `\token_if_eq_meaning:NNTF`, respectively) then the associated $\langle code \rangle$ is left in the input stream and other cases are discarded. If any of the cases are matched, the $\langle true code \rangle$ is also inserted into the input stream (after the code for the appropriate case), while if none match then the $\langle false code \rangle$ is inserted. The functions `\token_case_catcode:Nn`, `\token_case_charcode:Nn`, and `\token_case_meaning:Nn`, which do nothing if there is no match, are also available.

23.6 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. In addition, using `\peek_analysis_map_inline:n`, one can map through the following tokens in the input stream and repeatedly perform some tests.

```

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

```

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 $\langle token \rangle$ remains in the input stream as the next item after the $\langle function \rangle$. The $\langle token \rangle$ here may be `□`, `{` or `}` (assuming normal T_EX category codes), *i.e.* it is not necessarily the next argument which would be grabbed by a normal function.

`\peek_gafter:Nw` `\peek_gafter:Nw` $\langle function \rangle$ $\langle token \rangle$

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 $\langle token \rangle$ remains in the input stream as the next item after the $\langle function \rangle$. The $\langle token \rangle$ here may be `\`, `{` or `}` (assuming normal T_EX category codes), *i.e.* it is not necessarily the next argument which would be grabbed by a normal function.

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

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

`\peek_catcode:NTF` `\peek_catcode:NTF` $\langle test token \rangle$ $\langle true code \rangle$ $\langle false code \rangle$

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 $\langle token \rangle$ is left in the input stream after the $\langle true code \rangle$ or $\langle false code \rangle$ (as appropriate to the result of the test).

`\peek_catcode_remove:NTF` `\peek_catcode_remove:NTF` $\langle test token \rangle$ $\langle true code \rangle$ $\langle false code \rangle$

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 $\langle token \rangle$ is removed from the input stream if the test is true. The function then places either the $\langle true code \rangle$ or $\langle false code \rangle$ in the input stream (as appropriate to the result of the test).

`\peek_charcode:NTF` `\peek_charcode:NTF` $\langle test token \rangle$ $\langle true code \rangle$ $\langle false code \rangle$

Updated: 2012-12-20 Tests if the next $\langle token \rangle$ in the input stream has the same character code as the $\langle test token \rangle$ (as defined by the test `\token_if_eq_charcode:NNTF`). Spaces are respected by the test and the $\langle token \rangle$ is left in the input stream after the $\langle true code \rangle$ or $\langle false code \rangle$ (as appropriate to the result of the test).

`\peek_charcode_remove:NTF` `\peek_charcode_remove:NTF` $\langle test token \rangle$ $\langle true code \rangle$ $\langle false code \rangle$

Updated: 2012-12-20 Tests if the next $\langle token \rangle$ in the input stream has the same character code as the $\langle test token \rangle$ (as defined by the test `\token_if_eq_charcode:NNTF`). Spaces are respected by the test and the $\langle token \rangle$ is removed from the input stream if the test is true. The function then places either the $\langle true code \rangle$ or $\langle false code \rangle$ in the input stream (as appropriate to the result of the test).

`\peek_meaning:NTF` `\peek_meaning:NTF` $\langle test token \rangle$ $\langle true code \rangle$ $\langle false code \rangle$

Updated: 2011-07-02 Tests if the next $\langle token \rangle$ in the input stream has the same meaning as the $\langle test token \rangle$ (as defined by the test `\token_if_eq_meaning:NNTF`). Spaces are respected by the test and the $\langle token \rangle$ is left in the input stream after the $\langle true code \rangle$ or $\langle false code \rangle$ (as appropriate to the result of the test).

`\peek_meaning_remove:NTF` `\peek_meaning_remove:NTF <test token> {(true code)} {(false code)}`

Updated: 2011-07-02 Tests if the next `<token>` in the input stream has the same meaning as the `<test token>` (as defined by the test `\token_if_eq_meaning:NNTF`). Spaces are respected by the test and the `<token>` is removed from the input stream if the test is true. The function then places either the `<true code>` or `<false code>` in the input stream (as appropriate to the result of the test).

`\peek_remove_spaces:n` `\peek_remove_spaces:n {(code)}`

New: 2018-10-01 Peeks ahead and detect if the following token is a space (category code 10 and character code 32). If so, removes the token and checks the next token. Once a non-space token is found, the `<code>` will be inserted into the input stream. Typically this will contain a `peek` operation, but this is not required.

`\peek_remove_filler:n` `\peek_remove_filler:n {(code)}`

New: 2022-01-10 Peeks ahead and detect if the following token is a space (category code 10) or has meaning equal to `\scan_stop:`. If so, removes the token and checks the next token. If neither of these cases apply, expands the next token using f-type expansion, then checks the resulting leading token in the same way. If after expansion the next token is neither of the two test cases, the `<code>` will be inserted into the input stream. Typically this will contain a `peek` operation, but this is not required.

T_EXhackers note: This is essentially a macro-based implementation of how T_EX handles the search for a left brace after for example `\everypar`, except that any non-expandable token cleanly ends the `<filler>` (i.e. it does not lead to a T_EX error).

In contrast to T_EX's filler removal, a construct `\exp_not:N \foo` will be treated in the same way as `\foo`.

`\peek_N_type:TF` `\peek_N_type:TF {(true code)} {(false code)}`

Updated: 2012-12-20 Tests if the next `<token>` in the input stream can be safely grabbed as an N-type argument. The test is `<false>` if the next `<token>` is either an explicit or implicit begin-group or end-group token (with any character code), or an explicit or implicit space character (with character code 32 and category code 10), or an outer token (never used in L^AT_EX3) and `<true>` in all other cases. Note that a `<true>` result ensures that the next `<token>` is a valid N-type argument. However, if the next `<token>` is for instance `\c_space_token`, the test takes the `<false>` branch, even though the next `<token>` is in fact a valid N-type argument. The `<token>` is left in the input stream after the `<true code>` or `<false code>` (as appropriate to the result of the test).

`\peek_analysis_map_inline:n` `\peek_analysis_map_inline:n` {*inline function*}

New: 2020-12-03

Updated: 2022-10-03

Repeatedly removes one *token* from the input stream and applies the *inline function* to it, until `\peek_analysis_map_break:` is called. The *inline function* receives three arguments for each *token* in the input stream:

- *tokens*, which both o-expand and x-expand to the *token*. The detailed form of *tokens* may change in later releases.
- *char code*, a decimal representation of the character code of the *token*, -1 if it is a control sequence.
- *catcode*, a capital hexadecimal digit which denotes the category code of the *token* (0: control sequence, 1: begin-group, 2: end-group, 3: math shift, 4: alignment tab, 6: parameter, 7: superscript, 8: subscript, A: space, B: letter, C: other, D: active). This can be converted to an integer by writing "*catcode*".

These arguments are the same as for `\tl_analysis_map_inline:nn` defined in `l3tl-analysis`. The *char code* and *catcode* do not take the meaning of a control sequence or active character into account: for instance, upon encountering the token `\c_group_begin_token` in the input stream, `\peek_analysis_map_inline:n` calls the *inline function* with #1 being `\exp_not:n { \c_group_begin_token }` (with the current implementation), #2 being -1 , and #3 being 0, as for any other control sequence. In contrast, upon encountering an explicit begin-group token `{`, the *inline function* is called with arguments `\exp_after:wN { \if_false: } \fi:`, 123 and 1.

The mapping is done at the current group level, *i.e.* any local assignments made by the *inline function* remain in effect after the loop. Within the code, `\l_peek_token` is set equal (as a token, not a token list) to the token under consideration.

`\peek_analysis_map_break:` `\peek_analysis_map_inline:n`
`\peek_analysis_map_break:n` { ... `\peek_analysis_map_break:n` {*code*} }

New: 2020-12-03

Stops the `\peek_analysis_map_inline:n` loop from seeking more tokens, and inserts *code* in the input stream (empty for `\peek_analysis_map_break:`).

`\peek_regex:nTF` `\peek_regex:nTF {<regex>} {<true code>} {<false code>}`

`\peek_regex:NTF`

New: 2020-12-03

Tests if the *<tokens>* that follow in the input stream match the *<regular expression>*. Any *<tokens>* that have been read are left in the input stream after the *<true code>* or *<false code>* (as appropriate to the result of the test). See `l3regex` for documentation of the syntax of regular expressions. The *<regular expression>* is implicitly anchored at the start, so for instance `\peek_regex:nTF { a }` is essentially equivalent to `\peek_charcode:NTF a`.

TeXhackers note: Implicit character tokens are correctly considered by `\peek_regex:nTF` as control sequences, while functions that inspect individual tokens (for instance `\peek_charcode:NTF`) only take into account their meaning.

The `\peek_regex:nTF` function only inspects as few tokens as necessary to determine whether the regular expression matches. For instance `\peek_regex:nTF { abc | [a-z] } { } { }` `abc` will only inspect the first token `a` even though the first branch `abc` of the alternative is preferred in functions such as `\peek_regex_remove_once:n`. This may have an effect on tokenization if the input stream has not yet been tokenized and category codes are changed.

`\peek_regex_remove_once:nTF` `\peek_regex_remove_once:nTF {<regex>} {<true code>} {<false code>}`

`\peek_regex_remove_once:NTF`

New: 2020-12-03

Tests if the *<tokens>* that follow in the input stream match the *<regex>*. If the test is true, the *<tokens>* are removed from the input stream and the *<true code>* is inserted, while if the test is false, the *<false code>* is inserted followed by the *<tokens>* that were originally in the input stream. See `l3regex` for documentation of the syntax of regular expressions. The *<regular expression>* is implicitly anchored at the start, so for instance `\peek_regex_remove_once:nTF { a }` is essentially equivalent to `\peek_charcode_remove:NTF a`.

TeXhackers note: Implicit character tokens are correctly considered by `\peek_regex_remove_once:nTF` as control sequences, while functions that inspect individual tokens (for instance `\peek_charcode:NTF`) only take into account their meaning.

```

\peek_regex_replace_once:nn  \peek_regex_replace_once:nnTF {<regex>} {<replacement>} {<true code>}
\peek_regex_replace_once:nnTF {<false code>}
\peek_regex_replace_once:Nn
\peek_regex_replace_once:NnTF

```

New: 2020-12-03

If the $\langle tokens \rangle$ that follow in the input stream match the $\langle regex \rangle$, replaces them according to the $\langle replacement \rangle$ as for `\regex_replace_once:nnN`, and leaves the result in the input stream, after the $\langle true code \rangle$. Otherwise, leaves $\langle false code \rangle$ followed by the $\langle tokens \rangle$ that were originally in the input stream, with no modifications. See `l3regex` for documentation of the syntax of regular expressions and of the $\langle replacement \rangle$: for instance `\0` in the $\langle replacement \rangle$ is replaced by the tokens that were matched in the input stream. The $\langle regular expression \rangle$ is implicitly anchored at the start. In contrast to `\regex_replace_once:nnN`, no error arises if the $\langle replacement \rangle$ leads to an unbalanced token list: the tokens are inserted into the input stream without issue.

TeXhackers note: Implicit character tokens are correctly considered by `\peek_regex_replace_once:nnTF` as control sequences, while functions that inspect individual tokens (for instance `\peek_charcode:NTF`) only take into account their meaning.

23.7 Description of all possible tokens

Let us end by reviewing every case that a given token can fall into. This section is quite technical and some details are only meant for completeness. We distinguish the meaning of the token, which controls the expansion of the token and its effect on TeX's state, and its shape, which is used when comparing token lists such as for delimited arguments. Two tokens of the same shape must have the same meaning, but the converse does not hold.

A token has one of the following shapes.

- A control sequence, characterized by the sequence of characters that constitute its name: for instance, `\use:n` is a five-letter control sequence.
- An active character token, characterized by its character code (between 0 and 1114111 for LuaTeX and XeTeX and less for other engines) and category code 13.
- A character token, characterized by its character code and category code (one of 1, 2, 3, 4, 6, 7, 8, 10, 11 or 12 whose meaning is described below).

There are also a few internal tokens. The following list may be incomplete in some engines.

- Expanding `\the\font` results in a token that looks identical to the command that was used to select the current font (such as `\tenrm`) but it differs from it in shape.
- A “frozen” `\relax`, which differs from the primitive in shape (but has the same meaning), is inserted when the closing `\fi` of a conditional is encountered before the conditional is evaluated.
- Expanding `\noexpand <token>` (when the $\langle token \rangle$ is expandable) results in an internal token, displayed (temporarily) as `\notexpanded: <token>`, whose shape coincides with the $\langle token \rangle$ and whose meaning differs from `\relax`.

- An `\outer endtemplate`: can be encountered when peeking ahead at the next token; this expands to another internal token, `end of alignment template`.
- Tricky programming might access a frozen `\endwrite`.
- Some frozen tokens can only be accessed in interactive sessions: `\cr`, `\right`, `\endgroup`, `\fi`, `\inaccessible`.
- In Lua \TeX , there is also the strange case of “bytes” `^^1100xy` where x, y are any two lowercase hexadecimal digits, so that the hexadecimal number ranges from `\text{110000}=1114112$` to `~$1100ff = 1114367`. These are used to output individual bytes to files, rather than UTF-8. For the purposes of token comparisons they behave like non-expandable primitive control sequences (*not characters*) whose `\meaning` is `the_ character_` followed by the given byte. If this byte is in the range `80–ff` this gives an “invalid utf-8 sequence” error: applying `\token_to_str:N` or `\token_to_meaning:N` to these tokens is unsafe. Unfortunately, they don’t seem to be detectable safely by any means except perhaps Lua code.

The meaning of a (non-active) character token is fixed by its category code (and character code) and cannot be changed. We call these tokens *explicit* character tokens. Category codes that a character token can have are listed below by giving a sample output of the \TeX primitive `\meaning`, together with their \LaTeX 3 names and most common example:

- 1 begin-group character (`group_begin`, often `{`),
- 2 end-group character (`group_end`, often `}`),
- 3 math shift character (`math_toggle`, often `$`),
- 4 alignment tab character (`alignment`, often `&`),
- 6 macro parameter character (`parameter`, often `#`),
- 7 superscript character (`math_superscript`, often `^`),
- 8 subscript character (`math_subscript`, often `_`),
- 10 blank space (`space`, often character code 32),
- 11 the letter (`letter`, such as `A`),
- 12 the character (`other`, such as `0`).

Category code 13 (`active`) is discussed below. Input characters can also have several other category codes which do not lead to character tokens for later processing: 0 (`escape`), 5 (`end_line`), 9 (`ignore`), 14 (`comment`), and 15 (`invalid`).

The meaning of a control sequence or active character can be identical to that of any character token listed above (with any character code), and we call such tokens *implicit* character tokens. The meaning is otherwise in the following list:

- a macro, used in \LaTeX 3 for most functions and some variables (`tl`, `fp`, `seq`, ...),
- a primitive such as `\def` or `\topmark`, used in \LaTeX 3 for some functions,
- a register such as `\count123`, used in \LaTeX 3 for the implementation of some variables (`int`, `dim`, ...),

- a constant integer such as `\char"56` or `\mathchar"121`,
- a font selection command,
- undefined.

Macros can be `\protected` or not, `\long` or not (the opposite of what L^AT_EX3 calls `nopar`), and `\outer` or not (unused in L^AT_EX3). Their `\meaning` takes the form

`\langle prefix \rangle macro: \langle argument \rangle -> \langle replacement \rangle`

where `\langle prefix \rangle` is among `\protected\long\outer`, `\langle argument \rangle` describes parameters that the macro expects, such as `#1#2#3`, and `\langle replacement \rangle` describes how the parameters are manipulated, such as `\int_eval:n{#2+#1*#3}`.

Now is perhaps a good time to mention some subtleties relating to tokens with category code 10 (space). Any input character with this category code (normally, space and tab characters) becomes a normal space, with character code 32 and category code 10.

When a macro takes an undelimited argument, explicit space characters (with character code 32 and category code 10) are ignored. If the following token is an explicit character token with category code 1 (begin-group) and an arbitrary character code, then T_EX scans ahead to obtain an equal number of explicit character tokens with category code 1 (begin-group) and 2 (end-group), and the resulting list of tokens (with outer braces removed) becomes the argument. Otherwise, a single token is taken as the argument for the macro: we call such single tokens “N-type”, as they are suitable to be used as an argument for a function with the signature `:N`.

When a macro takes a delimited argument T_EX scans ahead until finding the delimiter (outside any pairs of begin-group/end-group explicit characters), and the resulting list of tokens (with outer braces removed) becomes the argument. Note that explicit space characters at the start of the argument are *not* ignored in this case (and they prevent brace-stripping).

23.8 Deprecated functions

<code>\char_lowercase:N</code>	★ <code>\char_lowercase:N</code> <code>\langle char \rangle</code>
<code>\char_uppercase:N</code>	★
<code>\char_titlecase:N</code>	★ Converts the <code>\langle char \rangle</code> to the equivalent case-changed character as detailed by the function name (see <code>\str_foldcase:n</code> and <code>\text_titlecase:n</code> for details of these terms).
<code>\char_foldcase:N</code>	★
<code>\char_str_lowercase:N</code>	★ The case mapping is carried out with no context-dependence (<i>cf.</i> <code>\text_uppercase:n</code> , <i>etc.</i>) The <code>str</code> versions always generate “other” (category code 12) characters, whilst the standard versions generate characters with the category code of the <code>\langle char \rangle</code> (i.e. only the character code changes).
<code>\char_str_uppercase:N</code>	★
<code>\char_str_titlecase:N</code>	★
<code>\char_str_foldcase:N</code>	★

New: 2020-01-09

Chapter 24

The l3prop package

Property lists

expl3 implements a `<property list>` data type, which contain an unordered list of entries each of which consists of a `<key>` and an associated `<value>`. The `<key>` and `<value>` may both be any `<balanced text>`, the `<key>` is processed using `\tl_to_str:n`, meaning that category codes are ignored. It is possible to map functions to property lists such that the function is applied to every key–value pair within the list.

Each entry in a property list must have a unique `<key>`: if an entry is added to a property list which already contains the `<key>` then the new entry overwrites the existing one. The `<keys>` are compared on a string basis, using the same method as `\str_if_eq:nn`.

Property lists are intended for storing key-based information for use within code. This is in contrast to key–value lists, which are a form of *input* parsed by the `l3keys` module.

24.1 Creating and initialising property lists

<code>\prop_new:N</code>	<code>\prop_new:N <property list></code>
--------------------------	--

<code>\prop_new:c</code>	Creates a new <code><property list></code> or raises an error if the name is already taken. The declaration is global. The <code><property list></code> initially contains no entries.
--------------------------	--

<code>\prop_clear:N</code>	<code>\prop_clear:N <property list></code>
----------------------------	--

<code>\prop_clear:c</code>	Clears all entries from the <code><property list></code> .
<code>\prop_gclear:N</code>	

<code>\prop_gclear:c</code>

<code>\prop_clear_new:N</code>	<code>\prop_clear_new:N <property list></code>
--------------------------------	--

<code>\prop_clear_new:c</code>	Ensures that the <code><property list></code> exists globally by applying <code>\prop_new:N</code> if necessary, then applies <code>\prop_(g)clear:N</code> to leave the list empty.
<code>\prop_gclear_new:N</code>	
<code>\prop_gclear_new:c</code>	

```

\prop_set_eq:NN \prop_set_eq:NN <property list1> <property list2>
\prop_set_eq:(cN|Nc|cc) Sets the content of <property list1> equal to that of <property list2>.
\prop_gset_eq:NN
\prop_gset_eq:(cN|Nc|cc)

```

```

\prop_set_from_keyval:Nn \prop_set_from_keyval:Nn <property list>
\prop_set_from_keyval:cn {
\prop_gset_from_keyval:Nn <key1> = <value1> ,
\prop_gset_from_keyval:cn <key2> = <value2> , ...
}

```

New: 2017-11-28
Updated: 2021-11-07

Sets *<property list>* to contain key–value pairs given in the second argument. If duplicate keys appear only the last of the values is kept.

Spaces are trimmed around every *<key>* and every *<value>*, and if the result of trimming spaces consists of a single brace group then a set of outer braces is removed. This enables both the *<key>* and the *<value>* to contain spaces, commas or equal signs. The *<key>* is then processed by `\tl_to_str:n`. This function correctly detects the = and , signs provided they have the standard category code 12 or they are active.

Notice that in contrast to most keyval lists (*e.g.* those in `l3keys`), each key here *must* be followed with an = sign.

```

\prop_const_from_keyval:Nn \prop_const_from_keyval:Nn <property list>
\prop_const_from_keyval:cn {
New: 2017-11-28 <key1> = <value1> ,
Updated: 2021-11-07 <key2> = <value2> , ...
}

```

Creates a new constant *<property list>* or raises an error if the name is already taken. The *<property list>* is set globally to contain key–value pairs given in the second argument, processed in the way described for `\prop_set_from_keyval:Nn`. If duplicate keys appear only the last of the values is kept. This function correctly detects the = and , signs provided they have the standard category code 12 or they are active.

Notice that in contrast to most keyval lists (*e.g.* those in `l3keys`), each key here *must* be followed with an = sign.

24.2 Adding and updating property list entries

```

\prop_put:Nnn \prop_put:Nnn <property list>
\prop_put:(NnV|Nno|Nnx|NVn|NVV|NVx|Nvx|Non|Noo|Nxx|cnn|cnV|cno|cnx|cVn|cVV|cVx|cvx|con|coo|cxx) {(key)}
\prop_gput:Nnn \prop_gput:Nnn {(value)}
\prop_gput:(NnV|Nno|Nnx|NVn|NVV|NVx|Nvx|Non|Noo|Nxx|cnn|cnV|cno|cnx|cVn|cVV|cVx|cvx|con|coo|cxx)

```

Updated: 2012-07-09

Adds an entry to the *<property list>* which may be accessed using the *<key>* and which has *<value>*. If the *<key>* is already present in the *<property list>*, the existing entry is overwritten by the new *<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.

<code>\prop_put_if_new:Nnn</code>	<code>\prop_put_if_new:Nnn <property list> {<key>} {<value>}</code>
<code>\prop_put_if_new:cnn</code>	If the <code><key></code> is present in the <code><property list></code> then no action is taken. Otherwise, a
<code>\prop_gput_if_new:Nnn</code>	new entry is added as described for <code>\prop_put:Nnn</code> .
<code>\prop_gput_if_new:cnn</code>	

<code>\prop_concat:NNN</code>	<code>\prop_concat:NNN <property list1> <property list2> <property list3></code>
<code>\prop_concat:ccc</code>	Combines the key–value pairs of <code><property list2></code> and <code><property list3></code> , and saves the
<code>\prop_gconcat:NNN</code>	result in <code><property list1></code> . If a key appears in both <code><property list2></code> and <code><property</code>
<code>\prop_gconcat:ccc</code>	<code>list3></code> then the last value, namely the value in <code><property list3></code> is kept.

New: 2021-05-16

<code>\prop_put_from_keyval:Nn</code>	<code>\prop_put_from_keyval:Nn <property list></code>
<code>\prop_put_from_keyval:cn</code>	<code>{</code>
<code>\prop_gput_from_keyval:Nn</code>	<code><key1> = <value1> ,</code>
<code>\prop_gput_from_keyval:cn</code>	<code><key2> = <value2> , ...</code>
	<code>}</code>

New: 2021-05-16
Updated: 2021-11-07

Updates the `<property list>` by adding entries for each key–value pair given in the second argument. The addition is done through `\prop_put:Nnn`, hence if the `<property list>` already contains some of the keys, the corresponding values are discarded and replaced by those given in the key–value list. If duplicate keys appear in the key–value list then only the last of the values is kept.

The function is equivalent to storing the key–value pairs in a temporary property list using `\prop_set_from_keyval:Nn`, then combining `<property list>` with the temporary variable using `\prop_concat:NNN`. In particular, the `<keys>` and `<values>` are space-trimmed and unbraced as described in `\prop_set_from_keyval:Nn`. This function correctly detects the = and , signs provided they have the standard category code 12 or they are active.

24.3 Recovering values from property lists

<code>\prop_get:NnN</code>	<code>\prop_get:NnN <property list> {<key>} <tl var></code>
<code>\prop_get:(NVN NvN NoN cnN cVN cvN coN)</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>` is set to the special marker `\q_no_value`. The `<token list variable>` is set within the current T_EX group. See also `\prop_get:NnNTF`.

<code>\prop_pop:NnN</code>	<code>\prop_pop:NnN <property list> {<key>} <tl var></code>
<code>\prop_pop:(NoN cnN coN)</code>	Recovers the <code><value></code> stored with <code><key></code> from the <code><property list></code> , and places this in
<code>Updated: 2011-08-18</code>	the <code><token list variable></code> . If the <code><key></code> is not found in the <code><property list></code> then
	the <code><token list variable></code> is set to the special marker <code>\q_no_value</code> . The <code><key></code> and
	<code><value></code> are then deleted from the property list. Both assignments are local. See also
	<code>\prop_pop:NnNTF</code> .

$\backslash\text{prop_gpop:NnN}$ $\backslash\text{prop_gpop:(NoN cnN coN)}$	$\backslash\text{prop_gpop:NnN}$ $\langle\text{property list}\rangle$ $\{\langle\text{key}\rangle\}$ $\langle\text{tl var}\rangle$
<small>Updated: 2011-08-18</small>	Recovers the $\langle\text{value}\rangle$ stored with $\langle\text{key}\rangle$ from the $\langle\text{property list}\rangle$, and places this in the $\langle\text{token list variable}\rangle$. If the $\langle\text{key}\rangle$ is not found in the $\langle\text{property list}\rangle$ then the $\langle\text{token list variable}\rangle$ is set to the special marker $\backslash\text{q_no_value}$. The $\langle\text{key}\rangle$ and $\langle\text{value}\rangle$ are then deleted from the property list. The $\langle\text{property list}\rangle$ is modified globally, while the assignment of the $\langle\text{token list variable}\rangle$ is local. See also $\backslash\text{prop_gpop:NnNTF}$.

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

TeXhackers note: This function is slower than the non-expandable analogue $\backslash\text{prop_get:NnN}$. The result is returned within the $\backslash\text{unexpanded}$ primitive ($\backslash\text{exp_not:n}$), which means that the $\langle\text{value}\rangle$ does not expand further when appearing in an *x*-type or *e*-type argument expansion.

$\backslash\text{prop_count:N}$ \star $\backslash\text{prop_count:c}$ \star	$\backslash\text{prop_count:N}$ $\langle\text{property list}\rangle$
<small>New: 2014-07-17</small>	Leaves the number of key–value pairs in the $\langle\text{property list}\rangle$ in the input stream as an $\langle\text{integer denotation}\rangle$.

$\backslash\text{prop_to_keyval:N}$ \star	$\backslash\text{prop_to_keyval:N}$ $\langle\text{property list}\rangle$
<small>New: 2014-07-17</small>	Expands to the $\langle\text{property list}\rangle$ in a key–value notation. Keep in mind that a $\langle\text{property list}\rangle$ is <i>unordered</i> , while key–value interfaces don’t necessarily are, so this can’t be used for arbitrary interfaces.

TeXhackers note: The result is returned within the $\backslash\text{unexpanded}$ primitive ($\backslash\text{exp_not:n}$), which means that the key–value list does not expand further when appearing in an *x*-type or *e*-type argument expansion. It also needs exactly two steps of expansion.

24.4 Modifying property lists

$\backslash\text{prop_remove:Nn}$ $\backslash\text{prop_remove:(NV cn cV)}$ $\backslash\text{prop_gremove:Nn}$ $\backslash\text{prop_gremove:(NV cn cV)}$	$\backslash\text{prop_remove:Nn}$ $\langle\text{property list}\rangle$ $\{\langle\text{key}\rangle\}$
<small>New: 2012-05-12</small>	Removes the entry listed under $\langle\text{key}\rangle$ from the $\langle\text{property list}\rangle$. If the $\langle\text{key}\rangle$ is not found in the $\langle\text{property list}\rangle$ no change occurs, <i>i.e.</i> there is no need to test for the existence of a key before deleting it.

24.5 Property list conditionals

```
\prop_if_exist_p:N * \prop_if_exist_p:N <property list>
\prop_if_exist_p:c * \prop_if_exist:NTF <property list> {\true code} {\false code}
\prop_if_exist:N $\underline{TF}$  * Tests whether the <property list> is currently defined. This does not check that the
\prop_if_exist:c $\underline{TF}$  * <property list> really is a property list variable.
```

New: 2012-03-03

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

```
\prop_if_in_p:Nn * \prop_if_in:NnTF <property list> {\key} {\true code} {\false code}
\prop_if_in_p:(NV|No|cn|cV|co) *
\prop_if_in:Nn $\underline{TF}$  *
\prop_if_in:(NV|No|cn|cV|co) $\underline{TF}$  *
```

Updated: 2011-09-15

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

TeXhackers note: This function iterates through every key–value pair in the $\langle property list \rangle$ and is therefore slower than using the non-expandable $\backslash prop_get:NnNTF$.

24.6 Recovering values from property lists with branching

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

```
\prop_get:NnNTF * \prop_get:NnNTF <property list> {\key} <token list variable>
\prop_get:(NVN|NvN|NoN|cnN|cVN|cvN|coN) $\underline{TF}$  {\true code} {\false 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.

`\prop_pop:NnNTF` `\prop_pop:NnNTF` \langle *property list* \rangle $\{\langle$ *key* $\rangle\}$ \langle *token list variable* \rangle $\{\langle$ *true code* $\rangle\}$
`\prop_pop:cnNTF` $\{\langle$ *false code* $\rangle\}$

New: 2011-08-18 If the \langle *key* \rangle is not present in the \langle *property list* \rangle , leaves the \langle *false code* \rangle in the
Updated: 2012-05-19 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.

`\prop_gpop:NnNTF` `\prop_gpop:NnNTF` \langle *property list* \rangle $\{\langle$ *key* $\rangle\}$ \langle *token list variable* \rangle $\{\langle$ *true code* $\rangle\}$
`\prop_gpop:cnNTF` $\{\langle$ *false code* $\rangle\}$

New: 2011-08-18 If the \langle *key* \rangle is not present in the \langle *property list* \rangle , leaves the \langle *false code* \rangle in the
Updated: 2012-05-19 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.

24.7 Mapping over property lists

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

`\prop_map_function:Nn` ☆ `\prop_map_function:Nn` \langle *property list* \rangle \langle *function* \rangle

`\prop_map_function:cn` ☆ Applies \langle *function* \rangle to every \langle *entry* \rangle stored in the \langle *property list* \rangle . The \langle *function* \rangle receives two arguments 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. To pass further arguments to the \langle *function* \rangle , see `\prop_map_tokens:Nn`.

Updated: 2013-01-08

`\prop_map_inline:Nn` `\prop_map_inline:Nn` \langle *property list* \rangle $\{\langle$ *inline function* $\rangle\}$

`\prop_map_inline:cn` Applies \langle *inline function* \rangle to every \langle *entry* \rangle stored within the \langle *property list* \rangle . The \langle *inline function* \rangle should consist of code which receives the \langle *key* \rangle as #1 and the \langle *value* \rangle as #2. The order in which \langle *entries* \rangle are returned is not defined and should not be relied upon.

Updated: 2013-01-08

`\prop_map_tokens:Nn` ☆ `\prop_map_tokens:Nn` \langle *property list* \rangle $\{\langle$ *code* $\rangle\}$

`\prop_map_tokens:cn` ☆ 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 } }`

expands 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_map_break:` ☆ `\prop_map_break:`

Updated: 2012-06-29

Used to terminate a `\prop_map_...` function before all entries in the *⟨property list⟩* have been processed. This normally takes place within a conditional statement, for example

```
\prop_map_inline:Nn \l_my_prop
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \prop_map_break: }
  {
    % Do something useful
  }
}
```

Use outside of a `\prop_map_...` scenario leads to low level T_EX errors.

T_EXhackers note: When the mapping is broken, additional tokens may be inserted before further items are taken from the input stream. This depends on the design of the mapping function.

`\prop_map_break:n` ☆ `\prop_map_break:n {⟨code⟩}`

Updated: 2012-06-29

Used to terminate a `\prop_map_...` function before all entries in the *⟨property list⟩* have been processed, inserting the *⟨code⟩* after the mapping has ended. This normally takes place within a conditional statement, for example

```
\prop_map_inline:Nn \l_my_prop
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \prop_map_break:n { <code> } }
  {
    % Do something useful
  }
}
```

Use outside of a `\prop_map_...` scenario leads to low level T_EX errors.

T_EXhackers note: When the mapping is broken, additional tokens may be inserted before the *⟨code⟩* is inserted into the input stream. This depends on the design of the mapping function.

24.8 Viewing property lists

`\prop_show:N` `\prop_show:N ⟨property list⟩`

`\prop_show:c`

Updated: 2021-04-29

Displays the entries in the *⟨property list⟩* in the terminal.

`\prop_log:N` `\prop_log:N` *<property list>*
`\prop_log:c` Writes the entries in the *<property list>* in the log file.

New: 2014-08-12
Updated: 2021-04-29

24.9 Scratch property lists

`\l_tmpa_prop` Scratch property lists for local assignment. These are never used by the kernel code, and
`\l_tmpb_prop` so are safe for use with any L^AT_EX3-defined function. However, they may be overwritten
New: 2012-06-23 by other non-kernel code and so should only be used for short-term storage.

`\g_tmpa_prop` Scratch property lists for global assignment. These are never used by the kernel code, and
`\g_tmpb_prop` so are safe for use with any L^AT_EX3-defined function. However, they may be overwritten
New: 2012-06-23 by other non-kernel code and so should only be used for short-term storage.

24.10 Constants

`\c_empty_prop` A permanently-empty property list used for internal comparisons.

Chapter 25

The `\l3skip` package Dimensions and skips

L^AT_EX3 provides two general length variables: `dim` and `skip`. Lengths stored as `dim` variables have a fixed length, whereas `skip` lengths have a rubber (stretch/shrink) component. In addition, the `muskip` type is available for use in math mode: this is a special form of `skip` where the lengths involved are determined by the current math font (in μ). There are common features in the creation and setting of length variables, but for clarity the functions are grouped by variable type.

Many functions take *dimension expressions* (“`\langle dim expr \rangle`”) or *skip expressions* (“`\langle skip expr \rangle`”) as arguments.

25.1 Creating and initialising `dim` variables

<hr/> <code>\dim_new:N</code>	<code>\dim_new:N \langle dimension \rangle</code>	
<code>\dim_new:c</code>		Creates a new <code>\langle dimension \rangle</code> or raises an error if the name is already taken. The declaration is global. The <code>\langle dimension \rangle</code> is initially equal to 0pt.
<hr/> <code>\dim_const:Nn</code>	<code>\dim_const:Nn \langle dimension \rangle { \langle dim expr \rangle }</code>	
<code>\dim_const:cn</code>		Creates a new constant <code>\langle dimension \rangle</code> or raises an error if the name is already taken. The value of the <code>\langle dimension \rangle</code> is set globally to the <code>\langle dim expr \rangle</code> .
<hr/> <code>\dim_zero:N</code>	<code>\dim_zero:N \langle dimension \rangle</code>	
<code>\dim_zero:c</code>		Sets <code>\langle dimension \rangle</code> to 0pt.
<code>\dim_gzero:N</code>		
<code>\dim_gzero:c</code>		
<hr/> <code>\dim_zero_new:N</code>	<code>\dim_zero_new:N \langle dimension \rangle</code>	
<code>\dim_zero_new:c</code>		Ensures that the <code>\langle dimension \rangle</code> exists globally by applying <code>\dim_new:N</code> if necessary, then applies <code>\dim_(g)zero:N</code> to leave the <code>\langle dimension \rangle</code> set to zero.
<code>\dim_gzero_new:N</code>		
<code>\dim_gzero_new:c</code>		
<hr/> <small>New: 2012-03-05</small>		
<hr/> <small>New: 2012-01-07</small>		

<code>\dim_if_exist_p:N</code>	<code>\dim_if_exist_p:N</code>	$\langle dimension \rangle$
<code>\dim_if_exist_p:c</code>	<code>\dim_if_exist:NTF</code>	$\langle dimension \rangle$ <code>{\true code}</code> <code>{\false code}</code>
<code>\dim_if_exist:NTF</code>	*	Tests whether the $\langle dimension \rangle$ is currently defined. This does not check that the
<code>\dim_if_exist:cTF</code>	*	$\langle dimension \rangle$ really is a dimension variable.

New: 2012-03-03

25.2 Setting dim variables

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

Updated: 2011-10-22

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

Updated: 2011-10-22

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

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

Updated: 2011-10-22

25.3 Utilities for dimension calculations

<code>\dim_abs:n</code>	*	<code>\dim_abs:n</code>	<code>{\dim expr}</code>
<code>\dim_abs:n</code>			Converts the <code>\dim expr</code> 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</code>	<code>{\dim expr_1}</code> <code>{\dim expr_2}</code>
<code>\dim_min:nn</code>	*	<code>\dim_min:nn</code>	<code>{\dim expr_1}</code> <code>{\dim expr_2}</code>
<code>\dim_max:nn</code>			Evaluates the two <code>\dim exprs</code> and leaves either the maximum or minimum value in the
<code>\dim_min:nn</code>			input stream as appropriate, as a $\langle dimension denotation \rangle$.

New: 2012-09-09
Updated: 2012-09-26

`\dim_ratio:nn` ☆ `\dim_ratio:nn {<dim expr1>} {<dim expr2>}`

Updated: 2011-10-22 Parses the two `<dim exprs>` and converts the ratio of the two to a form suitable for use inside a `<dim expr>`. This ratio is then left in the input stream, allowing syntax such as

```
\dim_set:Nn \l_my_dim
  { 10 pt * \dim_ratio:nn { 5 pt } { 10 pt } }
```

The output of `\dim_ratio:nn` on full expansion is a ratio expression between two integers, with all distances converted to scaled points. Thus

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

displays 327680/655360 on the terminal.

25.4 Dimension expression conditionals

`\dim_compare_p:nNn` ☆ `\dim_compare_p:nNn {<dim expr1>} <relation> {<dim expr2>}`

`\dim_compare:nNnTF` ☆ `\dim_compare:nNnTF`
`{<dim expr1>} <relation> {<dim expr2>}`
`{<>true code>} {<>false code>}`

This function first evaluates each of the `<dim exprs>` as described for `\dim_eval:n`. The two results are then compared using the `<relation>`:

Equal	=
Greater than	>
Less than	<

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

```

\dim_compare_p:n * \dim_compare_p:n
\dim_compare:nTF * {
  <dim expr1> <relation1>
  ...
  <dim exprN> <relationN>
  <dim exprN+1>
}
\dim_compare:nTF
{
  <dim expr1> <relation1>
  ...
  <dim exprN> <relationN>
  <dim exprN+1>
}
{(true code)} {(false code)}

```

Updated: 2013-01-13

This function evaluates the $\langle dim\ exprs \rangle$ as described for $\backslash dim_eval:n$ and compares consecutive result using the corresponding $\langle relation \rangle$, namely it compares $\langle dim\ expr_1 \rangle$ and $\langle dim\ expr_2 \rangle$ using the $\langle relation_1 \rangle$, then $\langle dim\ expr_2 \rangle$ and $\langle dim\ expr_3 \rangle$ using the $\langle relation_2 \rangle$, until finally comparing $\langle dim\ expr_N \rangle$ and $\langle dim\ expr_{N+1} \rangle$ using the $\langle relation_N \rangle$. The test yields `true` if all comparisons are `true`. Each $\langle dim\ expr \rangle$ is evaluated only once, and the evaluation is lazy, in the sense that if one comparison is `false`, then no other $\langle dim\ expr \rangle$ is evaluated and no other comparison is performed. The $\langle relations \rangle$ can be any of the following:

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

This function is more flexible than $\backslash dim_compare:nNnTF$ but around 5 times slower.

