Abstract

Marks are used to communicate information about the content of a page to the output routine. For example, in order to construct running headers, the output routine needs information about which section names are present on a page, and this information is passed to it through the mark system. However, marks may also be used for other purposes. This module provides a generalized mechanism for marks of independent classes.

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1 Introduction

The \TeX engines offer a low-level mark mechanism to communicate information about the content of the current page to the asynchronous operating output routine. It works by placing \texttt{\mark} commands into the source document. When the material for the current page is assembled in box 255, \TeX scans for such marks and sets the commands \texttt{\topmark}, \texttt{\firstmark} and \texttt{\botmark}. The \texttt{\firstmark} receives the content of the first \texttt{\mark} seen in box 255 and \texttt{\botmark} the content of the last mark seen. The \texttt{\topmark} holds the content of the last mark seen on the previous page or more exactly the value of \texttt{\botmark} from the previous page. If there are no marks on the current page then all three are made equal to the \texttt{\botmark} from the previous page.

This mechanism works well for simple formats (such as plain \TeX) whose output routines are only called to generate pages. It fails, however, in \LaTeX (and other more complex formats), because here the output routine is sometimes called without producing a page, e.g., when encountering a float and placing it into one of the float regions. In that case the output routine is called, determines where to place the float, alters the goal for assembling text material (if the float was added to the top or bottom region) and then it resumes collecting textual material.

As a result the \texttt{\botmark} gets updated and so \texttt{\topmark} no longer reflects the situation at the top of the next page when that page is finally boxed.

Another problem for \LaTeX was that it wanted to use several “independent” marks and in the early implementations of \TeX there was only a single \texttt{\mark} command available. For that reason \LaTeX implemented its own mark mechanism where the marks always contained two parts with their own interfaces: \texttt{\markboth} and \texttt{\markright} to set marks and \texttt{\leftmark} and \texttt{\rightmark} to retrieve them.

However, this extended mechanism (while supporting scenarios such as chapter/section marks) was far from general. The mark situation at the top of a page (i.e., \texttt{\topmark}) remained unusable and the two marks offered were not really independent of each other because \texttt{\markboth} (as the name indicates) was always setting both.

The new mechanism overcomes both issues:

- It provides arbitrarily many, fully independent named marks, that can be allocated and, from that point onwards, used.
- It offers access for each such marks to retrieve its top, first, and bottom values separately.
- Furthermore, the mechanism is augmented to give access to marks in different “regions” which may not be just full pages.

2 Design-level and code-level interfaces

The interfaces are mainly meant for package developers, but they are usable (with appropriate care) also in the document preamble, for example, when setting up special running headers with \texttt{fancyhdr}, etc. They are therefore available both as CamelCase commands
as well as commands for use in the L3 programming layer. Both are described together below.

\NewMarkClass \mark_new_class:n

Declares a new \langle class \rangle of marks to be tracked by \LaTeX. Each \langle class \rangle must be declared before it is used.

Mark classes can only be declared before \begin{document}.  

\InsertMark \mark_insert:nn

Adds a mark to the current galley for the \langle class \rangle, containing the \langle text \rangle.

It has no effect in places in which you can’t place floats, e.g., a mark inside a box or inside a footnote never shows up anywhere.

If used in vertical mode it obeys \LaTeX’s internal \nobreak switch, i.e., it does not introduce a breakpoint if used after a heading. If used in horizontal mode it doesn’t handle spacing (like, for example, \index or \label does, so it should be attached to material that is typeset.

\AddToHook \InsertMark or \mark_insert:nn

When marks are inserted, the mark content may need some special treatment, e.g., by default, \label, \index, and \glossary do not expand at this time (but only later if and when the mark content is actually used. In order to allow packages to augment or alter this setup there is a public hook insertmark that is executed at this point. It runs in a group so local modification to commands are only applied to the \langle text \rangle argument of \InsertMark or \mark_insert:nn.

\TopMark \FirstMark \LastMark \mark_use_top:nn \mark_use_first:nn \mark_use_last:nn

These functions expand to the appropriate mark \langle text \rangle for the given \langle class \rangle in the specified \langle region \rangle. The default \langle region \rangle in the design-level commands is page. Note that with the L3 layer commands there are no optional arguments, i.e., both arguments have to be provided.

\TeXhackers note: The result is returned within the \unexpanded primitive \exp_not:n, which means that the \langle text \rangle does not expand further when appearing in an x-type or e-type argument expansion.

The “first” and “last” marks are those seen first and last in the current region/page, respectively. The “top” mark is the last mark of the \langle class \rangle seen in an earlier region, i.e., the \langle text \rangle what would be “current” at the very top of the region.

The commands are only meaningful inside the output routine, in other places their result is (while not random) unpredictable due to the way \LaTeX cuts text material into pages.

Currently, \langle region \rangle is one of page, previous-page, column, and previous-column. If a page has just been finished then the region page refers to the current page and
previous-page, as the name indicates, to the page that has been finished previously. This means you are able to access mark information for the current page as well as for the page before if you are inside the output routine, without the need to explicitly save that information beforehand.

In single column documents the column is the same as the page region, but in two-column documents, column refers to the current column that just got finished and previous-column to the one previously finished. Code for running headers are (in standard \LaTeX) only evaluated when both columns are assembled, which is another way of saying that in that case previous-column refers to the left column and column to the right column. However, to make this a bit nicer to access, there are also alias regions named first-column and last-column\(^1\) to access these regions.\(^2\)

Note that you can only look backwards at already processed regions, e.g., in a twoside document finishing a recto (odd, right-hand) page you can access the data from the facing verso (left-hand) page, but if you are finishing a left-hand page you can’t integrate data from the upcoming right-hand page. If such a scenario needs to be realized then it is necessary to save the left-hand page temporarily instead of finalizing it, process material for the right-hand page and once both are ready, attach running headers and footers and shipout out both in one go.\(^3\)

\begin{verbatim}
\IfMarksEqualTF \mark_if_eq:nnnnTF \mark_if_eq:nnnnnnTF
\end{verbatim}

These conditionals allow you to compare the content of two marks and act based on the result. The commands work in an expansion context, if necessary.

It is quite common when programming with marks to need to interrogate conditions such as whether marks have appeared on a previous page, or if there are multiple marks present on the current page, and so on. The tests above allow for the construction of a variety of typical test scenarios, with three examples presented below.

The first two conditionals cover only the common scenarios. Both marks are picked up from the same \langle region \rangle (by default page) and they have to be of the same \langle class \rangle.\(^4\)

The \langle pos \rangle argument can be either top, first, or last.

If you wish to compare marks across different regions or across different classes, you have to do it using the generic test only available in the L3 programming layer or do it manually, i.e., get the marks and then compare the values yourself.\(^5\)

However, the basic version is enough for the following typical use cases:

**Test for at most one mark of class myclass on current page:** If the first and last mark in a region are the same then either there was no mark at all, or there was at most one. To test this on the current page:

\begin{verbatim}
\NewMarkClass{myclass}
\IfMarksEqualTF{myclass}{first}{last}{ <zero or one mark> }{ <two or more marks> }
\end{verbatim}

\(^1\)This is called “last” not “second” in anticipation of extending the mechanism to multiple columns, where first and last would still make sense.

\(^2\)At the moment there aren’t any previous-...-column regions to access the columns from the previous page. If necessary, the mechanism could be easily augmented to cover them too, though.

\(^3\)As of now that scenario is not yet officially supported.

\(^4\)If an undeclared mark class is used the tests return true (not an error).

\(^5\)If two undeclared mark classes are compared the result is always true; if a declared and an undeclared mark class is used it is always false.
Test for no mark of class myclass in the previous page: If the top mark is the same as the first mark, there is no mark in the region at all. If we wanted to do this test for the previous page:

\IfMarksEqualTF[previous-page]{myclass}{top}{first} 
{ <no marks> }{ <at least one mark> }

Comparing top and last would give you the same result.

Test for zero, one, or more than one: Combining the two tests from above you can test for zero, one or more than one mark.

\IfMarksEqualTF{myclass}{top}{first} 
{ <no marks> } 
{\IfMarksEqualTF{myclass}{first}{last} 
{ <exactly one mark> }{ <more than one mark> }}

If you need one of such tests more often (or if you want a separate command for it for readability), then consider defining:

\providecommand\IfNoMarkTF[2][page]\{\IfMarksEqualTF[#1]{#2}{first}{last}\}

2.1 Debugging mark code

\DebugMarksOn ... \DebugMarksOff
\mark_debug_on: \mark_debug_off:

Commands to turn the debugging of mark code on or off. The debugging output is rather coarse and not really intended for normal use at this point in time.

3 Application examples

If you want to figure out if a break was taken at a specific point, e.g., whether a heading appears at the top of the page, you can do something like this:

\newcounter{breakcounter} 
\NewMarkClass{break} 
\newcommand\markedbreak[1]{\stepcounter{breakcounter}% 
\InsertMark{break}{\arabic{breakcounter}% 
\penalty #1\relax 
\InsertMark{break}{-\arabic{breakcounter}}} 

To test if the break was taken you can test if \TopMark{break} is positive (taken) or negative (not taken) or zero (there was never any marked break so far). The absolute value can be used to keep track of which break it was (with some further coding).

To be extended with additional application examples

4 Legacy \LaTeX\ 2\epsilon interface

Here we describe the interfaces that \LaTeX\ 2\epsilon offered since the early nineties and some minor extensions.
4.1 Legacy design-level and document-level interfaces

\markboth
\markboth \{(left)\} \{(right)\}
\markright \{(right)\}

\LaTeX uses two marks which aren’t fully independent. A “left” mark generated by the first argument of \markboth and a “right” mark generated by the second argument of \markboth or by the only argument of \markright. The command \markboth and \markright are in turn called from heading commands such as \chaptermark or \sectionmark and their behavior is controlled by the document class.

For example, in the article class with twoside in force the \sectionmark will issue \markboth with an empty second argument and \subsectionmark will issue \markright. As a result the left mark will contain chapter titles and the right mark subsection titles.

Note, however, that in one-sided documents the standard behavior is that only \markright is used, i.e., there will only be right-marks but no left marks!

4.2 Legacy interface extensions

Thenewimplementationaddsthreemarkclasses: \texttt{2e-left}, \texttt{2e-right} and \texttt{2e-right-nonempty} and patches \markboth and \markright slightly so that they also update these new mark classes, so that the new classes work with existing document classes.

As a result you can use \LastMark{2e-left} and \FirstMark{2e-right} instead of \leftmark and \rightmark. But more importantly, you can use any of the other retrieval commands to get a different status value from those marks, e.g., \LastMark{2e-right} would return the last subsection on the page (instead of the first as returned by \rightmark).