```

\dim_case:nn  ☆ \dim_case:nnTF {⟨test dim expr⟩}
\dim_case:nnTF ☆ {
  {⟨dim expr case1⟩} {⟨code case1⟩}
  {⟨dim expr case2⟩} {⟨code case2⟩}
  ...
  {⟨dim expr casen⟩} {⟨code casen⟩}
}
{⟨true code⟩}
{⟨false code⟩}

```

New: 2013-07-24

This function evaluates the $\langle test\ dim\ expr \rangle$ and compares this in turn to each of the $\langle dim\ expr\ cases \rangle$. If the two are equal then the associated $\langle code \rangle$ is left in the input stream and other cases are discarded. If any of the cases are matched, the $\langle true\ code \rangle$ is also inserted into the input stream (after the code for the appropriate case), while if none match then the $\langle false\ code \rangle$ is inserted. The function $\backslash dim_case:nn$, which does nothing if there is no match, is also available. For example

```

\dim_set:Nn \l_tmpa_dim { 5 pt }
\dim_case:nnF
  { 2 \l_tmpa_dim }
  {
    { 5 pt }      { Small }
    { 4 pt + 6 pt } { Medium }
    { - 10 pt }   { Negative }
  }
  { No idea! }

```

leaves “Medium” in the input stream.

25.5 Dimension expression loops

```

\dim_do_until:nNnn ☆ \dim_do_until:nNnn {⟨dim expr1⟩} ⟨relation⟩ {⟨dim expr2⟩} {⟨code⟩}

```

Places the $\langle code \rangle$ in the input stream for T_EX to process, and then evaluates the relationship between the two $\langle dim\ exprs \rangle$ as described for $\backslash dim_compare:nNnTF$. If the test is *false* then the $\langle code \rangle$ is inserted into the input stream again and a loop occurs until the $\langle relation \rangle$ is *true*.

```

\dim_do_while:nNnn ☆ \dim_do_while:nNnn {⟨dim expr1⟩} ⟨relation⟩ {⟨dim expr2⟩} {⟨code⟩}

```

Places the $\langle code \rangle$ in the input stream for T_EX to process, and then evaluates the relationship between the two $\langle dim\ exprs \rangle$ as described for $\backslash dim_compare:nNnTF$. If the test is *true* then the $\langle code \rangle$ is inserted into the input stream again and a loop occurs until the $\langle relation \rangle$ is *false*.

```

\dim_until_do:nNnn ☆ \dim_until_do:nNnn {⟨dim expr1⟩} ⟨relation⟩ {⟨dim expr2⟩} {⟨code⟩}

```

Evaluates the relationship between the two $\langle dim\ exprs \rangle$ as described for $\backslash dim_compare:nNnTF$, and then places the $\langle code \rangle$ in the input stream if the $\langle relation \rangle$ is *false*. After the $\langle code \rangle$ has been processed by T_EX the test is repeated, and a loop occurs until the test is *true*.

<code>\dim_while_do:nNnn</code> ☆	<code>\dim_while_do:nNnn {⟨dim expr₁⟩} ⟨relation⟩ {⟨dim expr₂⟩} {⟨code⟩}</code>
	Evaluates the relationship between the two <code>⟨dim exprs⟩</code> as described for <code>\dim_compare:nNnTF</code> , and then places the <code>⟨code⟩</code> in the input stream if the <code>⟨relation⟩</code> is true. After the <code>⟨code⟩</code> has been processed by T _E X the test is repeated, and a loop occurs until the test is false.
<code>\dim_do_until:nn</code> ☆	<code>\dim_do_until:nn {⟨dimension relation⟩} {⟨code⟩}</code>
Updated: 2013-01-13	Places the <code>⟨code⟩</code> in the input stream for T _E X to process, and then evaluates the <code>⟨dimension relation⟩</code> as described for <code>\dim_compare:nTF</code> . If the test is false then the <code>⟨code⟩</code> is inserted into the input stream again and a loop occurs until the <code>⟨relation⟩</code> is true.
<code>\dim_do_while:nn</code> ☆	<code>\dim_do_while:nn {⟨dimension relation⟩} {⟨code⟩}</code>
Updated: 2013-01-13	Places the <code>⟨code⟩</code> in the input stream for T _E X to process, and then evaluates the <code>⟨dimension relation⟩</code> as described for <code>\dim_compare:nTF</code> . If the test is true then the <code>⟨code⟩</code> is inserted into the input stream again and a loop occurs until the <code>⟨relation⟩</code> is false.
<code>\dim_until_do:nn</code> ☆	<code>\dim_until_do:nn {⟨dimension relation⟩} {⟨code⟩}</code>
Updated: 2013-01-13	Evaluates the <code>⟨dimension relation⟩</code> as described for <code>\dim_compare:nTF</code> , and then places the <code>⟨code⟩</code> in the input stream if the <code>⟨relation⟩</code> is false. After the <code>⟨code⟩</code> has been processed by T _E X the test is repeated, and a loop occurs until the test is true.
<code>\dim_while_do:nn</code> ☆	<code>\dim_while_do:nn {⟨dimension relation⟩} {⟨code⟩}</code>
Updated: 2013-01-13	Evaluates the <code>⟨dimension relation⟩</code> as described for <code>\dim_compare:nTF</code> , and then places the <code>⟨code⟩</code> in the input stream if the <code>⟨relation⟩</code> is true. After the <code>⟨code⟩</code> has been processed by T _E X the test is repeated, and a loop occurs until the test is false.

25.6 Dimension step functions

<code>\dim_step_function:nnnN</code> ☆	<code>\dim_step_function:nnnN {⟨initial value⟩} {⟨step⟩} {⟨final value⟩} ⟨function⟩</code>
New: 2018-02-18	This function first evaluates the <code>⟨initial value⟩</code> , <code>⟨step⟩</code> and <code>⟨final value⟩</code> , all of which should be dimension expressions. The <code>⟨function⟩</code> is then placed in front of each <code>⟨value⟩</code> from the <code>⟨initial value⟩</code> to the <code>⟨final value⟩</code> in turn (using <code>⟨step⟩</code> between each <code>⟨value⟩</code>). The <code>⟨step⟩</code> must be non-zero. If the <code>⟨step⟩</code> is positive, the loop stops when the <code>⟨value⟩</code> becomes larger than the <code>⟨final value⟩</code> . If the <code>⟨step⟩</code> is negative, the loop stops when the <code>⟨value⟩</code> becomes smaller than the <code>⟨final value⟩</code> . The <code>⟨function⟩</code> should absorb one argument.
<code>\dim_step_inline:nnnn</code>	<code>\dim_step_inline:nnnn {⟨initial value⟩} {⟨step⟩} {⟨final value⟩} {⟨code⟩}</code>
New: 2018-02-18	This function first evaluates the <code>⟨initial value⟩</code> , <code>⟨step⟩</code> and <code>⟨final value⟩</code> , all of which should be dimension expressions. Then for each <code>⟨value⟩</code> from the <code>⟨initial value⟩</code> to the <code>⟨final value⟩</code> in turn (using <code>⟨step⟩</code> between each <code>⟨value⟩</code>), the <code>⟨code⟩</code> is inserted into the input stream with <code>#1</code> replaced by the current <code>⟨value⟩</code> . Thus the <code>⟨code⟩</code> should define a function of one argument (<code>#1</code>).

`\dim_step_variable:nnnNn`
New: 2018-02-18

`\dim_step_variable:nnnNn`
`{⟨initial value⟩} {⟨step⟩} {⟨final value⟩} ⟨tl var⟩ {⟨code⟩}`

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

25.7 Using dim expressions and variables

`\dim_eval:n` ★
Updated: 2011-10-22

`\dim_eval:n {⟨dim expr⟩}`

Evaluates the `⟨dim expr⟩`, expanding any dimensions and token list variables within the `⟨expression⟩` to their content (without requiring `\dim_use:N/\tl_use:N`) and applying the standard mathematical rules. The result of the calculation is left in the input stream as a `⟨dimension denotation⟩` after two expansions. This is expressed in points (`pt`), and requires suitable termination if used in a `TeX`-style assignment as it is *not* an `⟨internal dimension⟩`.

`\dim_sign:n` ★
New: 2018-11-03

`\dim_sign:n {⟨dim expr⟩}`

Evaluates the `⟨dim expr⟩` then leaves 1 or 0 or `-1` in the input stream according to the sign of the result.

`\dim_use:N` ★
`\dim_use:c` ★

`\dim_use:N ⟨dimension⟩`

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

TeXhackers note: `\dim_use:N` is the `TeX` primitive `\the`: this is one of several `LATeX3` names for this primitive.

`\dim_to_decimal:n` ★
New: 2014-07-15

`\dim_to_decimal:n {⟨dim expr⟩}`

Evaluates the `⟨dim expr⟩`, 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` \star `\dim_to_decimal_in_bp:n` $\{ \langle dim\ expr \rangle \}$

New: 2014-07-15 Evaluates the $\langle dim\ expr \rangle$, 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` \star `\dim_to_decimal_in_sp:n` $\{ \langle dim\ expr \rangle \}$

New: 2015-05-18 Evaluates the $\langle dim\ expr \rangle$, and leaves the result, expressed in scaled points (**sp**) in the input stream, with *no units*. The result is necessarily an integer.

`\dim_to_decimal_in_unit:nn` \star `\dim_to_decimal_in_unit:nn` $\{ \langle dim\ expr_1 \rangle \} \{ \langle dim\ expr_2 \rangle \}$

New: 2014-07-15

Evaluates the $\langle dim\ exprs \rangle$, and leaves the value of $\langle dim\ expr_1 \rangle$, expressed in a unit given by $\langle dim\ expr_2 \rangle$, in the input stream. The result is a decimal number, rounded by \TeX to four or five decimal places. If the decimal part of the result is zero, it is omitted, together with the decimal marker.

For example

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

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

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

`\dim_to_fp:n` \star `\dim_to_fp:n` $\{ \langle dim\ expr \rangle \}$

New: 2012-05-08 Expands to an internal floating point number equal to the value of the $\langle dim\ expr \rangle$ in **pt**. Since dimension expressions are evaluated much faster than their floating point equivalent, `\dim_to_fp:n` can be used to speed up parts of a computation where a low precision and a smaller range are acceptable.

25.8 Viewing dim variables

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

`\dim_show:c` Displays the value of the $\langle dimension \rangle$ on the terminal.

`\dim_show:n` `\dim_show:n` $\{ \langle dim\ expr \rangle \}$

New: 2011-11-22 Displays the result of evaluating the $\langle dim\ expr \rangle$ on the terminal.

Updated: 2015-08-07

<code>\dim_log:N</code>	<code>\dim_log:N</code> $\langle dimension \rangle$
<code>\dim_log:c</code>	Writes the value of the $\langle dimension \rangle$ in the log file.
New: 2014-08-22	
Updated: 2015-08-03	

<code>\dim_log:n</code>	<code>\dim_log:n</code> $\{\langle dim expr \rangle\}$
New: 2014-08-22	
Updated: 2015-08-07	

25.9 Constant dimensions

<code>\c_max_dim</code>	The maximum value that can be stored as a dimension. This can also be used as a component of a skip.
-------------------------	--

<code>\c_zero_dim</code>	A zero length as a dimension. This can also be used as a component of a skip.
--------------------------	---

25.10 Scratch dimensions

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

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

25.11 Creating and initialising skip variables

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

<code>\skip_const:Nn</code>	<code>\skip_const:Nn</code> $\langle skip \rangle$ $\{\langle skip expr \rangle\}$
<code>\skip_const:cn</code>	Creates a new constant $\langle skip \rangle$ or raises an error if the name is already taken. The value of the $\langle skip \rangle$ is set globally to the $\langle skip expr \rangle$.
New: 2012-03-05	

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

`\skip_zero_new:N` `\skip_zero_new:N` $\langle skip \rangle$
`\skip_zero_new:c`
`\skip_gzero_new:N` 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_gzero_new:c`

New: 2012-01-07

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

New: 2012-03-03

25.12 Setting skip variables

`\skip_add:Nn` `\skip_add:Nn` $\langle skip \rangle$ $\{\langle skip\ expr \rangle\}$
`\skip_add:cn`
`\skip_gadd:Nn` Adds the result of the $\langle skip\ expr \rangle$ to the current content of the $\langle skip \rangle$.
`\skip_gadd:cn`

Updated: 2011-10-22

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

Updated: 2011-10-22

`\skip_set_eq:NN` `\skip_set_eq:NN` $\langle skip_1 \rangle$ $\langle skip_2 \rangle$
`\skip_set_eq:(cN|Nc|cc)`
`\skip_gset_eq:NN` Sets the content of $\langle skip_1 \rangle$ equal to that of $\langle skip_2 \rangle$.
`\skip_gset_eq:(cN|Nc|cc)`

`\skip_sub:Nn` `\skip_sub:Nn` $\langle skip \rangle$ $\{\langle skip\ expr \rangle\}$
`\skip_sub:cn`
`\skip_gsub:Nn` Subtracts the result of the $\langle skip\ expr \rangle$ from the current content of the $\langle skip \rangle$.
`\skip_gsub:cn`

Updated: 2011-10-22

25.13 Skip expression conditionals

`\skip_if_eq_p:nn` * `\skip_if_eq_p:nn` $\langle skip\ expr_1 \rangle$ $\langle skip\ expr_2 \rangle$
`\skip_if_eq:nnTF` * `\skip_if_eq:nnTF`
 $\langle skip\ expr_1 \rangle$ $\langle skip\ expr_2 \rangle$
 $\langle true\ code \rangle$ $\langle false\ code \rangle$

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

`\skip_if_finite_p:n` * `\skip_if_finite_p:n` $\langle skip\ expr \rangle$
`\skip_if_finite:nTF` * `\skip_if_finite:nTF` $\langle skip\ expr \rangle$ $\langle true\ code \rangle$ $\langle false\ code \rangle$

New: 2012-03-05 Evaluates the $\langle skip\ expr \rangle$ as described for `\skip_eval:n`, and then tests if all of its components are finite.

25.14 Using skip expressions and variables

`\skip_eval:n` * `\skip_eval:n` $\langle skip\ expr \rangle$

Updated: 2011-10-22 Evaluates the $\langle skip\ expr \rangle$, expanding any skips and token list variables within the $\langle expression \rangle$ to their content (without requiring `\skip_use:N/\tl_use:N`) and applying the standard mathematical rules. The result of the calculation is left in the input stream as a $\langle glue\ denotation \rangle$ after two expansions. This is expressed in points (pt), and requires suitable termination if used in a T_EX-style assignment as it is *not* an $\langle internal\ glue \rangle$.

`\skip_use:N` * `\skip_use:N` $\langle skip \rangle$

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

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

25.15 Viewing skip variables

`\skip_show:N` * `\skip_show:N` $\langle skip \rangle$

`\skip_show:c` Displays the value of the $\langle skip \rangle$ on the terminal.

Updated: 2015-08-03

`\skip_show:n` * `\skip_show:n` $\langle skip\ expr \rangle$

New: 2011-11-22 Displays the result of evaluating the $\langle skip\ expr \rangle$ on the terminal.

Updated: 2015-08-07

`\skip_log:N` `\skip_log:N` $\langle skip \rangle$
`\skip_log:c` Writes the value of the $\langle skip \rangle$ in the log file.
New: 2014-08-22
Updated: 2015-08-03

`\skip_log:n` `\skip_log:n` $\{\langle skip expr \rangle\}$
New: 2014-08-22 Writes the result of evaluating the $\langle skip expr \rangle$ in the log file.
Updated: 2015-08-07

25.16 Constant skips

`\c_max_skip` The maximum value that can be stored as a skip (equal to `\c_max_dim` in length), with no stretch nor shrink component.
Updated: 2012-11-02

`\c_zero_skip` A zero length as a skip, with no stretch nor shrink component.
Updated: 2012-11-01

25.17 Scratch skips

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

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

25.18 Inserting skips into the output

`\skip_horizontal:N` `\skip_horizontal:N` $\langle skip \rangle$
`\skip_horizontal:c` `\skip_horizontal:n` $\{\langle skip expr \rangle\}$
`\skip_horizontal:n` Inserts a horizontal $\langle skip \rangle$ into the current list. The argument can also be a $\langle dim \rangle$.
Updated: 2011-10-22

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

<code>\skip_vertical:N</code>	<code>\skip_vertical:N</code>	<code>\langle skip \rangle</code>
<code>\skip_vertical:c</code>	<code>\skip_vertical:n</code>	<code>\{ \langle skip expr \rangle \}</code>
<code>\skip_vertical:n</code>	Inserts a vertical <code>\langle skip \rangle</code> into the current list. The argument can also be a <code>\langle dim \rangle</code> .	
Updated: 2011-10-22		

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

25.19 Creating and initialising muskip variables

<code>\muskip_new:N</code>	<code>\muskip_new:N</code>	<code>\langle muskip \rangle</code>
<code>\muskip_new:c</code>	Creates a new <code>\langle muskip \rangle</code> or raises an error if the name is already taken. The declaration is global. The <code>\langle muskip \rangle</code> is initially equal to 0 mu.	

<code>\muskip_const:Nn</code>	<code>\muskip_const:Nn</code>	<code>\langle muskip \rangle</code> <code>\{ \langle muskip expr \rangle \}</code>
<code>\muskip_const:cn</code>	Creates a new constant <code>\langle muskip \rangle</code> or raises an error if the name is already taken. The value of the <code>\langle muskip \rangle</code> is set globally to the <code>\langle muskip expr \rangle</code> .	
New: 2012-03-05		

<code>\muskip_zero:N</code>	<code>\skip_zero:N</code>	<code>\langle muskip \rangle</code>
<code>\muskip_zero:c</code>	Sets <code>\langle muskip \rangle</code> to 0 mu.	
<code>\muskip_gzero:N</code>		
<code>\muskip_gzero:c</code>		

<code>\muskip_zero_new:N</code>	<code>\muskip_zero_new:N</code>	<code>\langle muskip \rangle</code>
<code>\muskip_zero_new:c</code>	Ensures that the <code>\langle muskip \rangle</code> exists globally by applying <code>\muskip_new:N</code> if necessary, then applies <code>\muskip_(g)zero:N</code> to leave the <code>\langle muskip \rangle</code> set to zero.	
<code>\muskip_gzero_new:N</code>		
<code>\muskip_gzero_new:c</code>		
New: 2012-01-07		

<code>\muskip_if_exist_p:N</code>	<code>\muskip_if_exist_p:N</code>	<code>\langle muskip \rangle</code>
<code>\muskip_if_exist_p:c</code>	<code>\muskip_if_exist:NTF</code>	<code>\langle muskip \rangle</code> <code>\{ \langle true code \rangle \} \{ \langle false code \rangle \}</code>
<code>\muskip_if_exist:NTF</code>	<code>\muskip_if_exist:cTF</code>	Tests whether the <code>\langle muskip \rangle</code> is currently defined. This does not check that the <code>\langle muskip \rangle</code> really is a muskip variable.
<code>\muskip_if_exist:cTF</code>		
New: 2012-03-03		

25.20 Setting muskip variables

<code>\muskip_add:Nn</code>	<code>\muskip_add:Nn</code>	<code>\langle muskip \rangle</code> <code>\{ \langle muskip expr \rangle \}</code>
<code>\muskip_add:cn</code>	Adds the result of the <code>\langle muskip expr \rangle</code> to the current content of the <code>\langle muskip \rangle</code> .	
<code>\muskip_gadd:Nn</code>		
<code>\muskip_gadd:cn</code>		
Updated: 2011-10-22		

<code>\muskip_set:Nn</code>	<code>\muskip_set:Nn <muskip> {<muskip expr>}</code>
<code>\muskip_set:cn</code>	Sets <code><muskip></code> to the value of <code><muskip expr></code> , which must evaluate to a math length with units and may include a rubber component (for example 1 mu plus 0.5 mu).
<code>\muskip_gset:Nn</code>	
<code>\muskip_gset:cn</code>	

Updated: 2011-10-22

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

<code>\muskip_sub:Nn</code>	<code>\muskip_sub:Nn <muskip> {<muskip expr>}</code>
<code>\muskip_sub:cn</code>	Subtracts the result of the <code><muskip expr></code> from the current content of the <code><muskip></code> .
<code>\muskip_gsub:Nn</code>	
<code>\muskip_gsub:cn</code>	

Updated: 2011-10-22

25.21 Using muskip expressions and variables

<code>\muskip_eval:n</code> *	<code>\muskip_eval:n {<muskip expr>}</code>
-------------------------------	---

Updated: 2011-10-22

Evaluates the `<muskip expr>`, expanding any skips and token list variables within the `<expression>` to their content (without requiring `\muskip_use:N/\tl_use:N`) and applying the standard mathematical rules. The result of the calculation is left in the input stream as a `<mu glue denotation>` after two expansions. This is expressed in mu, and requires suitable termination if used in a T_EX-style assignment as it is *not* an `<internal mu glue>`.

<code>\muskip_use:N</code> *	<code>\muskip_use:N <muskip></code>
<code>\muskip_use:c</code> *	Recovers the content of a <code><skip></code> and places it directly in the input stream. An error is raised if the variable does not exist or if it is invalid. Can be omitted in places where a <code><dimension></code> is required (such as in the argument of <code>\muskip_eval:n</code>).

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

25.22 Viewing muskip variables

<code>\muskip_show:N</code>	<code>\muskip_show:N <muskip></code>
<code>\muskip_show:c</code>	Displays the value of the <code><muskip></code> on the terminal.

Updated: 2015-08-03

`\muskip_show:n` `\muskip_show:n {⟨muskip expr⟩}`
New: 2011-11-22 Displays the result of evaluating the `⟨muskip expr⟩` on the terminal.
Updated: 2015-08-07

`\muskip_log:N` `\muskip_log:N ⟨muskip⟩`
`\muskip_log:c` Writes the value of the `⟨muskip⟩` in the log file.
New: 2014-08-22
Updated: 2015-08-03

`\muskip_log:n` `\muskip_log:n {⟨muskip expr⟩}`
New: 2014-08-22 Writes the result of evaluating the `⟨muskip expr⟩` in the log file.
Updated: 2015-08-07

25.23 Constant muskips

`\c_max_muskip` The maximum value that can be stored as a muskip, with no stretch nor shrink component.

`\c_zero_muskip` A zero length as a muskip, with no stretch nor shrink component.

25.24 Scratch muskips

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

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

25.25 Primitive conditional

`\if_dim:w` ★ `\if_dim:w ⟨dimen1⟩ ⟨relation⟩ ⟨dimen2⟩`
 `⟨true code⟩`
 `\else:`
 `⟨false⟩`
 `\fi:`
Compare two dimensions. The `⟨relation⟩` is one of `<`, `=` or `>` with category code 12.

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

Chapter 26

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
}
```

As illustrated, keys are created inside a $\langle module \rangle$: a set of related keys, typically those for a single module/L^AT_EX 2_ε package. See Section for suggestions on how to divide large numbers of keys for a single module.

At a document level, `\keys_set:nn` is used within a document function, for example

```
\DeclareDocumentCommand \MyModuleSetup { m }
  { \keys_set:nn { mymodule } { #1 } }
\DeclareDocumentCommand \MyModuleMacro { o m }
  {
    \group_begin:
      \keys_set:nn { mymodule } { #1 }
      % Main code for \MyModuleMacro
    \group_end:
  }
```

Key names may contain any tokens, as they are handled internally using `\tl_to_str:n`. As discussed in section 26.2, it is suggested that the character `/` is reserved for sub-division of keys into logical groups. Functions and variables are *not* expanded when creating key names, and so

```
\tl_set:Nn \l_mymodule_tmp_tl { key }
\keys_define:nn { mymodule }
  {
    \l_mymodule_tmp_tl .code:n = code
  }
```

creates a key called `\l_mymodule_tmp_tl`, and not one called `key`.

26.1 Creating keys

```
\keys_define:nn <module> {<keyval list>}
```

Updated: 2017-11-14

Parses the $\langle keyval list \rangle$ and defines the keys listed there for $\langle module \rangle$. The $\langle module \rangle$ name is treated as a string. In practice the $\langle module \rangle$ should be chosen to be unique to the module in question (unless deliberately adding keys to an existing module).

The $\langle keyval list \rangle$ 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 $\langle key \rangle$, which when used may be supplied with a $\langle value \rangle$. All key *definitions* are local.

Key properties are applied in the reading order and so the ordering is significant. Key properties which define “actions”, such as `.code:n`, `.tl_set:N`, *etc.*, override one another. Some other properties are mutually exclusive, notably `.value_required:n` and `.value_forbidden:n`, and so they replace one another. However, properties covering non-exclusive behaviours may be given in any order. Thus for example the following definitions are equivalent.

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

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

<code>.bool_set:N</code>	<code><key> .bool_set:N = <boolean variable></code>
<code>.bool_set:c</code>	
<code>.bool_gset:N</code>	Defines <code><key></code> to set <code><boolean variable></code> to <code><value></code> (which must be either “true” or “false”). If the variable does not exist, it will be created globally at the point that the
<code>.bool_gset:c</code>	key is set up.

Updated: 2013-07-08

<code>.bool_set_inverse:N</code>	<code><key> .bool_set_inverse:N = <boolean variable></code>
<code>.bool_set_inverse:c</code>	
<code>.bool_gset_inverse:N</code>	Defines <code><key></code> to set <code><boolean variable></code> to the logical inverse of <code><value></code> (which must be either “true” or “false”). If the <code><boolean variable></code> does not exist, it will be
<code>.bool_gset_inverse:c</code>	created globally at the point that the key is set up.

New: 2011-08-28
Updated: 2013-07-08

<code>.choice:</code>	<code><key> .choice:</code>
-----------------------	-----------------------------------

Sets `<key>` to act as a choice key. Each valid choice for `<key>` must then be created, as discussed in section [26.3](#).

<code>.choices:nn</code>	<code><key> .choices:nn = {<choices>} {<code>}</code>
<code>.choices:(Vn on xn)</code>	Sets <code><key></code> to act as a choice key, and defines a series <code><choices></code> which are implemented using the <code><code></code> . Inside <code><code></code> , <code>\l_keys_choice_tl</code> will be the name of the choice made, and <code>\l_keys_choice_int</code> will be the position of the choice in the list of <code><choices></code> (indexed from 1). Choices are discussed in detail in section 26.3 .

New: 2011-08-21
Updated: 2013-07-10

<code>.clist_set:N</code>	<code><key> .clist_set:N = <comma list variable></code>
<code>.clist_set:c</code>	
<code>.clist_gset:N</code>	Defines <code><key></code> to set <code><comma list variable></code> to <code><value></code> . Spaces around commas and empty items will be stripped. If the variable does not exist, it is created globally at the
<code>.clist_gset:c</code>	point that the key is set up.

New: 2011-09-11

`.code:n` $\langle key \rangle$ `.code:n = { $\langle code \rangle$ }`

Updated: 2013-07-10 Stores the $\langle code \rangle$ for execution when $\langle key \rangle$ is used. The $\langle code \rangle$ can include one parameter (#1), which will be the $\langle value \rangle$ given for the $\langle key \rangle$.

`.cs_set:Np` $\langle key \rangle$ `.cs_set:Np = $\langle control\ sequence \rangle$ $\langle arg.\ spec. \rangle$`

`.cs_set:cp`
`.cs_set_protected:Np` Defines $\langle key \rangle$ to set $\langle control\ sequence \rangle$ to have $\langle arg.\ spec. \rangle$ and replacement text
`.cs_set_protected:cp` $\langle value \rangle$.

`.cs_gset:Np`

`.cs_gset:cp`

`.cs_gset_protected:Np`

`.cs_gset_protected:cp`

New: 2020-01-11

`.default:n` $\langle key \rangle$ `.default:n = { $\langle default \rangle$ }`

`.default:(V|o|x)` Creates a $\langle default \rangle$ value for $\langle key \rangle$, which is used if no value is given. This will be used if only the key name is given, but not if a blank $\langle value \rangle$ is given:

Updated: 2013-07-09

```
\keys_define:nn { mymodule }
{
  key .code:n      = Hello~#1,
  key .default:n = World
}
\keys_set:nn { mymodule }
{
  key = Fred, % Prints 'Hello Fred'
  key,      % Prints 'Hello World'
  key = ,   % Prints 'Hello '
}
```

The default does not affect keys where values are required or forbidden. Thus a required value cannot be supplied by a default value, and giving a default value for a key which cannot take a value does not trigger an error.

`.dim_set:N` $\langle key \rangle$ `.dim_set:N = $\langle dimension \rangle$`

`.dim_set:c`
`.dim_gset:N` Defines $\langle key \rangle$ to set $\langle dimension \rangle$ to $\langle value \rangle$ (which must a dimension expression). If
`.dim_gset:c` the variable does not exist, it is created globally at the point that the key is set up. The key will require a value at point-of-use unless a default is set.

Updated: 2020-01-17

`.fp_set:N` $\langle key \rangle$ `.fp_set:N = $\langle floating\ point \rangle$`

`.fp_set:c`

`.fp_gset:N`

`.fp_gset:c`

Updated: 2020-01-17

`.groups:n` $\langle key \rangle$ `.groups:n = { $\langle groups \rangle$ }`

New: 2013-07-14 Defines $\langle key \rangle$ as belonging to the $\langle groups \rangle$ declared. Groups provide a “secondary axis” for selectively setting keys, and are described in Section [26.7](#).

`.inherit:n` $\langle key \rangle$ `.inherit:n = {\parents}`

New: 2016-11-22 Specifies that the $\langle key \rangle$ path should inherit the keys listed as any of the $\langle parents \rangle$ (a comma list), which can be a module or a subgroup. For example, after setting

```
\keys_define:nn { foo } { test .code:n = \tl_show:n {#1} }
\keys_define:nn { } { bar .inherit:n = foo }
```

setting

```
\keys_set:nn { bar } { test = a }
```

will be equivalent to

```
\keys_set:nn { foo } { test = a }
```

Inheritance applies at point of use, not at definition, thus keys may be added to the $\langle parent \rangle$ after the use of `.inherit:n` and will be active. If more than one $\langle parent \rangle$ is specified, the presence of the $\langle key \rangle$ will be tested for each in turn, with the first successful hit taking priority.

`.initial:n` $\langle key \rangle$ `.initial:n = {\value}`

`.initial:(V|o|x)` Initialises the $\langle key \rangle$ with the $\langle value \rangle$, equivalent to

Updated: 2013-07-09

```
\keys_set:nn {\module} { \langle key \rangle = \langle value \rangle }
```

`.int_set:N` $\langle key \rangle$ `.int_set:N = \integer`

`.int_set:c`

`.int_gset:N`

`.int_gset:c`

Updated: 2020-01-17

Defines $\langle key \rangle$ to set $\langle integer \rangle$ to $\langle value \rangle$ (which must be an integer expression). If the variable does not exist, it is created globally at the point that the key is set up. The key will require a value at point-of-use unless a default is set.

`.legacy_if_set:n` $\langle key \rangle$ `.legacy_if_set:n = \switch`

`.legacy_if_gset:n`

`.legacy_if_set_inverse:n`

`.legacy_if_gset_inverse:n`

Updated: 2022-01-15

Defines $\langle key \rangle$ to set legacy `\if \switch` to $\langle value \rangle$ (which must be either “true” or “false”). The $\langle switch \rangle$ is the name of the switch *without the leading \if*.

The inverse versions will set the $\langle switch \rangle$ to the logical opposite of the $\langle value \rangle$.

`.meta:n` $\langle key \rangle$ `.meta:n = {\keyval list}`

Updated: 2013-07-10

Makes $\langle key \rangle$ a meta-key, which will set $\langle keyval list \rangle$ in one go. The $\langle keyval list \rangle$ can refer as `#1` to the value given at the time the $\langle key \rangle$ is used (or, if no value is given, the $\langle key \rangle$'s default value).

`.meta:nn` $\langle key \rangle$ `.meta:nn = {\path} {\keyval list}`

New: 2013-07-10

Makes $\langle key \rangle$ a meta-key, which will set $\langle keyval list \rangle$ in one go using the $\langle path \rangle$ in place of the current one. The $\langle keyval list \rangle$ can refer as `#1` to the value given at the time the $\langle key \rangle$ is used (or, if no value is given, the $\langle key \rangle$'s default value).

.multichoice: `<key> .multichoice:`
New: 2011-08-21 Sets `<key>` to act as a multiple choice key. Each valid choice for `<key>` must then be created, as discussed in section [26.3](#).

.multichoices:nn `<key> .multichoices:nn {<choices>} {<code>}`
.multichoices:(Vn|on|xn) Sets `<key>` to act as a multiple choice key, and defines a series `<choices>` which are implemented using the `<code>`. Inside `<code>`, `\l_keys_choice_tl` will be the name of the choice made, and `\l_keys_choice_int` will be the position of the choice in the list of `<choices>` (indexed from 1). Choices are discussed in detail in section [26.3](#).
New: 2011-08-21
Updated: 2013-07-10

.muskip_set:N `<key> .muskip_set:N = <muskip>`
.muskip_set:c Defines `<key>` to set `<muskip>` to `<value>` (which must be a muskip expression). If the variable does not exist, it is created globally at the point that the key is set up. The key will require a value at point-of-use unless a default is set.
.muskip_gset:N
.muskip_gset:c
New: 2019-05-05
Updated: 2020-01-17

.prop_put:N `<key> .prop_put:N = <property list>`
.prop_put:c Defines `<key>` to put the `<value>` onto the `<property list>` stored under the `<key>`. If the variable does not exist, it is created globally at the point that the key is set up.
.prop_gput:N
.prop_gput:c
New: 2019-01-31

.skip_set:N `<key> .skip_set:N = <skip>`
.skip_set:c Defines `<key>` to set `<skip>` to `<value>` (which must be a skip expression). If the variable does not exist, it is created globally at the point that the key is set up. The key will require a value at point-of-use unless a default is set.
.skip_gset:N
.skip_gset:c
Updated: 2020-01-17

.str_set:N `<key> .str_set:N = <string variable>`
.str_set:c Defines `<key>` to set `<string variable>` to `<value>`. If the variable does not exist, it is created globally at the point that the key is set up.
.str_gset:N
.str_gset:c
New: 2021-10-30

.str_set_x:N `<key> .str_set_x:N = <string variable>`
.str_set_x:c Defines `<key>` to set `<string variable>` to `<value>`, which will be subjected to an x-type expansion (*i.e.* using `\str_set:Nx`). If the variable does not exist, it is created globally at the point that the key is set up.
.str_gset_x:N
.str_gset_x:c
New: 2021-10-30

.tl_set:N `<key> .tl_set:N = <token list variable>`
.tl_set:c Defines `<key>` to set `<token list variable>` to `<value>`. If the variable does not exist, it is created globally at the point that the key is set up.
.tl_gset:N
.tl_gset:c

```
.tl_set_x:N <key> .tl_set_x:N = <token list variable>
```

```
.tl_set_x:c
```

```
.tl_gset_x:N
```

```
.tl_gset_x:c
```

Defines *<key>* to set *<token list variable>* to *<value>*, which will be subjected to an x-type expansion (*i.e.* using `\tl_set:Nx`). If the variable does not exist, it is created globally at the point that the key is set up.

```
.undefine: <key> .undefine:
```

New: 2015-07-14 Removes the definition of the *<key>* within the current scope.

```
.value_forbidden:n <key> .value_forbidden:n = true|false
```

New: 2015-07-14 Specifies that *<key>* cannot receive a *<value>* when used. If a *<value>* is given then an error will be issued. Setting the property “false” cancels the restriction.

```
.value_required:n <key> .value_required:n = true|false
```

New: 2015-07-14 Specifies that *<key>* must receive a *<value>* when used. If a *<value>* is not given then an error will be issued. Setting the property “false” cancels the restriction.

26.2 Sub-dividing keys

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

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

or to the key name:

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

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

As illustrated in the next section, this subdivision is particularly relevant to making multiple choices.

26.3 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 26.6. 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`.

26.4 Key usage scope

Some keys will be used as settings which have a strictly limited scope of usage. Some will be only available once, others will only be valid until typesetting begins. To allow formats to support this in a structured way, `l3keys` allows this information to be specified using the `.usage:n` property.

`.usage:n` $\langle key \rangle$ `.usage:n =` $\langle scope \rangle$

New: 2022-01-10 Defines the $\langle key \rangle$ to have usage within the $\langle scope \rangle$, which should be one of `general`, `preamble` or `load`.

`\l_keys_usage_load_prop`
`\l_keys_usage_preamble_prop`

New: 2022-01-10

`l3keys` itself does *not* attempt to redefine keys based on the usage scope. Rather, this information is made available with these two property lists. These hold an entry for each module (prefix); the value of each entry is a comma-separated list of the usage-restricted key(s).

26.5 Setting keys

`\keys_set:nn` `\keys_set:nn` $\{ \langle module \rangle \} \{ \langle keyval list \rangle \}$

`\keys_set:(nV|nv|no)` Parses the $\langle keyval list \rangle$, and sets those keys which are defined for $\langle module \rangle$. The behaviour on finding an unknown key can be set by defining a special `unknown` key: this is illustrated later.

Updated: 2017-11-14

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

Updated: 2020-02-08

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_str`.

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_str`.

26.6 Handling of unknown keys

If a key has not previously been defined (is unknown), `\keys_set:nn` looks for a special **unknown** key for the same module, and if this is not defined raises an error indicating that the key name was unknown. This mechanism can be used for example to issue custom error texts.

```
\keys_define:nn { mymodule }
{
  unknown .code:n =
    You~tried~to~set~key~'\l_keys_key_str'~to~'#1'.
}
```

<code>\keys_set_known:nn</code>	<code>\keys_set_known:nn {<module>} {<keyval list>}</code>
<code>\keys_set_known:(nV nv no)</code>	<code>\keys_set_known:nnN {<module>} {<keyval list>} <t1></code>
<code>\keys_set_known:nnN</code>	<code>\keys_set_known:nnnN {<module>} {<keyval list>} {<root>} <t1></code>
<code>\keys_set_known:(nVN nvN noN)</code>	
<code>\keys_set_known:nnnN</code>	
<code>\keys_set_known:(nVnN nvN nonN)</code>	

New: 2011-08-23

Updated: 2019-01-29

These functions set keys which are known for the *<module>*, and simply ignore other keys. The `\keys_set_known:nn` function parses the *<keyval list>*, and sets those keys which are defined for *<module>*. Any keys which are unknown are not processed further by the parser. In addition, `\keys_set_known:nnN` stores the key–value pairs in the *<t1>* in comma-separated form (*i.e.* an edited version of the *<keyval list>*). When a *<root>* is given (`\keys_set_known:nnnN`), the key–value entries are returned relative to this point in the key tree. When it is absent, only the key name and value are provided. The correct list is returned by nested calls.

26.7 Selective key setting

In some cases it may be useful to be able to select only some keys for setting, even though these keys have the same path. For example, with a set of keys defined using

```
\keys_define:nn { mymodule }
{
  key-one   .code:n   = { \my_func:n {#1} } ,
  key-two   .tl_set:N = \l_my_a_tl   ,
  key-three .tl_set:N = \l_my_b_tl   ,
  key-four  .fp_set:N = \l_my_a_fp   ,
}
```

the use of `\keys_set:nn` attempts to set all four keys. However, in some contexts it may only be sensible to set some keys, or to control the order of setting. To do this, keys may be assigned to *groups*: arbitrary sets which are independent of the key tree. Thus modifying the example to read

```

\keys_define:nn { mymodule }
{
  key-one .code:n = { \my_func:n {#1} } ,
  key-one .groups:n = { first } ,
  key-two .tl_set:N = \l_my_a_tl ,
  key-two .groups:n = { first } ,
  key-three .tl_set:N = \l_my_b_tl ,
  key-three .groups:n = { second } ,
  key-four .fp_set:N = \l_my_a_fp ,
}

```

assigns `key-one` and `key-two` to group `first`, `key-three` to group `second`, while `key-four` is not assigned to a group.

Selective key setting may be achieved either by selecting one or more groups to be made “active”, or by marking one or more groups to be ignored in key setting.

<code>\keys_set_filter:nnn</code>	<code>\keys_set_filter:nnn {<module>} {<groups>} {<keyval list>}</code>
<code>\keys_set_filter:(nnV nnv nno)</code>	<code>\keys_set_filter:nnnN {<module>} {<groups>} {<keyval list>} <t1></code>
<code>\keys_set_filter:nnnN</code>	<code>\keys_set_filter:nnnnN {<module>} {<groups>} {<keyval list>} <root></code>
<code>\keys_set_filter:(nnVN nnvN nnoN)</code>	<code><t1></code>
<code>\keys_set_filter:nnnnN</code>	
<code>\keys_set_filter:(nnVnN nnvnN nnonN)</code>	

New: 2013-07-14

Updated: 2019-01-29

Activates key filtering in an “opt-out” sense: keys assigned to any of the `<groups>` specified are ignored. The `<groups>` are given as a comma-separated list. Unknown keys are not assigned to any group and are thus always set. The key–value pairs for each key which is filtered out are stored in the `<t1>` in a comma-separated form (*i.e.* an edited version of the `<keyval list>`). The `\keys_set_filter:nnn` version skips this stage.

Use of `\keys_set_filter:nnnN` can be nested, with the correct residual `<keyval list>` returned at each stage. In the version which takes a `<root>` argument, the key list is returned relative to that point in the key tree. In the cases without a `<root>` argument, only the key names and values are returned.