The difference between \texttt{2e-right} and \texttt{2e-right-nonempty} is that the latter will only be updated if the material for the mark is not empty. Thus \markboth{title} as issued by, say, \sectionmark, sets a \texttt{2e-left} mark with \texttt{title} and a \texttt{2e-right} mark with the empty string but does not add a \texttt{2e-right-nonempty} mark.

Thus, if you have a section at the start of a page and you would ask for \FirstMark{2e-right} you would get an empty string even if there are subsections on that page. But \texttt{2e-right-nonempty} would then give you the first or last subsection
on that page. Of course, nothing is simple. If there are no subsections it would tell you
the last subsection from an earlier page. We therefore need comparison tools, e.g., if top
and first are identical you know that the value is bogus, i.e., a suitable implementation
would be

\IfMarksEqualTF{2e-right-nonempty}{top}{first}
{ <appropriate action if there was no real mark> }
{\FirstMark{2e-right-nonempty}}

5 Notes on the mechanism

In contrast to vanilla $\TeX$, $\varepsilon-\TeX$ extends the mark system to allow multiple independent
marks. However, it does not solve the $\topmark$ problem which means that $\LaTeX$ still
needs to manage marks almost independently of $\TeX$. The reason for this is that the
more complex output routine used by $\LaTeX$ to handle floats (and related structures)
means that $\topmark(s)$ remain unreliable. Each time the output routine is fired up,
$\LaTeX$ moves $\botmark$ to $\topmark$, and while $\varepsilon-\TeX$ extends this to multiple registers the
fundamental concept remains the same. That means that the state of marks needs to be
tracked by $\LaTeX$ itself. An early implementation of this package used $\TeX$’s $\botmark$
only to ensure the correct interaction with the output routine (this was before the $\varepsilon-\TeX$
mechanism was even available). However, other than in a prototype implementation for
$\LaTeX{}3$, this package was never made public.

The new implementation now uses $\varepsilon-\TeX$’s marks as they have some advantages,
because with them we can leave the mark text within the galley and only extract the
marks during the output routine when we are finally shipping out a page or storing away
a column for use in the next page. That means we do not have to maintain a global data
structure that we have to keep in sync with informational marks in the galley but can
can rely on everything being in one place and thus manipulations (e.g. reordering of material)
will take the marks with them without a need for updating a fragile linkage.

To allow for completely independent marks we use the following procedure:

• For every type of marks we allocate a mark class so that in the output routine $\TeX$
can calculate for each class the current top, first, and bottom mark independently.
For this we use \newmarks, i.e., one marks register per class.

• As already mentioned firing up an output routine without shipping out a page
means that $\TeX$’s top marks get wrong so it is impossible to rely on $\TeX$’s approach
directly. What we do instead is to keep track of the real marks (for the last page
or more generally last region) in some global variables.

• These variables are updated in the output routine at defined places, i.e., when we
do real output processing but not if we use special output routines to do internal
housekeeping.

• The trick we use to get correctly updated variables is the following: the material
that contains new marks (for example the page to be shipped out) is stored in a
box. We then use $\TeX$ primitive box splitting functions by splitting off the largest
amount possible (which should be the whole box if nothing goes really wrong).
While that seems a rather pointless thing to do, it has one important side effect:
$\TeX$ sets up first and bottom marks for each mark class from the material it has
split off. This way we get the first and last marks (if there have been any) from the
material in the box.
• The top marks are simply the last marks from the previous page or region. And if there hasn’t been a first or bottom mark in the box then the new top mark also becomes new first and last mark for that class.

• That mark data is then stored in global token lists for use during the output routine and legacy commands such as \leftmark or new commands such as \TopMark simply access the data stored in these token lists.

That’s about it in a nutshell. Of course, there are some details to be taken care of—those are discussed in the implementation sections.

6 Internal output routine functions

The functions in this section are tied to the output routine and used in the interface to \LaTeX and perhaps at some later time within a new output routine for \LaTeX. They are not meant for general use and are therefore made internal. Internal means that \$% automatically gets replaced in the code (and in the documentation) so we have to give it a suitable value.

\$% (\$%=mark)

\__mark_update_singlecol_structures: \setlength{\parskip}{0ex plus 0.3ex minus 0.3ex}\_\_\_mark_update_singlecol_structures:

\LaTeX integration function in case we are doing single column layouts. It assumes that the page content is already stored in \$@outputbox and processes the marks inside that box. It is called as part of \$@opcol.

\__mark_update_dblcol_structures: \setlength{\parskip}{0ex plus 0.3ex minus 0.3ex}\_\_\_mark_update_dblcol_structures:

\LaTeX integration function mark used when we are doing double column documents. It assumes that the page content is already stored in \$@outputbox and processes the marks inside that box. It then does different post-processing depending on the start of the switch \if@firstcolumn. If we are in the second column it also has to update page marks, otherwise it only updates column marks. It too is called as part of \$@opcol.

\__mark_update_structure:nn \_\_\_mark_update_structure:nn \{\texttt{region}\} \{\texttt{material with marks}\}

Helper function that inspects the marks inside the second argument and assigns new mark values based on that to the \texttt{region} given in the first argument. For this it first copies the mark structure from \texttt{region} to previous-\texttt{region} and then takes all last mark values currently in the region and makes them the new top mark values. Finally it assigns new first and last values for all mark classes based on what was found in the second argument.

As a consequence, the allowed values for \texttt{region} are \texttt{page} and \texttt{column} because only they have previous-... counterparts.

Another important part to keep in mind is that marks are only recognized if they appear on top-level, e.g., if we want to process material stored in boxes we need to put it unboxed (using \texttt{unvcopy} etc.) into the second argument.
\_\_mark_update_structure_alias:nn (alias) \_\_mark_update_structure_alias:nn (source)

Helper function that copies all mark values in the (source) region to (alias), i.e., make the structures identical. Used to update the previous-... structures inside \_\_mark_update_structure:nn and first-column and last-column structures inside \_\_mark_update_singlecol_structures: or \_\_mark_update_dblcol_structures:.

\_\_mark_update_structure_to_err:n (region)

Helper function that sets all mark values in the (region) to an error message. This is currently used for last-column at times where using marks from it would be questionable/wrong, i.e., when we have just processed the first column in a two-column document.

7 The Implementation

\maketitle

\ExplSyntaxOn
\NewModuleRelease{2022/06/01}{ltmarks}
\ExplSyntaxOff

7.1 Allocating new mark classes

A list holding all the mark classes that have been declared.

\seq_new:N \g__mark_classes_seq

A mark class is created by initializing a number of data structures. First, we get a register number to refer to the mark class. The new mark class is then added to the \g__mark_classes_sequence to be able to easily loop over all classes. Finally a number of top-level global token lists are declared that hold various versions of the mark for access.

\cs_new_protected:Npn \mark_new_class:n #1
{ \seq_if_in:NnTF \g__mark_classes_seq {#1} { \msg_error:nnn { mark } { class-already-defined } {#1} \__mark_new_class:nn {#1} } }

This is only available in the preamble.

\onlypreamble \mark_new_class:n

The internal command carries out the necessary allocations.

\cs_new_protected:Npn \__mark_new_class:nn #1
{ \_\_mark_debug:n \iow_term:x { Marks:~new~mark:~#1~\msg_line_context: } }
Use the \TeX\ 2\epsilon interface for now as the L3 programming layer doesn’t have one for marks yet.

\begin{verbatim}
\exp_args:Nc \newmarks {c__.mark_class_ #1 _mark}
\end{verbatim}

Remember the new class in the sequence.

\begin{verbatim}
\seq_gput_right:Nn \g__.mark_classes_seq {#1}
\end{verbatim}

We need three token lists for each region, one for top, first, and last.

\begin{verbatim}
\tl_new:c { g__.mark_page_top_ #1 _tl }
\tl_new:c { g__.mark_page_first_ #1 _tl }
\tl_new:c { g__.mark_page_last_ #1 _tl }
\end{verbatim}

For the page region we also keep track of the previous-page.

\begin{verbatim}
\tl_new:c { g__.mark_previous-page_top_ #1 _tl }
\tl_new:c { g__.mark_previous-page_first_ #1 _tl }
\tl_new:c { g__.mark_previous-page_last_ #1 _tl }
\end{verbatim}

Same game for column and previous-column

\begin{verbatim}
\tl_new:c { g__.mark_column_top_ #1 _tl }
\tl_new:c { g__.mark_column_first_ #1 _tl }
\tl_new:c { g__.mark_column_last_ #1 _tl }
\tl_new:c { g__.mark_previous-column_top_ #1 _tl }
\tl_new:c { g__.mark_previous-column_first_ #1 _tl }
\tl_new:c { g__.mark_previous-column_last_ #1 _tl }
\end{verbatim}

But for columns we also allocate token lists for the alias regions first-column and last-column.

\begin{verbatim}
\tl_new:c { g__.mark_first-column_top_ #1 _tl }
\tl_new:c { g__.mark_first-column_first_ #1 _tl }
\tl_new:c { g__.mark_first-column_last_ #1 _tl }
\tl_new:c { g__.mark_last-column_top_ #1 _tl }
\tl_new:c { g__.mark_last-column_first_ #1 _tl }
\tl_new:c { g__.mark_last-column_last_ #1 _tl }
\end{verbatim}

(End definition for \mark_new_class:n and \__mark_new_class:nn. This function is documented on page 3.)

7.2 Updating mark structures

For some operations we need a temporary private box and two private global token lists.

\begin{verbatim}
\l__mark_box \g__mark_tmp_tl \g__mark_new_top_tl
\end{verbatim}

\begin{verbatim}
\box_new:N \l__mark_box
\tl_new:N \g__mark_tmp_tl
\tl_new:N \g__mark_new_top_tl
\end{verbatim}

(End definition for \l__mark_box, \g__mark_tmp_tl, and \g__mark_new_top_tl.)

\begin{verbatim}
\__mark_update_structure:nn
\end{verbatim}

This function updates the mark structures. The first argument is the region to update and second argument receives the material that holds the marks. Out of this material we extract the first and last marks for all classes (if there are any) to do the assignments.

\begin{verbatim}
\cs_new_protected:Npn \__mark_update_structure:nn #1 #2
\end{verbatim}

First thing we do is copying the current structure to previous-...; this leaves the current structure untouched so we can update it class by class (which is necessary).

\begin{verbatim}
\__mark_update_structure_alias:nn { previous-#1 } {#1}
\end{verbatim}
Getting the first and last marks out of the material in \#2 is done by putting the material in a box and then doing a split operation to the maximum size possible (which hopefully means all of the content).\footnote{We could verify this, maybe we should.} Because this is an action only for the sake of getting at the mark values we don’t want any underfull box warnings so we turn those (locally) off.

\begin{verbatim}
\group_begin:
\dim_set_eq:NN \tex_splitmaxdepth:D \c_max_dim
\int_set_eq:NN \tex_vbadness:D \c_max_int
\dim_set_eq:NN \tex_vfuzz:D \c_max_dim
\end{verbatim}

There is a further complication: if the region contains infinite shrinking glue then a \texttt{\vsplit} operation will balk with a low-level error. Now pages or columns, which are our main concern here, can’t have such infinite shrinkage if they are cut straight from the galley, however the use of \texttt{\enlargethispage} actually does add some at the very bottom (and also wraps the whole page into a box by itself, so if we leave it this way then a) we get this error and b) we don’t see any marks because they are hidden one level down).