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

New: 2013-07-14

Updated: 2017-05-27

Activates key filtering in an “opt-in” sense: only keys assigned to one or more of the `<groups>` specified are set. The `<groups>` are given as a comma-separated list. Unknown keys are not assigned to any group and are thus never set.

26.8 Digesting keys

<code>\keys_precompile:nnN</code>	<code>\keys_precompile:nnN {<module>} {<keyval list>} <t1></code>
-----------------------------------	---

New: 2022-03-09

Parses the `<keyval list>` as for `\keys_set:nn`, placing the resulting code for those which set variables or functions into the `<t1>`. Thus this function “precompiles” the keyval list into a set of results which can be applied rapidly.

26.9 Utility functions for keys

```
\keys_if_exist_p:nn * \keys_if_exist_p:nn {<module>} {<key>}
\keys_if_exist_p:ne * \keys_if_exist:nnTF {<module>} {<key>} {<true code>} {<false code>}
\keys_if_exist:nnTF * Tests if the <key> exists for <module>, i.e. if any code has been defined for <key>.
\keys_if_exist:neTF *
```

Updated: 2022-01-10

```
\keys_if_choice_exist_p:nnn * \keys_if_choice_exist_p:nnn {<module>} {<key>} {<choice>}
\keys_if_choice_exist:nnnTF * \keys_if_choice_exist:nnnTF {<module>} {<key>} {<choice>} {<true code>}
                                                                    {<false code>}
```

New: 2011-08-21

Updated: 2017-11-14

Tests if the `<choice>` is defined for the `<key>` within the `<module>`, i.e. if any code has been defined for `<key>/<choice>`. The test is `false` if the `<key>` itself is not defined.

```
\keys_show:nn \keys_show:nn {<module>} {<key>}
```

Updated: 2015-08-09 Displays in the terminal the information associated to the `<key>` for a `<module>`, including the function which is used to actually implement it.

```
\keys_log:nn \keys_log:nn {<module>} {<key>}
```

New: 2014-08-22 Writes in the log file the information associated to the `<key>` for a `<module>`. See also
Updated: 2015-08-09 `\keys_show:nn` which displays the result in the terminal.

26.10 Low-level interface for parsing key–val lists

To re-cap from earlier, a key–value list is input of the form

```
KeyOne = ValueOne ,
KeyTwo = ValueTwo ,
KeyThree
```

where each key–value pair is separated by a comma from the rest of the list, and each key–value pair does not necessarily contain an equals sign or a value! Processing this type of input correctly requires a number of careful steps, to correctly account for braces, spaces and the category codes of separators.

While the functions described earlier are used as a high-level interface for processing such input, in special circumstances you may wish to use a lower-level approach. The low-level parsing system converts a `<key-value list>` into `<keys>` and associated `<values>`. After the parsing phase is completed, the resulting keys and values (or keys alone) are available for further processing. This processing is not carried out by the low-level parser itself, and so the parser requires the names of two functions along with the key–value list. One function is needed to process key–value pairs (it receives two arguments), and a second function is required for keys given without any value (it is called with a single argument).

The parser does not double `#` tokens or expand any input. Active tokens `=` and `,` appearing at the outer level of braces are converted to category “other” (12) so that the

parser does not “miss” any due to category code changes. Spaces are removed from the ends of the keys and values. Keys and values which are given in braces have exactly one set removed (after space trimming), thus

```
key = {value here},
```

and

```
key = value here,
```

are treated identically.

```
\keyval_parse:nnn ☆ \keyval_parse:nnn {<code1>} {<code2>} {<key-value list>}
```

New: 2020-12-19
Updated: 2021-05-10

Parses the $\langle\text{key-value list}\rangle$ into a series of $\langle\text{keys}\rangle$ and associated $\langle\text{values}\rangle$, or keys alone (if no $\langle\text{value}\rangle$ was given). $\langle\text{code}_1\rangle$ receives each $\langle\text{key}\rangle$ (with no $\langle\text{value}\rangle$) as a trailing brace group, whereas $\langle\text{code}_2\rangle$ is appended by two brace groups, the $\langle\text{key}\rangle$ and $\langle\text{value}\rangle$. The order of the $\langle\text{keys}\rangle$ in the $\langle\text{key-value list}\rangle$ is preserved. Thus

```
\keyval_parse:nnn
{ \use_none:nn { code 1 } }
{ \use_none:nnn { code 2 } }
{ key1 = value1 , key2 = value2, key3 = , key4 }
```

is converted into an input stream

```
\use_none:nnn { code 2 } { key1 } { value1 }
\use_none:nnn { code 2 } { key2 } { value2 }
\use_none:nnn { code 2 } { key3 } { }
\use_none:nn { code 1 } { 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 $\langle\text{key}\rangle$ and $\langle\text{value}\rangle$, then one *outer* set of braces is removed from the $\langle\text{key}\rangle$ and $\langle\text{value}\rangle$ as part of the processing. If you need exactly the output shown above, you’ll need to either **x**-type or **e**-type expand the function.

T_EXhackers note: The result of each list element is returned within $\backslash\text{exp_not:n}$, which means that the converted input stream does not expand further when appearing in an **x**-type or **e**-type argument expansion.

`\keyval_parse:NNn` ☆ `\keyval_parse:NNn` $\langle function_1 \rangle$ $\langle function_2 \rangle$ $\{ \langle key-value list \rangle \}$

Updated: 2021-05-10

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 $\langle key-value list \rangle$, $\langle function_1 \rangle$ is used to process keys given with no value and $\langle function_2 \rangle$ is used to process keys given with a value. The order of the $\langle keys \rangle$ in the $\langle key-value list \rangle$ is preserved. Thus

```
\keyval_parse:NNn \function:n \function:nn
  { key1 = value1 , key2 = value2, key3 = , key4 }
```

is converted into an input stream

```
\function:nn { key1 } { value1 }
\function:nn { key2 } { value2 }
\function:nn { key3 } { }
\function:n { key4 }
```

Note that there is a difference between an empty value (an equals sign followed by nothing) and a missing value (no equals sign at all). Spaces are trimmed from the ends of the $\langle key \rangle$ 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.

This shares the implementation of `\keyval_parse:nnn`, the difference is only semantically.

TeXhackers note: The result is returned within `\exp_not:n`, which means that the converted input stream does not expand further when appearing in an x-type or e-type argument expansion.

Chapter 27

The `l3intarray` package: Fast global integer arrays

27.1 `l3intarray` documentation

For applications requiring heavy use of integers, this module provides arrays which can be accessed in constant time (contrast `l3seq`, where access time is linear). These arrays have several important features

- The size of the array is fixed and must be given at point of initialisation
- The absolute value of each entry has maximum $2^{30} - 1$ (*i.e.* one power lower than the usual `\c_max_int` ceiling of $2^{31} - 1$)

The use of `intarray` data is therefore recommended for cases where the need for fast access is of paramount importance.

`\intarray_new:Nn` `\intarray_new:Nn` \langle *intarray var* \rangle $\{$ \langle *size* \rangle $\}$

`\intarray_new:cn` Evaluates the integer expression \langle *size* \rangle and allocates an \langle *integer array variable* \rangle with that number of (zero) entries. The variable name should start with `\g_` because assignments are always global.

New: 2018-03-29

`\intarray_count:N` \star `\intarray_count:N` \langle *intarray var* \rangle

`\intarray_count:c` \star Expands to the number of entries in the \langle *integer array variable* \rangle . Contrarily to `\seq_count:N` this is performed in constant time.

New: 2018-03-29

`\intarray_gset:Nnn` `\intarray_gset:Nnn` \langle *intarray var* \rangle $\{$ \langle *position* \rangle $\}$ $\{$ \langle *value* \rangle $\}$

`\intarray_gset:cnn` Stores the result of evaluating the integer expression \langle *value* \rangle into the \langle *integer array variable* \rangle at the (integer expression) \langle *position* \rangle . If the \langle *position* \rangle is not between 1 and the `\intarray_count:N`, or the \langle *value* \rangle 's absolute value is bigger than $2^{30} - 1$, an error occurs. Assignments are always global.

New: 2018-03-29

`\intarray_const_from_clist:Nn` `\intarray_const_from_clist:Nn` \langle *intarray var* \rangle \langle *int expr clist* \rangle
`\intarray_const_from_clist:cn`

New: 2018-05-04

Creates a new constant \langle *integer array variable* \rangle or raises an error if the name is already taken. The \langle *integer array variable* \rangle is set (globally) to contain as its items the results of evaluating each \langle *integer expression* \rangle in the \langle *comma list* \rangle .

`\intarray_gzero:N` `\intarray_gzero:N` \langle *intarray var* \rangle

`\intarray_gzero:c` Sets all entries of the \langle *integer array variable* \rangle to zero. Assignments are always global.

New: 2018-05-04

`\intarray_item:Nn` \star `\intarray_item:Nn` \langle *intarray var* \rangle $\{$ \langle *position* \rangle $\}$

`\intarray_item:cn` \star Expands to the integer entry stored at the (integer expression) \langle *position* \rangle in the \langle *integer array variable* \rangle . If the \langle *position* \rangle is not between 1 and the `\intarray_count:N`, an error occurs.

New: 2018-03-29

`\intarray_rand_item:N` \star `\intarray_rand_item:N` \langle *intarray var* \rangle

`\intarray_rand_item:c` \star Selects a pseudo-random item of the \langle *integer array* \rangle . If the \langle *integer array* \rangle is empty, produce an error.

New: 2018-05-05

`\intarray_show:N` `\intarray_show:N` \langle *intarray var* \rangle

`\intarray_show:c` `\intarray_log:N` \langle *intarray var* \rangle

`\intarray_log:N` Displays the items in the \langle *integer array variable* \rangle in the terminal or writes them in the log file.

`\intarray_log:c`

New: 2018-05-04

27.1.1 Implementation notes

It is a wrapper around the `\fontdimen` primitive, used to store arrays of integers (with a restricted range: absolute value at most $2^{30} - 1$). In contrast to `l3seq` sequences the access to individual entries is done in constant time rather than linear time, but only integers can be stored. More precisely, the primitive `\fontdimen` stores dimensions but the `l3intarray` package transparently converts these from/to integers. Assignments are always global.

While Lua \TeX 's memory is extensible, other engines can “only” deal with a bit less than 4×10^6 entries in all `\fontdimen` arrays combined (with default \TeX Live settings).

Chapter 28

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* (“`<fp expr>`”) 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: $x < y$, $x \leq y$, $x >? y$, $x != y$ etc.
 - Boolean logic: sign `sign x`, negation `!x`, conjunction `x && y`, disjunction `x || y`, ternary operator `x ? y : z`.
 - Exponentials: `exp x`, `ln x`, x^y , `logb x`.
 - Integer factorial: `fact x`.
 - Trigonometry: `sin x`, `cos x`, `tan x`, `cot x`, `sec x`, `csc x` expecting their arguments in radians, and `sind x`, `cosd x`, `tand x`, `cotd x`, `secd x`, `cscd x` expecting their arguments in degrees.
 - Inverse trigonometric functions: `asin x`, `acos x`, `atan x`, `acot x`, `asec x`, `acsc x` giving a result in radians, and `asind x`, `acosd x`, `atand x`, `acotd x`, `asecd x`, `acscd x` giving a result in degrees.
- (*not yet*) Hyperbolic functions and their inverse functions: `sinh x`, `cosh x`, `tanh x`, `coth x`, `sech x`, `csch`, and `asinh x`, `acosh x`, `atanh x`, `acoth x`, `asech x`, `acsch x`.
- Extrema: `max(x1, x2, ...)`, `min(x1, x2, ...)`, `abs(x)`.
 - Rounding functions, controlled by two optional values, n (number of places, 0 by default) and t (behavior on a tie, `nan` by default):
 - `trunc(x, n)` rounds towards zero,
 - `floor(x, n)` rounds towards $-\infty$,

- `ceil(x, n)` rounds towards $+\infty$,
- `round(x, n, t)` rounds to the closest value, with ties rounded to an even value by default, towards zero if $t = 0$, towards $+\infty$ if $t > 0$ and towards $-\infty$ if $t < 0$.

And (*not yet*) modulo, and “quantize”.

- Random numbers: `rand()`, `randint(m, n)`.
- Constants: `pi`, `deg` (one degree in radians).
- Dimensions, automatically expressed in points, *e.g.*, `pc` is 12.
- Automatic conversion (no need for `\langle type \rangle_use:N`) of integer, dimension, and skip variables to floating point numbers, expressing dimensions in points and ignoring the stretch and shrink components of skips.
- Tuples: (x_1, \dots, x_n) that can be stored in variables, added together, multiplied or divided by a floating point number, and nested.

Floating point numbers can be given either explicitly (in a form such as `1.234e-34`, or `-.0001`), or as a stored floating point variable, which is automatically replaced by its current value. A “floating point” is a floating point number or a tuple thereof. See section 28.9.1 for a description of what a floating point is, section 28.9.2 for details about how an expression is parsed, and section 28.9.3 to know what the various operations do. Some operations may raise exceptions (error messages), described in section 28.7.

An example of use could be the following.

```
\LaTeX{} can now compute: $ \frac{\sin (3.5)}{2} + 2 \cdot 10^{-3}
= \ExplSyntaxOn \fp_to_decimal:n {\sin(3.5)/2 + 2e-3} $.
```

The operation `round` can be used to limit the result’s precision. Adding `+0` avoids the possibly undesirable output `-0`, replacing it by `+0`. However, the `l3fp` module is mostly meant as an underlying tool for higher-level commands. For example, one could provide a function to typeset nicely the result of floating point computations.

```
\documentclass{article}
\usepackage{xparse, siunitx}
\ExplSyntaxOn
\NewDocumentCommand { \calcnun } { m }
  { \num { \fp_to_scientific:n {#1} } }
\ExplSyntaxOff
\begin{document}
\calcnun { 2 pi * sin ( 2.3 ^ 5 ) }
\end{document}
```

See the documentation of `siunitx` for various options of `\num`.

28.1 Creating and initialising floating point variables

<code>\fp_new:N</code>	<code>\fp_new:N <fp var></code>
<code>\fp_new:c</code>	Creates a new <code><fp var></code> or raises an error if the name is already taken. The declaration is global. The <code><fp var></code> is initially +0.

Updated: 2012-05-08

<code>\fp_const:Nn</code>	<code>\fp_const:Nn <fp var> {<fp expr>}</code>
<code>\fp_const:cn</code>	Creates a new constant <code><fp var></code> or raises an error if the name is already taken. The <code><fp var></code> is set globally equal to the result of evaluating the <code><fp expr></code> .

Updated: 2012-05-08

<code>\fp_zero:N</code>	<code>\fp_zero:N <fp var></code>
<code>\fp_zero:c</code>	Sets the <code><fp var></code> to +0.
<code>\fp_gzero:N</code>	
<code>\fp_gzero:c</code>	

Updated: 2012-05-08

<code>\fp_zero_new:N</code>	<code>\fp_zero_new:N <fp var></code>
<code>\fp_zero_new:c</code>	Ensures that the <code><fp var></code> exists globally by applying <code>\fp_new:N</code> if necessary, then applies <code>\fp_(g)zero:N</code> to leave the <code><fp var></code> set to +0.
<code>\fp_gzero_new:N</code>	
<code>\fp_gzero_new:c</code>	

Updated: 2012-05-08

28.2 Setting floating point variables

<code>\fp_set:Nn</code>	<code>\fp_set:Nn <fp var> {<fp expr>}</code>
<code>\fp_set:cn</code>	Sets <code><fp var></code> equal to the result of computing the <code><fp expr></code> .
<code>\fp_gset:Nn</code>	
<code>\fp_gset:cn</code>	

Updated: 2012-05-08

<code>\fp_set_eq:NN</code>	<code>\fp_set_eq:NN <fp var₁₂</code>
<code>\fp_set_eq:(cN Nc cc)</code>	Sets the floating point variable <code><fp var_{1 equal to the current value of <code><fp var_{2.}</code>}</code>
<code>\fp_gset_eq:NN</code>	
<code>\fp_gset_eq:(cN Nc cc)</code>	

Updated: 2012-05-08

<code>\fp_add:Nn</code>	<code>\fp_add:Nn <fp var> {<fp expr>}</code>
<code>\fp_add:cn</code>	Adds the result of computing the <code><fp expr></code> to the <code><fp var></code> . This also applies if <code><fp var></code> and <code><floating point expression></code> evaluate to tuples of the same size.
<code>\fp_gadd:Nn</code>	
<code>\fp_gadd:cn</code>	

Updated: 2012-05-08

<code>\fp_sub:Nn</code>	<code>\fp_sub:Nn <fp var> {(fp expr)}</code>
<code>\fp_sub:cn</code>	Subtracts the result of computing the <i><floating point expression></i> from the <i><fp var></i> .
<code>\fp_gsub:Nn</code>	This also applies if <i><fp var></i> and <i><floating point expression></i> evaluate to tuples of
<code>\fp_gsub:cn</code>	the same size.

Updated: 2012-05-08

28.3 Using floating points

<code>\fp_eval:n</code>	<code>\fp_eval:n {(fp expr)}</code>
New: 2012-05-08	Evaluates the <i><fp expr></i> and expresses the result as a decimal number with no exponent.
Updated: 2012-07-08	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 <code>nan</code> trigger an “invalid operation” exception. For a tuple, each item is converted using <code>\fp_eval:n</code> and they are combined as $(\langle fp_1 \rangle, \langle fp_2 \rangle, \dots \langle fp_n \rangle)$ if $n > 1$ and $(\langle fp_1 \rangle,)$ or $()$ for fewer items. This function is identical to <code>\fp_to_decimal:n</code> .

<code>\fp_sign:n</code>	<code>\fp_sign:n {(fp expr)}</code>
New: 2018-11-03	Evaluates the <i><fp expr></i> and leaves its sign in the input stream using <code>\fp_eval:n</code> $\{\text{sign}(\langle result \rangle)\}$: $+1$ for positive numbers and for $+\infty$, -1 for negative numbers and for $-\infty$, ± 0 for ± 0 . If the operand is a tuple or is <code>nan</code> , then “invalid operation” occurs and the result is 0.

<code>\fp_to_decimal:N</code>	<code>\fp_to_decimal:N <fp var></code>
<code>\fp_to_decimal:c</code>	<code>\fp_to_decimal:n {(fp expr)}</code>
<code>\fp_to_decimal:n</code>	Evaluates the <i><fp expr></i> and expresses the result as a decimal number with no exponent.
New: 2012-05-08	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 <code>nan</code> trigger an “invalid operation” exception. For a tuple, each item is converted using <code>\fp_to_decimal:n</code> and they are combined as $(\langle fp_1 \rangle, \langle fp_2 \rangle, \dots \langle fp_n \rangle)$ if $n > 1$ and $(\langle fp_1 \rangle,)$ or $()$ for fewer items.
Updated: 2012-07-08	

<code>\fp_to_dim:N</code>	<code>\fp_to_dim:N <fp var></code>
<code>\fp_to_dim:c</code>	<code>\fp_to_dim:n {(fp expr)}</code>
<code>\fp_to_dim:n</code>	Evaluates the <i><fp expr></i> and expresses the result as a dimension (in <code>pt</code>) suitable for use in dimension expressions. The output is identical to <code>\fp_to_decimal:n</code> , with an additional trailing <code>pt</code> (both letter tokens). In particular, the result may be outside the range $[-2^{14} + 2^{-17}, 2^{14} - 2^{-17}]$ of valid <code>TeX</code> dimensions, leading to overflow errors if used as a dimension. Tuples, as well as the values $\pm\infty$ and <code>nan</code> , trigger an “invalid operation” exception.
Updated: 2016-03-22	

<code>\fp_to_int:N</code>	<code>\fp_to_int:N <fp var></code>
<code>\fp_to_int:c</code>	<code>\fp_to_int:n {(fp expr)}</code>
<code>\fp_to_int:n</code>	Evaluates the <i><fp expr></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 <code>TeX</code> integers, leading to overflow errors if used in an integer expression. Tuples, as well as the values $\pm\infty$ and <code>nan</code> , trigger an “invalid operation” exception.
Updated: 2012-07-08	

`\fp_to_scientific:N` * `\fp_to_scientific:N <fp var>`
`\fp_to_scientific:c` * `\fp_to_scientific:n {<fp expr>}`
`\fp_to_scientific:n` * Evaluates the `<fp expr>` and expresses the result in scientific notation:
New: 2012-05-08
Updated: 2016-03-22 `<optional -><digit>.<15 digits>e<optional sign><exponent>`

The leading `<digit>` is non-zero except in the case of ± 0 . The values $\pm\infty$ and `nan` trigger an “invalid operation” exception. Normal category codes apply: thus the `e` is category code 11 (a letter). For a tuple, each item is converted using `\fp_to_scientific:n` and they are combined as `(<fp1>, <fp2>, ... <fpn>)` if $n > 1$ and `(<fp1>,)` or `()` for fewer items.

`\fp_to_tl:N` * `\fp_to_tl:N <fp var>`
`\fp_to_tl:c` * `\fp_to_tl:n {<fp expr>}`
`\fp_to_tl:n` * Evaluates the `<fp expr>` and expresses the result in (almost) the shortest possible form.
Updated: 2016-03-22 Numbers in the ranges $(0, 10^{-3})$ and $[10^{16}, \infty)$ are expressed in scientific notation with trailing zeros trimmed and no decimal separator when there is a single significant digit (this differs from `\fp_to_scientific:n`). Numbers in the range $[10^{-3}, 10^{16})$ are expressed in a decimal notation without exponent, with trailing zeros trimmed, and no decimal separator for integer values (see `\fp_to_decimal:n`. Negative numbers start with `-`. The special values ± 0 , $\pm\infty$ and `nan` are rendered as `0`, `-0`, `inf`, `-inf`, and `nan` respectively. Normal category codes apply and thus `inf` or `nan`, if produced, are made up of letters. For a tuple, each item is converted using `\fp_to_tl:n` and they are combined as `(<fp1>, <fp2>, ... <fpn>)` if $n > 1$ and `(<fp1>,)` or `()` for fewer items.

`\fp_use:N` * `\fp_use:N <fp var>`
`\fp_use:c` * Inserts the value of the `<fp var>` into the input stream as a decimal number with no exponent. Leading or trailing zeros may be inserted to compensate for the exponent. Non-significant trailing zeros are trimmed. Integers are expressed without a decimal separator. The values $\pm\infty$ and `nan` trigger an “invalid operation” exception. For a tuple, each item is converted using `\fp_to_decimal:n` and they are combined as `(<fp1>, <fp2>, ... <fpn>)` if $n > 1$ and `(<fp1>,)` or `()` for fewer items. This function is identical to `\fp_to_decimal:N`.
Updated: 2012-07-08

28.4 Floating point conditionals

`\fp_if_exist_p:N` * `\fp_if_exist_p:N <fp var>`
`\fp_if_exist_p:c` * `\fp_if_exist:NTF <fp var> {<true code>} {<false code>}`
`\fp_if_exist:NTF` * Tests whether the `<fp var>` is currently defined. This does not check that the `<fp var>`
`\fp_if_exist:cTF` * really is a floating point variable.
Updated: 2012-05-08

```

\fp_compare_p:nNn * \fp_compare_p:nNn {<fp expr1>} <relation> {<fp expr2>}
\fp_compare:nNnTF * \fp_compare:nNnTF {<fp expr1>} <relation> {<fp expr2>} {<true code>} {<false code>}

```

Updated: 2012-05-08 Compares the $\langle fp\ expr_1 \rangle$ and the $\langle fp\ expr_2 \rangle$, and returns **true** if the $\langle relation \rangle$ is obeyed. Two floating points x and y may obey four mutually exclusive relations: $x < y$, $x = y$, $x > y$, or $x?y$ (“not ordered”). The last case occurs exactly if one or both operands is **nan** or is a tuple, unless they are equal tuples. Note that a **nan** is distinct from any value, even another **nan**, hence $x = x$ is not true for a **nan**. To test if a value is **nan**, compare it to an arbitrary number with the “not ordered” relation.

```

\fp_compare:nNnTF { <value> } ? { 0 }
{ } % <value> is nan
{ } % <value> is not nan

```

Tuples are equal if they have the same number of items and items compare equal (in particular there must be no **nan**). At present any other comparison with tuples yields ? (not ordered). This is experimental.

This function is less flexible than `\fp_compare:nTF` but slightly faster. It is provided for consistency with `\int_compare:nNnTF` and `\dim_compare:nNnTF`.

```

\fp_compare_p:n * \fp_compare_p:n
\fp_compare:nTF * {
  Updated: 2013-12-14
  <fp expr1> <relation1>
  ...
  <fp exprN> <relationN>
  <fp exprN+1>
}
\fp_compare:nTF
{
  <fp expr1> <relation1>
  ...
  <fp exprN> <relationN>
  <fp exprN+1>
}
{(true code)} {(false code)}

```

Evaluates the $\langle fp\ exprs \rangle$ as described for $\backslash fp_eval:n$ and compares consecutive result using the corresponding $\langle relation \rangle$, namely it compares $\langle fp\ expr_1 \rangle$ and $\langle fp\ expr_2 \rangle$ using the $\langle relation_1 \rangle$, then $\langle fp\ expr_2 \rangle$ and $\langle fp\ expr_3 \rangle$ using the $\langle relation_2 \rangle$, until finally comparing $\langle fp\ expr_N \rangle$ and $\langle fp\ expr_{N+1} \rangle$ 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 $\backslash int_compare:nTF$, all $\langle fp\ exprs \rangle$ are computed, even if one comparison is false. Two floating points x and y may obey four mutually exclusive relations: $x < y$, $x = y$, $x > y$, or $x?y$ (“not ordered”). The last case occurs exactly if one or both operands is nan or is a tuple, unless they are equal tuples. Each $\langle relation \rangle$ 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 floating 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 \geq (greater or equal), \neq (not equal), $!?$ or $\leq\Rightarrow$ (comparable).

This function is more flexible than $\backslash fp_compare:nNnTF$ and only slightly slower.

28.5 Floating point expression loops

```

\fp_do_until:nNnn ☆ \fp_do_until:nNnn {<fp expr1>} <relation> {<fp expr2>} {<code>}

```

New: 2012-08-16 Places the $\langle code \rangle$ in the input stream for T_EX to process, and then evaluates the relationship between the two $\langle floating\ point\ expressions \rangle$ as described for $\backslash fp_compare:nNnTF$. If the test is false then the $\langle code \rangle$ is inserted into the input stream again and a loop occurs until the $\langle relation \rangle$ is true.

```

\fp_do_while:nNnn ☆ \fp_do_while:nNnn {<fp expr1>} <relation> {<fp expr2>} {<code>}

```

New: 2012-08-16 Places the $\langle code \rangle$ in the input stream for T_EX to process, and then evaluates the relationship between the two $\langle floating\ point\ expressions \rangle$ as described for $\backslash fp_compare:nNnTF$. If the test is true then the $\langle code \rangle$ is inserted into the input stream again and a loop occurs until the $\langle relation \rangle$ is false.

<code>\fp_until_do:nNnn</code> ☆	<code>\fp_until_do:nNnn {<fp expr₁>} <relation> {<fp expr₂>} {<code>}</code>
New: 2012-08-16	Evaluates the relationship between the two <i><floating point expressions></i> as described for <code>\fp_compare:nNnTF</code> , and then places the <i><code></i> in the input stream if the <i><relation></i> is false. After the <i><code></i> has been processed by T _E X the test is repeated, and a loop occurs until the test is true.
<code>\fp_while_do:nNnn</code> ☆	<code>\fp_while_do:nNnn {<fp expr₁>} <relation> {<fp expr₂>} {<code>}</code>
New: 2012-08-16	Evaluates the relationship between the two <i><floating point expressions></i> as described for <code>\fp_compare:nNnTF</code> , and then places the <i><code></i> in the input stream if the <i><relation></i> is true. After the <i><code></i> has been processed by T _E X the test is repeated, and a loop occurs until the test is false.
<code>\fp_do_until:nn</code> ☆	<code>\fp_do_until:nn { <fp expr₁> <relation> <fp expr₂> } {<code>}</code>
New: 2012-08-16 Updated: 2013-12-14	Places the <i><code></i> in the input stream for T _E X to process, and then evaluates the relationship between the two <i><floating point expressions></i> as described for <code>\fp_compare:nTF</code> . If the test is false then the <i><code></i> is inserted into the input stream again and a loop occurs until the <i><relation></i> is true.
<code>\fp_do_while:nn</code> ☆	<code>\fp_do_while:nn { <fp expr₁> <relation> <fp expr₂> } {<code>}</code>
New: 2012-08-16 Updated: 2013-12-14	Places the <i><code></i> in the input stream for T _E X to process, and then evaluates the relationship between the two <i><floating point expressions></i> as described for <code>\fp_compare:nTF</code> . If the test is true then the <i><code></i> is inserted into the input stream again and a loop occurs until the <i><relation></i> is false.
<code>\fp_until_do:nn</code> ☆	<code>\fp_until_do:nn { <fp expr₁> <relation> <fp expr₂> } {<code>}</code>
New: 2012-08-16 Updated: 2013-12-14	Evaluates the relationship between the two <i><floating point expressions></i> as described for <code>\fp_compare:nTF</code> , and then places the <i><code></i> in the input stream if the <i><relation></i> is false. After the <i><code></i> has been processed by T _E X the test is repeated, and a loop occurs until the test is true.
<code>\fp_while_do:nn</code> ☆	<code>\fp_while_do:nn { <fp expr₁> <relation> <fp expr₂> } {<code>}</code>
New: 2012-08-16 Updated: 2013-12-14	Evaluates the relationship between the two <i><floating point expressions></i> as described for <code>\fp_compare:nTF</code> , and then places the <i><code></i> in the input stream if the <i><relation></i> is true. After the <i><code></i> has been processed by T _E X the test is repeated, and a loop occurs until the test is false.

`\fp_step_function:nnnN` ☆ `\fp_step_function:nnnN` {*initial value*} {*step*} {*final value*} (*function*)
`\fp_step_function:nnnc` ☆

New: 2016-11-21
Updated: 2016-12-06

This function first evaluates the *initial value*, *step* and *final value*, each of which should be a floating point expression evaluating to a floating point number, not a tuple. The *function* is then placed in front of each *value* from the *initial value* to the *final value* in turn (using *step* between each *value*). The *step* must be non-zero. If the *step* is positive, the loop stops when the *value* becomes larger than the *final value*. If the *step* is negative, the loop stops when the *value* becomes smaller than the *final value*. The *function* should absorb one numerical argument. For example

```
\cs_set:Npn \my_func:n #1 { [I~saw~#1] \quad }
\fp_step_function:nnnN { 1.0 } { 0.1 } { 1.5 } \my_func:n
```

would print

```
[I saw 1.0] [I saw 1.1] [I saw 1.2] [I saw 1.3] [I saw 1.4] [I saw 1.5]
```

TpXhackers note: Due to rounding, it may happen that adding the *step* to the *value* does not change the *value*; such cases give an error, as they would otherwise lead to an infinite loop.

`\fp_step_inline:nnnn` `\fp_step_inline:nnnn` {*initial value*} {*step*} {*final value*} {*code*}

New: 2016-11-21
Updated: 2016-12-06

This function first evaluates the *initial value*, *step* and *final value*, all of which should be floating point expressions evaluating to a floating point number, not a tuple. Then for each *value* from the *initial value* to the *final value* in turn (using *step* between each *value*), the *code* is inserted into the input stream with *#1* replaced by the current *value*. Thus the *code* should define a function of one argument (*#1*).

`\fp_step_variable:nnnNn` `\fp_step_variable:nnnNn`
{*initial value*} {*step*} {*final value*} *tl var* {*code*}

New: 2017-04-12

This function first evaluates the *initial value*, *step* and *final value*, all of which should be floating point expressions evaluating to a floating point number, not a tuple. Then for each *value* from the *initial value* to the *final value* in turn (using *step* between each *value*), the *code* is inserted into the input stream, with the *tl var* defined as the current *value*. Thus the *code* should make use of the *tl var*.

28.6 Some useful constants, and scratch variables

`\c_zero_fp` Zero, with either sign.
`\c_minus_zero_fp`

New: 2012-05-08

`\c_one_fp` One as an fp: useful for comparisons in some places.

New: 2012-05-08

`\c_inf_fp` Infinity, with either sign. These can be input directly in a floating point expression as
`\c_minus_inf_fp` `inf` and `-inf`.

New: 2012-05-08

`\c_e_fp` The value of the base of the natural logarithm, $e = \exp(1)$.

Updated: 2012-05-08

`\c_pi_fp` The value of π . This can be input directly in a floating point expression as `pi`.

Updated: 2013-11-17

`\c_one_degree_fp` The value of 1° in radians. Multiply an angle given in degrees by this value to obtain a result in radians. Note that trigonometric functions expecting an argument in radians or in degrees are both available. Within floating point expressions, this can be accessed as `deg`.

New: 2012-05-08

Updated: 2013-11-17

`\l_tmpa_fp` Scratch floating points for local assignment. These are never used by the kernel code, and
`\l_tmpb_fp` so are safe for use with any \LaTeX 3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

`\g_tmpa_fp` Scratch floating points for global assignment. These are never used by the kernel code,
`\g_tmpb_fp` and so are safe for use with any \LaTeX 3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

28.7 Floating point exceptions

The functions defined in this section are experimental, and their functionality may be altered or removed altogether.

“Exceptions” may occur when performing some floating point operations, such as $0 / 0$, or $10^{**} 1e9999$. The relevant IEEE standard defines 5 types of exceptions, of which we implement 4.

- *Overflow* occurs whenever the result of an operation is too large to be represented as a normal floating point number. This results in $\pm\infty$.
- *Underflow* occurs whenever the result of an operation is too close to 0 to be represented as a normal floating point number. This results in ± 0 .

- *Invalid operation* occurs for operations with no defined outcome, for instance $0/0$ or $\sin(\infty)$, and results in a `nan`. It also occurs for conversion functions whose target type does not have the appropriate infinite or `nan` value (e.g., `\fp_to_dim:n`).
- *Division by zero* occurs when dividing a non-zero number by 0, or when evaluating functions at poles, e.g., $\ln(0)$ or $\cot(0)$. This results in $\pm\infty$.

(not yet) *Inexact* occurs whenever the result of a computation is not exact, in other words, almost always. At the moment, this exception is entirely ignored in L^AT_EX3.

To each exception we associate a “flag”: `fp_overflow`, `fp_underflow`, `fp_invalid_operation` and `fp_division_by_zero`. The state of these flags can be tested and modified with commands from `l3flag`

By default, the “invalid operation” exception triggers an (expandable) error, and raises the corresponding flag. Other exceptions raise the corresponding flag but do not trigger an error. The behaviour when an exception occurs can be modified (using `\fp_trap:nn`) to either produce an error and raise the flag, or only raise the flag, or do nothing at all.

<code>\fp_trap:nn</code>	<code>\fp_trap:nn <exception> <trap type></code>
<small>New: 2012-07-19 Updated: 2017-02-13</small>	All occurrences of the <code><exception></code> (<code>overflow</code> , <code>underflow</code> , <code>invalid_operation</code> or <code>division_by_zero</code>) within the current group are treated as <code><trap type></code> , which can be

- `none`: the `<exception>` will be entirely ignored, and leave no trace;
- `flag`: the `<exception>` will turn the corresponding flag on when it occurs;
- `error`: additionally, the `<exception>` will halt the T_EX run and display some information about the current operation in the terminal.

This function is experimental, and may be altered or removed.

<code>flag_fp_overflow</code>	Flags denoting the occurrence of various floating-point exceptions.
<code>flag_fp_underflow</code>	
<code>flag_fp_invalid_operation</code>	
<code>flag_fp_division_by_zero</code>	

28.8 Viewing floating points

<code>\fp_show:N</code>	<code>\fp_show:N <fp var></code>
<code>\fp_show:c</code>	<code>\fp_show:n <fp expr></code>
<code>\fp_show:n</code>	Evaluates the <code><fp expr></code> and displays the result in the terminal.
<small>New: 2012-05-08 Updated: 2021-04-29</small>	

<code>\fp_log:N</code>	<code>\fp_log:N <fp var></code>
<code>\fp_log:c</code>	<code>\fp_log:n {<fp expr>}</code>
<code>\fp_log:n</code>	Evaluates the <code><fp expr></code> and writes the result in the log file.

New: 2014-08-22

Updated: 2021-04-29

28.9 Floating point expressions

28.9.1 Input of floating point numbers

We support four types of floating point numbers:

- $\pm m \cdot 10^n$, a floating point number, with integer $1 \leq m \leq 10^{16}$, and $-10000 \leq n \leq 10000$;
- ± 0 , zero, with a given sign;
- $\pm \infty$, infinity, with a given sign;
- `nan`, is “not a number”, and can be either quiet or signalling (*not yet*: this distinction is currently unsupported);

Normal floating point numbers are stored in base 10, with up to 16 significant figures.

On input, a normal floating point number consists of:

- `<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` or `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 `<sign>` contains an even number of -, and - otherwise, hence, an empty `<sign>` denotes a non-negative input. The stored significand is obtained from `<significand>` 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 `<significand>` has at most 16 digits. The stored `<exponent>` is obtained by combining the input `<exponent>` (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 `<exponent>` is either too large or too small for the floating point number to be represented. This results either in an overflow (the number is then replaced by $\pm \infty$), or an underflow (resulting in ± 0).

The result is thus ± 0 if and only if `<significand>` contains no non-zero digit (*i.e.*, consists only in characters 0, and an optional period), or if there is an underflow. Note that a single dot is currently a valid floating point number, equal to +0, but that is not guaranteed to remain true.

The `<significand>` must be non-empty, so `e1` and `e-1` are not valid floating point numbers. Note that the latter could be mistaken with the difference of “e” and 1. To avoid confusions, the base of natural logarithms cannot be input as `e` and should be input as `exp(1)` or `\c_e_fp` (which is faster).

Special numbers are input as follows:

- `inf` represents $+\infty$, and can be preceded by any $\langle sign \rangle$, yielding $\pm\infty$ as appropriate.
- `nan` represents a (quiet) non-number. It can be preceded by any sign, but that sign is ignored.
- Any unrecognizable string triggers an error, and produces a `nan`.
- Note that commands such as `\infty`, `\pi`, or `\sin` *do not* work in floating point expressions. They may silently be interpreted as completely unexpected numbers, because integer constants (allowed in expressions) are commonly stored as mathematical characters.

28.9.2 Precedence of operators

We list here all the operations supported in floating point expressions, in order of decreasing precedence: operations listed earlier bind more tightly than operations listed below them.

- Function calls (`sin`, `ln`, *etc*).
- Binary `**` and `^` (right associative).
- Unary `+`, `-`, `!`.
- Implicit multiplication by juxtaposition (`2pi`) when neither factor is in parentheses.
- Binary `*` and `/`, implicit multiplication by juxtaposition with parentheses (for instance `3(4+5)`).
- Binary `+` and `-`.
- Comparisons `>=`, `!=`, `<?`, *etc*.
- Logical `and`, denoted by `&&`.
- Logical `or`, denoted by `||`.
- Ternary operator `?:` (right associative).
- Comma (to build tuples).

The precedence of operations can be overridden using parentheses. In particular, the precedence of juxtaposition implies that

$$\begin{aligned}
 1/2pi &= 1/(2\pi), \\
 1/2pi(pi + pi) &= (2\pi)^{-1}(\pi + \pi) \simeq 1, \\
 sin2pi &= \sin(2)\pi \neq 0, \\
 2^2max(3, 5) &= 2^2 \max(3, 5) = 20, \\
 1in/1cm &= (1in)/(1cm) = 2.54.
 \end{aligned}$$

Functions are called on the value of their argument, contrarily to \TeX macros.

28.9.3 Operations

We now present the various operations allowed in floating point expressions, from the lowest precedence to the highest. When used as a truth value, a floating point expression is `false` if it is ± 0 , and `true` otherwise, including when it is `nan` or a tuple such as `(0, 0)`. Tuples are only supported to some extent by operations that work with truth values (`?:`, `||`, `&&`, `!`), by comparisons (`!<=>?`), and by `+`, `-`, `*`, `/`. Unless otherwise specified, providing a tuple as an argument of any other operation yields the “invalid operation” exception and a `nan` result.

```
?: \fp_eval:n { <operand1> ? <operand2> : <operand3> }
```

The ternary operator `?:` results in `<operand2>` if `<operand1>` is true (not ± 0), and `<operand3>` if `<operand1>` is false (± 0). All three `<operands>` are evaluated in all cases; they may be tuples. The operator is right associative, hence

```
\fp_eval:n
{
  1 + 3 > 4 ? 1 :
  2 + 4 > 5 ? 2 :
  3 + 5 > 6 ? 3 : 4
}
```

first tests whether `1 + 3 > 4`; since this isn't true, the branch following `:` is taken, and `2 + 4 > 5` is compared; since this is true, the branch before `:` is taken, and everything else is (evaluated then) ignored. That allows testing for various cases in a concise manner, with the drawback that all computations are made in all cases.

```
|| \fp_eval:n { <operand1> || <operand2> }
```

If `<operand1>` is true (not ± 0), use that value, otherwise the value of `<operand2>`. Both `<operands>` are evaluated in all cases; they may be tuples. In `<operand1> || <operand2> || ... || <operands_n>`, the first true (nonzero) `<operand>` is used and if all are zero the last one (± 0) is used.

```
&& \fp_eval:n { <operand1> && <operand2> }
```

If `<operand1>` is false (equal to ± 0), use that value, otherwise the value of `<operand2>`. Both `<operands>` are evaluated in all cases; they may be tuples. In `<operand1> && <operand2> && ... && <operands_n>`, the first false (± 0) `<operand>` is used and if none is zero the last one is used.

```
<
=
>
?
Updated: 2013-12-14
\fp_eval:n
{
  <operand1> <relation1>
  ...
  <operandN> <relationN>
  <operandN+1>
}
```

Each `<relation>` consists of a non-empty string of `<`, `=`, `>`, and `?`, optionally preceded by `!`, and may not start with `?`. This evaluates to `+1` if all comparisons `<operand_i> <relation_i> <operand_{i+1}>` are true, and `+0` otherwise. All `<operands>` are evaluated (once) in all cases. See `\fp_compare:nTF` for details.

```

+ \fp_eval:n { <operand1> + <operand2> }
- \fp_eval:n { <operand1> - <operand2> }

```

Computes the sum or the difference of its two *<operands>*. The “invalid operation” exception occurs for $\infty - \infty$. “Underflow” and “overflow” occur when appropriate. These operations supports the itemwise addition or subtraction of two tuples, but if they have a different number of items the “invalid operation” exception occurs and the result is `nan`.

```

* \fp_eval:n { <operand1> * <operand2> }
/ \fp_eval:n { <operand1> / <operand2> }

```

Computes the product or the ratio of its two *<operands>*. The “invalid operation” exception occurs for ∞/∞ , $0/0$, or $0 * \infty$. “Division by zero” occurs when dividing a finite non-zero number by ± 0 . “Underflow” and “overflow” occur when appropriate. When *<operand1>* is a tuple and *<operand2>* is a floating point number, each item of *<operand1>* is multiplied or divided by *<operand2>*. Multiplication also supports the case where *<operand1>* is a floating point number and *<operand2>* a tuple. Other combinations yield an “invalid operation” exception and a `nan` result.

```

+ \fp_eval:n { + <operand> }
- \fp_eval:n { - <operand> }
! \fp_eval:n { ! <operand> }

```

The unary `+` does nothing, the unary `-` changes the sign of the *<operand>* (for a tuple, of all its components), and `!` *<operand>* evaluates to 1 if *<operand>* is false (is ± 0) and 0 otherwise (this is the `not` boolean function). Those operations never raise exceptions.

```

** \fp_eval:n { <operand1> ** <operand2> }
^ \fp_eval:n { <operand1> ^ <operand2> }

```

Raises *<operand1>* to the power *<operand2>*. This operation is right associative, hence `2 ** 2 ** 3` equals $2^{2^3} = 256$. If *<operand1>* is negative or -0 then: the result’s sign is $+$ if the *<operand2>* is infinite and $(-1)^p$ if the *<operand2>* is $p/5^q$ with p, q integers; the result is $+0$ if `abs(<operand1>)^<operand2>` evaluates to zero; in other cases the “invalid operation” exception occurs because the sign cannot be determined. “Division by zero” occurs when raising ± 0 to a finite strictly negative power. “Underflow” and “overflow” occur when appropriate. If either operand is a tuple, “invalid operation” occurs.

```

abs \fp_eval:n { abs( <fp expr> ) }

```

Computes the absolute value of the *<fp expr>*. If the operand is a tuple, “invalid operation” occurs. This operation does not raise exceptions in other cases. See also `\fp_abs:n`.

```

exp \fp_eval:n { exp( <fp expr> ) }

```

Computes the exponential of the *<fp expr>*. “Underflow” and “overflow” occur when appropriate. If the operand is a tuple, “invalid operation” occurs.

```

fact \fp_eval:n { fact( <fp expr> ) }

```

Computes the factorial of the *<fp expr>*. If the *<fp expr>* is an integer between -0 and 3248 included, the result is finite and correctly rounded. Larger positive integers give $+\infty$ with “overflow”, while `fact(+∞) = +∞` and `fact(nan) = nan` with no exception. All other inputs give `nan` with the “invalid operation” exception.

`ln` `\fp_eval:n { ln(<fp expr>) }`

Computes the natural logarithm of the `<fp expr>`. Negative numbers have no (real) logarithm, hence the “invalid operation” is raised in that case, including for $\ln(-0)$. “Division by zero” occurs when evaluating $\ln(+0) = -\infty$. “Underflow” and “overflow” occur when appropriate. If the operand is a tuple, “invalid operation” occurs.

`logb` `\fp_eval:n { logb(<fp expr>) }`

New: 2018-11-03 Determines the exponent of the `<fp expr>`, namely the floor of the base-10 logarithm of its absolute value. “Division by zero” occurs when evaluating $\logb(\pm 0) = -\infty$. Other special values are $\logb(\pm\infty) = +\infty$ and $\logb(\text{nan}) = \text{nan}$. If the operand is a tuple or is `nan`, then “invalid operation” occurs and the result is `nan`.

`max` `\fp_eval:n { max(<fp expr1> , <fp expr2> , ...) }`
`min` `\fp_eval:n { min(<fp expr1> , <fp expr2> , ...) }`

Evaluates each `<fp expr>` and computes the largest (smallest) of those. If any of the `<fp expr>` is a `nan` or tuple, the result is `nan`. If any operand is a tuple, “invalid operation” occurs; these operations do not raise exceptions in other cases.

`round` `\fp_eval:n { round (<fp expr>) }`
`trunc` `\fp_eval:n { round (<fp expr1> , <fp expr2>) }`
`ceil` `\fp_eval:n { round (<fp expr1> , <fp expr2> , <fp expr3>) }`
`floor`

New: 2013-12-14
Updated: 2015-08-08 Only `round` accepts a third argument. Evaluates `<fp expr1> = x` and `<fp expr2> = n` and `<fp expr3> = t` then rounds x to n places. If n is an integer, this rounds x to a multiple of 10^{-n} ; if $n = +\infty$, this always yields x ; if $n = -\infty$, this yields one of ± 0 , $\pm\infty$, or `nan`; if $n = \text{nan}$, this yields `nan`; if n is neither $\pm\infty$ nor an integer, then an “invalid operation” exception is raised. When `<fp expr2>` is omitted, $n = 0$, *i.e.*, `<fp expr1>` is rounded to an integer. The rounding direction depends on the function.

- `round` yields the multiple of 10^{-n} closest to x , with ties (x half-way between two such multiples) rounded as follows. If t is `nan` (or not given) the even multiple is chosen (“ties to even”), if $t = \pm 0$ the multiple closest to 0 is chosen (“ties to zero”), if t is positive/negative the multiple closest to $\infty/-\infty$ is chosen (“ties towards positive/negative infinity”).
- `floor` yields the largest multiple of 10^{-n} smaller or equal to x (“round towards negative infinity”);
- `ceil` yields the smallest multiple of 10^{-n} greater or equal to x (“round towards positive infinity”);
- `trunc` yields a multiple of 10^{-n} with the same sign as x and with the largest absolute value less than that of x (“round towards zero”).

“Overflow” occurs if x is finite and the result is infinite (this can only happen if `<fp expr2>` < -9984). If any operand is a tuple, “invalid operation” occurs.

`sign` `\fp_eval:n { sign(<fp expr>) }`

Evaluates the `<fp expr>` and determines its sign: $+1$ for positive numbers and for $+\infty$, -1 for negative numbers and for $-\infty$, ± 0 for ± 0 , and `nan` for `nan`. If the operand is a tuple, “invalid operation” occurs. This operation does not raise exceptions in other cases.

```

sin      \fp_eval:n { sin( <fp expr> ) }
cos      \fp_eval:n { cos( <fp expr> ) }
tan      \fp_eval:n { tan( <fp expr> ) }
cot      \fp_eval:n { cot( <fp expr> ) }
csc      \fp_eval:n { csc( <fp expr> ) }
sec      \fp_eval:n { sec( <fp expr> ) }

```

Updated: 2013-11-17 Computes the sine, cosine, tangent, cotangent, cosecant, or secant of the $\langle fp\ expr \rangle$ given in radians. For arguments given in degrees, see `sind`, `cosd`, *etc.* Note that since π is irrational, `sin(8pi)` is not quite zero, while its analogue `sind(8 × 180)` is exactly zero. The trigonometric functions are undefined for an argument of $\pm\infty$, leading to the “invalid operation” exception. Additionally, evaluating tangent, cotangent, cosecant, or secant at one of their poles leads to a “division by zero” exception. “Underflow” and “overflow” occur when appropriate. If the operand is a tuple, “invalid operation” occurs.

```

sind     \fp_eval:n { sind( <fp expr> ) }
cosd     \fp_eval:n { cosd( <fp expr> ) }
tand     \fp_eval:n { tand( <fp expr> ) }
cotd     \fp_eval:n { cotd( <fp expr> ) }
cscd     \fp_eval:n { cscd( <fp expr> ) }
secd     \fp_eval:n { secd( <fp expr> ) }

```

New: 2013-11-02 Computes the sine, cosine, tangent, cotangent, cosecant, or secant of the $\langle fp\ expr \rangle$ given in degrees. For arguments given in radians, see `sin`, `cos`, *etc.* Note that since π is irrational, `sin(8pi)` is not quite zero, while its analogue `sind(8 × 180)` is exactly zero. The trigonometric functions are undefined for an argument of $\pm\infty$, leading to the “invalid operation” exception. Additionally, evaluating tangent, cotangent, cosecant, or secant at one of their poles leads to a “division by zero” exception. “Underflow” and “overflow” occur when appropriate. If the operand is a tuple, “invalid operation” occurs.

```

asin     \fp_eval:n { asin( <fp expr> ) }
acos     \fp_eval:n { acos( <fp expr> ) }
acsc     \fp_eval:n { acsc( <fp expr> ) }
asec     \fp_eval:n { asec( <fp expr> ) }

```

New: 2013-11-02 Computes the arcsine, arccosine, arccosecant, or arcsecant of the $\langle fp\ expr \rangle$ 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. If the operand is a tuple, “invalid operation” occurs.

```

asind    \fp_eval:n { asind( <fp expr> ) }
acosd    \fp_eval:n { acosd( <fp expr> ) }
acscd    \fp_eval:n { acscd( <fp expr> ) }
asecd    \fp_eval:n { asecd( <fp expr> ) }

```

New: 2013-11-02 Computes the arcsine, arccosine, arccosecant, or arcsecant of the $\langle fp\ expr \rangle$ 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. If the operand is a tuple, “invalid operation” occurs.

<code>atan</code>	<code>\fp_eval:n { atan(<fp expr>) }</code>
<code>acot</code>	<code>\fp_eval:n { atan(<fp expr₁> , <fp expr₂>) }</code>
<hr/>	<hr/>
<small>New: 2013-11-02</small>	<code>\fp_eval:n { acot(<fp expr>) }</code>
	<code>\fp_eval:n { acot(<fp expr₁> , <fp expr₂>) }</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 `<fp expr>`: 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 $(\langle fp\ expr_2 \rangle, \langle fp\ expr_1 \rangle)$: this is the arctangent of $\langle fp\ expr_1 \rangle / \langle fp\ expr_2 \rangle$, possibly shifted by π depending on the signs of $\langle fp\ expr_1 \rangle$ and $\langle fp\ expr_2 \rangle$. The two-argument arccotangent computes the angle in polar coordinates of the point $(\langle fp\ expr_1 \rangle, \langle fp\ expr_2 \rangle)$, equal to the arccotangent of $\langle fp\ expr_1 \rangle / \langle fp\ expr_2 \rangle$, possibly shifted by π . Both two-argument functions take values in the wider range $[-\pi, \pi]$. The ratio $\langle fp\ expr_1 \rangle / \langle fp\ expr_2 \rangle$ need not be defined for the two-argument arctangent: when both expressions yield ± 0 , or when both yield $\pm \infty$, the resulting angle is one of $\{\pm\pi/4, \pm 3\pi/4\}$ depending on signs. The “underflow” exception can occur. If any operand is a tuple, “invalid operation” occurs.

<code>atand</code>	<code>\fp_eval:n { atand(<fp expr>) }</code>
<code>acotd</code>	<code>\fp_eval:n { atand(<fp expr₁> , <fp expr₂>) }</code>
<hr/>	<hr/>
<small>New: 2013-11-02</small>	<code>\fp_eval:n { acotd(<fp expr>) }</code>
	<code>\fp_eval:n { acotd(<fp expr₁> , <fp expr₂>) }</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 `<fp expr>`: 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 $(\langle fp\ expr_2 \rangle, \langle fp\ expr_1 \rangle)$: this is the arctangent of $\langle fp\ expr_1 \rangle / \langle fp\ expr_2 \rangle$, possibly shifted by 180 depending on the signs of $\langle fp\ expr_1 \rangle$ and $\langle fp\ expr_2 \rangle$. The two-argument arccotangent computes the angle in polar coordinates of the point $(\langle fp\ expr_1 \rangle, \langle fp\ expr_2 \rangle)$, equal to the arccotangent of $\langle fp\ expr_1 \rangle / \langle fp\ expr_2 \rangle$, possibly shifted by 180. Both two-argument functions take values in the wider range $[-180, 180]$. The ratio $\langle fp\ expr_1 \rangle / \langle fp\ expr_2 \rangle$ need not be defined for the two-argument arctangent: when both expressions yield ± 0 , or when both yield $\pm \infty$, the resulting angle is one of $\{\pm 45, \pm 135\}$ depending on signs. The “underflow” exception can occur. If any operand is a tuple, “invalid operation” occurs.

<code>sqrt</code>	<code>\fp_eval:n { sqrt(<fp expr>) }</code>
<hr/>	<hr/>
<small>New: 2013-12-14</small>	Computes the square root of the <code><fp expr></code> . The “invalid operation” is raised when the <code><fp expr></code> is negative or is a tuple; no other exception can occur. Special values yield $\sqrt{-0} = -0$, $\sqrt{+0} = +0$, $\sqrt{+\infty} = +\infty$ and $\sqrt{\text{nan}} = \text{nan}$.

rand `\fp_eval:n { rand() }`

New: 2016-12-05 Produces a pseudo-random floating-point number (multiple of 10^{-16}) between 0 included and 1 excluded. This is not available in older versions of $X_{\text{Y}}\text{T}_{\text{E}}\text{X}$. The random seed can be queried using `\sys_rand_seed:` and set using `\sys_gset_rand_seed:n`.

T_EXhackers note: This is based on pseudo-random numbers provided by the engine’s primitive `\pdfuniformdeviate` in $\text{pdfT}_{\text{E}}\text{X}$, $\text{pT}_{\text{E}}\text{X}$, $\text{upT}_{\text{E}}\text{X}$ and `\uniformdeviate` in $\text{LuaT}_{\text{E}}\text{X}$ and $\text{X}_{\text{Y}}\text{T}_{\text{E}}\text{X}$. The underlying code is based on Metapost, which follows an additive scheme recommended in Section 3.6 of “The Art of Computer Programming, Volume 2”.

While we are more careful than `\uniformdeviate` to preserve uniformity of the underlying stream of 28-bit pseudo-random integers, these pseudo-random numbers should of course not be relied upon for serious numerical computations nor cryptography.

randint `\fp_eval:n { randint(<fp expr>) }`

New: 2016-12-05 `\fp_eval:n { randint(<fp expr1> , <fp expr2>) }`

Produces a pseudo-random integer between 1 and `<fp expr>` or between `<fp expr1>` and `<fp expr2>` inclusive. The bounds must be integers in the range $(-10^{16}, 10^{16})$ and the first must be smaller or equal to the second. See **rand** for important comments on how these pseudo-random numbers are generated.

inf **nan** The special values $+\infty$, $-\infty$, and **nan** are represented as `inf`, `-inf` and `nan` (see `\c_inf_fp`, `\c_minus_inf_fp` and `\c_nan_fp`).

pi The value of π (see `\c_pi_fp`).

deg The value of 1° in radians (see `\c_one_degree_fp`).

`em` Those units of measurement are equal to their values in `pt`, namely

`ex`
`in` $1 \text{ in} = 72.27 \text{ pt}$
`pt` $1 \text{ pt} = 1 \text{ pt}$
`pc` $1 \text{ pc} = 12 \text{ pt}$
`cm`
`mm` $1 \text{ cm} = \frac{1}{2.54} \text{ in} = 28.45275590551181 \text{ pt}$
`dd` $1 \text{ mm} = \frac{1}{25.4} \text{ in} = 2.845275590551181 \text{ pt}$
`cc`
`nd` $1 \text{ dd} = 0.376065 \text{ mm} = 1.07000856496063 \text{ pt}$
`nc` $1 \text{ cc} = 12 \text{ dd} = 12.84010277952756 \text{ pt}$
`bp` $1 \text{ nd} = 0.375 \text{ mm} = 1.066978346456693 \text{ pt}$
`sp` $1 \text{ nc} = 12 \text{ nd} = 12.80374015748031 \text{ pt}$
 $1 \text{ bp} = \frac{1}{72} \text{ in} = 1.00375 \text{ pt}$
 $1 \text{ sp} = 2^{-16} \text{ pt} = 1.52587890625 \times 10^{-5} \text{ pt}.$

The values of the (font-dependent) units `em` and `ex` are gathered from `TEX` when the surrounding floating point expression is evaluated.

`true` Other names for 1 and +0.
`false`

`\fp_abs:n` * `\fp_abs:n` {*fp expr*}

New: 2012-05-14 Evaluates the *fp expr* as described for `\fp_eval:n` and leaves the absolute value of
Updated: 2012-07-08 the result in the input stream. If the argument is $\pm\infty$, `nan` or a tuple, “invalid operation” occurs. Within floating point expressions, `abs()` can be used; it accepts $\pm\infty$ and `nan` as arguments.

`\fp_max:nn` * `\fp_max:nn` {*fp expression 1*} {*fp expression 2*}

`\fp_min:nn` * Evaluates the *fp exprs* as described for `\fp_eval:n` and leaves the resulting larger
New: 2012-09-26 (max) or smaller (min) value in the input stream. If the argument is a tuple, “invalid operation” occurs, but no other case raises exceptions. Within floating point expressions, `max()` and `min()` can be used.

28.10 Disclaimer and roadmap

The package may break down if the escape character is among `0123456789_+`, or if it receives a `TEX` primitive conditional affected by `\exp_not:N`.

The following need to be done. I’ll try to time-order the items.

- Function to count items in a tuple (and to determine if something is a tuple).
- Decide what exponent range to consider.

- Support signalling `nan`.
- Modulo and remainder, and rounding function `quantize` (and its friends analogous to `trunc`, `ceil`, `floor`).
- `\fp_format:nn` $\{\langle fp\ expr \rangle\}$ $\{\langle format \rangle\}$, but what should $\langle format \rangle$ be? More general pretty printing?
- Add `and`, `or`, `xor`? Perhaps under the names `all`, `any`, and `xor`?
- Add $\log(x, b)$ for logarithm of x in base b .
- `hypot` (Euclidean length). Cartesian-to-polar transform.
- Hyperbolic functions `cosh`, `sinh`, `tanh`.
- Inverse hyperbolics.
- Base conversion, input such as `0xAB.CDEF`.
- Factorial (not with `!`), gamma function.
- Improve coefficients of the `sin` and `tan` series.
- Treat upper and lower case letters identically in identifiers, and ignore underscores.
- Add an `array(1,2,3)` and `i=complex(0,1)`.
- Provide an experimental `map` function? Perhaps easier to implement if it is a single character, `@sin(1,2)`?
- Provide an `isnan` function analogue of `\fp_if_nan:nTF`?
- Support keyword arguments?

`Pgfmath` also provides box-measurements (depth, height, width), but boxes are not possible expandably.

Bugs, and tests to add.

- Check that functions are monotonic when they should.
- Add exceptions to `?:`, `!<=>?`, `&&`, `||`, and `!`.
- Logarithms of numbers very close to 1 are inaccurate.
- When rounding towards $-\infty$, `\dim_to_fp:n` $\{\text{Opt}\}$ should return -0 , not $+0$.
- The result of $(\pm 0) + (\pm 0)$, of $x + (-x)$, and of $(-x) + x$ should depend on the rounding mode.
- `0e9999999999` gives a `TEX` “number too large” error.
- Subnormals are not implemented.

Possible optimizations/improvements.

- Document that `l3trial/l3fp-types` introduces tools for adding new types.
- In subsection [28.9.1](#), write a grammar.

- It would be nice if the `parse` auxiliaries for each operation were set up in the corresponding module, rather than centralizing in `l3fp-parse`.
- Some functions should get an `_o` ending to indicate that they expand after their result.
- More care should be given to distinguish expandable/restricted expandable (auxiliary and internal) functions.
- The code for the `ternary` set of functions is ugly.
- There are many `~` missing in the doc to avoid bad line-breaks.
- The algorithm for computing the logarithm of the significand could be made to use a 5 terms Taylor series instead of 10 terms by taking $c = 2000/(\lfloor 200x \rfloor + 1) \in [10, 95]$ instead of $c \in [1, 10]$. Also, it would then be possible to simplify the computation of t . However, we would then have to hard-code the logarithms of 44 small integers instead of 9.
- Improve notations in the explanations of the division algorithm (`l3fp-basics`).
- Understand and document `_fp_basics_pack_weird_low:NNNNw` and `_fp_basics_pack_weird_high:NNNNNNNNw` better. Move the other `basics_pack` auxiliaries to `l3fp-aux` under a better name.
- Find out if underflow can really occur for trigonometric functions, and redoc as appropriate.
- Add bibliography. Some of Kahan's articles, some previous TeX fp packages, the international standards,...
- Also take into account the “inexact” exception?
- Support multi-character prefix operators (*e.g.*, `@/` or whatever)?

Chapter 29

The `l3fparray` package: Fast global floating point arrays

29.1 `l3fparray` documentation

For applications requiring heavy use of floating points, this module provides arrays which can be accessed in constant time (contrast `l3seq`, where access time is linear). The interface is very close to that of `l3intarray`. The size of the array is fixed and must be given at point of initialisation

`\fparray_new:Nn` `\fparray_new:Nn` $\langle fparray\ var \rangle$ $\{\langle size \rangle\}$

New: 2018-05-05 Evaluates the integer expression $\langle size \rangle$ and allocates an $\langle floating\ point\ array\ variable \rangle$ with that number of (zero) entries. The variable name should start with `\g_` because assignments are always global.

`\fparray_count:N` \star `\fparray_count:N` $\langle fparray\ var \rangle$

New: 2018-05-05 Expands to the number of entries in the $\langle floating\ point\ array\ variable \rangle$. This is performed in constant time.

`\fparray_gset:Nnn` `\fparray_gset:Nnn` $\langle fparray\ var \rangle$ $\{\langle position \rangle\}$ $\{\langle value \rangle\}$

New: 2018-05-05 Stores the result of evaluating the floating point expression $\langle value \rangle$ into the $\langle floating\ point\ array\ variable \rangle$ at the (integer expression) $\langle position \rangle$. If the $\langle position \rangle$ is not between 1 and the `\fparray_count:N`, an error occurs. Assignments are always global.

`\fparray_gzero:N` `\fparray_gzero:N` $\langle fparray\ var \rangle$

New: 2018-05-05 Sets all entries of the $\langle floating\ point\ array\ variable \rangle$ to `+0`. Assignments are always global.

`\fparray_item:Nn` \star `\fparray_item:Nn` $\langle fparray\ var \rangle$ $\{\langle position \rangle\}$

`\fparray_item_to_tl:Nn` \star Applies `\fp_use:N` or `\fp_to_tl:N` (respectively) to the floating point entry stored at the (integer expression) $\langle position \rangle$ in the $\langle floating\ point\ array\ variable \rangle$. If the $\langle position \rangle$ is not between 1 and the `\fparray_count:N`, an error occurs.

Chapter 30

The `\l3cctab` package Category code tables

A category code table enables rapid switching of all category codes in one operation. For Lua \TeX , this is possible over the entire Unicode range. For other engines, only the 8-bit range (0–255) is covered by such tables.

30.1 Creating and initialising category code tables

<code>\cctab_new:N</code>	<code>\cctab_new:N</code> \langle <i>category code table</i> \rangle
<code>\cctab_new:c</code>	Creates a new \langle <i>category code table</i> \rangle variable or raises an error if the name is already taken. The declaration is global. The \langle <i>category code table</i> \rangle is initialised with the codes as used by <code>ini\TeX</code> .
<code>Updated: 2020-07-02</code>	

<code>\cctab_const:Nn</code>	<code>\cctab_const:Nn</code> \langle <i>category code table</i> \rangle $\{$ \langle <i>category code set up</i> \rangle $\}$
<code>\cctab_const:cn</code>	Creates a new \langle <i>category code table</i> \rangle , applies (in a group) the \langle <i>category code set up</i> \rangle on top of <code>ini\TeX</code> settings, then saves them globally as a constant table. The \langle <i>category code set up</i> \rangle can include a call to <code>\cctab_select:N</code> .
<code>Updated: 2020-07-07</code>	

<code>\cctab_gset:Nn</code>	<code>\cctab_gset:Nn</code> \langle <i>category code table</i> \rangle $\{$ \langle <i>category code set up</i> \rangle $\}$
<code>\cctab_gset:cn</code>	Starting from the <code>ini\TeX</code> category codes, applies (in a group) the \langle <i>category code set up</i> \rangle , then saves them globally in the \langle <i>category code table</i> \rangle . The \langle <i>category code set up</i> \rangle can include a call to <code>\cctab_select:N</code> .
<code>Updated: 2020-07-07</code>	

30.2 Using category code tables

<code>\cctab_begin:N</code>	<code>\cctab_begin:N</code> \langle <i>category code table</i> \rangle
<code>\cctab_begin:c</code>	Switches locally the category codes in force to those stored in the \langle <i>category code table</i> \rangle . The prevailing codes before the function is called are added to a stack, for use with <code>\cctab_end:.</code> This function does not start a \TeX group.
<code>Updated: 2020-07-02</code>	

<hr/> <code>\cctab_end:</code> <hr/>	<code>\cctab_end:</code>
<hr/> <code>Updated: 2020-07-02</code> <hr/>	Ends the scope of a \langle <i>category code table</i> \rangle started using <code>\cctab_begin:N</code> , returning the codes to those in force before the matching <code>\cctab_begin:N</code> was used. This must be used within the same T _E X group (and at the same T _E X group level) as the matching <code>\cctab_begin:N</code> .
<hr/> <code>\cctab_select:N</code> <hr/>	<code>\cctab_select:N</code> \langle <i>category code table</i> \rangle
<hr/> <code>\cctab_select:c</code> <hr/>	Selects the \langle <i>category code table</i> \rangle for the scope of the current group. This is in particular useful in the \langle <i>setup</i> \rangle arguments of <code>\tl_set_rescan:Nnn</code> , <code>\tl_rescan:nn</code> , <code>\cctab_const:Nn</code> , and <code>\cctab_gset:Nn</code> .
<hr/> <code>New: 2020-05-19</code> <hr/>	
<hr/> <code>Updated: 2020-07-02</code> <hr/>	
<hr/> <code>\cctab_item:Nn</code> \star <hr/>	<code>\cctab_item:Nn</code> \langle <i>category code table</i> \rangle $\{ \langle$ <i>int expr</i> $\rangle \}$
<hr/> <code>\cctab_item:cn</code> \star <hr/>	Determines the \langle <i>character</i> \rangle with character code given by the \langle <i>int expr</i> \rangle and expands to its category code specified by the \langle <i>category code table</i> \rangle .
<hr/> <code>New: 2021-05-10</code> <hr/>	

30.3 Category code table conditionals

<hr/> <code>\cctab_if_exist_p:N</code> \star <hr/>	<code>\cctab_if_exist_p:N</code> \langle <i>category code table</i> \rangle
<hr/> <code>\cctab_if_exist_p:c</code> \star <hr/>	<code>\cctab_if_exist:NTF</code> \langle <i>category code table</i> \rangle $\{ \langle$ <i>true code</i> $\rangle \} \{ \langle$ <i>false code</i> $\rangle \}$
<hr/> <code>\cctab_if_exist:NTF</code> \star <hr/>	Tests whether the \langle <i>category code table</i> \rangle is currently defined. This does not check that the \langle <i>category code table</i> \rangle really is a category code table.
<hr/> <code>\cctab_if_exist:cTF</code> \star <hr/>	

30.4 Constant category code tables

<hr/> <code>\c_code_cctab</code> <hr/>	Category code table for the <code>expl3</code> code environment; this does <i>not</i> include <code>@</code> , which is retained as an “other” character.
<hr/> <code>Updated: 2020-07-10</code> <hr/>	
<hr/> <code>\c_document_cctab</code> <hr/>	Category code table for a standard L ^A T _E X document, as set by the L ^A T _E X kernel. In particular, the upper-half of the 8-bit range will be set to “active” with pdfT _E X <i>only</i> . No babel shorthands will be activated.
<hr/> <code>Updated: 2020-07-08</code> <hr/>	
<hr/> <code>\c_initex_cctab</code> <hr/>	Category code table as set up by iniT _E X.
<hr/> <code>Updated: 2020-07-02</code> <hr/>	
<hr/> <code>\c_other_cctab</code> <hr/>	Category code table where all characters have category code 12 (other).
<hr/> <code>Updated: 2020-07-02</code> <hr/>	
<hr/> <code>\c_str_cctab</code> <hr/>	Category code table where all characters have category code 12 (other) with the exception of spaces, which have category code 10 (space).
<hr/> <code>Updated: 2020-07-02</code> <hr/>	

Part V
Text manipulation

Chapter 31

The `l3unicode` package: Unicode support functions

This module provides Unicode-specific functions along with loading data from a range of Unicode Consortium files. Most of the code here is internal, but there are a small set of public functions. These work with Unicode *codepoints* and are designed to give useable results with both Unicode-aware and 8-bit engines.

`\codepoint_generate:nm` * `\codepoint_generate:nm` {`<codepoint>`} {`<catcode>`}

New: 2022-10-09
Updated: 2022-11-09

Generates one or more character tokens representing the `<codepoint>`. With Unicode engines, exactly one character token will be generated, and this will have the `<catcode>` specified as the second argument:

- 1 (begin group)
- 2 (end group)
- 3 (math toggle)
- 4 (alignment)
- 6 (parameter)
- 7 (math superscript)
- 8 (math subscript)
- 10 (space)
- 11 (letter)
- 12 (other)
- 13 (active)

For 8-bit engines, between one and four character tokens will be produced: these will be the bytes of the UTF-8 representation of the `<codepoint>`. For all codepoints outside of the classical ASCII range, the generated character tokens will be active (category code 13); for codepoints in the ASCII range, the given `<catcode>` will be used. To allow the result of this function to be used inside an expansion context, the result is protected by `\exp_not:n`.

T_EXhackers note: Users of (u)pT_EX note that these engines are treated as 8-bit in this context. In particular, for upT_EX, irrespective of the `\kcatcode` of the `<codepoint>`, any value outside the ASCII range will result in a series of active bytes being generated.

`\codepoint_str_generate:n` * `\codepoint_str_generate:n` {`<codepoint>`}

New: 2022-10-09

Generates one or more character tokens representing the `<codepoint>`. With Unicode engines, exactly one character token will be generated. For 8-bit engines, between one and four character tokens will be produced: these will be the bytes of the UTF-8 representation of the `<codepoint>`. All of the generated character tokens will be of category code 12, except any spaces (codepoint 32), which will be category code 10.

`\codepoint_to_nfd:n` * `\codepoint_to_nfd:n` {`<codepoint>`}

New: 2022-10-09

Converts the `<codepoint>` to the Unicode Normalization Form Canonical Decomposition. The generated character(s) will have the current category code as they would if typed in directly for Unicode engines; for 8-bit engines, active characters are used for all codepoints outside of the ASCII range.

Chapter 32

The `l3text` package: Text processing

This module deals with manipulation of (formatted) text; such material is comprised of a restricted set of token list content. The functions provided here concern conversion of textual content for example in case changing, generation of bookmarks and extraction to tags. All of the major functions operate by expansion. Begin-group and end-group tokens in the $\langle text \rangle$ are normalized and become `{` and `}`, respectively.

32.1 Expanding text

```
\text_expand:n ★ \text_expand:n  $\langle text \rangle$ 
```

New: 2020-01-02 Takes user input $\langle text \rangle$ and expands the content. Protected commands (typically formatting) are left in place, and no processing takes place of math mode material (as delimited by pairs given in `\l_text_math_delims_tl` or as the argument to commands listed in `\l_text_math_arg_tl`). Commands which are neither engine- nor L^AT_EX protected are expanded exhaustively. Any commands listed in `\l_text_expand_exclude_tl` are excluded from expansion.

Updated: 2023-02-07

```
\text_declare_expand_equivalent:Nn \text_declare_expand_equivalent:Nn  $\langle cmd \rangle$   $\langle replacement \rangle$   
\text_declare_expand_equivalent:cn
```

New: 2020-01-22

Declares that the $\langle replacement \rangle$ tokens should be used whenever the $\langle cmd \rangle$ (a single token) is encountered. The $\langle replacement \rangle$ tokens should be expandable. A token can be “replaced” by itself if the defined replacement wraps it in `\exp_not:n`, for example

```
\text_declare_expand_equivalent:Nn \' { \exp_not:n { \' } }
```


32.2 Case changing

<code>\text_lowercase:n</code>	* <code>\text_uppercase:n</code> $\langle\text{tokens}\rangle$
<code>\text_uppercase:n</code>	* <code>\text_uppercase:nn</code> $\langle\text{language}\rangle$ $\langle\text{tokens}\rangle$
<code>\text_titlecase:n</code>	* Takes user input $\langle\text{text}\rangle$ first applies <code>\text_expand</code> , then transforms the case of character
<code>\text_titlecase_first:n</code>	* tokens as specified by the function name. The category code of letters are not changed
<code>\text_lowercase:nn</code>	* by this process when Unicode engines are used; in 8-bit engines, case changed characters
<code>\text_uppercase:nn</code>	* in the ASCII range will have the current prevailing category code, while those outside of
<code>\text_titlecase:nn</code>	* it will be represented by active characters.
<code>\text_titlecase_first:nn</code>	*

New: 2019-11-20

Updated: 2022-10-13

Upper- and lowercase have the obvious meanings. Titlecasing may be regarded informally as converting the first character of the $\langle\text{tokens}\rangle$ to uppercase and the rest to lowercase. However, the process is more complex than this as there are some situations where a single lowercase character maps to a special form, for example `ij` in Dutch which becomes `IJ`. The `titlecase_first` variant does not attempt any case changing at all after the first letter has been processed.

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_lowercase:n`, `\str_uppercase:n` and `\str_casefold:n`.

Case changing does not take place within math mode material so for example

```
\text_uppercase:n { Some~text~$y = mx + c$~with~{Braces} }
```

becomes

```
SOME TEXT $y = mx + c$ WITH {BRACES}
```

The first mandatory argument of commands listed in `\l_text_case_exclude_arg_tl` is excluded from case changing; the latter are entirely non-textual content (such as labels).

The standard mappings here follow those defined by the [Unicode Consortium](#) in `UnicodeData.txt` and `SpecialCasing.txt`. For $\mu\text{T}\text{E}\text{X}$, only the ASCII range is covered as the engine treats input outside of this range as east Asian.

Language-sensitive conversions are enabled using the $\langle\text{language}\rangle$ argument, and follow Unicode Consortium guidelines. Currently, the languages recognised for special handling are as follows.

- Armenian (`hy` and `hy-x-yiwn`) The setting `hy` maps the codepoint U+0587, the ligature of letters `ech` and `yiwn`, to the codepoints for capital `ech` and `vew` when uppercasing; this follows the spelling reform which is used in Armenia. The alternative `hy-x-yiwn` maps U+0587 to capital `ech` and `yiwn` on uppercasing (also the output if Armenian is not selected at all).
- 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 lowercasing `I-dot` and introduced when upper casing `i-dotless`.
- German (`de-x-eszett`). An alternative mapping for German in which the lowercase *Eszett* maps to a *großes Eszett*. Since there is a `T1` slot for the *großes Eszett* in `T1`, this tailoring *is* available with $\text{pdfT}\text{E}\text{X}$ as well as in the Unicode TEX engines.

- Greek (`e1`). Removes accents from Greek letters when uppercasing; titlecasing leaves accents in place. A variant `e1-x-iota` is available which converts the *ypogegrammeni* (subscript muted iota) to capital iota when uppercasing: the standard version retains the subscript versions. capital iota.
- Lithuanian (`1t`). The lowercase letters i and j should retain a dot above when the accents grave, acute or tilde are present. This is implemented for lowercasing of the relevant uppercase letters both when input as single Unicode codepoints and when using combining accents. The combining dot is removed when uppercasing in these cases. Note that *only* the accents used in Lithuanian are covered: the behaviour of other accents are not modified.
- Medieval Latin (`1a-xmedieval`). The characters u and V are interchanged on case changing.
- Dutch (`n1`). Capitalisation of ij at the beginning of titlecased input produces IJ rather than Ij. The output retains two separate letters, thus this transformation *is* available using pdfTeX.

For titlecasing, note that there are two functions available. The function `\text_titlecase:n` applies (broadly) uppercasing to the first letter of the input, then lowercasing to the remainder. In contrast, `\text_titlecase_first:n` *only* carries out the uppercasing operation, and leaves the balance of the input unchanged. Determining whether non-letter characters at the start of text should switch from upper- to lowercasing is controllable. When `\l_text_titlecase_check_letter_bool` is `true`, characters which are not letters (category code 11) are left unchanged and “skipped”: the first *letter* is uppercased. (With 8-bit engines, this is extended to active characters which form part of a multi-byte letter codepoint.) When `\l_text_titlecase_check_letter_bool` is `false`, the first character is uppercased, and the rest lowercased, irrespective of the nature of the character.

```
\text_declare_case_equivalent:Nn \text_declare_case_equivalent:Nn <cmd> {<replacement>}
\text_declare_case_equivalent:cn
```

New: 2022-07-04

Declares that the `<replacement>` tokens should be used whenever the `<cmd>` (a single token) is encountered during case changing.