Another possible issue are packages or user code that place stray \texttt{\vbox}s directly into the main galley (an example is \texttt{marginnote} that attaches its marginals in this way). If such boxes end up as the last item on the page we should not unpack them.

We therefore do an \texttt{\unskip} to get rid of that glue if present and also check if we have then a \texttt{\vbox} as the last item and if so unpack that too, but only under certain conditions, see below. All this is temporary, just for getting the marks out, so it doesn’t affect the final page production.

In fact, we go one step further and set the box to a large negative height possible and afterwards take a look at the reported badness: if it is zero we know that there has still been infinite shrinkage in the box so that we can’t do a \texttt{\vsplit}. If that is the case we generate an error message and bypass extracting the marks. We use only half of \texttt{\c_max_dim} because otherwise \LaTeX{} will report an overfull \texttt{vbox} despite our setting of \texttt{\tex_vfuzz:D}. This test will not find existing infinite shrinkage in all cases, e.g., if there are several glues that cancel each other, but it is the best we can do.

\begin{verbatim}
\vbox_set_to_ht:Nnn \l__mark_box { -.5\c_max_dim }
{ #2
\tex_unskip:D
\box_set_to_last:N \l__mark_box }
\end{verbatim}

After having removed the last box from the current list (if there was one) we check if the list is now empty. If not, the the last box is definitely not the one from \texttt{\enlargethispage} and so we can and should leave it alone. Otherwise we check if this last box is a \texttt{\vbox}.

\begin{verbatim}
\int_compare:nNnT \tex_lastnodetype:D < 0 {
   \box_if_vertical:NT \l__mark_box }
\end{verbatim}

If it is we do a further test and reset the \texttt{\l__mark_box} to check if it contains infinitely shrinkable glue.

\begin{verbatim}
\vbox_set_to_ht:Nnn \l__mark_box { -.5\c_max_dim }
{ \vbox_unpack:N \l__mark_box
  \tex_kern:D \c_zero_dim % ensure that box % is not empty }
\end{verbatim}
If not, then we unpack it, if yes we still ignore it for the process of mark extraction. We do not generate an error though, because in all likelihood this is an ordinary box like a marginal that does contain something like \vss.

\int_compare:nNnT \tex_badness:D > 0
  \{ \vbox_unpack:N \l__mark_box \}
\}

If it wasn’t a vbox, it was either an hbox or there was no box. Given that we are only interested in the marks we don’t need put it back in that case. However, we have to make sure that the outer box under construction is not totally empty (which it might have been from the start, or now), because \TeX{} does not report a badness for empty boxes and that means our test would incorrectly conclude that we have infinite shrinking glue. A simple \kern{} is enough to avoid this (the same was already done above).
\int_compare:nNnTF \tex_badness:D > 0
  \{ \vbox_set_split_to_ht:NNn \l__mark_box \l__mark_box \c_max_dim \}

After this action we can get first and last marks of the various classes through \tex_splitfirstmarks:D and \tex_splitbotmarks:D. So now we loop over all classes stored in \g__mark_classes_seq.
\seq_map_inline:Nn \g__mark_classes_seq
  \{

First action: get the last mark from the previous region, i.e., \texttt{previous-#1}. But because it is also still inside \texttt{#1}, at the moment we use that to construct the name because this is a tiny bit faster. Given that we need this value in various assignments we store it away which avoids unnecessary further csname generations.
\tl_gset_eq:Nc \g__mark_new_top_tl { g__mark_#1_last_##1_tl }
\tl_gset_eq:cN { g__mark_#1_top_##1_tl } \g__mark_new_top_tl

Next action is to get ourselves the new last mark from the material supplied.
\tl_gset:No \g__mark_tmp_tl
  \{ \tex_splitbotmarks:D \use:c { c__mark_class_##1_mark } \}

If this mark doesn’t exist then obviously first mark does neither, so both become the last mark from the previous region. We have to be a little careful here: something like \mark_insert:nn{foo}{} adds an “empty” mark that should not be confused with no mark at all. But no mark in our material will result in \g__mark_tmp_tl being fully empty. This is why we have to make sure that “empty” from \mark_insert:nn only appears to be empty but fails the next test (see below how this is done).
\tl_if_empty:NTF \g__mark_tmp_tl
  \{ \tl_gset_eq:cN \{ g__mark_##1_last_##1_tl \} \g__mark_new_top_tl \}
  \{ \tl_gset_eq:cN \{ g__mark_##1_first_##1_tl \} \g__mark_new_top_tl \}

\g__mark_new_top_tl

If it wasn’t empty, i.e., if it had a real value then we use this value for our new last mark instead.

\tl_gset_eq:cN \{ g__mark_#1_last_##1_tl \} \g__mark_tmp_tl

Because we had a last mark we also have a first mark (which might be the same, but might be not), so we pick that up and assign it to the appropriate token list. This explains why we first checked for the last mark because that makes the processing faster in case there is none.