```
\text_case_switch:nnnn ★ \text_case_switch:nnnn {<normal>} {<upper>} {<lower>} {<title>}
```

New: 2022-07-04

Context-sensitive function which will expand to one of the `<normal>`, `<upper>`, `<lower>` or `<title>` tokens depending on the current case changing operation. Outside of case changing, the `<normal>` tokens are produced. Within case changing, the appropriate mapping tokens are inserted.

32.3 Removing formatting from text

`\text_purify:n` * `\text_purify:n` $\langle\text{text}\rangle$

New: 2020-03-05
Updated: 2020-05-14

Takes user input $\langle\text{text}\rangle$ and expands as described for `\text_expand:n`, then removes all functions from the resulting text. Math mode material (as delimited by pairs given in `\l_text_math_delims_tl` or as the argument to commands listed in `\l_text_math_arg_tl`) is left contained in a pair of \$ delimiters. Non-expandable functions present in the $\langle\text{text}\rangle$ must either have a defined equivalent (see `\text_declare_purify_equivalent:Nn`) or will be removed from the result. Implicit tokens are converted to their explicit equivalent.

`\text_declare_purify_equivalent:Nn` `\text_declare_purify_equivalent:Nn` $\langle\text{cmd}\rangle$ $\langle\text{replacement}\rangle$
`\text_declare_purify_equivalent:Nx`

New: 2020-03-05

Declares that the $\langle\text{replacement}\rangle$ tokens should be used whenever the $\langle\text{cmd}\rangle$ (a single token) is encountered. The $\langle\text{replacement}\rangle$ tokens should be expandable.

32.4 Control variables

`\l_text_math_arg_tl` Lists commands present in the $\langle\text{text}\rangle$ where the argument of the command should be treated as math mode material. The treatment here is similar to `\l_text_math_delims_tl` but for a command rather than paired delimiters.

`\l_text_math_delims_tl` Lists pairs of tokens which delimit (in-line) math mode content; such content *may* be excluded from processing.

`\l_text_case_exclude_arg_tl`

Lists commands where the first mandatory argument is excluded from case changing.

`\l_text_expand_exclude_tl` Lists commands which are excluded from expansion. This protection includes everything up to and including their first braced argument.

`\l_text_titlecase_check_letter_bool`

Controls how the start of titlecasing is handled: when `true`, the first *letter* in text is considered. The standard setting is `true`.

32.5 Mapping to graphemes

Grapheme splitting is implemented using the algorithm described in Unicode Standard Annex #29. This includes support for extended grapheme clusters. Text starting with a line feed or carriage return character will drop this due to standard T_EX processing. At present extended pictograms are not supported: these may be added in a future release.

`\text_map_function:nN` ☆ `\text_map_function:nN <text> {<function>}`

New: 2022-08-04

Takes user input `<text>` and expands as described for `\text_expand:n`, then maps over the *graphemes* within the result, passing each grapheme to the `<function>`. Broadly a grapheme is a “user perceived character”: the Unicode Consortium describe the decomposition of input to graphemes in depth, and the approach used here implements that algorithm. The `<function>` should accept one argument as `<balanced text>`: this may be comprise codepoints or may be a control sequence. With 8-bit engines, the codepoint(s) themselves may of course be made up of multiple bytes: the mapping will pass the correct codepoints independent of the engine in use. See also `\text_map_inline:nn`.

`\text_map_inline:nn` `\text_map_inline:nn <text> {<inline function>}`

New: 2022-08-04

Takes user input `<text>` and expands as described for `\text_expand:n`, then maps over the *graphemes* within the result, passing each grapheme to the `<inline function>`. Broadly a grapheme is a “user perceived character”: the Unicode Consortium describe the decomposition of input to graphemes in depth, and the approach used here implements that algorithm. The `<inline function>` should consist of code which receives the grapheme as `<balanced text>`: this may be comprise codepoints or may be a control sequence. With 8-bit engines, the codepoint(s) themselves may of course be made up of multiple bytes: the mapping will pass the correct codepoints independent of the engine in use. See also `\text_map_function:nN`.

`\text_map_break:` ☆ `\text_map_break:`

`\text_map_break:n` ☆ `\text_map_break:n {<code>}`

New: 2022-08-04

Used to terminate a `\text_map_...` function before all entries in the `<text>` have been processed. This normally takes place within a conditional statement.

Part VI
Typesetting

Chapter 33

The `l3box` package Boxes

Box variables contain typeset material that can be inserted on the page or in other boxes. Their contents cannot be converted back to lists of tokens. 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_`. For instance, a new box variable containing the words “Hello, world!” (in a horizontal box) can be obtained by the following code.

```
\box_new:N \l_hello_box
\hbox_set:Nn \l_hello_box { Hello, ~ world! }
```

The argument is typeset inside a `TeX` group so that any variables assigned during the construction of this box restores its value afterwards.

Box variables from `l3box` are compatible with those of $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X} 2_{\varepsilon}$ and plain `TeX` and can be used interchangeably. The `l3box` commands to construct boxes, such as `\hbox:n` or `\hbox_set:Nn`, are “color-safe”, meaning that

```
\hbox:n { \color_select:n { blue } Hello, } ~ world!
```

will result in “Hello,” taking the color blue, but “world!” remaining with the prevailing color outside the box.

33.1 Creating and initialising boxes

```
\box_new:N \box_new:N <box>
```

`\box_new:c` Creates a new `<box>` or raises an error if the name is already taken. The declaration is global. The `<box>` is initially void.

```
\box_clear:N \box_clear:N <box>
```

`\box_clear:c` Clears the content of the `<box>` by setting the box equal to `\c_empty_box`.

```
\box_gclear:N
\box_gclear:c
```

<code>\box_clear_new:N</code>	<code>\box_clear_new:N</code> $\langle box \rangle$
<code>\box_clear_new:c</code>	
<code>\box_gclear_new:N</code>	Ensures that the $\langle box \rangle$ exists globally by applying <code>\box_new:N</code> if necessary, then applies
<code>\box_gclear_new:c</code>	<code>\box_(g)clear:N</code> to leave the $\langle box \rangle$ empty.

<code>\box_set_eq:NN</code>	<code>\box_set_eq:NN</code> $\langle box_1 \rangle$ $\langle box_2 \rangle$
<code>\box_set_eq:(cN Nc cc)</code>	Sets the content of $\langle box_1 \rangle$ equal to that of $\langle box_2 \rangle$.
<code>\box_gset_eq:NN</code>	
<code>\box_gset_eq:(cN Nc cc)</code>	

<code>\box_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:NTF</code> $\langle box \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$
<code>\box_if_exist:NTF</code> *	Tests whether the $\langle box \rangle$ is currently defined. This does not check that the $\langle box \rangle$ really
<code>\box_if_exist:cTF</code> *	is a box.

New: 2012-03-03

33.2 Using boxes

<code>\box_use:N</code>	<code>\box_use:N</code> $\langle box \rangle$
<code>\box_use:c</code>	Inserts the current content of the $\langle box \rangle$ onto the current list for typesetting. An error is raised if the variable does not exist or if it is invalid.

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

<code>\box_move_right:nn</code>	<code>\box_move_right:nn</code> $\{\langle dim\ expr \rangle\}$ $\{\langle box\ function \rangle\}$
<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 $\langle dim\ expr \rangle$ 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 \langle box \rangle</code> or a “raw” box specification such as <code>\vbox:n { xyz }</code> .

<code>\box_move_up:nn</code>	<code>\box_move_up:nn</code> $\{\langle dim\ expr \rangle\}$ $\{\langle box\ function \rangle\}$
<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 vertically by the given $\langle dim\ expr \rangle$ 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 \langle box \rangle</code> or a “raw” box specification such as <code>\vbox:n { xyz }</code> .

33.3 Measuring and setting box dimensions

`\box_dp:N` `\box_dp:N` $\langle box \rangle$
`\box_dp:c` Calculates the depth (below the baseline) of the $\langle box \rangle$ in a form suitable for use in a $\langle dim\ expr \rangle$.

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

`\box_ht:N` `\box_ht:N` $\langle box \rangle$
`\box_ht:c` Calculates the height (above the baseline) of the $\langle box \rangle$ in a form suitable for use in a $\langle dim\ expr \rangle$.

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

`\box_wd:N` `\box_wd:N` $\langle box \rangle$
`\box_wd:c` Calculates the width of the $\langle box \rangle$ in a form suitable for use in a $\langle dim\ expr \rangle$.

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

`\box_ht_plus_dp:N` `\box_ht_plus_dp:N` $\langle box \rangle$
`\box_ht_plus_dp:c` Calculates the total vertical size (height plus depth) of the $\langle box \rangle$ in a form suitable for use in a $\langle dim\ expr \rangle$.
New: 2021-05-05

`\box_set_dp:Nn` `\box_set_dp:Nn` $\langle box \rangle$ $\{ \langle dim\ expr \rangle \}$
`\box_set_dp:cn` Set the depth (below the baseline) of the $\langle box \rangle$ to the value of the $\{ \langle dim\ expr \rangle \}$.
`\box_gset_dp:Nn`
`\box_gset_dp:cn`
Updated: 2019-01-22

`\box_set_ht:Nn` `\box_set_ht:Nn` $\langle box \rangle$ $\{ \langle dim\ expr \rangle \}$
`\box_set_ht:cn` Set the height (above the baseline) of the $\langle box \rangle$ to the value of the $\{ \langle dim\ expr \rangle \}$.
`\box_gset_ht:Nn`
`\box_gset_ht:cn`
Updated: 2019-01-22

`\box_set_wd:Nn` `\box_set_wd:Nn` $\langle box \rangle$ $\{ \langle dim\ expr \rangle \}$
`\box_set_wd:cn` Set the width of the $\langle box \rangle$ to the value of the $\{ \langle dim\ expr \rangle \}$.
`\box_gset_wd:Nn`
`\box_gset_wd:cn`
Updated: 2019-01-22

33.4 Box conditionals

`\box_if_empty_p:N` * `\box_if_empty_p:N` $\langle box \rangle$
`\box_if_empty_p:c` * `\box_if_empty:NTF` $\langle box \rangle$ $\{ \langle true\ code \rangle \} \{ \langle false\ code \rangle \}$
`\box_if_empty:NTF` * Tests if $\langle box \rangle$ is a empty (equal to `\c_empty_box`).
`\box_if_empty:cTF` *

`\box_if_horizontal_p:N` * `\box_if_horizontal_p:N` $\langle box \rangle$
`\box_if_horizontal_p:c` * `\box_if_horizontal:NTF` $\langle box \rangle$ $\{ \langle true\ code \rangle \} \{ \langle false\ code \rangle \}$
`\box_if_horizontal:NTF` * Tests if $\langle box \rangle$ is a horizontal box.
`\box_if_horizontal:cTF` *

`\box_if_vertical_p:N` * `\box_if_vertical_p:N` $\langle box \rangle$
`\box_if_vertical_p:c` * `\box_if_vertical:NTF` $\langle box \rangle$ $\{ \langle true\ code \rangle \} \{ \langle false\ code \rangle \}$
`\box_if_vertical:NTF` * Tests if $\langle box \rangle$ is a vertical box.
`\box_if_vertical:cTF` *

33.5 The last box inserted

`\box_set_to_last:N` `\box_set_to_last:N` $\langle box \rangle$
`\box_set_to_last:c` Sets the $\langle box \rangle$ equal to the last item (box) added to the current partial list, removing the
`\box_gset_to_last:N` item from the list at the same time. When applied to the main vertical list, the $\langle box \rangle$ is
`\box_gset_to_last:c` always void as it is not possible to recover the last added item.

33.6 Constant boxes

`\c_empty_box` This is a permanently empty box, which is neither set as horizontal nor vertical.
Updated: 2012-11-04 **TeXhackers note:** At the TeX level this is a void box.

33.7 Scratch boxes

`\l_tmpa_box` Scratch boxes for local assignment. These are never used by the kernel code, and so are
`\l_tmpb_box` safe for use with any L^AT_EX₃-defined function. However, they may be overwritten by
Updated: 2012-11-04 other non-kernel code and so should only be used for short-term storage.

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

33.8 Viewing box contents

<code>\box_show:N</code>	<code>\box_show:N <box></code>
<code>\box_show:c</code>	Shows full details of the content of the <code><box></code> in the terminal.
<hr/> <small>Updated: 2012-05-11</small>	
<code>\box_show:Nnn</code>	<code>\box_show:Nnn <box> {(int expr1)} {(int expr2)}</code>
<code>\box_show:cnn</code>	Display the contents of <code><box></code> in the terminal, showing the first <code><int expr1></code> items of the box, and descending into <code><int expr2></code> group levels.
<hr/> <small>New: 2012-05-11</small>	
<code>\box_log:N</code>	<code>\box_log:N <box></code>
<code>\box_log:c</code>	Writes full details of the content of the <code><box></code> to the log.
<hr/> <small>New: 2012-05-11</small>	
<code>\box_log:Nnn</code>	<code>\box_log:Nnn <box> {(int expr1)} {(int expr2)}</code>
<code>\box_log:cnn</code>	Writes the contents of <code><box></code> to the log, showing the first <code><int expr1></code> items of the box, and descending into <code><int expr2></code> group levels.
<hr/> <small>New: 2012-05-11</small>	

33.9 Boxes and color

All L^AT_EX3 boxes are “color safe”: a color set inside the box stops applying after the end of the box has occurred.

33.10 Horizontal mode boxes

<code>\hbox:n</code>	<code>\hbox:n {<contents>}</code>
<code>\hbox:n</code>	Typesets the <code><contents></code> into a horizontal box of natural width and then includes this box in the current list for typesetting.
<hr/> <small>Updated: 2017-04-05</small>	
<code>\hbox_to_wd:nn</code>	<code>\hbox_to_wd:nn {<dim expr>} {<contents>}</code>
<code>\hbox_to_wd:nn</code>	Typesets the <code><contents></code> into a horizontal box of width <code><dim expr></code> and then includes this box in the current list for typesetting.
<hr/> <small>Updated: 2017-04-05</small>	
<code>\hbox_to_zero:n</code>	<code>\hbox_to_zero:n {<contents>}</code>
<code>\hbox_to_zero:n</code>	Typesets the <code><contents></code> into a horizontal box of zero width and then includes this box in the current list for typesetting.
<hr/> <small>Updated: 2017-04-05</small>	
<code>\hbox_set:Nn</code>	<code>\hbox_set:Nn <box> {<contents>}</code>
<code>\hbox_set:cn</code>	Typesets the <code><contents></code> at natural width and then stores the result inside the <code><box></code> .
<code>\hbox_gset:Nn</code>	
<code>\hbox_gset:cn</code>	
<hr/> <small>Updated: 2017-04-05</small>	

<code>\hbox_set_to_wd:Nnn</code>	<code>\hbox_set_to_wd:Nnn <box> {(dim expr)} {<contents>}</code>
<code>\hbox_set_to_wd:cnn</code>	Typesets the <code><contents></code> to the width given by the <code><dim expr></code> and then stores the result inside the <code><box></code> .
<code>\hbox_gset_to_wd:Nnn</code>	
<code>\hbox_gset_to_wd:cnn</code>	

Updated: 2017-04-05

<code>\hbox_overlap_center:n</code>	<code>\hbox_overlap_center:n {<contents>}</code>
-------------------------------------	--

New: 2020-08-25

Typesets the `<contents>` into a horizontal box of zero width such that material protrudes equally to both sides of the insertion point.

<code>\hbox_overlap_right:n</code>	<code>\hbox_overlap_right:n {<contents>}</code>
------------------------------------	---

Updated: 2017-04-05

Typesets the `<contents>` into a horizontal box of zero width such that material protrudes to the right of the insertion point.

<code>\hbox_overlap_left:n</code>	<code>\hbox_overlap_left:n {<contents>}</code>
-----------------------------------	--

Updated: 2017-04-05

Typesets the `<contents>` into a horizontal box of zero width such that material protrudes to the left of the insertion point.

<code>\hbox_set:Nw</code>	<code>\hbox_set:Nw <box> <contents> \hbox_set_end:</code>
<code>\hbox_set:cw</code>	Typesets the <code><contents></code> at natural width and then stores the result inside the <code><box></code> . In contrast to <code>\hbox_set:Nn</code> this function does not absorb the argument when finding the <code><content></code> , and so can be used in circumstances where the <code><content></code> may not be a simple argument.
<code>\hbox_set_end:</code>	
<code>\hbox_gset:Nw</code>	
<code>\hbox_gset:cw</code>	
<code>\hbox_gset_end:</code>	

Updated: 2017-04-05

<code>\hbox_set_to_wd:Nnw</code>	<code>\hbox_set_to_wd:Nnw <box> {(dim expr)} <contents> \hbox_set_end:</code>
<code>\hbox_set_to_wd:cnw</code>	Typesets the <code><contents></code> to the width given by the <code><dim expr></code> and then stores the result inside the <code><box></code> . In contrast to <code>\hbox_set_to_wd:Nnn</code> this function does not absorb the argument when finding the <code><content></code> , and so can be used in circumstances where the <code><content></code> may not be a simple argument
<code>\hbox_gset_to_wd:Nnw</code>	
<code>\hbox_gset_to_wd:cnw</code>	

New: 2017-06-08

<code>\hbox_unpack:N</code>	<code>\hbox_unpack:N <box></code>
<code>\hbox_unpack:c</code>	Unpacks the content of the horizontal <code><box></code> , retaining any stretching or shrinking applied when the <code><box></code> was set.

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

33.11 Vertical mode boxes

Vertical boxes inherit their baseline from their contents. The standard case is that the baseline of the box is at the same position as that of the last item added to the box. This means that the box has no depth unless the last item added to it had depth. As a result most vertical boxes have a large height value and small or zero depth. The exception are

`_top` boxes, where the reference point is that of the first item added. These tend to have a large depth and small height, although the latter is typically non-zero.

`\vbox:n` `\vbox:n {⟨contents⟩}`
 Updated: 2017-04-05 Typesets the `⟨contents⟩` into a vertical box of natural height and includes this box in the current list for typesetting.

`\vbox_top:n` `\vbox_top:n {⟨contents⟩}`
 Updated: 2017-04-05 Typesets the `⟨contents⟩` into a vertical box of natural height and includes this box in the current list for typesetting. The baseline of the box is equal to that of the *first* item added to the box.

`\vbox_to_ht:nn` `\vbox_to_ht:nn {⟨dim expr⟩} {⟨contents⟩}`
 Updated: 2017-04-05 Typesets the `⟨contents⟩` into a vertical box of height `⟨dim expr⟩` and then includes this box in the current list for typesetting.

`\vbox_to_zero:n` `\vbox_to_zero:n {⟨contents⟩}`
 Updated: 2017-04-05 Typesets the `⟨contents⟩` into a vertical box of zero height and then includes this box in the current list for typesetting.

`\vbox_set:Nn` `\vbox_set:Nn ⟨box⟩ {⟨contents⟩}`
`\vbox_set:cn` Typesets the `⟨contents⟩` at natural height and then stores the result inside the `⟨box⟩`.
`\vbox_gset:Nn`
`\vbox_gset:cn`
 Updated: 2017-04-05

`\vbox_set_top:Nn` `\vbox_set_top:Nn ⟨box⟩ {⟨contents⟩}`
`\vbox_set_top:cn` Typesets the `⟨contents⟩` at natural height and then stores the result inside the `⟨box⟩`.
`\vbox_gset_top:Nn` The baseline of the box is equal to that of the *first* item added to the box.
`\vbox_gset_top:cn`
 Updated: 2017-04-05

`\vbox_set_to_ht:Nnn` `\vbox_set_to_ht:Nnn ⟨box⟩ {⟨dim expr⟩} {⟨contents⟩}`
`\vbox_set_to_ht:cnn` Typesets the `⟨contents⟩` to the height given by the `⟨dim expr⟩` and then stores the
`\vbox_gset_to_ht:Nnn` result inside the `⟨box⟩`.
`\vbox_gset_to_ht:cnn`
 Updated: 2017-04-05

`\vbox_set:Nw` `\vbox_set:Nw ⟨box⟩ ⟨contents⟩ \vbox_set_end:`
`\vbox_set:cw` Typesets the `⟨contents⟩` at natural height and then stores the result inside the `⟨box⟩`.
`\vbox_set_end:` In contrast to `\vbox_set:Nn` this function does not absorb the argument when finding
`\vbox_gset:Nw` the `⟨content⟩`, and so can be used in circumstances where the `⟨content⟩` may not be a
`\vbox_gset:cw` simple argument.
`\vbox_gset_end:`
 Updated: 2017-04-05

<code>\vbox_set_to_ht:Nnw</code>	<code>\vbox_set_to_ht:Nnw <box> {<dim expr>} <contents> \vbox_set_end:</code>
<code>\vbox_set_to_ht:cnw</code>	Typesets the <code><contents></code> to the height given by the <code><dim expr></code> and then stores the result inside the <code><box></code> . In contrast to <code>\vbox_set_to_ht:Nnn</code> this function does not absorb the argument when finding the <code><content></code> , and so can be used in circumstances where the <code><content></code> may not be a simple argument
<code>\vbox_gset_to_ht:Nnw</code>	
<code>\vbox_gset_to_ht:cnw</code>	

New: 2017-06-08

<code>\vbox_set_split_to_ht:NNn</code>	<code>\vbox_set_split_to_ht:NNn <box₁₂</code>
<code>\vbox_set_split_to_ht:(cNn Ncn ccn)</code>	
<code>\vbox_gset_split_to_ht:NNn</code>	
<code>\vbox_gset_split_to_ht:(cNn Ncn ccn)</code>	

Updated: 2018-12-29

Sets `<box1>` to contain material to the height given by the `<dim expr>` by removing content from the top of `<box2>` (which must be a vertical box).

<code>\vbox_unpack:N</code>	<code>\vbox_unpack:N <box></code>
<code>\vbox_unpack:c</code>	Unpacks the content of the vertical <code><box></code> , retaining any stretching or shrinking applied when the <code><box></code> was set.

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

33.12 Using boxes efficiently

The functions above for using box contents work in exactly the same way as for any other `expl3` variable. However, for efficiency reasons, it is also useful to have functions which *drop* box contents on use. When a box is dropped, the box becomes empty at the group level *where the box was originally set* rather than necessarily *at the current group level*. For example, with

```

\vbox_set:Nn \l_tmpa_box { A }
\group_begin:
  \hbox_set:Nn \l_tmpa_box { B }
  \group_begin:
  \box_use_drop:N \l_tmpa_box
\group_end:
  \box_show:N \l_tmpa_box
\group_end:
\box_show:N \l_tmpa_box

```

the first use of `\box_show:N` will show an entirely cleared (void) box, and the second will show the letter A in the box.

These functions should be preferred when the content of the box is no longer required after use. Note that due to the unusual scoping behaviour of `drop` functions they may be applied to both local and global boxes: the latter will naturally be set and thus cleared at a global level.

<code>\box_use_drop:N</code>	<code>\box_use_drop:N</code> $\langle box \rangle$
<code>\box_use_drop:c</code>	Inserts the current content of the $\langle box \rangle$ onto the current list for typesetting then drops the box content. An error is raised if the variable does not exist or if it is invalid. This function may be applied to local or global boxes.

T_EXhackers note: This is the `\box` primitive.

<code>\box_set_eq_drop:NN</code>	<code>\box_set_eq_drop:NN</code> $\langle box_1 \rangle$ $\langle box_2 \rangle$
<code>\box_set_eq_drop:(cN Nc cc)</code>	Sets the content of $\langle box_1 \rangle$ equal to that of $\langle box_2 \rangle$, then drops $\langle box_2 \rangle$.
<small>New: 2019-01-17</small>	

<code>\box_gset_eq_drop:NN</code>	<code>\box_gset_eq_drop:NN</code> $\langle box_1 \rangle$ $\langle box_2 \rangle$
<code>\box_gset_eq_drop:(cN Nc cc)</code>	Sets the content of $\langle box_1 \rangle$ globally equal to that of $\langle box_2 \rangle$, then drops $\langle box_2 \rangle$.
<small>New: 2019-01-17</small>	

<code>\hbox_unpack_drop:N</code>	<code>\hbox_unpack_drop:N</code> $\langle box \rangle$
<code>\hbox_unpack_drop:c</code>	Unpacks the content of the horizontal $\langle box \rangle$, retaining any stretching or shrinking applied when the $\langle box \rangle$ was set. The original $\langle box \rangle$ is then dropped.
<small>New: 2019-01-17</small>	

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

<code>\vbox_unpack_drop:N</code>	<code>\vbox_unpack_drop:N</code> $\langle box \rangle$
<code>\vbox_unpack_drop: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 original $\langle box \rangle$ is then dropped.
<small>New: 2019-01-17</small>	

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

33.13 Affine transformations

Affine transformations are changes which (informally) preserve straight lines. Simple translations are affine transformations, but are better handled in T_EX by doing the translation first, then inserting an unmodified box. On the other hand, rotation and resizing of boxed material can best be handled by modifying boxes. These transformations are described here.

```
\box_autosize_to_wd_and_ht:Nnn \box_autosize_to_wd_and_ht:Nnn <box> {<x-size>} {<y-size>}
\box_autosize_to_wd_and_ht:cnn
\box_gautosize_to_wd_and_ht:Nnn
\box_gautosize_to_wd_and_ht:cnn
```

New: 2017-04-04
Updated: 2019-01-22

Resizes the $\langle box \rangle$ to fit within the given $\langle x-size \rangle$ (horizontally) and $\langle y-size \rangle$ (vertically); both of the sizes are dimension expressions. The $\langle y-size \rangle$ is the height only: it does not include any depth. The updated $\langle box \rangle$ is an `hbox`, irrespective of the nature of the $\langle box \rangle$ before the resizing is applied. The final size of the $\langle box \rangle$ is the smaller of $\{\langle x-size \rangle\}$ and $\{\langle y-size \rangle\}$, *i.e.* the result fits within the dimensions specified. Negative sizes cause the material in the $\langle box \rangle$ to be reversed in direction, but the reference point of the $\langle box \rangle$ is unchanged. Thus a negative $\langle y-size \rangle$ results in the $\langle box \rangle$ having a depth dependent on the height of the original and *vice versa*.

```
\box_autosize_to_wd_and_ht_plus_dp:Nnn \box_autosize_to_wd_and_ht_plus_dp:Nnn <box> {<x-size>}
\box_autosize_to_wd_and_ht_plus_dp:cnn {<y-size>}
\box_gautosize_to_wd_and_ht_plus_dp:Nnn
\box_gautosize_to_wd_and_ht_plus_dp:cnn
```

New: 2017-04-04
Updated: 2019-01-22

Resizes the $\langle box \rangle$ to fit within the given $\langle x-size \rangle$ (horizontally) and $\langle y-size \rangle$ (vertically); both of the sizes are dimension expressions. The $\langle y-size \rangle$ is the total vertical size (height plus depth). The updated $\langle box \rangle$ is an `hbox`, irrespective of the nature of the $\langle box \rangle$ before the resizing is applied. The final size of the $\langle box \rangle$ is the smaller of $\{\langle x-size \rangle\}$ and $\{\langle y-size \rangle\}$, *i.e.* the result fits within the dimensions specified. Negative sizes cause the material in the $\langle box \rangle$ to be reversed in direction, but the reference point of the $\langle box \rangle$ is unchanged. Thus a negative $\langle y-size \rangle$ results in the $\langle box \rangle$ having a depth dependent on the height of the original and *vice versa*.

```
\box_resize_to_ht:Nn \box_resize_to_ht:Nn <box> {<y-size>}
\box_resize_to_ht:cn
\box_gresize_to_ht:Nn
\box_gresize_to_ht:cn
```

Updated: 2019-01-22

Resizes 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: it does not include any depth. The updated $\langle box \rangle$ is an `hbox`, irrespective of the nature of the $\langle box \rangle$ before the resizing is applied. A negative $\langle y-size \rangle$ causes the material in the $\langle box \rangle$ to be reversed in direction, but the reference point of the $\langle box \rangle$ is unchanged. Thus a negative $\langle y-size \rangle$ results in the $\langle box \rangle$ having a depth dependent on the height of the original and *vice versa*.

```
\box_resize_to_ht_plus_dp:Nn \box_resize_to_ht_plus_dp:Nn <box> {<y-size>}
\box_resize_to_ht_plus_dp:cn
\box_gresize_to_ht_plus_dp:Nn
\box_gresize_to_ht_plus_dp:cn
```

Updated: 2019-01-22

Resizes 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 total vertical size (height plus depth). The updated $\langle box \rangle$ is an `hbox`, irrespective of the nature of the $\langle box \rangle$ before the resizing is applied. A negative $\langle y-size \rangle$ causes the material in the $\langle box \rangle$ to be reversed in direction, but the reference point of the $\langle box \rangle$ is unchanged. Thus a negative $\langle y-size \rangle$ results in the $\langle box \rangle$ having a depth dependent on the height of the original and *vice versa*.

```
\box_resize_to_wd:Nn \box_resize_to_wd:Nn <box> {<x-size>}
\box_resize_to_wd:cn
\box_gresize_to_wd:Nn
\box_gresize_to_wd:cn
```

Updated: 2019-01-22

Resizes 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 $\langle box \rangle$ is an `hbox`, irrespective of the nature of the $\langle box \rangle$ before the resizing is applied. A negative $\langle x-size \rangle$ causes the material in the $\langle box \rangle$ to be reversed in direction, but the reference point of the $\langle box \rangle$ is unchanged. Thus a negative $\langle x-size \rangle$ results in the $\langle box \rangle$ having a depth dependent on the height of the original and *vice versa*.

```
\box_resize_to_wd_and_ht:Nnn \box_resize_to_wd_and_ht:Nnn <box> {<x-size>} {<y-size>}
\box_resize_to_wd_and_ht:cnn
\box_gresize_to_wd_and_ht:Nnn
\box_gresize_to_wd_and_ht:cnn
```

New: 2014-07-03

Updated: 2019-01-22

Resizes 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 height only and does not include any depth. The updated $\langle box \rangle$ is an `hbox`, irrespective of the nature of the $\langle box \rangle$ before the resizing is applied. Negative sizes cause the material in the $\langle box \rangle$ to be reversed in direction, but the reference point of the $\langle box \rangle$ is unchanged. Thus a negative $\langle y-size \rangle$ results in the $\langle box \rangle$ having a depth dependent on the height of the original and *vice versa*.

```
\box_resize_to_wd_and_ht_plus_dp:Nnn \box_resize_to_wd_and_ht_plus_dp:Nnn <box> {<x-size>} {<y-size>}
\box_resize_to_wd_and_ht_plus_dp:cnn
\box_gresize_to_wd_and_ht_plus_dp:Nnn
\box_gresize_to_wd_and_ht_plus_dp:cnn
```

New: 2017-04-06

Updated: 2019-01-22

Resizes 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 total vertical size (height plus depth). The updated $\langle box \rangle$ is an `hbox`, irrespective of the nature of the $\langle box \rangle$ before the resizing is applied. Negative sizes cause the material in the $\langle box \rangle$ to be reversed in direction, but the reference point of the $\langle box \rangle$ is unchanged. Thus a negative $\langle y-size \rangle$ results in the $\langle box \rangle$ having a depth dependent on the height of the original and *vice versa*.

```
\box_rotate:Nn \box_rotate:Nn <box> {<angle>}
\box_rotate:cn
\box_grotate:Nn
\box_grotate:cn
```

Rotates the $\langle box \rangle$ by $\langle angle \rangle$ (in degrees) anti-clockwise about its reference point. The reference point of the updated box is moved horizontally such that it is at the left side of the smallest rectangle enclosing the rotated material. The updated $\langle box \rangle$ is an `hbox`, irrespective of the nature of the $\langle box \rangle$ before the rotation is applied.

Updated: 2019-01-22

```
\box_scale:Nnn \box_scale:Nnn <box> {<x-scale>} {<y-scale>}
\box_scale:cnn
\box_gscale:Nnn
\box_gscale:cnn
```

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 $\langle box \rangle$ is an `hbox`, irrespective of the nature of the $\langle box \rangle$ before the scaling is applied. Negative scalings cause the material in the $\langle box \rangle$ to be reversed in direction, but the reference point of the $\langle box \rangle$ is unchanged. Thus a negative $\langle y-scale \rangle$ results in the $\langle box \rangle$ having a depth dependent on the height of the original and *vice versa*.

Updated: 2019-01-22

33.14 Primitive box conditionals

```
\if_hbox:N * \if_hbox:N <box>
<true code>
\else:
<false code>
\fi:
```

Tests is $\langle box \rangle$ is a horizontal box.

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

```
\if_vbox:N * \if_vbox:N <box>
<true code>
\else:
<false code>
\fi:
```

Tests is $\langle box \rangle$ is a vertical box.

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

```
\if_box_empty:N * \if_box_empty:N <box>
<true code>
\else:
<false code>
\fi:
```

Tests is $\langle box \rangle$ is an empty (void) box.

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

Chapter 34

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).

34.1 Creating and initialising coffins

<code>\coffin_new:N</code>	<code>\coffin_new:N</code> $\langle coffin \rangle$
<code>\coffin_new:c</code>	Creates a new $\langle coffin \rangle$ or raises an error if the name is already taken. The declaration is global. The $\langle coffin \rangle$ is initially empty.
New: 2011-08-17	

<code>\coffin_clear:N</code>	<code>\coffin_clear:N</code> $\langle coffin \rangle$
<code>\coffin_clear:c</code>	Clears the content of the $\langle coffin \rangle$.
<code>\coffin_gclear:N</code>	
<code>\coffin_gclear:c</code>	
New: 2011-08-17	
Updated: 2019-01-21	

<code>\coffin_set_eq:NN</code>	<code>\coffin_set_eq:NN</code> $\langle coffin_1 \rangle$ $\langle coffin_2 \rangle$
<code>\coffin_set_eq:(Nc cN cc)</code>	Sets both the content and poles of $\langle coffin_1 \rangle$ equal to those of $\langle coffin_2 \rangle$.
<code>\coffin_gset_eq:NN</code>	
<code>\coffin_gset_eq:(Nc cN cc)</code>	
New: 2011-08-17	
Updated: 2019-01-21	

<code>\coffin_if_exist_p:N</code>	<code>\coffin_if_exist_p:N</code> $\langle coffin \rangle$
<code>\coffin_if_exist_p:c</code>	<code>\coffin_if_exist:NTF</code> $\langle coffin \rangle$ $\{(true\ code)\}$ $\{(false\ code)\}$
<code>\coffin_if_exist:NTF</code>	Tests whether the $\langle coffin \rangle$ is currently defined.
<code>\coffin_if_exist:cTF</code>	
New: 2012-06-20	

34.2 Setting coffin content and poles

<code>\hcoffin_set:Nn</code>	<code>\hcoffin_set:Nn <coffin> {<material>}</code>
<code>\hcoffin_set:cn</code>	Typesets the <code><material></code> in horizontal mode, storing the result in the <code><coffin></code> . The standard poles for the <code><coffin></code> are then set up based on the size of the typeset material.
<code>\hcoffin_gset:Nn</code>	
<code>\hcoffin_gset:cn</code>	

New: 2011-08-17

Updated: 2019-01-21

<code>\hcoffin_set:Nw</code>	<code>\hcoffin_set:Nw <coffin> <material> \hcoffin_set_end:</code>
<code>\hcoffin_set:cw</code>	Typesets the <code><material></code> in horizontal mode, storing the result in the <code><coffin></code> . The standard poles for the <code><coffin></code> 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.
<code>\hcoffin_set_end:</code>	
<code>\hcoffin_gset:Nw</code>	
<code>\hcoffin_gset:cw</code>	
<code>\hcoffin_gset_end:</code>	

New: 2011-09-10

Updated: 2019-01-21

<code>\vcoffin_set:Nnn</code>	<code>\vcoffin_set:Nnn <coffin> {<width>} {<material>}</code>
<code>\vcoffin_set:cnn</code>	Typesets the <code><material></code> in vertical mode constrained to the given <code><width></code> and stores the result in the <code><coffin></code> . The standard poles for the <code><coffin></code> are then set up based on the size of the typeset material.
<code>\vcoffin_gset:Nnn</code>	
<code>\vcoffin_gset:cnn</code>	

New: 2011-08-17

Updated: 2019-01-21

<code>\vcoffin_set:Nnw</code>	<code>\vcoffin_set:Nnw <coffin> {<width>} <material> \vcoffin_set_end:</code>
<code>\vcoffin_set:cnw</code>	Typesets the <code><material></code> in vertical mode constrained to the given <code><width></code> and stores the result in the <code><coffin></code> . The standard poles for the <code><coffin></code> 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.
<code>\vcoffin_set_end:</code>	
<code>\vcoffin_gset:Nnw</code>	
<code>\vcoffin_gset:cnw</code>	
<code>\vcoffin_gset_end:</code>	

New: 2011-09-10

Updated: 2019-01-21

<code>\coffin_set_horizontal_pole:Nnn</code>	<code>\coffin_set_horizontal_pole:Nnn <coffin></code>
<code>\coffin_set_horizontal_pole:cnn</code>	<code>{<pole>} {<offset>}</code>
<code>\coffin_gset_horizontal_pole:Nnn</code>	
<code>\coffin_gset_horizontal_pole:cnn</code>	

New: 2012-07-20

Updated: 2019-01-21

Sets the `<pole>` to run horizontally through the `<coffin>`. The `<pole>` is placed at the `<offset>` from the baseline of the `<coffin>`. The `<offset>` should be given as a dimension expression.

```

\coffin_set_vertical_pole:Nnn \coffin_set_vertical_pole:Nnn <coffin> {<pole>} {<offset>}
\coffin_set_vertical_pole:cnn
\coffin_gset_vertical_pole:Nnn
\coffin_gset_vertical_pole:cnn

```

New: 2012-07-20
Updated: 2019-01-21

Sets the $\langle pole \rangle$ to run vertically through the $\langle coffin \rangle$. The $\langle pole \rangle$ is placed 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.

34.3 Coffin affine transformations

```

\coffin_resize:Nnn \coffin_resize:Nnn <coffin> {<width>} {<total-height>}
\coffin_resize:cnn
\coffin_gresize:Nnn
\coffin_gresize:cnn

```

Updated: 2019-01-23

Resized the $\langle coffin \rangle$ to $\langle width \rangle$ and $\langle total-height \rangle$, both of which should be given as dimension expressions.

```

\coffin_rotate:Nn \coffin_rotate:Nn <coffin> {<angle>}
\coffin_rotate:cnn
\coffin_grotate:Nn
\coffin_grotate:cnn

```

Rotates the $\langle coffin \rangle$ by the given $\langle angle \rangle$ (given in degrees counter-clockwise). This process rotates both the coffin content and poles. Multiple rotations do not result in the bounding box of the coffin growing unnecessarily.

```

\coffin_scale:Nnn \coffin_scale:Nnn <coffin> {<x-scale>} {<y-scale>}
\coffin_scale:cnn
\coffin_gscale:Nnn
\coffin_gscale:cnn

```

Updated: 2019-01-23

Scales the $\langle coffin \rangle$ by a factors $\langle x-scale \rangle$ and $\langle y-scale \rangle$ in the horizontal and vertical directions, respectively. The two scale factors should be given as real numbers.

34.4 Joining and using coffins

```

\coffin_attach:NnnNnnnn \coffin_attach:NnnNnnnn
\coffin_attach:(cnnNnnnn|Nnncnnnn|cnnncnnnn) <coffin1> {<coffin1-pole1>} {<coffin1-pole2>}
\coffin_gattach:NnnNnnnn <coffin2> {<coffin2-pole1>} {<coffin2-pole2>}
\coffin_gattach:(cnnNnnnn|Nnncnnnn|cnnncnnnn) {<x-offset>} {<y-offset>}

```

Updated: 2019-01-22

This function attaches $\langle coffin_2 \rangle$ to $\langle coffin_1 \rangle$ such that the bounding box of $\langle coffin_1 \rangle$ is not altered, *i.e.* $\langle coffin_2 \rangle$ can protrude outside of the bounding box of the coffin. The alignment is carried out by first calculating $\langle handle_1 \rangle$, the point of intersection of $\langle coffin_1-pole_1 \rangle$ and $\langle coffin_1-pole_2 \rangle$, and $\langle handle_2 \rangle$, the point of intersection of $\langle coffin_2-pole_1 \rangle$ and $\langle coffin_2-pole_2 \rangle$. $\langle coffin_2 \rangle$ is then attached to $\langle coffin_1 \rangle$ such that the relationship between $\langle handle_1 \rangle$ and $\langle handle_2 \rangle$ is described by the $\langle x-offset \rangle$ and $\langle y-offset \rangle$. The two offsets should be given as dimension expressions.

<code>\coffin_join:NnnNnnnn</code>	<code>\coffin_join:NnnNnnnn</code>
<code>\coffin_join:(cnnNnnnn Nnncnnnn cnncnnnn)</code>	<code><coffin_1> {<coffin_1-pole_1>} {<coffin_1-pole_2>}</code>
<code>\coffin_gjoin:NnnNnnnn</code>	<code><coffin_2> {<coffin_2-pole_1>} {<coffin_2-pole_2>}</code>
<code>\coffin_gjoin:(cnnNnnnn Nnncnnnn cnncnnnn)</code>	<code>{<x-offset>} {<y-offset>}</code>

Updated: 2019-01-22

This function joins `<coffin_2>` to `<coffin_1>` such that the bounding box of `<coffin_1>` may expand. The new bounding box covers the area containing the bounding boxes of the two original coffins. The alignment is carried out by first calculating `<handle_1>`, the point of intersection of `<coffin_1-pole_1>` and `<coffin_1-pole_2>`, and `<handle_2>`, the point of intersection of `<coffin_2-pole_1>` and `<coffin_2-pole_2>`. `<coffin_2>` is then attached to `<coffin_1>` such that the relationship between `<handle_1>` and `<handle_2>` is described by the `<x-offset>` and `<y-offset>`. The two offsets should be given as dimension expressions.

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

Updated: 2012-07-20

Typesetting is carried out by first calculating `<handle>`, the point of intersection of `<pole_1>` and `<pole_2>`. The coffin is then typeset in horizontal mode such that the relationship between the current reference point in the document and the `<handle>` is described by the `<x-offset>` and `<y-offset>`. The two offsets should be given as dimension expressions. Typesetting a coffin is therefore analogous to carrying out an alignment where the “parent” coffin is the current insertion point.

34.5 Measuring coffins

<code>\coffin_dp:N</code>	<code>\coffin_dp:N <coffin></code>
<code>\coffin_dp:c</code>	Calculates the depth (below the baseline) of the <code><coffin></code> in a form suitable for use in a <code><dim expr></code> .

<code>\coffin_ht:N</code>	<code>\coffin_ht:N <coffin></code>
<code>\coffin_ht:c</code>	Calculates the height (above the baseline) of the <code><coffin></code> in a form suitable for use in a <code><dim expr></code> .

<code>\coffin_wd:N</code>	<code>\coffin_wd:N <coffin></code>
<code>\coffin_wd:c</code>	Calculates the width of the <code><coffin></code> in a form suitable for use in a <code><dim expr></code> .

34.6 Coffin diagnostics

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

Updated: 2011-09-20

<code>\coffin_mark_handle:Nnnn</code>	<code>\coffin_mark_handle:Nnnn</code> $\langle coffin \rangle$ $\{\langle pole_1 \rangle\}$ $\{\langle pole_2 \rangle\}$ $\{\langle color \rangle\}$
<code>\coffin_mark_handle:cnnn</code>	This function first calculates the $\langle handle \rangle$ for the $\langle coffin \rangle$ as defined by the intersection of $\langle pole_1 \rangle$ and $\langle pole_2 \rangle$. It then marks the position of the $\langle handle \rangle$ on the $\langle coffin \rangle$. The $\langle handle \rangle$ are labelled as part of this process: the location of the $\langle handle \rangle$ and the label are both printed in the $\langle color \rangle$ specified.
Updated: 2011-09-02	

<code>\coffin_show_structure:N</code>	<code>\coffin_show_structure:N</code> $\langle coffin \rangle$
<code>\coffin_show_structure:c</code>	This function shows the structural information about the $\langle coffin \rangle$ in the terminal. The width, height and depth of the typeset material are given, along with the location of all of the poles of the coffin.
Updated: 2015-08-01	

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.

<code>\coffin_log_structure:N</code>	<code>\coffin_log_structure:N</code> $\langle coffin \rangle$
<code>\coffin_log_structure:c</code>	This function writes the structural information about the $\langle coffin \rangle$ in the log file. See also <code>\coffin_show_structure:N</code> which displays the result in the terminal.
New: 2014-08-22 Updated: 2015-08-01	

<code>\coffin_show:N</code>	<code>\coffin_show:N</code> $\langle coffin \rangle$
<code>\coffin_show:c</code>	<code>\coffin_log:N</code> $\langle coffin \rangle$
<code>\coffin_log:N</code>	Shows full details of poles and contents of the $\langle coffin \rangle$ in the terminal or log file. See <code>\coffin_show_structure:N</code> and <code>\box_show:N</code> to show separately the pole structure and the contents.
<code>\coffin_log:c</code>	
New: 2021-05-11	

<code>\coffin_show:Nnn</code>	<code>\coffin_show:Nnn</code> $\langle coffin \rangle$ $\{\langle int\ expr_1 \rangle\}$ $\{\langle int\ expr_2 \rangle\}$
<code>\coffin_show:cnn</code>	<code>\coffin_log:Nnn</code> $\langle coffin \rangle$ $\{\langle int\ expr_1 \rangle\}$ $\{\langle int\ expr_2 \rangle\}$
<code>\coffin_log:Nnn</code>	Shows poles and contents of the $\langle coffin \rangle$ in the terminal or log file, showing the first $\langle int\ expr_1 \rangle$ items in the coffin, and descending into $\langle int\ expr_2 \rangle$ group levels. See <code>\coffin_show_structure:N</code> and <code>\box_show:Nnn</code> to show separately the pole structure and the contents.
<code>\coffin_log:cnn</code>	
New: 2021-05-11	

34.7 Constants and variables

<code>\c_empty_coffin</code>	A permanently empty coffin.
------------------------------	-----------------------------

<code>\l_tmpa_coffin</code>	Scratch coffins for local assignment. These are never used by the kernel code, and so are safe for use with any L ^A T _E X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\l_tmpb_coffin</code>	
New: 2012-06-19	

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

New: 2019-01-24

Chapter 35

The `l3color` package

Color support

35.1 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.

<code>\color_group_begin:</code>	<code>\color_group_begin:</code>
<code>\color_group_end:</code>	<code>...</code>
<small>New: 2011-09-03</small>	<code>\color_group_end:</code>

Creates a color group: one used to “trap” color settings. This grouping is built in to for example `\hbox_set:Nn`.

<code>\color_ensure_current:</code>	<code>\color_ensure_current:</code>
<small>New: 2011-09-03</small>	

Ensures that material inside a box uses the foreground color at the point where the box is set, rather than that in force when the box is used. This function should usually be used within a `\color_group_begin: ... \color_group_end: group`.

35.2 Color models

A color *model* is a way to represent sets of colors. Different models are particularly suitable for different output methods, *e.g.* screen or print. Parameter-based models can describe a very large number of unique colors, and have a varying number of *axes* which define a color space. In contrast, various proprietary models are available which define *spot* colors (more formally separations).

Core models are used to pass color information to output; these are “native” to `l3color`. Core models use real numbers in the range $[0, 1]$ to represent values. The core models supported here are

- **gray** Grayscale color, with a single axis running from 0 (fully black) to 1 (fully white)
- **rgb** Red-green-blue color, with three axes, one for each of the components

- **cm y k** Cyan-magenta-yellow-black color, with four axes, one for each of the components

There are also interface models: these are convenient for users but have to be manipulated before storing/passing to the backend. Interface models are primarily integer-based: see below for more detail. The supported interface models are

- **Gray** Grayscale color, with a single axis running from 0 (fully black) to 15 (fully white)
- **hsb** Hue-saturation-brightness color, with three axes, all real values in the range $[0, 1]$ for hue saturation and brightness
- **Hsb** Hue-saturation-brightness color, with three axes, integer in the range $[0, 360]$ for hue, real values in the range $[0, 1]$ for saturation and brightness
- **HSB** Hue-saturation-brightness color, with three axes, integers in the range $[0, 240]$ for hue, saturation and brightness
- **HTML** HTML format representation of RGB color given as a single six-digit hexadecimal number
- **RGB** Red-green-blue color, with three axes, one for each of the components, values as integers from 0 to 255
- **wave** Light wavelength, a real number in the range 380 to 780 (nanometres)

All interface models are internally stored as **rgb**.

Finally, there are a small number of models which are parsed to allow data transfer from **xcolor** but which should not be used by end-users. These are

- **cm y** Cyan-magenta-yellow color with three axes, one for each of the components; converted to **cm y k**
- **tHsb** “Tuned” hue-saturation-brightness color with three axes, integer in the range $[0, 360]$ for hue, real values in the range $[0, 1]$ for saturation and brightness; converted to **rgb** using the standard tuning map defined by **xcolor**
- **&spot** Spot color tint with one value; treated as a gray tint as spot color data is not available for extraction

To allow parsing of data from **xcolor**, any leading model up the first **:** will be discarded; the approach of selecting an internal form for data is *not* used in **l3color**.

Additional models may be created to allow mixing of separation colors with each other or with those from other models. See Section 35.9 for more detail of color support for additional models.

When color is selected by model, the \langle **values** \rangle given are specified as a comma-separated list. The length of the list will therefore be determined by the detail of the model involved.

Color models (and interconversion) are complex, and more details are given in the manual to the \LaTeX 2 ϵ **xcolor** package and in the *PostScript Language Reference Manual*, published by Addison–Wesley.

35.3 Color expressions

In addition to allowing specification of color by model and values, `l3color` also supports color expressions. These are created by combining one or more color names, with the amount of each specified as a percentage. The latter is given between `!` symbols in the expression. Thus for example

```
red!50!green
```

is a mixture of 50% red and 50% green. A trailing percentage is interpreted as implicitly followed by `white`, and so

```
red!25
```

specifies 25% red mixed with 75% white.

Where the models for the mixed colors are different, the model of the first color is used. Thus

```
red!50!cyan
```

will result in a color specification using the `rgb` model, made up of 50% red and 50% of cyan *expressed in rgb*. This may be important as color model interconversion is not exact.

The one exception to the above is where the first model in an expression is `gray`. In this case, the order of mixing is “swapped” internally, so that for example

```
black!50!red
```

has the same result as

```
red!50!black
```

(the predefined colors `black` and `white` use the `gray` model).

Where more than two colors are mixed in an expression, evaluation takes place in a stepwise fashion. Thus in

```
cyan!50!magenta!10!yellow
```

the sub-expression

```
cyan!50!magenta
```

is first evaluated to give an intermediate color specification, before the second step

```
<intermediate>!10!yellow
```

where `<intermediate>` represents this transitory calculated value.

Within a color expression, `.` may be used to represent the color active for typesetting (the current color). This allows for example

```
!.!50
```

to mean a mixture of 50% of current color with white.

(Color expressions supported here are a subset of those provided by the `LATEX 2ε xcolor` package. At present, only such features as are clearly useful have been added here.)

35.4 Named colors

Color names are stored in a single namespace, which makes them accessible as part of color expressions. Whilst they are not reserved in a technical sense, the names **black**, **white**, **red**, **green**, **blue**, **cyan**, **magenta** and **yellow** have special meaning and should not be redefined. Color names should be made up of letters, numbers and spaces only: other characters are reserved for use in color expressions. In particular, `.` represents the current color at the start of a color expression.

`\color_set:nn` `\color_set:nn {<name>} {<color expression>}`

Evaluates the `<color expression>` and stores the resulting color specification as the `<name>`.

`\color_set:nnn` `\color_set:nnn {<name>} {<model(s)>} {<value(s)>}`

Stores the color specification equivalent to the `<model(s)>` and `<values>` as the `<name>`.

`\color_set_eq:nn` `\color_set_eq:nn {<name1>} {<name2>}`

Copies the color specification in `<name2>` to `<name1>`. The special name `.` may be used to represent the current color, allowing it to be saved to a name.

`\color_if_exist_p:n` `\color_if_exist:n {<name>}`

`\color_if_exist:nTF` `\color_if_exist:n {<name>} {<>true code>} {<>false code>}`

New: 2022-08-12 Tests whether `<name>` is currently defined to provide a color specification.

`\color_show:n` `\color_show:n {<name>}`

`\color_log:n` `\color_log:n {<name>}`

New: 2021-05-11 Displays the color specification stored in the `<name>` on the terminal or log file.

35.5 Selecting colors

General selection of color is safe when split across pages: a stack is used to ensure that the correct color is re-selected on the new page.

These commands set the current color (`.`): other more specialised functions such as fill and stroke selectors do *not* adjust this value.

`\color_select:n` `\color_select:n {<color expression>}`

Parses the `<color expression>` and then activates the resulting color specification for typeset material.

`\color_select:nn` `\color_select:nn {<model(s)>} {<value(s)>}`

Activates the color specification equivalent to the `<model(s)>` and `<value(s)>` for typeset material.

`\l_color_fixed_model_tl` When this is set to a non-empty value, colors will be converted to the specified model when they are selected. Note that included images and similar are not influenced by this setting.

35.6 Colors for fills and strokes

Colors for drawing operations and so forth are split into strokes and fills (the latter may also be referred to as non-stroke color). The fill color is used for text under normal circumstances. Depending on the backend, stroke color may use a *stack*, in which case it exhibits the same page breaking behavior as general color. However, `dvips/dvisvgn` do not support this, and so color will need to be contained within a scope, such as `\draw_begin:/\draw_end:`.

<hr/> <code>\color_fill:n</code>	<code>\color_fill:n {<color expression>}</code>
<hr/> <code>\color_stroke:n</code>	Parses the <code><color expression></code> and then activates the resulting color specification for filling or stroking.
<hr/> <code>\color_fill:nn</code>	<code>\color_fill:nn {<model(s)>} {<value(s)>}</code>
<hr/> <code>\color_stroke:nn</code>	Activates the color specification equivalent to the <code><model(s)></code> and <code><value(s)></code> for filling or stroking.
<hr/> <code>color.sc</code>	When using <code>dvips</code> , this PostScript variables hold the stroke color.

35.6.1 Coloring math mode material

Coloring math mode material using `\color_select:nn(n)` has some restrictions and often leads to spacing issues and/or poor input syntax. Avoiding generating `\mathord` atoms whilst coloring only those parts of the input which are required needs careful handling. The functionality here covers this important use case.

<hr/> <code>\color_math:nn</code>	<code>\color_math:nn {<color expression>}{<content>}</code>
<hr/> <code>\color_math:nnn</code>	<code>\color_math:nnn {<model(s)>} {<value(s)>} {<content>}</code>
<hr/> <small>New: 2022-01-26</small>	Works as for <code>\color_select:n(n)</code> but applies color only to the math mode <code><content></code> . The function does not generate a group and the <code><content></code> therefore retains its math atom states. Sub/superscripts are also properly handled.
<hr/> <code>\l_color_math_active_tl</code>	This list controls which tokens are considered as math active and should therefore be replaced by their definition during searching for sub/superscripts.
<hr/> <small>New: 2022-01-26</small>	

35.7 Multiple color models

When selecting or setting a color with an explicit model, it is possible to give values for more than one model at one time. This is particularly useful where automated conversion between models does not give the desired outcome. To do this, the list of models and list of values are both subdivided using `/` characters (as for the similar function in `xcolor`). For example, to save a color with explicit `cmymk` and `rgb` values, one could use

```
\color_set:nnn { foo } { cmyk / rgb }
  { 0.1 , 0.2 , 0.3 , 0.4 / 0.1, 0.2 , 0.3 }
```

The manually-specified conversion will be used in preference to automated calculation whenever the model(s) listed are used: both in expressions and when a fixed model is active.

Similarly, the same syntax can be applied to directly selecting a color.

```
\color_select:nn { cmyk / rgb }
  { 0.1 , 0.2 , 0.3 , 0.4 / 0.1, 0.2 , 0.3 }
```

Again, this list is used when a fixed model is active: the first entry is used unless there is a fixed model matching one of the other entries.

35.8 Exporting color specifications

The major use of color expressions is in setting typesetting output, but there are other places in which some form of color information is required. These may need data in a different format or using a different model to the internal representation. Thus a set of functions are available to export colors in different formats.

Valid export targets are

- **backend** Two brace groups: the first containing the model, the second containing space-separated values appropriate for the model; this is the format required by backend functions of `expl3`
- **comma-sep-cmyk** Comma-separated cyan-magenta-yellow-black values
- **comma-sep-rgb** Comma-separated red-green-blue values suitable for use as a PDF annotation color
- **HTML** Uppercase two-digit hexadecimal values, expressing a red-green-blue color; the digits are *not* separated
- **space-sep-cmyk** Space-separated cyan-magenta-yellow-black values
- **space-sep-rgb** Space-separated red-green-blue values suitable for use as a PDF annotation color

```
\color_export:nnN \color_export:nnN {<color expression>} {<format>} {<tl>}
```

Parses the `<color expression>` as described earlier, then converts to the `<format>` specified and assigns the data to the `<tl>`.

```
\color_export:nnnN \color_export:nnnN {<model>} {<value(s)>} {<format>} {<tl>}
```

Expresses the combination of `<model>` and `<value(s)>` in an internal representation, then converts to the `<format>` specified and assigns the data to the `<tl>`.

35.9 Creating new color models

Additional color models are required to support specialist workflows, for example those involving separations (see <https://helpx.adobe.com/indesign/using/spot-process-colors.html> for details of the use of separations in print). Color models may be split into families; for the standard device-based color models (`DeviceCMYK`, `DeviceRGB`, `DeviceGray`), these are synonymous. This is not generally the case: see the PDF reference for more details. (Note that `l3color` uses the shorter names `cmyk`, etc.)

```
\color_model_new:nnn {<model>} {<family>} {<params>}
```

Creates a new *<model>* which is derived from the color model *<family>*. The latter should be one of

- `DeviceN`
- `ICCBased`
- `Separation`

(The *<family>* may be given in mixed case as in the PDF reference: internally, case of these strings is folded.) Depending on the *<family>*, one or more *<params>* are mandatory or optional.

For a `Separation` space, there are three *compulsory* keys.

- **name** The name of the Separation, for example the formal name of a spot color ink. Such a *<name>* may contain spaces, etc., which are not permitted in the *<model>*.
- **alternative-model** An alternative device colorspace, one of `cmyk`, `rgb`, `gray` or `CIELAB`. The three parameter-based models work as described above; see below for details of `CIELAB` colors.
- **alternative-values** A comma-separated list of values appropriate to the **alternative-model**. This information is used by the PDF application if the `Separation` is not available.

`CIELAB` color separations are created using the `alternative-model = CIELAB` setting. These colors must also have an `illuminant` key, one of `a`, `c`, `e`, `d50`, `d55`, `d65` or `d75`. The `alternative-values` in this case are the three parameters L^* , a^* and b^* of the `CIELAB` model. Full details of this device-independent color approach are given in the documentation to the `colorspace` package.

`CIELAB` colors *cannot* be converted into other device-dependent color spaces, and as such, mixing can only occur if colors set up using the `CIELAB` model are also given with an alternative parameter-based model. If that is not the case, `l3color` will fallback to using black as the colorant in any mixing.

For a `DeviceN` space, there is one *compulsory* key.

- **names** The names of the components of the `DeviceN` space. Each should be either the *<name>* of a `Separation` model, a process color name (`cyan`, etc.) or the special name `none`.

For a `ICCBased` space, there is one *compulsory* key.

- **file** The name of the file containing the profile.

35.9.1 Color profiles

Color profiles are used to ensure color accuracy by linking to collaboration. Applying a profile can be used to standardise color which is otherwise device-dependence.

`\color_profile_apply:nn` `\color_profile_apply:nn {<profile>} {<model>}`

New: 2021-02-23

This function applies a `<profile>` to one of the device `<models>`. The profile will then apply to all color of the selected `<model>`. The `<profile>` should specify an ICC profile file. The `<model>` has to be one the standard device models: `cmym`, `gray` or `rgb`.

Chapter 36

The l3pdf package Core PDF support

36.1 Objects

`\pdf_object_new:n` `\pdf_object_new:n {⟨object⟩}`

New: 2022-08-23 Declares `⟨object⟩` as a PDF object. The object may be referenced from this point on, and written later using `\pdf_object_write:nnn`.

`\pdf_object_write:nnn` `\pdf_object_write:nn {⟨object⟩} {⟨type⟩} {⟨content⟩}`

`\pdf_object_write:nnx` Writes the `⟨content⟩` as content of the `⟨object⟩`. Depending on the `⟨type⟩` declared for the object, the format required for the `⟨data⟩` will vary

New: 2022-08-23

`array` A space-separated list of values

`dict` Key–value pairs in the form `/⟨key⟩ ⟨value⟩`

`fstream` Two brace groups: `⟨file name⟩` and `⟨file content⟩`

`stream` Two brace groups: `⟨attributes (dictionary)⟩` and `⟨stream contents⟩`

`\pdf_object_ref:n *` `\pdf_object_ref:n {⟨object⟩}`

New: 2021-02-10 Inserts the appropriate information to reference the `⟨object⟩` in for example page resource allocation

`\pdf_object_unnamed_write:nn` `\pdf_object_unnamed_write:nn` $\langle type \rangle$ $\langle content \rangle$
`\pdf_object_unnamed_write:nx`

New: 2021-02-10

Writes the $\langle content \rangle$ as content of an anonymous object. Depending on the $\langle type \rangle$, the format required for the $\langle data \rangle$ will vary

array A space-separated list of values

dict Key–value pairs in the form $/\langle key \rangle \langle value \rangle$

fstream Two brace groups: $\langle attributes \ (dictionary) \rangle$ and $\langle file \ name \rangle$

stream Two brace groups: $\langle attributes \ (dictionary) \rangle$ and $\langle stream \ contents \rangle$

`\pdf_object_ref_last: *` `\pdf_object_ref_last:`

New: 2021-02-10

Inserts the appropriate information to reference the last $\langle object \rangle$ created. This is particularly useful for anonymous objects.

`\pdf_pageobject_ref:n *` `\pdf_pageobject_ref:n` $\langle pageobject \rangle$

New: 2021-02-10

Inserts the appropriate information to reference the $\langle pageobject \rangle$.

`\pdf_object_if_exist_p:n *` `\pdf_object_if_exist_p:n` $\langle object \rangle$

`\pdf_object_if_exist:nTF *` `\pdf_object_if_exist:nTF` $\langle object \rangle$

New: 2020-05-15

Tests whether an object with name $\langle object \rangle$ has been defined.

36.2 Version

`\pdf_version_compare_p:Nn *` `\pdf_version_compare:NnTF` $\langle comparator \rangle$ $\langle version \rangle$ $\langle true \ code \rangle$ $\langle false \ code \rangle$
`\pdf_version_compare:NnTF *` $\langle code \rangle$

New: 2021-02-10

Compares the version of the PDF being created with the $\langle version \rangle$ string specified, using the $\langle comparator \rangle$. Either the $\langle true \ code \rangle$ or $\langle false \ code \rangle$ will be left in the output stream.

`\pdf_version_gset:n` `\pdf_version_gset:n` $\langle version \rangle$

`\pdf_version_min_gset:n`

New: 2021-02-10

Sets the $\langle version \rangle$ of the PDF being created. The min version will not alter the output version unless it is currently lower than the $\langle version \rangle$ requested.

This function may only be used up to the point where the PDF file is initialised. With dvips it sets `\pdf_version_major:` and `\pdf_version_minor:` and allows to compare the values with `\pdf_version_compare:Nn`, but the PDF version itself still has to be set with the command line option `-dCompatibilityLevel` of `ps2pdf`.

`\pdf_version:` `*` `\pdf_version:`

`\pdf_version_major:` `*`

`\pdf_version_minor:` `*`

New: 2021-02-10

Expands to the currently-active PDF version.

36.3 Page (media) size

`\pdf_pagesize_gset:nn` `\pdf_pagesize_gset:nn` $\langle width \rangle$ $\langle height \rangle$

New: 2023-01-14 Sets the page size (mediabox) of the PDF being created to the $\langle width \rangle$ and $\langle height \rangle$, both of which are $\langle dimexpr \rangle$.

36.4 Compression

`\pdf_uncompress:` `\pdf_uncompress:`

New: 2021-02-10 Disables any compression of the PDF, where possible.
This function may only be used up to the point where the PDF file is initialised.

36.5 Destinations

Destinations are the places a link jumped too. Unlike the name may suggest they don't described an exact location in the PDF. Instead a destination contains a reference to a page along with an instruction how to display this page. The normally used “XYZ *top left zoom*” for example instructs the viewer to show the page with the given *zoom* and the top left corner at the *top left* coordinates—which then gives the impression that there is an anchor at this position.

If an instruction takes a coordinate, it is calculated by the following commands relative to the location the command is issued. So to get a specific coordinate one has to move the command to the right place.

`\pdf_destination:nn` `\pdf_destination:nn` `{(name)}` `{(type or integer)}`

New: 2021-01-03

This creates a destination. `{(type or integer)}` can be one of `fit`, `fith`, `fitv`, `fitb`, `fitbh`, `fitbv`, `fitr`, `xyz` or an integer representing a scale factor in percent. `fitr` here gives only a lightweight version of `/FitR`: The backend code defines `fitr` so that it will with pdfL^AT_EX and LuaL^AT_EX use the coordinates of the surrounding box, with dvips and dvipdfmx it falls back to `fit`. For full control use `\pdf_destination:nmmn`.

The keywords match to the PDF names as described in the following tabular.

Keyword	PDF	Remarks
<code>fit</code>	<code>/Fit</code>	Fits the page to the window
<code>fith</code>	<code>/FitH top</code>	Fits the width of the page to the window
<code>fitv</code>	<code>/FitV left</code>	Fits the height of the page to the window
<code>fitb</code>	<code>/FitB</code>	Fits the page bounding box to the window
<code>fitbh</code>	<code>/FitBH top</code>	Fits the width of the page bounding box to the window.
<code>fitbv</code>	<code>/FitBV left</code>	Fits the height of the page bounding box to the window.
<code>fitr</code>	<code>/FitR left bottom right top</code>	Fits the rectangle specified by the four coordinates to the window (see above for the restrictions)
<code>xyz</code>	<code>/XYZ left top null</code>	Sets a coordinate but doesn't change the zoom.
<code>{(integer)}</code>	<code>/XYZ left top zoom</code>	Sets a coordinate and a zoom meaning <code>{(integer)}%</code> .

`\pdf_destination:nmmn` `\pdf_destination:nmmn` `{(name)}` `{(width)}` `{(height)}` `{(depth)}`

New: 2021-01-17

This creates a destination with `/FitR` type with the given dimensions relative to the current location. The destination is in a box of size zero, but it doesn't switch to horizontal mode.

36.6 Deprecated functions

`\pdf_object_new:nn` `\pdf_object_new:nn` $\{\langle object \rangle\}$ $\{\langle type \rangle\}$

New: 2021-02-10 Declares $\langle object \rangle$ as a PDF object of $\langle type \rangle$, which should be one of

- `array`
- `dict`
- `fstream`
- `stream`

The object may be referenced from this point on, and written later using `\pdf_object_write:nn`.

Deprecated in favor of `\pdf_object_new:n`.

`\pdf_object_write:nn` `\pdf_object_write:nn` $\{\langle object \rangle\}$ $\{\langle content \rangle\}$

`\pdf_object_write:nx` Writes the $\langle content \rangle$ as content of the $\langle object \rangle$. Depending on the $\langle type \rangle$ declared for the object, the format required for the $\langle data \rangle$ will vary

`array` A space-separated list of values

`dict` Key-value pairs in the form `/\langle key \rangle \langle value \rangle`

`fstream` Two brace groups: $\langle file\ name \rangle$ and $\langle file\ content \rangle$

`stream` Two brace groups: $\langle attributes\ (dictionary) \rangle$ and $\langle stream\ contents \rangle$

Deprecated in favor of `\pdf_object_write:nnn`.

Part VII
Additions and removals

Chapter 37

The `l3candidates` package Experimental additions to `l3kernel`

37.1 Important notice

This module provides a space in which functions can be added to `l3kernel` (`expl3`) while still being experimental.

As such, the functions here may not remain in their current form, or indeed at all, in `l3kernel` in the future.

In contrast to the material in `l3experimental`, the functions here are all *small* additions to the kernel. We encourage programmers to test them out and report back on the `LaTeX-L` mailing list.

Thus, if you intend to use any of these functions from the candidate module in a public package offered to others for productive use (e.g., being placed on CTAN) please consider the following points carefully:

- Be prepared that your public packages might require updating when such functions are being finalized.
- Consider informing us that you use a particular function in your public package, e.g., by discussing this on the `LaTeX-L` mailing list. This way it becomes easier to coordinate any updates necessary without issues for the users of your package.
- Discussing and understanding use cases for a particular addition or concept also helps to ensure that we provide the right interfaces in the final version so please give us feedback if you consider a certain candidate function useful (or not).

We only add functions in this space if we consider them being serious candidates for a final inclusion into the kernel. However, real use sometimes leads to better ideas, so functions from this module are **not necessarily stable** and we may have to adjust them!

37.2 Additions to l3box

<code>\box_clip:N</code>	<code>\box_clip:N <box></code>
<code>\box_clip:c</code>	
<code>\box_gclip:N</code>	Clips the <code><box></code> in the output so that only material inside the bounding box is displayed in the output. The updated <code><box></code> is an hbox, irrespective of the nature of the <code><box></code> before the clipping is applied.
<code>\box_gclip:c</code>	

Updated: 2019-01-23

These functions require the L^AT_EX3 native drivers: they do not work with the L^AT_EX 2_ε graphics drivers!

T_EXhackers note: Clipping is implemented by the driver, and as such the full content of the box is placed in the output file. Thus clipping does not remove any information from the raw output, and hidden material can therefore be viewed by direct examination of the file.

<code>\box_set_trim:Nnnnn</code>	<code>\box_set_trim:Nnnnn <box> {<left>} {<bottom>} {<right>} {<top>}</code>
<code>\box_set_trim:cnnnn</code>	
<code>\box_gset_trim:Nnnnn</code>	Adjusts the bounding box of the <code><box></code> <code><left></code> is removed from the left-hand edge of the bounding box, <code><right></code> from the right-hand edge and so fourth. All adjustments are <code><dim exprs></code> . Material outside of the bounding box is still displayed in the output unless <code>\box_clip:N</code> is subsequently applied. The updated <code><box></code> is an hbox, irrespective of the nature of the <code><box></code> before the trim operation is applied. The behavior of the operation where the trims requested is greater than the size of the box is undefined.
<code>\box_gset_trim:cnnnn</code>	

New: 2019-01-23

<code>\box_set_viewport:Nnnnn</code>	<code>\box_set_viewport:Nnnnn <box> {<llx>} {<lly>} {<urx>} {<ury>}</code>
<code>\box_set_viewport:cnnnn</code>	
<code>\box_gset_viewport:Nnnnn</code>	Adjusts the bounding box of the <code><box></code> such that it has lower-left co-ordinates (<code><llx></code> , <code><lly></code>) and upper-right co-ordinates (<code><urx></code> , <code><ury></code>). All four co-ordinate positions are <code><dim exprs></code> . Material outside of the bounding box is still displayed in the output unless <code>\box_clip:N</code> is subsequently applied. The updated <code><box></code> is an hbox, irrespective of the nature of the <code><box></code> before the viewport operation is applied.
<code>\box_gset_viewport:cnnnn</code>	

New: 2019-01-23

37.3 Additions to l3expn

<code>\exp_args_generate:n</code>	<code>\exp_args_generate:n {<variant argument specifiers>}</code>
-----------------------------------	---

New: 2018-04-04

Updated: 2019-02-08

Defines `\exp_args:N<variant>` functions for each `<variant>` given in the comma list `{<variant argument specifiers>}`. Each `<variant>` should consist of the letters N, c, n, V, v, o, f, e, x, p and the resulting function is protected if the letter x appears in the `<variant>`. This is only useful for cases where `\cs_generate_variant:Nn` is not applicable.

37.4 Additions to l3fp

<code>\fp_if_nan_p:n *</code>	<code>\fp_if_nan:n {<fp expr>}</code>
<code>\fp_if_nan:nTF *</code>	Evaluates the <code><fp expr></code> and tests whether the result is exactly <code>nan</code> . The test returns <code>false</code> for any other result, even a tuple containing <code>nan</code> .

New: 2019-08-25

37.5 Additions to l3file

`\iow_allow_break:` `\iow_allow_break:`

New: 2018-12-29

In the first argument of `\iow_wrap:nnnN` (for instance in messages), inserts a break-point that allows a line break. In other words this is a zero-width breaking space.

`\ior_get_term:nN`

`\ior_get_term:nN` `<prompt>` `<token list variable>`

`\ior_str_get_term:nN`

New: 2019-03-23

Function that reads one or more lines (until an equal number of left and right braces are found) from the terminal and stores the result locally in the `<token list>` variable. Tokenization occurs as described for `\ior_get:NN` or `\ior_str_get:NN`, respectively. When the `<prompt>` is empty, T_EX will wait for input without any other indication: typically the programmer will have provided a suitable text using e.g. `\iow_term:n`. Where the `<prompt>` is given, it will appear in the terminal followed by an =, e.g.

prompt=

`\ior_shell_open:Nn` `\ior_shell_open:Nn` `<stream>` `{<shell command>}`

New: 2019-05-08

Opens the *pseudo*-file created by the output of the `<shell command>` for reading using `<stream>` as the control sequence for access. If the `<stream>` was already open it is closed before the new operation begins. The `<stream>` is available for access immediately and will remain allocated to `<shell command>` until a `\ior_close:N` instruction is given or the T_EX run ends. If piped system calls are disabled an error is raised.

For details of handling of the `<shell command>`, see `\sys_get_shell:nnNTF`.

37.6 Additions to l3flag

`\flag_raise_if_clear:n` ☆ `\flag_raise_if_clear:n` `{<flag name>}`

New: 2018-04-02

Ensures the `<flag>` is raised by making its height at least 1, locally.

37.7 Additions to l3intarray

`\intarray_gset_rand:Nnn` `\intarray_gset_rand:Nnn` `<intarray var>` `{<minimum>}` `{<maximum>}`

`\intarray_gset_rand:cnm` `\intarray_gset_rand:Nn` `<intarray var>` `{<maximum>}`

`\intarray_gset_rand:Nn`

`\intarray_gset_rand:cn`

New: 2018-05-05

Evaluates the integer expressions `<minimum>` and `<maximum>` then sets each entry (independently) of the `<integer array variable>` to a pseudo-random number between the two (with bounds included). If the absolute value of either bound is bigger than $2^{30} - 1$, an error occurs. Entries are generated in the same way as repeated calls to `\int_rand:nn` or `\int_rand:n` respectively, in particular for the second function the `<minimum>` is 1. Assignments are always global. This is not available in older versions of X_qT_EX.

`\intarray_to_clist:N` ☆ `\intarray_to_clist:N` `<intarray var>`

New: 2018-05-04

Converts the `<intarray>` to integer denotations separated by commas. All tokens have category code other. If the `<intarray>` has no entry the result is empty; otherwise the result has one fewer comma than the number of items.

37.8 Additions to l3msg

`\msg_show_eval:Nn` `\msg_show_eval:Nn` $\langle function \rangle$ $\{\langle expression \rangle\}$
`\msg_log_eval:Nn` Shows or logs the $\langle expression \rangle$ (turned into a string), an equal sign, and the result of applying the $\langle function \rangle$ to the $\{\langle expression \rangle\}$ (with `f`-expansion). For instance, if the $\langle function \rangle$ is `\int_eval:n` and the $\langle expression \rangle$ is `1+2` then this logs `> 1+2=3`.

New: 2017-12-04

`\msg_show_item:n` \star `\seq_map_function:NN` $\langle seq \rangle$ `\msg_show_item:n`
`\msg_show_item_unbraced:n` \star `\prop_map_function:NN` $\langle prop \rangle$ `\msg_show_item:nn`
`\msg_show_item:nn` \star
`\msg_show_item_unbraced:nn` \star

New: 2017-12-04

Used in the text of messages for `\msg_show:nnxxxx` to show or log a list of items or key-value pairs. The one-argument functions are used for sequences, `clist` or token lists and the others for property lists. These functions turn their arguments to strings.

37.9 Additions to l3prg

`\bool_set_inverse:N` `\bool_set_inverse:N` $\langle boolean \rangle$
`\bool_set_inverse:c` Toggles the $\langle boolean \rangle$ from `true` to `false` and conversely: sets it to the inverse of its current value.
`\bool_gset_inverse:N`
`\bool_gset_inverse:c`

New: 2018-05-10

```

\bool_case_true:n    * \bool_case_true:nTF
\bool_case_true:nTF * {
\bool_case_false:n  * {\boolexpr case1} {\code case1}
\bool_case_false:nTF * {\boolexpr case2} {\code case2}
...
New: 2019-02-10    {\boolexpr casen} {\code casen}
}
{\true code}
{\false code}

```

Evaluates in turn each of the *boolean expression cases* until the first one that evaluates to `true` or to `false`, for `\bool_case_true:n` and `\bool_case_false:n`, respectively. The *code* associated to this first case is left in the input stream, followed by the *true code*, and other cases are discarded. If none of the cases match then only the *false code* is inserted. The functions `\bool_case_true:n` and `\bool_case_false:n`, which do nothing if there is no match, are also available. For example

```

\bool_case_true:nF
{
  { \dim_compare_p:n { \l__mypkg_wd_dim <= 10pt } }
  { Fits }
  { \int_compare_p:n { \l__mypkg_total_int >= 10 } }
  { Many }
  { \l__mypkg_special_bool }
  { Special }
}
{ No idea! }

```

leaves “Fits” or “Many” or “Special” or “No idea!” in the input stream, in a way similar to some other language’s “if ... elseif ... elseif ... else ...”.

37.10 Additions to `l3prop`

```

\prop_rand_key_value:N * \prop_rand_key_value:N <property list>
\prop_rand_key_value:c *
New: 2016-12-06

```

Selects a pseudo-random key–value pair from the *property list* and returns *{key}* and *{value}*. If the *property list* is empty the result is empty. This is not available in older versions of `XYTeX`.

TeXhackers note: The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the *value* does not expand further when appearing in an `x`-type or `e`-type argument expansion.

37.11 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 $\langle seq_1-item \rangle$ – $\langle seq_2-item \rangle$ from the two sequences, returning items from both sequences from left to right. The $\langle function \rangle$ receives two n-type arguments for each iteration. The mapping terminates when the end of either sequence is reached (*i.e.* whichever sequence has fewer items determines how many iterations occur).

`\seq_set_filter:NNn` `\seq_set_filter:NNn` $\langle sequence_1 \rangle$ $\langle sequence_2 \rangle$ $\{ \langle inline boolexpr \rangle \}$
`\seq_gset_filter:NNn`

Evaluates the $\langle inline boolexpr \rangle$ for every $\langle item \rangle$ stored within the $\langle sequence_2 \rangle$. The $\langle inline boolexpr \rangle$ receives 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 $\langle sequence_1 \rangle$.

TeXhackers note: Contrarily to other mapping functions, `\seq_map_break:` cannot be used in this function, and would lead to low-level TeX errors.

`\seq_set_from_function:NnN` `\seq_set_from_function:NnN` $\langle seq var \rangle$ $\{ \langle loop code \rangle \}$ $\langle function \rangle$
`\seq_gset_from_function:NnN`

New: 2018-04-06

Sets the $\langle seq var \rangle$ equal to a sequence whose items are obtained by x-expanding $\langle loop code \rangle$ $\langle function \rangle$. This expansion must result in successive calls to the $\langle function \rangle$ with no nonexpandable tokens in between. More precisely the $\langle function \rangle$ is replaced by a wrapper function that inserts the appropriate separators between items in the sequence. The $\langle loop code \rangle$ must be expandable; it can be for example `\tl_map_function:NN` $\langle tl var \rangle$ or `\clist_map_function:nN` $\{ \langle clist \rangle \}$ or `\int_step_function:nnnN` $\{ \langle initial value \rangle \}$ $\{ \langle step \rangle \}$ $\{ \langle final value \rangle \}$.

`\seq_set_from_inline_x:Nnn` `\seq_set_from_inline_x:Nnn` $\langle seq var \rangle$ $\{ \langle loop code \rangle \}$ $\{ \langle inline code \rangle \}$
`\seq_gset_from_inline_x:Nnn`

New: 2018-04-06

Sets the $\langle seq var \rangle$ equal to a sequence whose items are obtained by x-expanding $\langle loop code \rangle$ applied to a $\langle function \rangle$ derived from the $\langle inline code \rangle$. A $\langle function \rangle$ is defined, that takes one argument, x-expands the $\langle inline code \rangle$ with that argument as #1, then adds appropriate separators to turn the result into an item of the sequence. The x-expansion of $\langle loop code \rangle$ $\langle function \rangle$ must result in successive calls to the $\langle function \rangle$ with no nonexpandable tokens in between. The $\langle loop code \rangle$ must be expandable; it can be for example `\tl_map_function:NN` $\langle tl var \rangle$ or `\clist_map_function:nN` $\{ \langle clist \rangle \}$ or `\int_step_function:nnnN` $\{ \langle initial value \rangle \}$ $\{ \langle step \rangle \}$ $\{ \langle final value \rangle \}$, but not the analogous “inline” mappings.

<code>\seq_set_item:Nnn</code>	<code>\seq_set_item:Nnn <seq var> {(int expr)} {(item)}</code>
<code>\seq_set_item:cnN</code>	<code>\seq_set_item:NnnTF <seq var> {(int expr)} {(item)} {(true code)} {(false code)}</code>
<code>\seq_set_item:NnnTF</code>	Removes the item of <i><sequence></i> at the position given by evaluating the <i><int expr></i> and replaces it by <i><item></i> . Items are indexed from 1 on the left/top of the <i><sequence></i> , or from -1 on the right/bottom. If the <i><int expr></i> is zero or is larger (in absolute value) than the number of items in the sequence, the <i><sequence></i> is not modified. In these cases, <code>\seq_set_item:Nnn</code> raises an error while <code>\seq_set_item:NnnTF</code> runs the <i><>false code></i> . In cases where the assignment was successful, <i><>true code></i> is run afterwards.
<code>\seq_set_item:cnNTF</code>	
<code>\seq_gset_item:Nnn</code>	
<code>\seq_gset_item:cnN</code>	
<code>\seq_gset_item:NnnTF</code>	
<code>\seq_gset_item:cnNTF</code>	

New: 2021-04-29

<code>\seq_pop_item:NnN</code>	<code>\seq_pop_item:NnN <seq var> {(int expr)} {(tl var)}</code>
<code>\seq_pop_item:cnN</code>	<code>\seq_pop_item:NnNTF <seq var> {(int expr)} {(tl var)} {(true code)} {(false code)}</code>
<code>\seq_pop_item:NnNTF</code>	Removes the <i><item></i> at position <i><int expr></i> in the <i><sequence></i> , and places it in the <i><token list variable></i> . Items are indexed from 1 on the left/top of the <i><sequence></i> , or from -1 on the right/bottom. If the position is zero or is larger (in absolute value) than the number of items in the sequence, the <i><seq var></i> is not modified, the <i><token list></i> is set to the special marker <code>\q_no_value</code> , and the <i><>false code></i> is left in the input stream; otherwise the <i><>true code></i> is. The <i><token list></i> assignment is local while the <i><sequence></i> is assigned locally for <code>pop</code> or globally for <code>gpop</code> functions.
<code>\seq_pop_item:cnNTF</code>	
<code>\seq_gpop_item:NnN</code>	
<code>\seq_gpop_item:cnN</code>	
<code>\seq_gpop_item:NnNTF</code>	
<code>\seq_gpop_item:cnNTF</code>	

New: 2021-04-28

37.12 Additions to l3sys

<code>\c_sys_engine_version_str</code>	The version string of the current engine, in the same form as given in the banner issued when running a job. For pdfTeX and LuaTeX this is of the form
--	--

New: 2018-05-02

`<major>.<minor>.<revision>`

For XeTeX, the form is

`<major>.<minor>`

For pTeX and upTeX, only releases since TeX Live 2018 make the data available, and the form is more complex, as it comprises the pTeX version, the upTeX version and the e-pTeX version.

`p<major>.<minor>.<revision>-u<major>.<minor>-<epTeX>`

where the `u` part is only present for upTeX.

<code>\sys_if_rand_exist_p: *</code>	<code>\sys_if_rand_exist_p:</code>
<code>\sys_if_rand_exist:TF *</code>	<code>\sys_if_rand_exist:TF {(true code)} {(false code)}</code>

New: 2017-05-27 Tests if the engine has a pseudo-random number generator. Currently this is the case in pdfTeX, LuaTeX, pTeX, upTeX and recent releases of XeTeX.

37.13 Additions to l3tl

<code>\tl_range_braced:Nnn</code>	*	<code>\tl_range_braced:Nnn <tl var> {<start index>} {<end index>}</code>
<code>\tl_range_braced:cnn</code>	*	<code>\tl_range_braced:nnn {<token list>} {<start index>} {<end index>}</code>
<code>\tl_range_braced:nnn</code>	*	<code>\tl_range_unbraced:Nnn <tl var> {<start index>} {<end index>}</code>
<code>\tl_range_unbraced:Nnn</code>	*	<code>\tl_range_unbraced:nnn {<token list>} {<start index>} {<end index>}</code>
<code>\tl_range_unbraced:cnn</code>	*	Leaves in the input stream the items from the <code><start index></code> to the <code><end index></code> inclusive, using the same indexing as <code>\tl_range:nnn</code> . Spaces are ignored. Regardless of whether items appear with or without braces in the <code><token list></code> , the <code>\tl_range_braced:nnn</code> function wraps each item in braces, while <code>\tl_range_unbraced:nnn</code> does not (overall it removes an outer set of braces). For instance,
<code>\tl_range_unbraced:nnn</code>	*	

New: 2017-07-15