\tl_gset:co \{ g__mark_#1_first_##1_tl \}

\tex_splitfirstmarks:D
\use:c \{ c__mark_class_##1_mark \}

Once all mark classes have been processed the data structures are updated and we can close the group which undoes our local changes and retains only the global ones.

\group_end:

(End definition for \_mark_update_structure:nn.)

\_mark_update_structure_alias:nn

This function copies the structure for one region to another (name), e.g., from page to previous-page above, or later from column to first-column, etc.

\cs_new_protected:Npn \_mark_update_structure_alias:nn \#1\#2 \{

This requires a simple loop through all mark classes copying the token list from one name to the next.

\seq_map_inline:Nn \g__mark_classes_seq

\tl_gset_eq:cc \{ g__mark_#1_top_ ##1_tl \}
\tl_gset_eq:cc \{ g__mark_#1_first_##1_tl \}
\tl_gset_eq:cc \{ g__mark_#1_last_ ##1_tl \}
\tl_gset_eq:cc \{ g__mark_#1_last_ ##1_tl \}
\tl_gset_eq:cc \{ g__mark_#1_first_##1_tl \}
\tl_gset_eq:cc \{ g__mark_#1_last_ ##1_tl \}
A slight variation is to install a fixed error message as the value.

\cs_new_protected:Npn \__mark_update_structure_to_err:n #1 {
\seq_map_inline:Nn \g__mark_classes_seq
{\tl_gset:cn { g__mark_ #1 _top_ ##1 _tl } { \__mark_error:n {#1} }
\tl_gset:cn { g__mark_ #1 _first_ ##1 _tl } { \__mark_error:n {#1} }
\tl_gset:cn { g__mark_ #1 _last_ ##1 _tl } { \__mark_error:n {#1} }
}
}

Given that this is used in only one place, we could hardwire the argument which would be a bit more compact, but who knows, perhaps we end up with another reason to use this error command elsewhere, so for now we keep the argument.

\cs_new_protected:Npn \__mark_error:n #1 {
\msg_error:nnn { mark } { invalid-use } {#1}
}

7.3 Placing and retrieving marks

This function puts a mark for some \langle class \rangle at the current point.

\cs_new_protected:Npn \mark_insert:nn #1#2 {
\seq_if_in:NnTF \g__mark_classes_seq {#1}
{\__mark_debug:n{ \iow_term:x { Marks:~ set~#1~<-~'	l_to_str:V \g__mark_tmp_tl' ~ \msg_line_context: } }}
\tex_marks:D \use:c \{ c__mark_class_ #1 _mark \}
}

\maketitle

\begin{enumerate}
\item
\end{enumerate}
Here is the trick to avoid truly empty marks: if the result from the above processing is
empty we add something which eventually becomes empty, but not immediately; other-
wise we just put `\g__mark_tmp_tl` in.

```latex
\tl_if_empty:NTF \g__mark_tmp_tl
  \{ \exp_not:n \{ \prg_do_nothing: \} \}
  \{ \exp_not:o \{ \g__mark_tmp_tl \} \}
\group_end:
```

A mark introduces a possible break point and in certain situations that should not happen
in vertical mode in \LaTeX. This needs some cleanup . . . .

```latex\if@nobreak\ifvmode
\nobreak\fi\fi```

If the mark class was not known, raise an error.

```latex\msg_error:nnx \{ mark \} \{ unknown-class \} \{ \tl_to_str:n \{#1\} \}```

(End definition for `\mark_insert:nn`. This function is documented on page 3.)

---

By default `\label`, `\index`, and `\glossary` do nothing when the mark is inserted.

```latex\cs_new:Npn \@kernel@before@insertmark
\{ \cs_set_eq:NN \label \scan_stop:
\cs_set_eq:NN \index \scan_stop:
\cs_set_eq:NN \glossary \scan_stop:
\}```

The public hook to augment the setup.

```latex\hook_new:n \{ insertmark \}```

(End definition for `\@kernel@before@insertmark` and `insertmark`.)

---

To retrieve the first, last or top region mark, we grab the appropriate value stored in the
corresponding token list variable and pass its contents back. These functions should be
used only in output routines after `\__mark_update_structure:nn` has acted, otherwise
their value will be wrong.

If used with an unknown class or region they generate an error (fairly low-level
because we are in an expandable context).

```latex\cs_new:Npn \mark_use_first:nn \{ \#1\#2 \}
\cs_new:Npn \mark_use_last:nn \{ \#1\#2 \}
\cs_new:Npn \mark_use_top:nn \{ \#1\#2 \}```

(End definition for `\mark_use_top:nn`, `\mark_use_first:nn`, and `\mark_use_last:nn`. These functions
are documented on page 3.)
7.4 Comparing mark values

\mark_if_eq:nnnn\mark_if_eq:nnnnnTF

Test if in a given region (#1) for a given class (#2) the marks in position #3 and #4 (top, first, or last) are identical

\prg_new_conditional:Nppnn \mark_if_eq:nnnn #1#2#3#4 { T , F , TF }
\{
\tl_if_eq:ccTF { g__mark_ #1 _#3_ #2 _tl }
{ g__mark_ #1 _#4_ #2 _tl }
\prg_return_true:
\prg_return_false:
\}

The fully general test (with two triplets of the form \langle region \rangle, \langle class \rangle, and \langle position \rangle) is this:

\prg_new_conditional:Nppnn \mark_if_eq:nnnnn #1#2#3#4#5#6 { T , F , TF }
\{
\tl_if_eq:ccTF { g__mark_ #1 _#3_ #2 _tl }
{ g__mark_ #4 _#6_ #5 _tl }
\prg_return_true:
\prg_return_false:
\}

(End definition for \mark_if_eq:nnnnTF and \mark_if_eq:nnnnnTF. These functions are documented on page 4.)

7.5 Messages

Mark errors are LaTeX kernel errors:

\prop_gput:Nnn \g_msg_module_type_prop { mark } { LaTeX }
\msg_new:nnnn { mark } { class-already-defined }
{ Mark-class~'#1'~already-defined }
\{
\c__msg_coding_error_text_tl
LaTeX-was-asked-to-define-a-new-mark-class-called~'#1':-
this-mark-class-already-exists.
\c__msg_return_text_tl
\}

\msg_new:nnnn { mark } { unknown-class }
{ Unknown-mark-class~'#1'. }
\{
\c__msg_coding_error_text_tl
LaTeX-was-asked-to-manipulate-a-mark-of-class~'#1',-
but-this-class-of-marks-does-not-exist.
\}

\msg_new:nnnn { mark } { invalid-use }
{ Mark-region~'#1'~not -usable }
\{
\c__msg_coding_error_text_tl
The-region~'#1'~can-only-be-used-after-
all-columns-have-been-assembled.
\c__msg_return_text_tl
\}
208 \msg_new:nnnn { mark } { infinite-shrinkage } 209 { Infinite-shrinkage-found-in-’#1’. } 210 { 211 \c__msg_coding_error_text_tl 212 The-mark-region-’#1’-contains-some-infinite-negative-glue- 213 allowing-it-to-shrink-to-an-arbitrary-size.- 214 This-makes-it-impossible-to-split-the-region-apart-to- 215 get-at-its-marks.-They-are-lost. } 216

7.6 Debugging the mark structures

Code and commands in this section are not final, it needs more experimentation to see what kind of tracing information is going to be useful in practice. For now the tracing is mainly meant to be used for code testing and not so much for application testing.

It is quite likely that the commands and the behavior of the tracing might change in the future once we gained some experience with it.

\g__mark_debug_bool Holds the current debugging state.
217 \bool_new:N \g__mark_debug_bool 218 \end proclamation for \g__mark_debug_bool.

\mark_debug_on: \mark_debug_off: \__mark_debug:n \__mark_debug_gset: Turns debugging on and off by redefining \__mark_debug:n.
218 \cs_new_eq:NN \__mark_debug:n \use_none:n 219 \cs_new_protected:Npn \mark_debug_on: 220 { 221 \bool_gset_true:N \g__mark_debug_bool \__mark_debug_gset: 222 } 223 \cs_new_protected:Npn \mark_debug_off: 224 { 225 \bool_gset_false:N \g__mark_debug_bool \__mark_debug_gset: 226 } 227 \cs_new_protected:Npn \__mark_debug_gset: 228 { 229 \cs_gset_protected:Npx \__mark_debug:n ##1 230 { \bool_if:NT \g__mark_debug_bool {##1} } 231 } 232 \end proclamation for \mark_debug_on: and others. These functions are documented on page 5.

\DebugMarksOn \DebugMarksOff CamelCase commands for debugging.
234 \cs_new_eq:NN \DebugMarksOn \mark_debug_on: 235 \cs_new_eq:NN \DebugMarksOff \mark_debug_off: \end proclamation for \DebugMarksOn and \DebugMarksOff. These functions are documented on page 5.

\__mark_class_status:nn Shows the mark values across all regions for one mark class (#2). The first argument gives some ⟨info⟩ to help identifying where the command was called.
236 ⟨trace⟩ 237 \cs_new_protected:Npn \__mark_class_status:nn #1#2 238 { 239

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Show all mark class values across all regions.

\begin{Verbatim}
\cs_new_protected:Npn \__mark_status:n #1
\{
 \seq_map_inline:Nn \g__mark_classes_seq
 \{ \__mark_class_status:nn {#1} {##1} \}
\}
\end{Verbatim}

(End definition for \__mark_class_status:nn.)

\_mark_status:n

7.7 Designer-level interfaces

\NewMarkClass
\InsertMark
\TopMark
\FirstMark
\LastMark

These two are identical to the L3 programming layer commands.

\begin{Verbatim}
\cs_new_eq:NN \NewMarkClass \mark_new_class:n
\@onlypreamble \NewMarkClass
\cs_new_eq:NN \InsertMark \mark_insert:nn
\end{Verbatim}

(End definition for \NewMarkClass and \InsertMark. These functions are documented on page 3.)

\TopMark
\FirstMark
\LastMark

The following commands take an optional argument that defaults to page. There is no checking that the region is actually valid. If not there is simply an empty return.

\begin{Verbatim}
\NewExpandableDocumentCommand \FirstMark { O{page} m }
\{ \mark_use_first:nn {#1}{#2} \}
\NewExpandableDocumentCommand \LastMark { O{page} m }
\{ \mark_use_last:nn {#1}{#2} \}
\end{Verbatim}

18
\NewExpandableDocumentCommand \TopMark { O{page} m } {
\mark_{use\_top}:nn \{#1\}{#2}\ }

(End definition for \TopMark, \FirstMark, and \LastMark. These functions are documented on page 3.)

\IfMarksEqualTF We only provide a CamelCase command for the case with one region (optional) and one class. One could think of also providing a version for the general case with several optional arguments, but use cases for this are most likely rare, so not done yet.
\NewExpandableDocumentCommand \IfMarksEqualTF {O{page}mmm} {
\mark_{if\_eq}:nnnnTF \{#1\}{#2\}{#3\}{#4}\ }

(End definition for \IfMarksEqualTF. This function is documented on page 4.)

8 \LaTeXe 2ε integration

8.1 Core \LaTeXe 2ε integration

This command updates the mark structures if we are producing a single column document.
\cs_new_protected:Npn \__mark_update_singlecol_structures: {
First we update the page region (which also updates the previous-page.

The \@outputbox is normally in \vbox in \LaTeX but we can’t take that for granted (an amsmath test document changed it to an \hbox just to trip me up) so we are a little careful with unpack now.

\box_if_vertical:NTF \@outputbox {
\__mark_update_structure:nn \{page\}
\{ \vbox\unpack:N \@outputbox \}
\}
\}
\__mark_update_structure:nn \{page\}
\{ \hbox\unpack:N \@outputbox \}
\}
The we provide the necessary updates for the aliases.
\__mark_update_structure_alias:nn \{previous-column\}{previous-page}
\__mark_update_structure_alias:nn \{column\}{page}
\__mark_update_structure_alias:nn \{first-column\}{page}
\__mark_update_structure_alias:nn \{last-column\}{page}

('%trace)
% move this into status itself?
\__mark_debug:n {
\__mark_status:n
\{ in- OR- \{ 
\legacy_if:nTF \{@twoside\}
\{ twoside-
\int_if_odd:nTF \c@page
\{ odd \}{ even \}
\}
\}
\{ oneside \}
\}

\__mark_update_dblcol_structures: This command handles the updates if we are doing two-column pages.

\cs_new_protected:Npn \__mark_update_dblcol_structures: { 

First we update the column and previous-column regions using the material assembled in \@outputbox.

\box_if_vertical:NTF \@outputbox 
\{ 
\__mark_update_structure:nn {column} 
\{ \vbox_unpack:N \@outputbox \} 
\} 
\{ 
\__mark_update_structure:nn {column} 
\{ \hbox_unpack:N \@outputbox \} 
\} 

How we have to update the alias regions depends on whether or not \@opcol was called to process the first column or to produce the completed page

\legacy_if:nTF {@firstcolumn} 
\{ 
If we are processing the first column then column is our first-column and there is no last-column yet, so we make those an error.

\__mark_update_structure_alias:nn {first-column}{column} 
\__mark_update_structure_to_err:n {last-column} 
\} 
\} 

If we produce the completed page then the first-column is the same as the new previous-column. However, the structure should already be correct if you think about it (because is was set to column last time which is now the previous-column), thus there is no need to make an update.

% \__mark_update_structure_alias:nn {first-column}{previous-column} 

However, we now have a proper last-column so we assign that.

\__mark_update_structure_alias:nn {last-column}{column} 

What now remains doing is to update the page and previous-page regions. For this we have to copy the settings in page into previous-page and then update page such that the top and first marks are taken from the first-column region and the last marks are taken from the last-column region. All this has to be done for all mark classes so we loop over our sequence.

Note that one loop is needed if we arrange the copy statements in a suitable way.

\seq_map_inline:Nn \g__mark_classes_seq 
\{ 
\tl_gset_eq:cc { \g__mark_previous-page_top_ #1 _tl } 
{ \g__mark_page_top_ #1 _tl } 
\tl_gset_eq:cc { \g__mark_previous-page_first_ #1 _tl } 
{ \g__mark_page_first_ #1 _tl } 
\tl_gset_eq:cc { \g__mark_previous-page_last_ #1 _tl } 
{ \g__mark_page_last_ #1 _tl } 
\}
The page updates need to come after the corresponding updates for previous-page otherwise we loose the necessary value.