```

\tl_range_braced:nnn { abcd~{e}}f } { 2 } { 5 } }
\tl_range_braced:nnn { abcd~{e}}f } { -4 } { -1 } }
\tl_range_braced:nnn { abcd~{e}}f } { -2 } { -1 } }
\tl_range_braced:nnn { abcd~{e}}f } { 0 } { -1 } }

```

prints `{b}{c}{d}{e}}`, `{c}{d}{e}}{f}`, `{e}}{f}`, and an empty line to the terminal, while

```

\tl_range_unbraced:nnn { abcd~{e}}f } { 2 } { 5 } }
\tl_range_unbraced:nnn { abcd~{e}}f } { -4 } { -1 } }
\tl_range_unbraced:nnn { abcd~{e}}f } { -2 } { -1 } }
\tl_range_unbraced:nnn { abcd~{e}}f } { 0 } { -1 } }

```

prints `bcde{}`, `cde{}``f`, `e{}``f`, and an empty line to the terminal. Because braces are removed, the result of `\tl_range_unbraced:nnn` may have a different number of items as for `\tl_range:nnn` or `\tl_range_braced:nnn`. In cases where preserving spaces is important, consider the slower function `\tl_range:nnn`.

T_EXhackers note: The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the `<item>` does not expand further when appearing in an `x`-type or `e`-type argument expansion.

<code>\tl_build_begin:N</code>		<code>\tl_build_begin:N <tl var></code>
<code>\tl_build_gbegin:N</code>		Clears the <code><tl var></code> and sets it up to support other <code>\tl_build_...</code> functions, which allow accumulating large numbers of tokens piece by piece much more efficiently than standard <code>l3tl</code> functions. Until <code>\tl_build_end:N <tl var></code> is called, applying any function from <code>l3tl</code> other than <code>\tl_build_...</code> will lead to incorrect results. The <code>begin</code> and <code>gbegin</code> functions must be used for local and global <code><tl var></code> respectively.

New: 2018-04-01

<code>\tl_build_clear:N</code>		<code>\tl_build_clear:N <tl var></code>
<code>\tl_build_gclear:N</code>		Clears the <code><tl var></code> and sets it up to support other <code>\tl_build_...</code> functions. The <code>clear</code> and <code>gclear</code> functions must be used for local and global <code><tl var></code> respectively.

New: 2018-04-01

<code>\tl_build_put_left:Nn</code>	<code>\tl_build_put_left:Nn <tl var> {<tokens>}</code>
<code>\tl_build_put_left:Nx</code>	<code>\tl_build_put_right:Nn <tl var> {<tokens>}</code>
<code>\tl_build_gput_left:Nn</code>	Adds <i><tokens></i> to the left or right side of the current contents of <i><tl var></i> . The <i><tl var></i> must have been set up with <code>\tl_build_begin:N</code> or <code>\tl_build_gbegin:N</code> . The <code>put</code> and <code>gput</code> functions must be used for local and global <i><tl var></i> respectively. The <code>right</code> functions are about twice faster than the <code>left</code> functions.
<code>\tl_build_gput_left:Nx</code>	
<code>\tl_build_put_right:Nn</code>	
<code>\tl_build_put_right:Nx</code>	
<code>\tl_build_gput_right:Nn</code>	
<code>\tl_build_gput_right:Nx</code>	

New: 2018-04-01

<code>\tl_build_get:NN</code>	<code>\tl_build_get:NN <tl var₁> <tl var₂></code>
-------------------------------	---

New: 2018-04-01

Stores the contents of the *<tl var₁>* in the *<tl var₂>*. The *<tl var₁>* must have been set up with `\tl_build_begin:N` or `\tl_build_gbegin:N`. The *<tl var₂>* is a “normal” token list variable, assigned locally using `\tl_set:Nn`.

<code>\tl_build_end:N</code>	<code>\tl_build_end:N <tl var></code>
<code>\tl_build_gend:N</code>	Gets the contents of <i><tl var></i> and stores that into the <i><tl var></i> using <code>\tl_set:Nn</code> or <code>\tl_gset:Nn</code> . The <i><tl var></i> must have been set up with <code>\tl_build_begin:N</code> or <code>\tl_build_gbegin:N</code> . The <code>end</code> and <code>gend</code> functions must be used for local and global <i><tl var></i> respectively. These functions completely remove the setup code that enabled <i><tl var></i> to be used for other <code>\tl_build_...</code> functions.

New: 2018-04-01

37.14 Additions to l3token

<code>\c_catcode_active_space_tl</code>	Token list containing one character with category code 13, (“active”), and character code 32 (space).
---	---

New: 2017-08-07

```
\peek_catcode_collect_inline:Nn \peek_catcode_collect_inline:Nn <test token> {<inline code>}
\peek_charcode_collect_inline:Nn \peek_charcode_collect_inline:Nn <test token> {<inline code>}
\peek_meaning_collect_inline:Nn \peek_meaning_collect_inline:Nn <test token> {<inline code>}
```

New: 2018-09-23

Collects and removes tokens from the input stream until finding a token that does not match the *<test token>* (as defined by the test `\token_if_eq_catcode:NNTF` or `\token_if_eq_charcode:NNTF` or `\token_if_eq_meaning:NNTF`). The collected tokens are passed to the *<inline code>* as #1. When begin-group or end-group tokens (usually `{` or `}`) are collected they are replaced by implicit `\c_group_begin_token` and `\c_group_end_token`, and when spaces (including `\c_space_token`) are collected they are replaced by explicit spaces.

For example the following code prints “Hello” to the terminal and leave “, world!” in the input stream.

```
\peek_catcode_collect_inline:Nn A { \iow_term:n {#1} } Hello,~world!
```

Another example is that the following code tests if the next token is `*`, ignoring intervening spaces, but putting them back using #1 if there is no `*`.

```
\peek_meaning_collect_inline:Nn \c_space_token
{ \peek_charcode:NNTF * { star } { no~star #1 } }
```

Index

The italic numbers denote the pages where the corresponding entry is described, numbers underlined point to the definition, all others indicate the places where it is used.

Symbols		
!	<i>256</i>
&&	<i>255</i>
*	<i>256</i>
**	<i>256</i>
+	<i>256</i>
-	<i>256</i>
/	<i>256</i>
\:::	<i>42</i>
\::N	<i>42</i>
\::V	<i>42</i>
\::V_unbraced	<i>42</i>
\::c	<i>42</i>
\::e	<i>42</i>
\::e_unbraced	<i>42</i>
\::error	<i>84</i>
\::f	<i>42</i>
\::f_unbraced	<i>42</i>
\::n	<i>42</i>
\::o	<i>42</i>
\::o_unbraced	<i>42</i>
\::p	<i>42</i>
\::v	<i>42</i>
\::v_unbraced	<i>42</i>
\::x	<i>42</i>
\::x_unbraced	<i>42</i>
<	<i>255</i>
=	<i>255</i>
>	<i>255</i>
?	<i>255</i>
?:	<i>255</i>
⟨scope⟩ commands:		
\ <i>⟨scope⟩_tmpa_⟨type⟩</i>	<i>5</i>
\ <i>⟨scope⟩_tmpb_⟨type⟩</i>	<i>5</i>
~	<i>256</i>
	<i>255</i>
A		
abs	<i>256</i>
acos	<i>258</i>
acosc	<i>258</i>
acot	<i>259</i>
acotd	<i>259</i>
acsc	<i>258</i>
acscd	<i>258</i>
asec	<i>258</i>
asecd	<i>258</i>
asin	<i>258</i>
asind	<i>258</i>
atan	<i>259</i>
atand	<i>259</i>
B		
bool commands:		
\ <i>bool_case_false:n</i>	<i>312</i>
\ <i>bool_case_false:nTF</i>	<i>312</i>
\ <i>bool_case_true:n</i>	<i>312</i>
\ <i>bool_case_true:nTF</i>	<i>312</i>
\ <i>bool_const:Nn</i>	<i>66</i>
\ <i>bool_do_until:Nn</i>	<i>70</i>
\ <i>bool_do_until:nn</i>	<i>70</i>
\ <i>bool_do_while:Nn</i>	<i>70</i>
\ <i>bool_do_while:nn</i>	<i>70</i>
\ <i>bool_gset:N</i>	<i>227</i>
\ <i>bool_gset:Nn</i>	<i>66</i>
\ <i>bool_gset_eq:NN</i>	<i>66</i>
\ <i>bool_gset_false:N</i>	<i>66</i>
\ <i>bool_gset_inverse:N</i>	<i>227</i>
\ <i>bool_gset_inverse:N</i>	<i>311</i>
\ <i>bool_gset_true:N</i>	<i>66</i>
\ <i>bool_if:NTF</i>	<i>66</i>
\ <i>bool_if:nTF</i>	<i>66, 69, 70</i>
\ <i>bool_if_exist:NTF</i>	<i>67</i>
\ <i>bool_if_exist_p:N</i>	<i>67</i>
\ <i>bool_if_p:N</i>	<i>66</i>
\ <i>bool_if_p:n</i>	<i>69</i>
\ <i>bool_lazy_all:nTF</i>	<i>68, 69</i>
\ <i>bool_lazy_all_p:n</i>	<i>69</i>
\ <i>bool_lazy_and:nnTF</i>	<i>68, 69</i>
\ <i>bool_lazy_and_p:nn</i>	<i>68, 69</i>
\ <i>bool_lazy_any:nTF</i>	<i>68, 69</i>
\ <i>bool_lazy_any_p:n</i>	<i>68, 69</i>
\ <i>bool_lazy_or:nnTF</i>	<i>68, 69</i>
\ <i>bool_lazy_or_p:nn</i>	<i>69</i>
\ <i>bool_log:N</i>	<i>67</i>
\ <i>bool_log:n</i>	<i>67</i>
\ <i>bool_new:N</i>	<i>66</i>
\ <i>bool_not_p:n</i>	<i>69</i>
\ <i>bool_set:N</i>	<i>227</i>
\ <i>bool_set:Nn</i>	<i>66</i>
\ <i>bool_set_eq:NN</i>	<i>66</i>
\ <i>bool_set_false:N</i>	<i>66</i>

<code>\c_initex_cctab</code>	266	<code>\char_show_value_lccode:n</code>	188
<code>\c_other_cctab</code>	266	<code>\char_show_value_mathcode:n</code> ...	189
<code>ceil</code>	257	<code>\char_show_value_sfcode:n</code>	189
char commands:		<code>\char_show_value_uccode:n</code>	189
<code>\l_char_active_seq</code>	86, 189	<code>\l_char_special_seq</code>	189
<code>\char_foldcase:N</code>	201	<code>\char_str_foldcase:N</code>	201
<code>\char_generate:nn</code>	119, 186	<code>\char_str_lowercase:N</code>	201
<code>\char_gset_active_eq:NN</code>	186	<code>\char_str_titlecase:N</code>	201
<code>\char_gset_active_eq:nN</code>	186	<code>\char_str_uppercase:N</code>	201
<code>\char_lowercase:N</code>	201	<code>\char_titlecase:N</code>	201
<code>\char_set_active_eq:NN</code>	186	<code>\char_uppercase:N</code>	201
<code>\char_set_active_eq:nN</code>	186	<code>\char_value_catcode:n</code>	188
<code>\char_set_catcode:nn</code>	188	<code>\char_value_lccode:n</code>	188
<code>\char_set_catcode_active:N</code>	187	<code>\char_value_mathcode:n</code>	189
<code>\char_set_catcode_active:n</code>	187	<code>\char_value_sfcode:n</code>	189
<code>\char_set_catcode_alignment:N</code> ..	187	<code>\char_value_uccode:n</code>	189
<code>\char_set_catcode_alignment:n</code> ..	187	choice commands:	
<code>\char_set_catcode_comment:N</code> ...	187	<code>.choice:</code>	227
<code>\char_set_catcode_comment:n</code> ...	187	choices commands:	
<code>\char_set_catcode_end_line:N</code> ..	187	<code>.choices:nn</code>	227
<code>\char_set_catcode_end_line:n</code> ..	187	clist commands:	
<code>\char_set_catcode_escape:N</code>	187	<code>\clist_clear:N</code>	176
<code>\char_set_catcode_escape:n</code>	187	<code>\clist_clear_new:N</code>	176
<code>\char_set_catcode_group_begin:N</code> ..	187	<code>\clist_concat:NNN</code>	177
<code>\char_set_catcode_group_begin:n</code> ..	187	<code>\clist_const:Nn</code>	176
<code>\char_set_catcode_group_end:N</code> ..	187	<code>\clist_count:N</code>	181, 183
<code>\char_set_catcode_group_end:n</code> ..	187	<code>\clist_count:n</code>	181
<code>\char_set_catcode_ignore:N</code>	187	<code>\clist_gclear:N</code>	176
<code>\char_set_catcode_ignore:n</code>	187	<code>\clist_gclear_new:N</code>	176
<code>\char_set_catcode_invalid:N</code> ...	187	<code>\clist_gconcat:NNN</code>	177
<code>\char_set_catcode_invalid:n</code> ...	187	<code>\clist_get:NN</code>	182
<code>\char_set_catcode_letter:N</code>	187	<code>\clist_get:NNTF</code>	182
<code>\char_set_catcode_letter:n</code>	187	<code>\clist_gpop:NN</code>	183
<code>\char_set_catcode_math_subscript:N</code>	187	<code>\clist_gpop:NNTF</code>	183
<code>\char_set_catcode_math_subscript:n</code>	187	<code>\clist_gpush:Nn</code>	183
<code>\char_set_catcode_math_superscript:N</code>	187	<code>\clist_gput_left:Nn</code>	177
<code>\char_set_catcode_math_superscript:n</code>	187	<code>\clist_gput_right:Nn</code>	177
<code>\char_set_catcode_math_toggle:N</code> ..	187	<code>\clist_gremove_all:Nn</code>	178
<code>\char_set_catcode_math_toggle:n</code> ..	187	<code>\clist_gremove_duplicates:N</code> ...	178
<code>\char_set_catcode_other:N</code>	187	<code>\clist_greverse:N</code>	178
<code>\char_set_catcode_other:n</code>	187	<code>.clist_gset:N</code>	227
<code>\char_set_catcode_parameter:N</code> ..	187	<code>\clist_gset:Nn</code>	177
<code>\char_set_catcode_parameter:n</code> ..	187	<code>\clist_gset_eq:NN</code>	176
<code>\char_set_catcode_space:N</code>	187	<code>\clist_gset_from_seq:NN</code>	176
<code>\char_set_catcode_space:n</code>	187	<code>\clist_gsort:Nn</code>	179
<code>\char_set_lccode:nn</code>	188	<code>\clist_if_empty:NTF</code>	179
<code>\char_set_mathcode:nn</code>	189	<code>\clist_if_empty:nTF</code>	179
<code>\char_set_sfcode:nn</code>	189	<code>\clist_if_empty_p:N</code>	179
<code>\char_set_uccode:nn</code>	188	<code>\clist_if_empty_p:n</code>	179
<code>\char_show_value_catcode:n</code>	188	<code>\clist_if_exist:NTF</code>	177
		<code>\clist_if_exist_p:N</code>	177
		<code>\clist_if_in:NnTF</code>	176, 179
		<code>\clist_if_in:nnTF</code>	179
		<code>\clist_item:Nn</code>	183

<code>\clist_item:nn</code>	183	<code>\coffin_gclear:N</code>	288
<code>\clist_log:N</code>	184	<code>\coffin_gjoin:NnnNnnnn</code>	291
<code>\clist_log:n</code>	184	<code>\coffin_gresize:Nnn</code>	290
<code>\clist_map_break:</code>	180	<code>\coffin_grotate:Nn</code>	290
<code>\clist_map_break:n</code>	181	<code>\coffin_gscale:Nnn</code>	290
<code>\clist_map_function:NN</code>	180	<code>\coffin_gset_eq:NN</code>	288
<code>\clist_map_function:nN</code>	180, 313	<code>\coffin_gset_horizontal_pole:Nnn</code>	289
<code>\clist_map_inline:Nn</code>	180	<code>\coffin_gset_vertical_pole:Nnn</code>	290
<code>\clist_map_inline:nn</code>	180	<code>\coffin_ht:N</code>	291
<code>\clist_map_tokens:Nn</code>	180	<code>\coffin_if_exist:NTF</code>	288
<code>\clist_map_tokens:nn</code>	180	<code>\coffin_if_exist_p:N</code>	288
<code>\clist_map_variable:NNn</code>	180	<code>\coffin_join:NnnNnnnn</code>	291
<code>\clist_map_variable:nNn</code>	180	<code>\coffin_log:N</code>	292
<code>\clist_new:N</code>	176	<code>\coffin_log:Nnn</code>	292
<code>\clist_pop:NN</code>	182	<code>\coffin_log_structure:N</code>	292
<code>\clist_pop:NNTF</code>	183	<code>\coffin_mark_handle:Nnnn</code>	292
<code>\clist_push:Nn</code>	183	<code>\coffin_new:N</code>	288
<code>\clist_put_left:Nn</code>	177	<code>\coffin_resize:Nnn</code>	290
<code>\clist_put_right:Nn</code>	177	<code>\coffin_rotate:Nn</code>	290
<code>\clist_rand_item:N</code>	184	<code>\coffin_scale:Nnn</code>	290
<code>\clist_rand_item:n</code>	75, 184	<code>\coffin_set_eq:NN</code>	288
<code>\clist_remove_all:Nn</code>	178	<code>\coffin_set_horizontal_pole:Nnn</code>	289
<code>\clist_remove_duplicates:N</code>	176, 178	<code>\coffin_set_vertical_pole:Nnn</code>	290
<code>\clist_reverse:N</code>	178	<code>\coffin_show:N</code>	292
<code>\clist_reverse:n</code>	178	<code>\coffin_show:Nnn</code>	292
<code>.clist_set:N</code>	227	<code>\coffin_show_structure:N</code>	292
<code>\clist_set:Nn</code>	177, 182	<code>\coffin_typeset:Nnnnn</code>	291
<code>\clist_set_eq:NN</code>	176	<code>\coffin_wd:N</code>	291
<code>\clist_set_from_seq:NN</code>	176	<code>\c_empty_coffin</code>	292
<code>\clist_show:N</code>	184	<code>\g_tmpa_coffin</code>	293
<code>\clist_show:n</code>	184	<code>\l_tmpa_coffin</code>	292
<code>\clist_sort:Nn</code>	179	<code>\g_tmpb_coffin</code>	293
<code>\clist_use:Nn</code>	182	<code>\l_tmpb_coffin</code>	292
<code>\clist_use:nn</code>	182	color commands:	
<code>\clist_use:Nnnn</code>	181, 182	<code>color.sc</code>	298
<code>\clist_use:nnnn</code>	182	<code>\color_ensure_current:</code>	294
<code>\c_empty_clist</code>	184	<code>\color_export:nnN</code>	299
<code>\g_tmpa_clist</code>	184	<code>\color_export:nnnN</code>	299
<code>\l_tmpa_clist</code>	184	<code>\color_fill:n</code>	298
<code>\g_tmpb_clist</code>	184	<code>\color_fill:nn</code>	298
<code>\l_tmpb_clist</code>	184	<code>\l_color_fixed_model_tl</code>	297
cm	261	<code>\color_group_begin:</code>	294
code commands:		<code>\color_group_end:</code>	294
<code>.code:n</code>	228	<code>\color_if_exist:n</code>	297
codepoint commands:		<code>\color_if_exist:nTF</code>	297
<code>\codepoint_generate:nn</code>	269	<code>\color_if_exist_p:n</code>	297
<code>\codepoint_str_generate:n</code>	269	<code>\color_log:n</code>	297
<code>\codepoint_to_nfd:n</code>	269	<code>\color_math:nn</code>	298
coffin commands:		<code>\color_math:nnn</code>	298
<code>\coffin_attach:NnnNnnnn</code>	290	<code>\l_color_math_active_tl</code>	298
<code>\coffin_clear:N</code>	288	<code>\color_model_new:nnn</code>	300
<code>\coffin_display_handles:Nn</code>	291	<code>\color_profile_apply:nn</code>	301
<code>\coffin_dp:N</code>	291	<code>\color_select:n</code>	297
<code>\coffin_gattach:NnnNnnnn</code>	290	<code>\color_select:n(n)</code>	298

<code>\color_select:nn</code>	297	<code>\cs_new_protected_nopar:Nn</code>	17
<code>\color_select:nn(n)</code>	298	<code>\cs_new_protected_nopar:Npn</code>	15
<code>\color_set:nn</code>	297	<code>\cs_new_protected_nopar:Npx</code>	15
<code>\color_set:nnn</code>	297	<code>\cs_parameter_spec:N</code>	22
<code>\color_set_eq:nn</code>	297	<code>\cs_prefix_spec:N</code>	22
<code>\color_show:n</code>	297	<code>\cs_replacement_spec:N</code>	23
<code>\color_stroke:n</code>	298	<code>\cs_set:Nn</code>	17
<code>\color_stroke:nn</code>	298	<code>.cs_set:Np</code>	228
<code>cos</code>	258	<code>\cs_set:Npn</code>	14, 16, 63, 64
<code>cosd</code>	258	<code>\cs_set:Npx</code>	16
<code>cot</code>	258	<code>\cs_set_eq:NN</code>	19, 65
<code>cotd</code>	258	<code>\cs_set_nopar:Nn</code>	18
cs commands:		<code>\cs_set_nopar:Npn</code>	14, 16, 190
<code>\cs:w</code>	21	<code>\cs_set_nopar:Npx</code>	16
<code>\cs_end:</code>	21	<code>\cs_set_protected:Nn</code>	18
<code>\cs_generate_from_arg_count:NNnn</code>	19	<code>.cs_set_protected:Np</code>	228
<code>\cs_generate_variant:Nn</code>		<code>\cs_set_protected:Npn</code>	15, 16
.....	15, 31–33, 65, 309	<code>\cs_set_protected:Npx</code>	16
<code>\cs_gset:Nn</code>	18	<code>\cs_set_protected_nopar:Nn</code>	18
<code>.cs_gset:Np</code>	228	<code>\cs_set_protected_nopar:Npn</code>	16
<code>\cs_gset:Npn</code>	14, 16	<code>\cs_set_protected_nopar:Npx</code>	16
<code>\cs_gset:Npx</code>	16	<code>\cs_show:N</code>	20, 27
<code>\cs_gset_eq:NN</code>	19	<code>\cs_split_function:N</code>	22
<code>\cs_gset_nopar:Nn</code>	18	<code>\cs_to_str:N</code>	6, 21, 110, 122
<code>\cs_gset_nopar:Npn</code>	16	<code>\cs_undefine:N</code>	20
<code>\cs_gset_nopar:Npx</code>	16	<code>csc</code>	258
<code>\cs_gset_protected:Nn</code>	18	<code>cscd</code>	258
<code>.cs_gset_protected:Np</code>	228		
<code>\cs_gset_protected:Npn</code>	16	D	
<code>\cs_gset_protected:Npx</code>	16	<code>dd</code>	261
<code>\cs_gset_protected_nopar:Nn</code>	19	debug commands:	
<code>\cs_gset_protected_nopar:Npn</code>	17	<code>\debug_off:n</code>	29
<code>\cs_gset_protected_nopar:Npx</code>	17	<code>\debug_on:n</code>	29
<code>\cs_if_eq:NNTF</code>	27	<code>\debug_resume:</code>	29
<code>\cs_if_eq_p:NN</code>	27	<code>\debug_suspend:</code>	29
<code>\cs_if_exist</code>	61	default commands:	
<code>\cs_if_exist:NTF</code>	21, 27	<code>.default:n</code>	228
<code>\cs_if_exist_p:N</code>	27	<code>deg</code>	260
<code>\cs_if_exist_use:N</code>	21	dim commands:	
<code>\cs_if_free:NTF</code>	27, 63	<code>\dim_abs:n</code>	211
<code>\cs_if_free_p:N</code>	26, 27, 63	<code>\dim_add:Nn</code>	211
<code>\cs_log:N</code>	20	<code>\dim_case:nn</code>	214
<code>\cs_meaning:N</code>	20	<code>\dim_case:nnTF</code>	214
<code>\cs_new:Nn</code>	17, 64	<code>\dim_compare:nNnTF</code>	212–215, 247
<code>\cs_new:Npn</code>	14, 15, 19, 63, 64	<code>\dim_compare:nTF</code>	212, 213, 215
<code>\cs_new:Npx</code>	15, 38, 39	<code>\dim_compare_p:n</code>	213
<code>\cs_new_eq:NN</code>	19, 65	<code>\dim_compare_p:nNn</code>	212
<code>\cs_new_nopar:Nn</code>	17	<code>\dim_const:Nn</code>	210
<code>\cs_new_nopar:Npn</code>	15	<code>\dim_do_until:nn</code>	215
<code>\cs_new_nopar:Npx</code>	15	<code>\dim_do_until:nNnn</code>	214
<code>\cs_new_protected:Nn</code>	17	<code>\dim_do_while:nn</code>	215
<code>\cs_new_protected:Npn</code>	15	<code>\dim_do_while:nNnn</code>	214
<code>\cs_new_protected:Npx</code>	15	<code>\dim_eval:n</code>	212, 213, 216
<code>\cs_new_protected:Npx</code>	15	<code>\dim_gadd:Nn</code>	211

\exp_args:NNVV	37		
\exp_args:NNx	36		
\exp_args:Nnx	36		
\exp_args:No	32, 35		
\exp_args:Noc	36		
\exp_args:Nof	36		
\exp_args:Noo	36		
\exp_args:Noof	37		
\exp_args:Nooo	37		
\exp_args:Noox	37		
\exp_args:Nox	36		
\exp_args:NV	35		
\exp_args:Nv	35		
\exp_args:NVo	36		
\exp_args:NVV	36		
\exp_args:Nx	35		
\exp_args:Nxo	36		
\exp_args:Nxx	36		
\exp_args_generate:n	309		
\exp_end:	40, 41		
\exp_end_continue_f:nw	41		
\exp_end_continue_f:w	41		
\exp_last_two_unbraced:Nmn	38		
\exp_last_unbraced:Nco	37		
\exp_last_unbraced:NcV	37		
\exp_last_unbraced:Ne	37		
\exp_last_unbraced:Nf	37		
\exp_last_unbraced:Nfo	37		
\exp_last_unbraced:NNf	37		
\exp_last_unbraced:NNNf	37		
\exp_last_unbraced:NNNNf	37		
\exp_last_unbraced:NNNNNo	37		
\exp_last_unbraced:NNNo	37		
\exp_last_unbraced:NnNo	37		
\exp_last_unbraced:NNNV	37		
\exp_last_unbraced:NNo	37		
\exp_last_unbraced:Nno	37		
\exp_last_unbraced:NNV	37		
\exp_last_unbraced:No	37		
\exp_last_unbraced:Noo	37		
\exp_last_unbraced:NV	37		
\exp_last_unbraced:Nv	37		
\exp_last_unbraced:Nx	38		
\exp_not:N	38, 93, 158, 159, 261		
\exp_not:n	38, 39, 51, 93, 115-118, 147, 152, 153, 158, 159, 181-184, 197, 205, 238, 239, 269, 270, 312, 315		
\exp_stop_f:	39, 41, 171		
\ExplFileDate	10		
\ExplFileDescription	10		
\ExplFileName	10		
\ExplFileVersion	10		
\ExplSyntaxOff	5, 9, 175		
\ExplSyntaxOn	5, 9, 175		
		F	
		fact	256
		false	261
		fi commands:	
		\fi:	27, 65, 71, 94, 171, 172, 197, 224, 287
		file commands:	
		\file_compare_timestamp:nNn	98
		\file_compare_timestamp:nNnTF	98
		\file_compare_timestamp_p:nNn	98
		\g_file_curr_dir_str	94
		\g_file_curr_ext_str	94
		\g_file_curr_name_str	94
		\file_full_name:n	95
		\file_get:nnN	95
		\file_get:nnNTF	95
		\file_get_full_name:nN	95
		\file_get_full_name:nNTF	95
		\file_get_hex_dump:nN	96
		\file_get_hex_dump:nnnN	96
		\file_get_hex_dump:nnnNTF	96
		\file_get_hex_dump:nNTF	96
		\file_get_md5five_hash:nN	97
		\file_get_md5five_hash:nNTF	97
		\file_get_size:nN	97
		\file_get_size:nNTF	97
		\file_get_timestamp:nN	97
		\file_get_timestamp:nNTF	97
		\file_hex_dump:n	96
		\file_hex_dump:nnn	96
		\file_if_exist:nTF	95, 98
		\file_if_exist_input:n	98
		\file_if_exist_input:nTF	98
		\file_input:n	98
		\file_input_stop:	98
		\file_log_list:	98
		\file_md5five_hash:n	97
		\file_parse_full_name:n	96
		\file_parse_full_name:nnnN	96
		\file_parse_full_name_apply:nN	96
		\l_file_search_path_seq	95-98
		\file_show_list:	98
		\file_size:n	97
		\file_timestamp:n	97
		flag commands:	
		\flag_clear:n	173, 174
		\flag_clear_new:n	174
		\flag_height:n	174
		\flag_if_exist:n	174
		\flag_if_exist:nTF	174
		\flag_if_exist_p:n	174
		\flag_if_raised:n	174
		\flag_if_raised:nTF	174
		\flag_if_raised_p:n	174
		\flag_log:n	174

<code>\hbox_gset:Nw</code>	281	initial commands:	
<code>\hbox_gset_end:</code>	281	<code>.initial:n</code>	229
<code>\hbox_gset_to_wd:Nnn</code>	281	int commands:	
<code>\hbox_gset_to_wd:Nnw</code>	281	<code>\int_abs:n</code>	160
<code>\hbox_overlap_center:n</code>	281	<code>\int_add:Nn</code>	161
<code>\hbox_overlap_left:n</code>	281	<code>\int_case:nn</code>	164
<code>\hbox_overlap_right:n</code>	281	<code>\int_case:nTF</code>	164
<code>\hbox_set:Nn</code>	276, 280, 281, 294	<code>\int_compare:nNnTF</code>	162–165, 247
<code>\hbox_set:Nw</code>	281	<code>\int_compare:nTF</code>	162, 163, 165, 248
<code>\hbox_set_end:</code>	281	<code>\int_compare_p:n</code>	163
<code>\hbox_set_to_wd:Nnn</code>	281	<code>\int_compare_p:nNn</code>	27, 162
<code>\hbox_set_to_wd:Nnw</code>	281	<code>\int_const:Nn</code>	160
<code>\hbox_to_wd:nn</code>	280	<code>\int_decr:N</code>	161
<code>\hbox_to_zero:n</code>	280	<code>\int_div_round:nn</code>	160
<code>\hbox_unpack:N</code>	281	<code>\int_div_truncate:nn</code>	160
<code>\hbox_unpack_drop:N</code>	284	<code>\int_do_until:nn</code>	165
hcoffin commands:		<code>\int_do_until:nNnn</code>	164
<code>\hcoffin_gset:Nn</code>	289	<code>\int_do_while:nn</code>	165
<code>\hcoffin_gset:Nw</code>	289	<code>\int_do_while:nNnn</code>	164
<code>\hcoffin_gset_end:</code>	289	<code>\int_eval:n</code>	19, 33, 158–164, 171, 311
<code>\hcoffin_set:Nn</code>	289	<code>\int_eval:w</code>	159
<code>\hcoffin_set:Nw</code>	289	<code>\int_from_alph:n</code>	168
<code>\hcoffin_set_end:</code>	289	<code>\int_from_base:nn</code>	169
		<code>\int_from_bin:n</code>	168
		<code>\int_from_hex:n</code>	169
		<code>\int_from_oct:n</code>	169
		<code>\int_from_roman:n</code>	169
		<code>\int_gadd:Nn</code>	161
		<code>\int_gdecr:N</code>	161
		<code>\int_gincr:N</code>	161
		<code>.int_gset:N</code>	229
		<code>\int_gset:Nn</code>	161
		<code>\int_gset_eq:NN</code>	161
		<code>\int_gsub:Nn</code>	162
		<code>\int_gzero:N</code>	161
		<code>\int_gzero_new:N</code>	161
		<code>\int_if_even:nTF</code>	164
		<code>\int_if_even_p:n</code>	164
		<code>\int_if_exist:NTF</code>	161
		<code>\int_if_exist_p:N</code>	161
		<code>\int_if_odd:nTF</code>	164
		<code>\int_if_odd_p:n</code>	164
		<code>\int_incr:N</code>	161
		<code>\int_log:N</code>	170
		<code>\int_log:n</code>	170
		<code>\int_max:nn</code>	160
		<code>\int_min:nn</code>	160
		<code>\int_mod:nn</code>	160
		<code>\int_new:N</code>	160, 161
		<code>\int_rand:n</code>	169, 310
		<code>\int_rand:nn</code>	75, 169, 310
		<code>.int_set:N</code>	229
		<code>\int_set:Nn</code>	161
		<code>\int_set_eq:NN</code>	161
<code>\if</code>	229		
if commands:			
<code>\if:w</code>	28, 185		
<code>\if_bool:N</code>	71		
<code>\if_box_empty:N</code>	287		
<code>\if_case:w</code>	171		
<code>\if_catcode:w</code>	28		
<code>\if_charcode:w</code>	28, 185		
<code>\if_cs_exist:N</code>	28		
<code>\if_cs_exist:w</code>	28		
<code>\if_dim:w</code>	224		
<code>\if_eof:w</code>	94		
<code>\if_false:</code>	27, 65, 197		
<code>\if_hbox:N</code>	287		
<code>\if_int_compare:w</code>	27, 171		
<code>\if_int_odd:w</code>	172		
<code>\if_meaning:w</code>	27		
<code>\if_mode_horizontal:</code>	28		
<code>\if_mode_inner:</code>	28		
<code>\if_mode_math:</code>	28		
<code>\if_mode_vertical:</code>	28		
<code>\if_predicate:w</code>	63, 65, 71		
<code>\if_true:</code>	27, 65		
<code>\if_vbox:N</code>	287		
<code>in</code>	261		
<code>inf</code>	260		
inherit commands:			
<code>.inherit:n</code>	229		

<code>\int_show:N</code>	169	<code>\intarray_new:Nn</code>	240
<code>\int_show:n</code>	170	<code>\intarray_rand_item:N</code>	241
<code>\int_sign:n</code>	160	<code>\intarray_show:N</code>	241
<code>\int_step...</code>	60	<code>\intarray_to_clist:N</code>	310
<code>\int_step_function:nN</code>	166	ior commands:	
<code>\int_step_function:nnN</code>	166	<code>\ior_close:N</code>	87, 310
<code>\int_step_function:nnnN</code>	166, 313	<code>\ior_get:NN</code>	88, 89, 310
<code>\int_step_inline:nn</code>	166	<code>\ior_get:NNTF</code>	88
<code>\int_step_inline:nnn</code>	166	<code>\ior_get_term:nN</code>	310
<code>\int_step_inline:nnnn</code>	166	<code>\ior_if_eof:N</code>	91
<code>\int_step_variable:nNn</code>	166	<code>\ior_if_eof_p:N</code>	91
<code>\int_step_variable:nnNn</code>	166	<code>\ior_log:N</code>	87
<code>\int_step_variable:nnnNn</code>	166	<code>\ior_log_list:</code>	88
<code>\int_sub:Nn</code>	162	<code>\ior_map_break:</code>	90
<code>\int_to_Alph:n</code>	167, 168	<code>\ior_map_break:n</code>	90
<code>\int_to_alpha:n</code>	167, 168	<code>\ior_map_inline:Nn</code>	89
<code>\int_to_arabic:n</code>	167	<code>\ior_map_variable:NNn</code>	89
<code>\int_to_Base:n</code>	168	<code>\ior_new:N</code>	87
<code>\int_to_base:n</code>	168	<code>\ior_open:Nn</code>	87
<code>\int_to_Base:nn</code>	168, 169	<code>\ior_open:NnTF</code>	87
<code>\int_to_base:nn</code>	168, 169	<code>\ior_shell_open:Nn</code>	310
<code>\int_to_bin:n</code>	168	<code>\ior_show:N</code>	87
<code>\int_to_Hex:n</code>	168, 169	<code>\ior_show_list:</code>	88
<code>\int_to_hex:n</code>	168, 169	<code>\ior_str_get:NN</code>	88, 89, 310
<code>\int_to_oct:n</code>	168, 169	<code>\ior_str_get:NNTF</code>	89
<code>\int_to_Roman:n</code>	168, 169	<code>\ior_str_get_term:nN</code>	310
<code>\int_to_roman:n</code>	168, 169	<code>\ior_str_map_inline:Nn</code>	89, 90
<code>\int_to_symbols:nnn</code>	167	<code>\ior_str_map_variable:NNn</code>	90
<code>\int_until_do:nn</code>	165	<code>\g_tmpa_ior</code>	94
<code>\int_until_do:nNnn</code>	165	<code>\g_tmpb_ior</code>	94
<code>\int_use:N</code>	157, 159, 162	iow commands:	
<code>\int_value:w</code>	158, 171	<code>\iow_allow_break:</code>	93, 310
<code>\int_while_do:nn</code>	165	<code>\iow_char:N</code>	81, 92
<code>\int_while_do:nNnn</code>	165	<code>\iow_close:N</code>	87
<code>\int_zero:N</code>	161	<code>\iow_indent:n</code>	93
<code>\int_zero_new:N</code>	161	<code>\l_iow_line_count_int</code>	93
<code>\c_max_char_int</code>	170	<code>\iow_log:N</code>	87
<code>\c_max_int</code>	170, 240	<code>\iow_log:n</code>	91
<code>\c_max_register_int</code>	170	<code>\iow_log_list:</code>	88
<code>\c_one_int</code>	170	<code>\iow_new:N</code>	87
<code>\g_tmpa_int</code>	170	<code>\iow_newline:</code>	81, 91–93
<code>\l_tmpa_int</code>	4, 52, 170	<code>\iow_now:Nn</code>	91, 92
<code>\g_tmpb_int</code>	170	<code>\iow_open:Nn</code>	87
<code>\l_tmpb_int</code>	4, 170	<code>\iow_shipout:Nn</code>	91, 92
<code>\c_zero_int</code>	170	<code>\iow_shipout_x:Nn</code>	91, 92
intarray commands:			
<code>\intarray_const_from_clist:Nn</code> ..	241	<code>\iow_show:N</code>	87
<code>\intarray_count:N</code>	240, 241	<code>\iow_show_list:</code>	88
<code>\intarray_gset:Nnn</code>	240	<code>\iow_term:n</code>	91, 310
<code>\intarray_gset_rand:Nn</code>	310	<code>\iow_wrap:nnnN</code>	91, 93, 310
<code>\intarray_gset_rand:Nnn</code>	310	<code>\c_log_iow</code>	94
<code>\intarray_gzero:N</code>	241	<code>\c_term_iow</code>	94
<code>\intarray_item:Nn</code>	241	<code>\g_tmpa_iow</code>	94
<code>\intarray_log:N</code>	241	<code>\g_tmpb_iow</code>	94

K		<code>\lua_shipout:n</code> 99
keys commands:		<code>\lua_shipout_e:n</code> 99
<code>\l_keys_choice_int</code> 227, 230, 232, 233		M
<code>\l_keys_choice_tl</code> 227, 230, 232, 233		<code>max</code> 257
<code>\keys_define:nn</code> 226	meta commands:	<code>.meta:n</code> 229
<code>\keys_if_choice_exist:nnnTF</code> 237		<code>.meta:nn</code> 229
<code>\keys_if_choice_exist_p:nnn</code> 237		<code>min</code> 257
<code>\keys_if_exist:nnTF</code> 237		<code>mm</code> 261
<code>\keys_if_exist_p:nn</code> 237	mode commands:	<code>\mode_if_horizontal:TF</code> 71
<code>\l_keys_key_str</code> 234		<code>\mode_if_horizontal_p:</code> 71
<code>\keys_log:nn</code> 237		<code>\mode_if_inner:TF</code> 71
<code>\l_keys_path_str</code> 234		<code>\mode_if_inner_p:</code> 71
<code>\keys_precompile:nnN</code> 236		<code>\mode_if_math:TF</code> 71
<code>\keys_set:nn</code> 226, 229, 234–236		<code>\mode_if_math_p:</code> 71
<code>\keys_set_filter:nnn</code> 236		<code>\mode_if_vertical:TF</code> 71
<code>\keys_set_filter:nnnN</code> 236		<code>\mode_if_vertical_p:</code> 71
<code>\keys_set_filter:nnnnN</code> 236		<code>\mode_leave_vertical:</code> 28
<code>\keys_set_groups:nnn</code> 236	msg commands:	<code>\msg_critical:nn</code> 82, 98
<code>\keys_set_known:nn</code> 235		<code>\msg_critical:nnn</code> 82
<code>\keys_set_known:nnN</code> 235		<code>\msg_critical:nnnn</code> 82
<code>\keys_set_known:nnnN</code> 235		<code>\msg_critical:nnnnn</code> 82
<code>\keys_show:nn</code> 237		<code>\msg_critical:nnnnnn</code> 82
<code>\l_keys_usage_load_prop</code> 234		<code>\msg_critical_text:n</code> 80
<code>\l_keys_usage_preamble_prop</code> 234		<code>\msg_error:nn</code> 82
<code>\l_keys_value_tl</code> 234		<code>\msg_error:nnn</code> 82
keyval commands:		<code>\msg_error:nnnn</code> 82
<code>\keyval_parse:NNn</code> 239		<code>\msg_error:nnnnn</code> 82
<code>\keyval_parse:nnn</code> 238, 239		<code>\msg_error:nnnnnn</code> 82, 84
L		<code>\msg_error_text:n</code> 80
legacy commands:		<code>\msg_expandable_error:nn</code> 84
<code>\legacy_if:nTF</code> 102		<code>\msg_expandable_error:nnn</code> 84
<code>.legacy_if_gset:n</code> 229		<code>\msg_expandable_error:nnnn</code> 84
<code>\legacy_if_gset:nn</code> 102		<code>\msg_expandable_error:nnnnn</code> 84
<code>\legacy_if_gset_false:n</code> 102		<code>\msg_expandable_error:nnnnnn</code> 84
<code>.legacy_if_gset_inverse:n</code> 229		<code>\msg_fatal:nn</code> 81
<code>\legacy_if_gset_true:n</code> 102		<code>\msg_fatal:nnn</code> 81
<code>\legacy_if_p:n</code> 102		<code>\msg_fatal:nnnn</code> 81
<code>.legacy_if_set:n</code> 229		<code>\msg_fatal:nnnnn</code> 81
<code>\legacy_if_set:nn</code> 102		<code>\msg_fatal:nnnnnn</code> 81
<code>\legacy_if_set_false:n</code> 102		<code>\msg_fatal_text:n</code> 80
<code>.legacy_if_set_inverse:n</code> 229		<code>\msg_gset:nnn</code> 79
<code>\legacy_if_set_true:n</code> 102		<code>\msg_gset:nnnn</code> 79
<code>ln</code> 257		<code>\msg_if_exist:nnTF</code> 79
<code>logb</code> 257		<code>\msg_if_exist_p:nn</code> 79
<code>ltx.utils</code> 100		<code>\msg_info:nn</code> 83
<code>ltx.utils.filedump</code> 100		<code>\msg_info:nnn</code> 83
<code>ltx.utils.filemd5sum</code> 100		<code>\msg_info:nnnn</code> 83
<code>ltx.utils.filemoddate</code> 100		<code>\msg_info:nnnnn</code> 83
<code>ltx.utils.filesize</code> 101		<code>\msg_info:nnnnnn</code> 83
lua commands:		<code>\msg_info_text:n</code> 80
<code>\lua_escape:n</code> 100		
<code>\lua_load_module:n</code> 100		
<code>\lua_now:n</code> 99, 100		

\pdf_object_if_exist:nTF	303	prg commands:	
\pdf_object_if_exist_p:n	303	\prg_break:	72
\pdf_object_new:n	302, 306	\prg_break:n	72
\pdf_object_new:nn	306	\prg_break_point:	72
\pdf_object_ref:n	302	\prg_break_point:Nn	72, 142
\pdf_object_ref_last:	303	\prg_do_nothing:	13, 72
\pdf_object_unnamed_write:nn	303	\prg_generate_conditional_	
\pdf_object_write:nn	302, 306	variant:Nnn	65
\pdf_object_write:nnn	302, 306	\prg_gset_conditional:Nnn	63
\pdf_pageobject_ref:n	303	\prg_gset_conditional:Npnn	63
\pdf_pagesize_gset:nn	304	\prg_gset_protected_conditional:Nnn	
\pdf_pagobject_ref:n	303	64
\pdf_uncompress:	304	\prg_gset_protected_conditional:Npnn	
\pdf_version:	303	64
\pdf_version_compare:Nn	303	\prg_map_break:Nn	72
\pdf_version_compare:NnTF	303	\prg_new_conditional:Nnn	63
\pdf_version_compare_p:Nn	303	\prg_new_conditional:Npnn	63–65
\pdf_version_gset:n	303	\prg_new_eq_conditional:NNn	65
\pdf_version_major:	303	\prg_new_protected_conditional:Nnn	
\pdf_version_min_gset:n	303	64
\pdf_version_minor:	303	\prg_new_protected_conditional:Npnn	
\pdfstrcmp	126	64
peek commands:		\prg_replicate:nn	71, 113, 150
\peek_after:Nw	72, 194, 195	\prg_return_false:	64, 65
\peek_analysis_map_break:	197	\prg_return_true:	64, 65
\peek_analysis_map_break:n	197	\prg_set_conditional:Nnn	63
\peek_analysis_map_inline:n		\prg_set_conditional:Npnn	63–65
.....	45, 194, 197	\prg_set_eq_conditional:NNn	65
\peek_catcode:NnTF	195	\prg_set_protected_conditional:Nnn	
\peek_catcode_collect_inline:Nn	317	64
\peek_catcode_remove:NnTF	195	\prg_set_protected_conditional:Npnn	
\peek_charcode:NnTF	195, 198, 199	64
\peek_charcode_collect_inline:Nn	317	prop commands:	
\peek_charcode_remove:NnTF	195, 198	\c_empty_prop	209
\peek_gafter:Nw	195	\prop_clear:N	202
\peek_meaning:NnTF	195	\prop_clear_new:N	202
\peek_meaning_collect_inline:Nn	317	\prop_concat:NNN	204
\peek_meaning_remove:NnTF	196	\prop_const_from_keyval:Nn	203
\peek_N_type:NnTF	196	\prop_count:N	205
\peek_regex:NnTF	198	\prop_gclear:N	202
\peek_regex:nTF	198	\prop_gclear_new:N	202
\peek_regex_remove_once:n	198	\prop_gconcat:NNN	204
\peek_regex_remove_once:NnTF	198	\prop_get:Nn	72
\peek_regex_remove_once:nTF	198	\prop_get:NnN	139, 140, 204, 205
\peek_regex_replace_once:Nn	199	\prop_get:NnNTF	204, 206
\peek_regex_replace_once:nn	199	\prop_gpop:NnN	205
\peek_regex_replace_once:NnTF	199	\prop_gpop:NnNTF	205, 207
\peek_regex_replace_once:nnTF	199	\prop_gput:N	230
\peek_remove_filler:n	196	\prop_gput:Nnn	203
\peek_remove_spaces:n	196	\prop_gput_from_keyval:Nn	204
\g_peek_token	195	\prop_gput_if_new:Nnn	204
\l_peek_token	194, 195, 197	\prop_gremove:Nn	205
pi	260	\prop_gset_eq:NN	203
		\prop_gset_from_keyval:Nn	203

<code>\prop_if_empty:N</code>	206	<code>\quark_if_recursion_tail_stop:n</code>	141
<code>\prop_if_empty_p:N</code>	206	<code>\quark_if_recursion_tail_stop_-</code>	
<code>\prop_if_exist:N</code>	206	<code>do:Nn</code>	141
<code>\prop_if_exist_p:N</code>	206	<code>\quark_if_recursion_tail_stop_-</code>	
<code>\prop_if_in:Nn</code>	206	<code>do:nn</code>	141
<code>\prop_if_in_p:Nn</code>	206	<code>\quark_new:N</code>	140
<code>\prop_item:Nn</code>	205, 207	<code>\q_recursion_stop</code>	25, 141, 142
<code>\prop_log:N</code>	209	<code>\q_recursion_tail</code>	141, 142
<code>\prop_map_break:</code>	208	<code>\q_stop</code>	25, 37, 115, 139, 140
<code>\prop_map_break:n</code>	208		
<code>\prop_map_function:NN</code>	207, 311		
<code>\prop_map_inline:Nn</code>	207		
<code>\prop_map_tokens:Nn</code>	207		
<code>\prop_new:N</code>	202		
<code>\prop_pop:NnN</code>	204		
<code>\prop_pop:NnNTF</code>	204, 207		
<code>.prop_put:N</code>	230		
<code>\prop_put:Nnn</code>	203, 204		
<code>\prop_put_from_keyval:Nn</code>	204		
<code>\prop_put_if_new:Nnn</code>	204		
<code>\prop_rand_key_value:N</code>	312		
<code>\prop_remove:Nn</code>	205		
<code>\prop_set_eq:NN</code>	203		
<code>\prop_set_from_keyval:Nn</code>	203, 204		
<code>\prop_show:N</code>	208		
<code>\prop_to_keyval:N</code>	205		
<code>\g_tmpa_prop</code>	209		
<code>\l_tmpa_prop</code>	209		
<code>\g_tmpb_prop</code>	209		
<code>\l_tmpb_prop</code>	209		
<code>\ProvidesExplClass</code>	9		
<code>\ProvidesExplFile</code>	9		
<code>\ProvidesExplPackage</code>	9		
<code>pt</code>	261		
Q			
quark commands:			
<code>\q_mark</code>	140		
<code>\q_nil</code>	25, 120, 140		
<code>\q_no_value</code>	75, 88, 89, 95–97, 139, 140, 146, 147, 153, 182, 204, 205, 314		
<code>\quark_if_nil:N</code>	140		
<code>\quark_if_nil:n</code>	140		
<code>\quark_if_nil_p:N</code>	140		
<code>\quark_if_nil_p:n</code>	140		
<code>\quark_if_no_value:N</code>	140		
<code>\quark_if_no_value:n</code>	140		
<code>\quark_if_no_value_p:N</code>	140		
<code>\quark_if_no_value_p:n</code>	140		
<code>\quark_if_recursion_tail_-</code>			
<code>break:NN</code>	142		
<code>\quark_if_recursion_tail_-</code>			
<code>break:nN</code>	142		
<code>\quark_if_recursion_tail_stop:N</code>	141		
R			
<code>rand</code>	260		
<code>randint</code>	260		
regex commands:			
<code>\regex_const:Nn</code>	54		
<code>\regex_count:NnN</code>	55		
<code>\regex_count:nnN</code>	55		
<code>\regex_extract_all:NnN</code>	57		
<code>\regex_extract_all:nnN</code>	47, 57		
<code>\regex_extract_all:NnNTF</code>	57		
<code>\regex_extract_all:nnNTF</code>	57		
<code>\regex_extract_once:NnN</code>	56		
<code>\regex_extract_once:nnN</code>	56, 57		
<code>\regex_extract_once:NnNTF</code>	56		
<code>\regex_extract_once:nnNTF</code>	50, 56		
<code>\regex_gset:Nn</code>	54		
<code>\regex_log:N</code>	55		
<code>\regex_log:n</code>	55		
<code>\regex_match:NnTF</code>	55		
<code>\regex_match:nnTF</code>	55, 56		
<code>\regex_match_case:nn</code>	56, 58		
<code>\regex_match_case:nnTF</code>	56		
<code>\regex_new:N</code>	54		
<code>\regex_replace:nnN</code>	186		
<code>\regex_replace_all:NnN</code>	58		
<code>\regex_replace_all:nnN</code>	47, 58		
<code>\regex_replace_all:NnNTF</code>	58		
<code>\regex_replace_all:nnNTF</code>	58		
<code>\regex_replace_case_all:nN</code>	59		
<code>\regex_replace_case_all:nNTF</code>	59		
<code>\regex_replace_case_once:nN</code>	58		
<code>\regex_replace_case_once:nNTF</code>	58		
<code>\regex_replace_once:NnN</code>	57		
<code>\regex_replace_once:nnN</code>	56–58, 199		
<code>\regex_replace_once:NnNTF</code>	57		
<code>\regex_replace_once:nnNTF</code>	57		
<code>\regex_set:Nn</code>	46, 54, 55		
<code>\regex_show:N</code>	55		
<code>\regex_show:n</code>	47, 52, 55		
<code>\regex_split:NnN</code>	57		
<code>\regex_split:nnN</code>	57		
<code>\regex_split:NnNTF</code>	57		
<code>\regex_split:nnNTF</code>	57		
<code>\g_tmpa_regex</code>	59		

\l_tmpa_regex	59	\seq_gset_split:Nnn	145
\g_tmpb_regex	59	\seq_gset_split_keep_spaces:Nnn	145
\l_tmpb_regex	59	\seq_gshuffle:N	149
reverse commands:		\seq_gsort:Nn	149
\reverse_if:N	27	\seq_if_empty:NTF	149
round	257	\seq_if_empty_p:N	149
		\seq_if_exist:NTF	146
		\seq_if_exist_p:N	146
		\seq_if_in:NnTF	150, 154, 155
		\seq_item:Nn	56, 147
		\seq_log:N	156
		\seq_map_break:	151, 152, 313
		\seq_map_break:n	151
		\seq_map_function:NN	6, 150, 311
		\seq_map_indexed_function:NN ..	150
		\seq_map_indexed_inline:Nn	151
		\seq_map_inline:Nn	150, 155
		\seq_map_tokens:Nn	150
		\seq_map_variable:NNn	150
		\seq_mapthread_function:NNN	313
		\seq_new:N	6, 144
		\seq_pop:NN	153
		\seq_pop:NNTF	154
		\seq_pop_item:NnN	314
		\seq_pop_item:NnNTF	314
		\seq_pop_left:NN	146
		\seq_pop_left:NNTF	148
		\seq_pop_right:NN	147
		\seq_pop_right:NNTF	148
		\seq_push:Nn	154
		\seq_put_left:Nn	146
		\seq_put_right:Nn	146, 154, 155
		\seq_rand_item:N	147
		\seq_remove_all:Nn	145, 149, 154, 155
		\seq_remove_duplicates:N	149, 154, 155
		\seq_reverse:N	149
		\seq_set_eq:NN	144, 155
		\seq_set_filter:NNn	313
		\seq_set_from_clist:NN	145
		\seq_set_from_clist:Nn	145, 176
		\seq_set_from_function:NnN	313
		\seq_set_from_inline_x:Nnn	313
		\seq_set_item:Nnn	314
		\seq_set_item:NnnTF	314
		\seq_set_map:NNn	152
		\seq_set_map_x:NNn	152
		\seq_set_split:Nnn	145
		\seq_set_split_keep_spaces:Nnn ..	145
		\seq_show:N	156
		\seq_shuffle:N	149
		\seq_sort:Nn	44, 149
		\seq_use:Nn	153
		\seq_use:Nnnn	152
		\g_tmpa_seq	156

\l_tmpa_seq	156	\c_circumflex_str	134
\g_tmpb_seq	156	\c_colon_str	134
\l_tmpb_seq	156	\c_dollar_str	134
sign	257	\c_hash_str	134
sin	258	\c_left_brace_str	134
sind	258	\c_percent_str	134
skip commands:		\c_right_brace_str	134
\c_max_skip	221	\str_case:Nn	125
\skip_add:Nn	219	\str_case:nn	125
\skip_const:Nn	218	\str_case:NnTF	125
\skip_eval:n	220	\str_case:nnTF	125
\skip_gadd:Nn	219	\str_case_e:nn	126
.skip_gset:N	230	\str_case_e:nnTF	126
\skip_gset:Nn	219	\str_casefold:n	132–134, 271
\skip_gset_eq:NN	219	\c_str_cctab	266
\skip_gsub:Nn	219	\str_clear:N	123
\skip_gzero:N	219	\str_clear_new:N	123
\skip_gzero_new:N	219	\str_compare:nNnTF	126
\skip_horizontal:N	221	\str_compare_p:nNn	126
\skip_horizontal:n	221	\str_concat:NNN	123
\skip_if_eq:nnTF	220	\str_const:Nn	123
\skip_if_eq_p:nn	220	\str_convert_pdfname:n	137
\skip_if_exist:NnTF	219	\str_count:N	128
\skip_if_exist_p:N	219	\str_count:n	128
\skip_if_finite:nTF	220	\str_count_ignore_spaces:n	128
\skip_if_finite_p:n	220	\str_count_spaces:N	128
\skip_log:N	221	\str_count_spaces:n	128
\skip_log:n	221	\str_foldcase:n	134, 201
\skip_new:N	218, 219	\str_gclear:N	123
.skip_set:N	230	\str_gconcat:NNN	123
\skip_set:Nn	219	\str_gput_left:Nn	124
\skip_set_eq:NN	219	\str_gput_right:Nn	124
\skip_show:N	220	\str_gremove_all:Nn	131
\skip_show:n	220	\str_gremove_once:Nn	131
\skip_sub:Nn	219	\str_greplace_all:Nnn	131
\skip_use:N	220	\str_greplace_once:Nnn	131
\skip_vertical:N	222	.str_gset:N	230
\skip_vertical:n	222	\str_gset:Nn	124
\skip_zero:N	219, 222	\str_gset_convert:Nnnn	137
\skip_zero_new:N	219	\str_gset_convert:NnnnTF	137
\g_tmpa_skip	221	\str_gset_eq:NN	123
\l_tmpa_skip	221	.str_gset_x:N	230
\g_tmpb_skip	221	\str_head:N	129
\l_tmpb_skip	221	\str_head:n	129
\c_zero_skip	221	\str_head_ignore_spaces:n	129
sort commands:		\str_if_empty:NnTF	124
\sort_return_same:	43, 44	\str_if_empty:nTF	124
\sort_return_swapped:	43, 44	\str_if_empty_p:N	124
sp	261	\str_if_empty_p:n	124
sqrt	259	\str_if_eq:nn	202
str commands:		\str_if_eq:NnTF	124
\c_ampersand_str	134	\str_if_eq:nnTF	124
\c_atsign_str	134	106, 107, 125, 126, 206, 207	
\c_backslash_str	134	\str_if_eq_p:NN	124

<code>\str_if_eq_p:nn</code>	125	<code>\c_sys_engine_exec_str</code>	74
<code>\str_if_exist:N</code>	123	<code>\c_sys_engine_format_str</code>	74
<code>\str_if_exist_p:N</code>	123	<code>\c_sys_engine_str</code>	74
<code>\str_if_in:NnTF</code>	125	<code>\c_sys_engine_version_str</code>	314
<code>\str_if_in:nnTF</code>	125	<code>\sys_ensure_backend:</code>	76
<code>\str_item:Nn</code>	129	<code>\sys_finalise:</code>	77
<code>\str_item:nn</code>	129	<code>\sys_get_shell:nnN</code>	75
<code>\str_item_ignore_spaces:nn</code>	129	<code>\sys_get_shell:nnNTF</code>	75, 310
<code>\str_log:N</code>	133	<code>\sys_gset_rand_seed:n</code>	75, 260
<code>\str_log:n</code>	133	<code>\c_sys_hour_int</code>	73
<code>\str_lowercase:n</code>	132, 271	<code>\sys_if_engine luatex:TF</code>	74, 99
<code>\str_map_break:</code>	127	<code>\sys_if_engine luatex_p:</code>	74
<code>\str_map_break:n</code>	127, 128	<code>\sys_if_engine pdftex:TF</code>	74
<code>\str_map_function:NN</code>	126	<code>\sys_if_engine pdftex_p:</code>	74
<code>\str_map_function:nN</code>	126, 127	<code>\sys_if_engine ptex:TF</code>	74
<code>\str_map_inline:Nn</code>	127	<code>\sys_if_engine ptex_p:</code>	74
<code>\str_map_inline:nn</code>	127	<code>\sys_if_engine uptex:TF</code>	74
<code>\str_map_tokens:Nn</code>	127	<code>\sys_if_engine uptex_p:</code>	74
<code>\str_map_tokens:nn</code>	127	<code>\sys_if_engine xetex:TF</code>	6, 74
<code>\str_map_variable:NNn</code>	127	<code>\sys_if_engine xetex_p:</code>	74
<code>\str_map_variable:nNn</code>	127	<code>\sys_if_output_dvi:TF</code>	74
<code>\str_new:N</code>	123	<code>\sys_if_output_dvi_p:</code>	74
<code>\str_put_left:Nn</code>	124	<code>\sys_if_output_pdf:TF</code>	74
<code>\str_put_right:Nn</code>	124	<code>\sys_if_output_pdf_p:</code>	74
<code>\str_range:Nnn</code>	130	<code>\sys_if_platform_unix:TF</code>	75
<code>\str_range:nnn</code>	96, 130	<code>\sys_if_platform_unix_p:</code>	75
<code>\str_range_ignore_spaces:nnn</code> ..	130	<code>\sys_if_platform_windows:TF</code>	75
<code>\str_remove_all:Nn</code>	131	<code>\sys_if_platform_windows_p:</code>	75
<code>\str_remove_once:Nn</code>	131	<code>\sys_if_rand_exist:TF</code>	314
<code>\str_replace_all:Nnn</code>	131	<code>\sys_if_rand_exist_p:</code>	314
<code>\str_replace_once:Nnn</code>	131	<code>\sys_if_shell:</code>	76
<code>.str_set:N</code>	230	<code>\sys_if_shell:TF</code>	76
<code>\str_set:Nn</code>	124, 131, 230	<code>\sys_if_shell_p:</code>	76
<code>\str_set_convert:Nnnn</code>	137, 138	<code>\sys_if_shell_restricted:TF</code>	76
<code>\str_set_convert:NnnnTF</code>	137	<code>\sys_if_shell_restricted_p:</code>	76
<code>\str_set_eq:NN</code>	123	<code>\sys_if_shell_unrestricted:TF</code> ..	76
<code>.str_set_x:N</code>	230	<code>\sys_if_shell_unrestricted_p:</code> ..	76
<code>\str_show:N</code>	133	<code>\c_sys_jobname_str</code>	73, 94
<code>\str_show:n</code>	133	<code>\sys_load_backend:n</code>	76, 77
<code>\str_tail:N</code>	129	<code>\sys_load_debug:</code>	77
<code>\str_tail:n</code>	129	<code>\c_sys_minute_int</code>	73
<code>\str_tail_ignore_spaces:n</code>	129	<code>\c_sys_month_int</code>	73
<code>\str_uppercase:n</code>	132, 271	<code>\c_sys_output_str</code>	74
<code>\str_use:N</code>	128	<code>\c_sys_platform_str</code>	75
<code>\c_tilde_str</code>	134	<code>\sys_rand_seed:</code>	75, 149, 260
<code>\g_tmpa_str</code>	134	<code>\c_sys_shell_escape_int</code>	76
<code>\l_tmpa_str</code>	131, 134	<code>\sys_shell_now:n</code>	76
<code>\g_tmpb_str</code>	134	<code>\sys_shell_shipout:n</code>	76
<code>\l_tmpb_str</code>	134	<code>\sys_timer:</code>	74
<code>\c_underscore_str</code>	134	<code>\c_sys_year_int</code>	73
<code>\c_zero_str</code>	134		

sys commands:

<code>\c_sys_backend_str</code>	77	T	
<code>\c_sys_day_int</code>	73	<code>tan</code>	258
		<code>tand</code>	258

TeX and L^AT_EX 2_ε commands:

<code>\@filelist</code>	98
<code>\@firstofone</code>	23
<code>\@firstoftwo</code>	24
<code>\@gobbletwo</code>	25
<code>\@gobble</code>	25
<code>\@secondoftwo</code>	24
<code>\box</code>	284
<code>\char</code>	201
<code>\chardef</code>	193
<code>\copy</code>	277
<code>\count</code>	200
<code>\csname</code>	21
<code>\def</code>	200
<code>\detokenize</code>	110
<code>\directlua</code>	99
<code>\dp</code>	278
<code>\edef</code>	3, 6
<code>\endcsname</code>	21
<code>\endinput</code>	82
<code>\endlinechar</code>	88, 119, 120
<code>\endtemplate</code>	72
<code>\escapechar</code>	110
<code>\everypar</code>	28, 196
<code>\expandafter</code>	38, 40
<code>\expanded</code>	6, 25, 33, 35
<code>\fi</code>	199
<code>\fmtname</code>	74
<code>\font</code>	199
<code>\fontdimen</code>	61, 241
<code>\halign</code>	72
<code>\hskip</code>	221
<code>\ht</code>	278
<code>\ifcase</code>	171
<code>\ifdim</code>	224
<code>\ifeof</code>	94
<code>\iffalse</code>	66
<code>\ifhbox</code>	287
<code>\ifnum</code>	171
<code>\ifodd</code>	172
<code>\iftrue</code>	66
<code>\ifvbox</code>	287
<code>\ifvoid</code>	287
<code>\ifx</code>	27
<code>\infty</code>	254
<code>\input@path</code>	95
<code>\jobname</code>	73
<code>\kcatcode</code>	269
<code>\leavevmode</code>	28
<code>\long</code>	5, 201
<code>\luaescapestring</code>	100
<code>\makeatletter</code>	9
<code>\mathchar</code>	201
<code>\mathchardef</code>	193
<code>\mathord</code>	298
<code>\meaning</code>	20, 190, 200, 201
<code>\message</code>	33
<code>\newif</code>	66, 102
<code>\newlinechar</code>	119, 120
<code>\newtoks</code>	43
<code>\noexpand</code>	38, 199
<code>\number</code>	171
<code>\or</code>	171
<code>\outer</code>	201
<code>\parindent</code>	28
<code>\pdfescapechar</code>	136
<code>\pdfescapestring</code>	136
<code>\pdfuniformdeviate</code>	260
<code>\pi</code>	254
<code>\protected</code>	201
<code>\ProvidesClass</code>	9
<code>\ProvidesFile</code>	9
<code>\ProvidesPackage</code>	9
<code>\read</code>	88
<code>\readline</code>	89
<code>\relax</code>	27, 199
<code>\RequirePackage</code>	10
<code>\romannumeral</code>	40
<code>\scantokens</code>	120, 138
<code>\show</code>	20, 112
<code>\showgroups</code>	14
<code>\showtokens</code>	112
<code>\sin</code>	254
<code>\string</code>	190
<code>\tenrm</code>	199
<code>\the</code>	162, 199, 216, 220, 223
<code>\toks</code>	43, 149, 171
<code>\topmark</code>	200
<code>\unexpanded</code>	39, 111, 116, 117, 147, 152, 153, 178, 181–184, 205, 312, 315
<code>\unhbox</code>	284
<code>\unhcopy</code>	281
<code>\uniformdeviate</code>	260
<code>\unless</code>	27
<code>\unvbox</code>	284
<code>\unvcopy</code>	283
<code>\value</code>	158
<code>\verb</code>	120
<code>\vskip</code>	222
<code>\wd</code>	278
<code>\write</code>	91
text commands:	
<code>\l_text_case_exclude_arg_tl</code>	271, 273
<code>\text_case_switch:nmm</code>	272
<code>\text_declare_case_equivalent:Nn</code>	272
<code>\text_declare_expand_equivalent:Nn</code>	270

<code>\text_declare_purify_equivalent:Nn</code>	111
.....	273
<code>\text_expand</code>	271
<code>\text_expand:n</code>	270, 273, 274
<code>\l_text_expand_exclude_tl</code>	270, 273
<code>\text_lowercase:n</code>	132, 188, 271
<code>\text_lowercase:nn</code>	271
<code>\text_map_break:</code>	274
<code>\text_map_break:n</code>	274
<code>\text_map_function:nN</code>	274
<code>\text_map_inline:mn</code>	274
<code>\l_text_math_arg_tl</code>	270, 273
<code>\l_text_math_delims_tl</code>	270, 273
<code>\text_purify:n</code>	273
<code>\text_titlecase:n</code>	132, 201, 271, 272
<code>\text_titlecase:nn</code>	271
<code>\l_text_titlecase_check_letter_</code>	
bool	272, 273
<code>\text_titlecase_first:n</code>	271, 272
<code>\text_titlecase_first:mn</code>	271
<code>\text_uppercase:n</code>	132, 188, 201, 271
<code>\text_uppercase:nn</code>	271
tl commands:	
<code>\c_catcode_active_space_tl</code>	316
<code>\c_catcode_active_tl</code>	190
<code>\c_catcode_other_space_tl</code>	186
<code>\c_empty_tl</code>	120
<code>\c_novalue_tl</code>	107, 120
<code>\c_space_tl</code>	120
<code>\tl_analysis_log:N</code>	45
<code>\tl_analysis_log:n</code>	45
<code>\tl_analysis_map_inline:Nn</code>	45
<code>\tl_analysis_map_inline:nn</code>	45, 197
<code>\tl_analysis_show:N</code>	45
<code>\tl_analysis_show:n</code>	45
<code>\tl_build_begin:N</code>	315, 316
<code>\tl_build_clear:N</code>	315
<code>\tl_build_end:N</code>	315, 316
<code>\tl_build_gbegin:N</code>	315, 316
<code>\tl_build_gclear:N</code>	315
<code>\tl_build_gend:N</code>	316
<code>\tl_build_get:NN</code>	316
<code>\tl_build_gput_left:Nn</code>	316
<code>\tl_build_gput_right:Nn</code>	316
<code>\tl_build_put_left:Nn</code>	316
<code>\tl_build_put_right:Nn</code>	316
<code>\tl_case:Nn</code>	108
<code>\tl_case:NnTF</code>	108
<code>\tl_clear:N</code>	105
<code>\tl_clear_new:N</code>	105
<code>\tl_concat:NNN</code>	105
<code>\tl_const:Nn</code>	105
<code>\tl_count:N</code>	32, 107, 110, 111
<code>\tl_count:n</code>	32, 107, 110, 111
<code>\tl_count_tokens:n</code>	111
<code>\tl_gclear:N</code>	105
<code>\tl_gclear_new:N</code>	105
<code>\tl_gconcat:NNN</code>	105
<code>\tl_gput_left:Nn</code>	105
<code>\tl_gput_right:Nn</code>	106
<code>\tl_gremove_all:Nn</code>	119
<code>\tl_gremove_once:Nn</code>	118
<code>\tl_greplace_all:Nnn</code>	118
<code>\tl_greplace_once:Nnn</code>	118
<code>\tl_greverse:N</code>	111
<code>.tl_gset:N</code>	230
<code>\tl_gset:Nn</code>	105, 146, 316
<code>\tl_gset_eq:NN</code>	105
<code>\tl_gset_rescan:Nnn</code>	119
<code>.tl_gset_x:N</code>	231
<code>\tl_gsort:Nn</code>	118
<code>\tl_gtrim_spaces:N</code>	112
<code>\tl_head:N</code>	115
<code>\tl_head:n</code>	115
<code>\tl_head:w</code>	115
<code>\tl_if_blank:nTF</code>	106, 115
<code>\tl_if_blank_p:n</code>	106
<code>\tl_if_empty:NTF</code>	106
<code>\tl_if_empty:nTF</code>	106
<code>\tl_if_empty_p:N</code>	106
<code>\tl_if_empty_p:n</code>	106
<code>\tl_if_eq:NNTF</code>	106–108, 124, 139
<code>\tl_if_eq:NnTF</code>	106
<code>\tl_if_eq:nnTF</code>	107, 125, 149, 178
<code>\tl_if_eq_p:NN</code>	106
<code>\tl_if_exist:NTF</code>	105
<code>\tl_if_exist_p:N</code>	105
<code>\tl_if_head_eq_catcode:nNTF</code>	108
<code>\tl_if_head_eq_catcode_p:nN</code>	108
<code>\tl_if_head_eq_charcode:nNTF</code>	108
<code>\tl_if_head_eq_charcode_p:nN</code>	108
<code>\tl_if_head_eq_meaning:nNTF</code>	108
<code>\tl_if_head_eq_meaning_p:nN</code>	108
<code>\tl_if_head_is_group:nTF</code>	109
<code>\tl_if_head_is_group_p:n</code>	109
<code>\tl_if_head_is_N_type:nTF</code>	109
<code>\tl_if_head_is_N_type_p:n</code>	109
<code>\tl_if_head_is_space:nTF</code>	109, 116
<code>\tl_if_head_is_space_p:n</code>	109
<code>\tl_if_in:NnTF</code>	107
<code>\tl_if_in:nnTF</code>	107
<code>\tl_if_novalue:NTF</code>	107
<code>\tl_if_novalue_p:n</code>	107
<code>\tl_if_single:NTF</code>	107
<code>\tl_if_single:nTF</code>	107
<code>\tl_if_single_p:N</code>	107
<code>\tl_if_single_p:n</code>	107
<code>\tl_if_single_token:nTF</code>	107

<code>\tl_if_single_token_p:n</code>	107	<code>\g_tmpb_tl</code>	121
<code>\tl_item:Nn</code>	116	<code>\l_tmpb_tl</code>	120
<code>\tl_item:nn</code>	116	token commands:	
<code>\tl_log:N</code>	112	<code>\c_alignment_token</code>	190
<code>\tl_log:n</code>	112	<code>\c_catcode_letter_token</code>	190
<code>\tl_map_break:</code>	61, 114	<code>\c_catcode_other_token</code>	190
<code>\tl_map_break:n</code>	114	<code>\c_group_begin_token</code>	190
<code>\tl_map_function:NN</code>	113, 313	<code>\c_group_end_token</code>	190
<code>\tl_map_function:nN</code>	113	<code>\c_math_subscript_token</code>	190
<code>\tl_map_inline:Nn</code>	113	<code>\c_math_superscript_token</code>	190
<code>\tl_map_inline:nn</code>	113, 142	<code>\c_math_toggle_token</code>	190
<code>\tl_map_tokens:Nn</code>	113	<code>\c_parameter_token</code>	190
<code>\tl_map_tokens:nn</code>	113	<code>\c_space_token</code>	
<code>\tl_map_variable:NNn</code>	113	38, 109, 120, 190, 196, 317
<code>\tl_map_variable:nNn</code>	113	<code>\token_case_catcode:Nn</code>	194
<code>\tl_new:N</code>	104, 105, 190	<code>\token_case_catcode:NnTF</code>	194
<code>\tl_put_left:Nn</code>	105	<code>\token_case_charcode:Nn</code>	194
<code>\tl_put_right:Nn</code>	106	<code>\token_case_charcode:NnTF</code>	194
<code>\tl_rand_item:N</code>	116	<code>\token_case_meaning:Nn</code>	194
<code>\tl_rand_item:n</code>	116	<code>\token_case_meaning:NnTF</code>	194
<code>\tl_range:Nnn</code>	117	<code>\token_if_active:NTF</code>	192
<code>\tl_range:nnn</code>	117, 130, 315	<code>\token_if_active_p:N</code>	192
<code>\tl_range_braced:Nnn</code>	315	<code>\token_if_alignment:NTF</code>	191
<code>\tl_range_braced:nnn</code>	117, 315	<code>\token_if_alignment_p:N</code>	191
<code>\tl_range_unbraced:Nnn</code>	315	<code>\token_if_chardef:NTF</code>	193
<code>\tl_range_unbraced:nnn</code>	117, 315	<code>\token_if_chardef_p:N</code>	193
<code>\tl_remove_all:Nn</code>	118, 119	<code>\token_if_cs:NTF</code>	192
<code>\tl_remove_once:Nn</code>	118	<code>\token_if_cs_p:N</code>	192
<code>\tl_replace_all:Nnn</code>	118	<code>\token_if_dim_register:NTF</code>	193
<code>\tl_replace_once:Nnn</code>	118	<code>\token_if_dim_register_p:N</code>	193
<code>\tl_rescan:nn</code>	119, 120, 266	<code>\token_if_eq_catcode:NNTF</code>	
<code>\tl_reverse:N</code>	111	192, 194, 195, 317
<code>\tl_reverse:n</code>	111	<code>\token_if_eq_catcode_p:NN</code>	192
<code>\tl_reverse_items:n</code>	111	<code>\token_if_eq_charcode:NNTF</code>	
<code>.tl_set:N</code>	230	192, 194, 195, 317
<code>\tl_set:Nn</code> 105, 119, 120, 146, 231, 316		<code>\token_if_eq_charcode_p:NN</code>	192
<code>\tl_set_eq:NN</code>	105, 176	<code>\token_if_eq_meaning:NNTF</code>	
<code>\tl_set_rescan:Nnn</code>	119, 120, 266	192, 194–196, 317
<code>.tl_set_x:N</code>	231	<code>\token_if_eq_meaning_p:NN</code>	192
<code>\tl_show:N</code>	112, 176	<code>\token_if_expandable:NTF</code>	192
<code>\tl_show:n</code>	84, 112	<code>\token_if_expandable_p:N</code>	192
<code>\tl_sort:Nn</code>	118	<code>\token_if_font_selection:NTF</code> ..	193
<code>\tl_sort:nN</code>	118	<code>\token_if_font_selection_p:N</code> ..	193
<code>\tl_tail:N</code>	115	<code>\token_if_group_begin:NTF</code>	191
<code>\tl_tail:n</code>	115	<code>\token_if_group_begin_p:N</code>	191
<code>\tl_to_str:N</code>	93, 110, 122	<code>\token_if_group_end:NTF</code>	191
<code>\tl_to_str:n</code> .. 51, 53, 75, 93, 110,		<code>\token_if_group_end_p:N</code>	191
119, 120, 122, 132, 133, 202, 203, 226		<code>\token_if_int_register:NTF</code>	193
<code>\tl_trim_spaces:N</code>	112	<code>\token_if_int_register_p:N</code>	193
<code>\tl_trim_spaces:n</code>	111	<code>\token_if_letter:NTF</code>	192
<code>\tl_trim_spaces_apply:nN</code>	112	<code>\token_if_letter_p:N</code>	192
<code>\tl_use:N</code>	110, 216, 220, 223	<code>\token_if_long_macro:NTF</code>	192
<code>\g_tmpa_tl</code>	121	<code>\token_if_long_macro_p:N</code>	192
<code>\l_tmpa_tl</code>	6, 59, 119, 120	<code>\token_if_macro:NTF</code>	192