```latex
\tl_gset_eq:cc { g__mark_page_top_ ##1 _tl } \
{ g__mark_first-column_top_ ##1 _tl } \
\tl_gset_eq:cc { g__mark_page_first_ ##1 _tl } \
{ g__mark_first-column_first_ ##1 _tl } \
\tl_gset_eq:cc { g__mark_page_last_ ##1 _tl } \
{ g__mark_last-column_last_ ##1 _tl } \\
\langle \star \trace \rangle \
\__mark_debug:n \
\{ \
\__mark_status:n \
\{ in- OR- \{ 
\legacy_if:nTF {@twoside} 
\{ twoside- 
\int_if_odd:nTF \c@page 
\{ odd \} \{ even \} 
\} 
\} oneside \} \space 
\legacy_if:nTF {@firstcolumn} 
\{ first- \} \{ second- \} column 
\} \\
\langle /\trace \rangle 
\}
```

(End definition for \__mark_update_dblcol_structures:)

8.2 Other \LaTeX\ 2\epsilon output routines

This section will cover multicol and other packages altering or providing their own output routine. Not done yet.

```latex
\cs_new_eq:NN \expl@mark@update@singlecol@structures@@ \__mark_update_singlecol_structures: \cs_new_eq:NN \expl@mark@update@dblcol@structures@@ \__mark_update_dblcol_structures: \\
\langle latexrelease \rangle \IncludeInRelease{0000/00/00}{ltmarks}% \langle latexrelease \rangle \{Undo-Marks-handling\} \langle latexrelease \rangle 
```

We keep the interface commands around even if we roll back in case they are used in packages that don’t roll back. Not likely to do a lot of good, but then there is not much we can do, but this at least then doesn’t give errors.

```latex
\DeclareRobustCommand \NewMarkClass[1]{
```

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Same here, this avoided extra roll back code in the OR.

Reset module prefix: